

# Exploring Unconventional Uses of LLMs in Vision Tasks

Anna Kukleva

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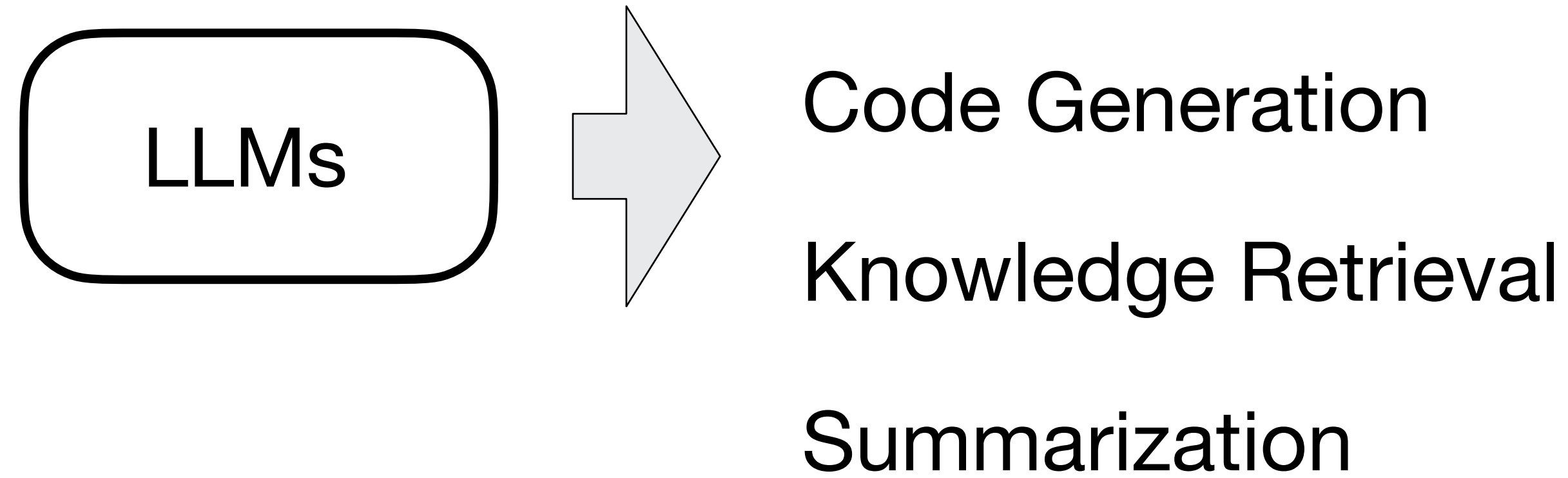
The 50th Pattern Recognition and Computer Vision Colloquium

09.10.2025

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# LLMs are Everywhere

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# LLMs are Everywhere



- ▶ Object-based control in the real world <sup>[1]</sup>
- ▶ SMPL pose generation/editing <sup>[2]</sup>
- ▶ Tracking <sup>[3]</sup> and segmentation <sup>[4]</sup>
- ▶ Reasoning <sup>[5]</sup>
- ▶ ...

[1] Learning to Generate Object Interactions with Physics-Guided Video Diffusion, Romero et al., arxiv

[2] UniPose: A Unified Multimodal Framework for Human Pose Comprehension, Generation and Editing, Li et al., CVPR 25

[3] Monocular-Video Based 3D Visual Language Tracking, Wei et. al, CVPR 25

[4] Unifying LLM-Driven Semantic Cues with Visual Features for Robust Few-Shot Segmentation, Karimi et al., CVPR 25

[5] Vision-Centric Reasoning with Grounded Chain-of-Thought, Man et al., CVPR 25

# LLMs in this talk



Fusion of LLM and:

- ▶ Diffusion models<sup>[1]</sup>
- ▶ Self-supervised vision pretraining<sup>[2]</sup>
- ▶ Large-scale video data<sup>[3]</sup>

[1] RefAM: Attention Magnets for Zero-Shot Referral Segmentation, Kukleva\* & Simsar\* et al., arxiv

[2] Language-Unlocked ViT (LUViT): Empowering Self-Supervised Vision Transformers with LLMs, Kuzucu et al., arxiv

[3] HowToCaption: Prompting LLMs to Transform Video Annotations at Scale, Shvetsova\* & Kukleva\* et al., ECCV 24

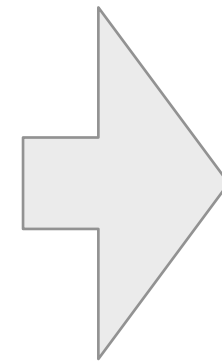
# RefAM: Attention Magnets for Zero-Shot Referral Segmentation

Anna Kukleva<sup>1\*</sup>, Enis Simsar<sup>2\*</sup>, Alessio Tonioni<sup>3</sup>, Ferjad Naeem<sup>3</sup>, Federico Tombari<sup>3,4</sup>, Jan Eric Lenssen<sup>1</sup>, Bernt Schiele<sup>1</sup>

<sup>1</sup>Max Planck Institute for Informatics, <sup>2</sup>ETH Zurich, <sup>3</sup>Google, <sup>4</sup>TU Munich

**Leveraging pre-trained LLM  
for implicit semantic understanding**

# Zero-Shot Referral Segmentation



A largest orange goldfish

**Goal:** given image/video and referral expression, segment corresponding objects in the image/video

# Zero-Shot Referral Segmentation Pipeline

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## Previous work [1,2]

1. Mask proposals
2. Local and Global reasoning modules
3. Integration with CLIP visual-language space

## Our work

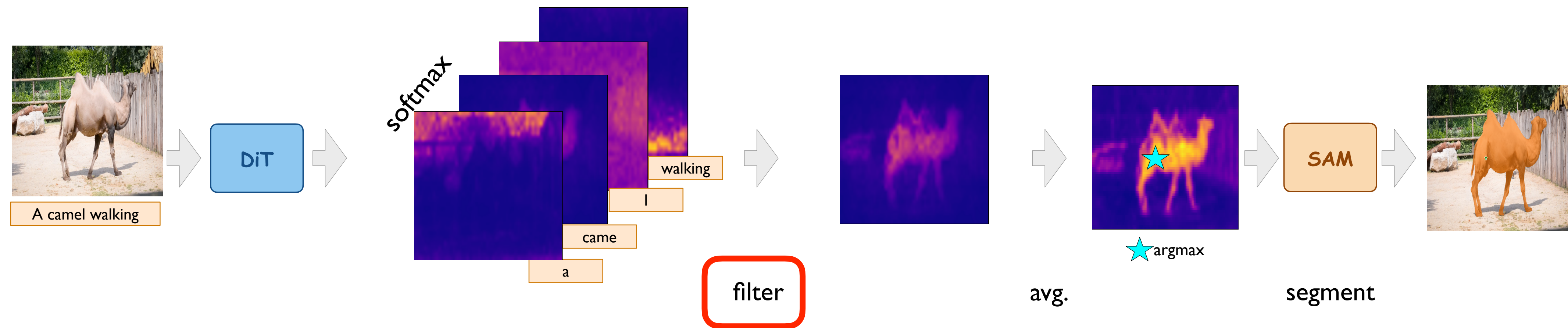
1. **No** Mask proposal
2. **No** Local and Global reasoning modules
3. **No** Integration with CLIP visual-language space

[1] Zero-Shot Referring Image Segmentation with Global-Local Context Features, Yu et al., CVPR 2023

[2] Hybrid Global-Local Representation with Augmented Spatial Guidance for Zero-Shot Referring Image Segmentation, Liu et al., CVPR 2025



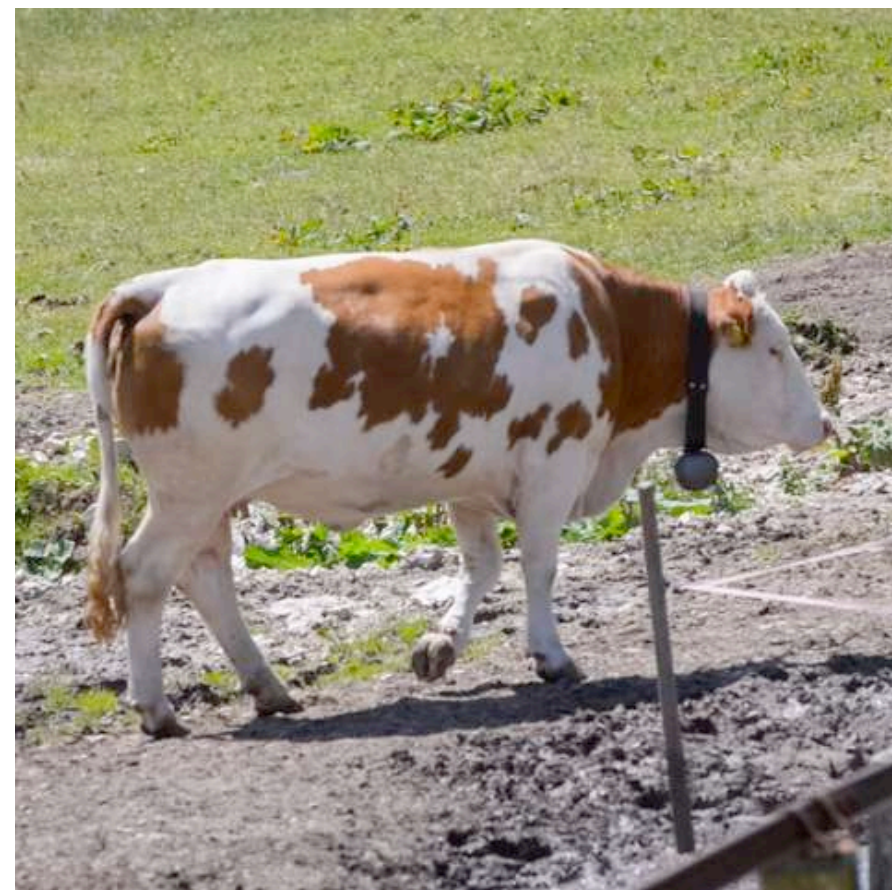
# Zero-Shot Referral Segmentation Pipeline



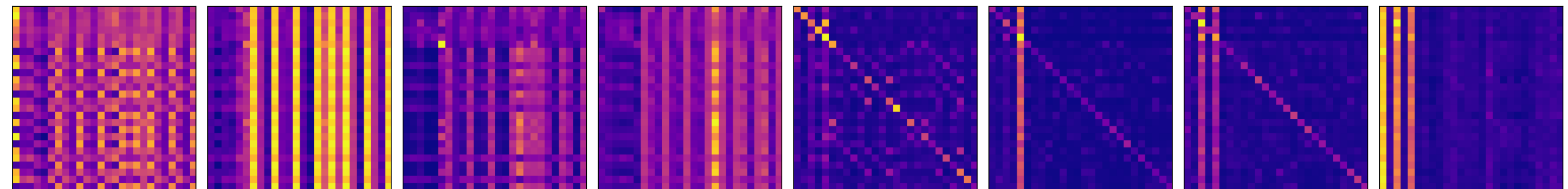
What and how we filter attention maps?

# Emergence of Semantic Information in DiT

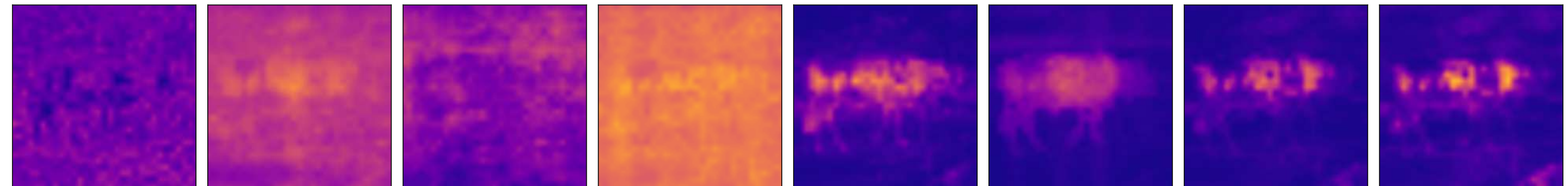
A white cow with brown patches



Text-to-text attention



Text-to-image attention (“\_patches” token)



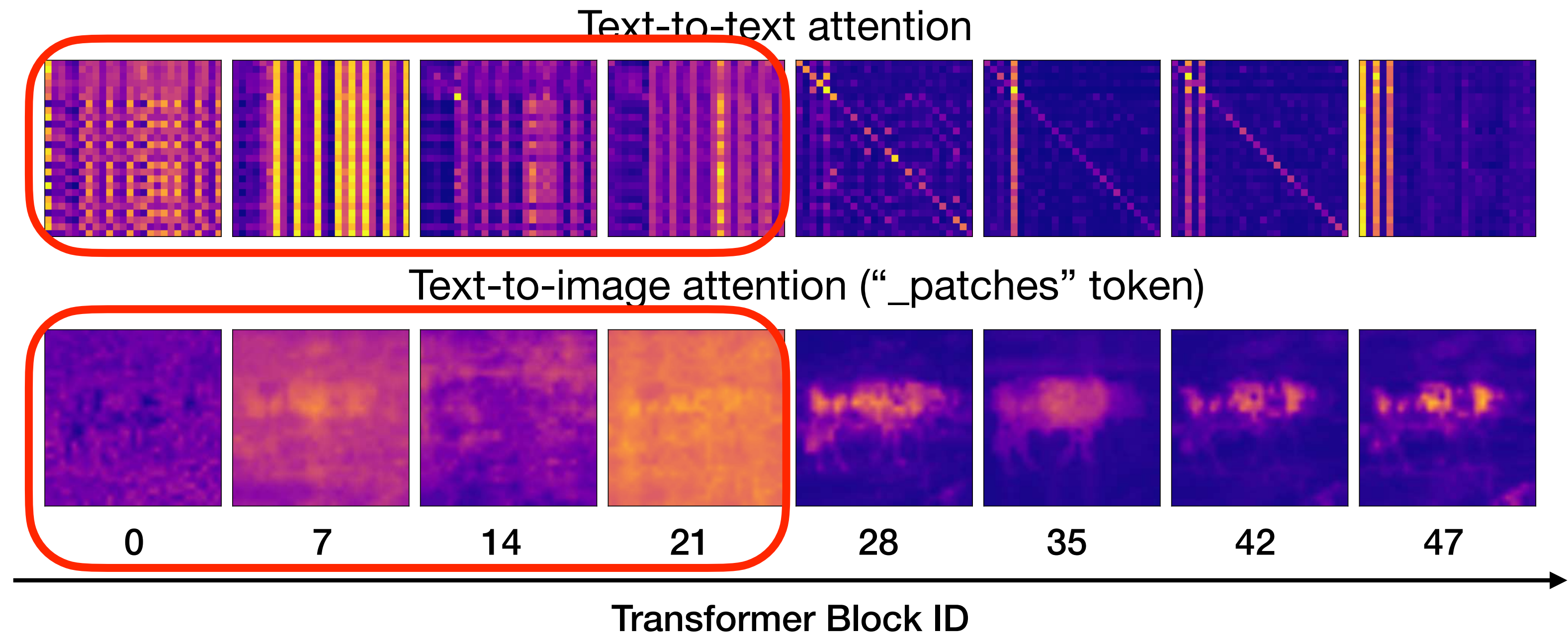
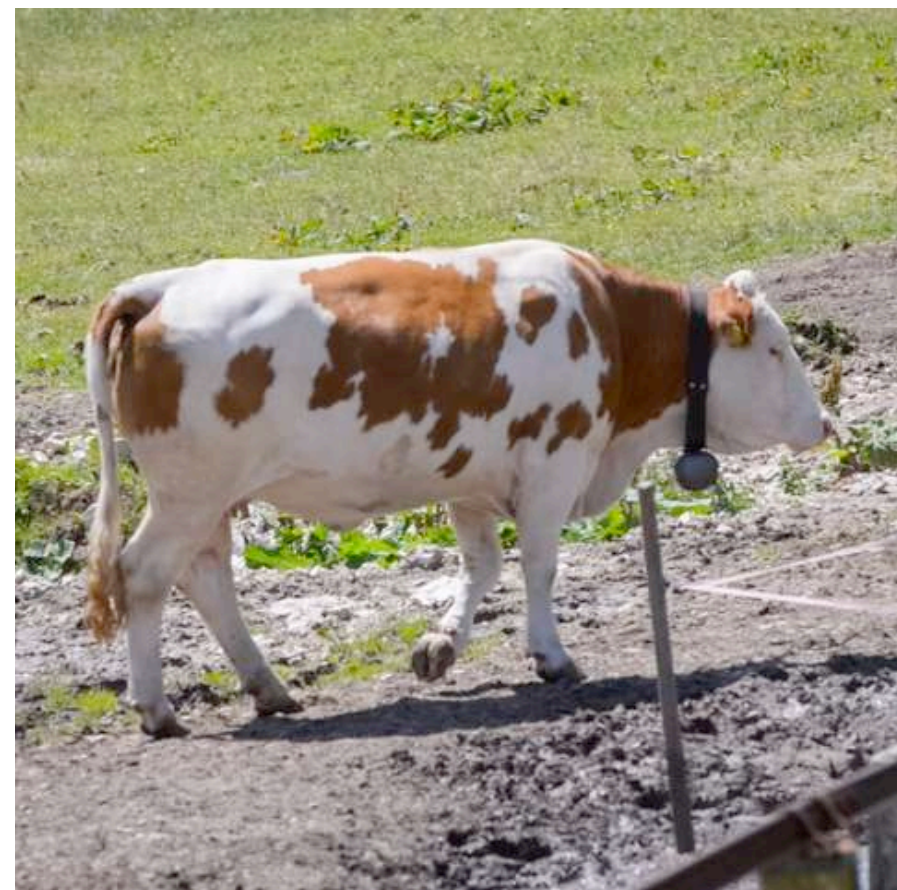
0 7 14 21 28 35 42 47

Transformer Block ID



# Emergence of Semantic Information in DiT

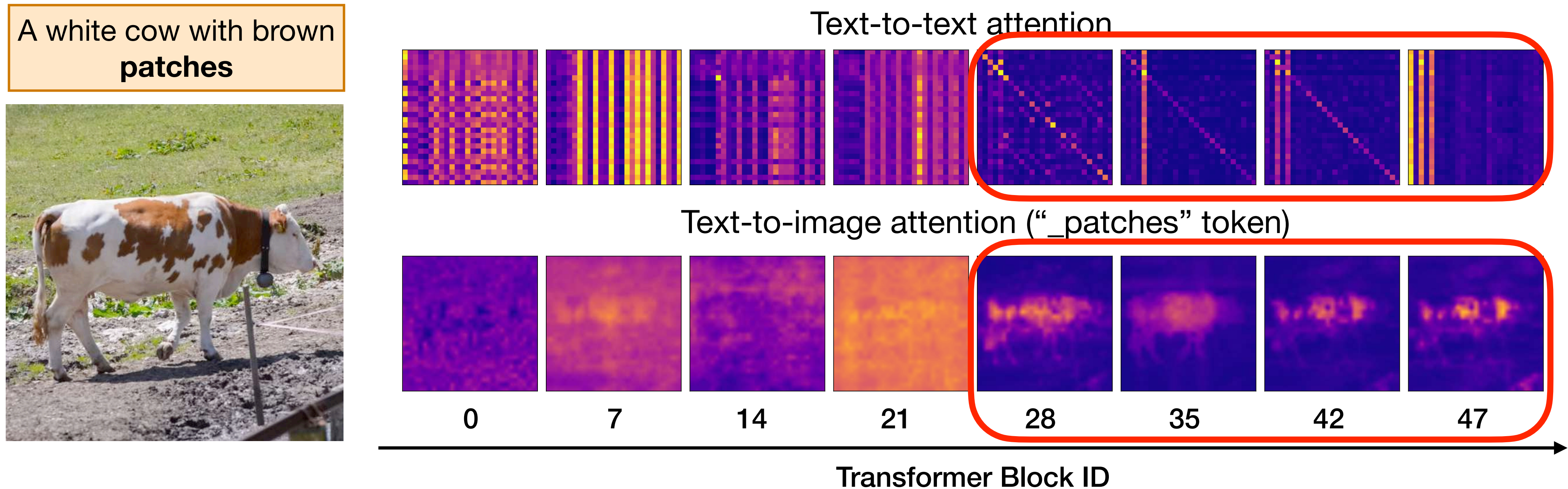
A white cow with brown patches



Early Layers: No usable information, uniform attention maps



# Emergence of Semantic Information in DiT

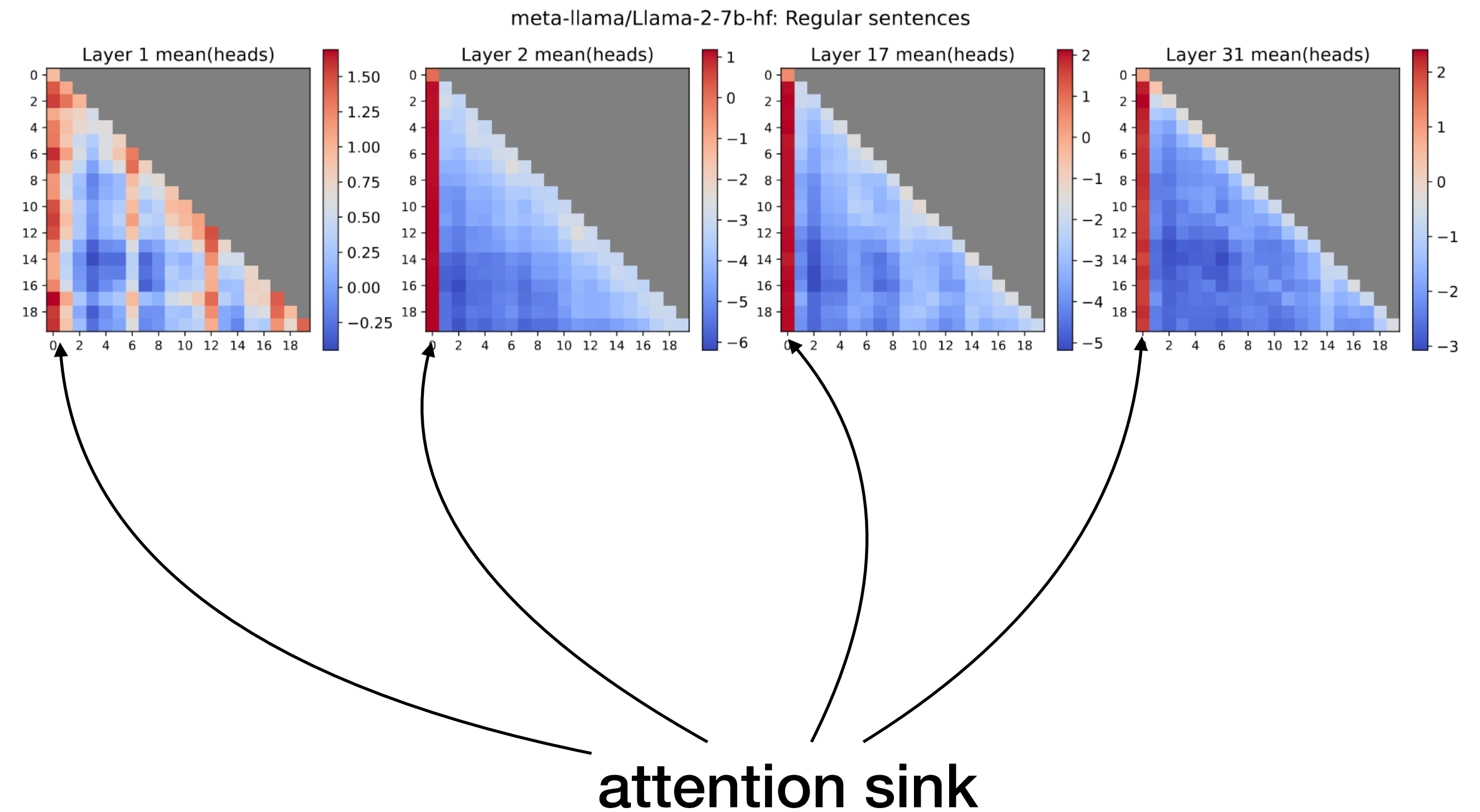


Mid & Late Layers: Sharpened semantic alignment + global attention sinks

# Attention Sinks in NLP <sup>[1,2,3,4,5]</sup> and vision <sup>[6,7]</sup>

## What is attention sink?

- ▶ high-norm values
- ▶ limited semantic information
- ▶ very few tokens

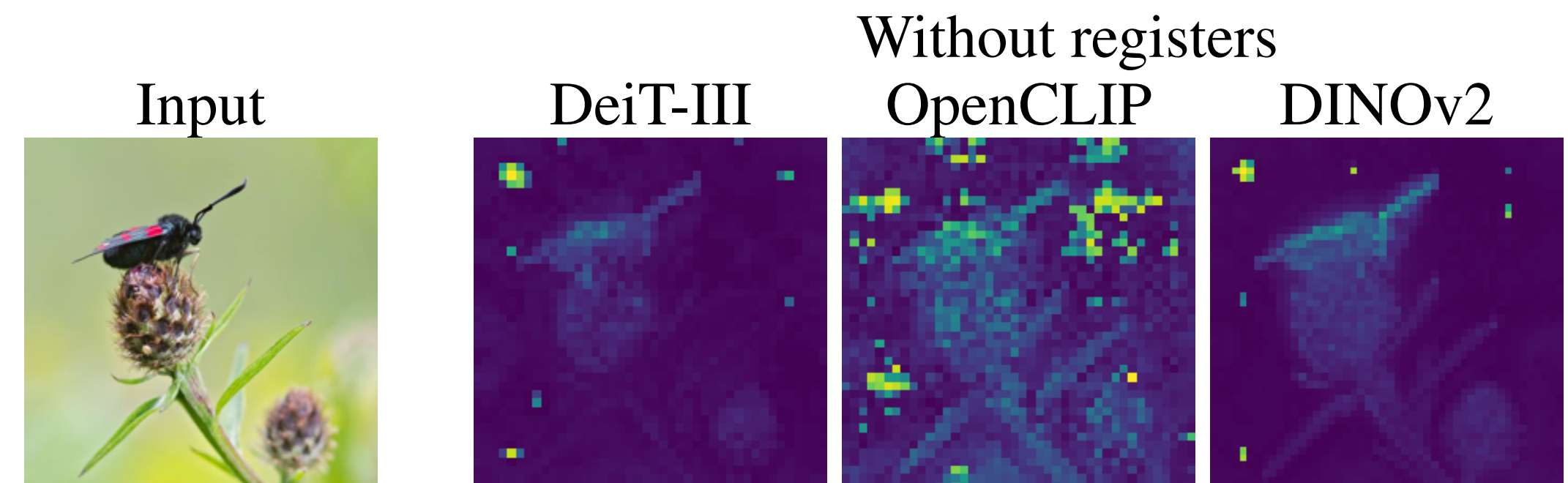
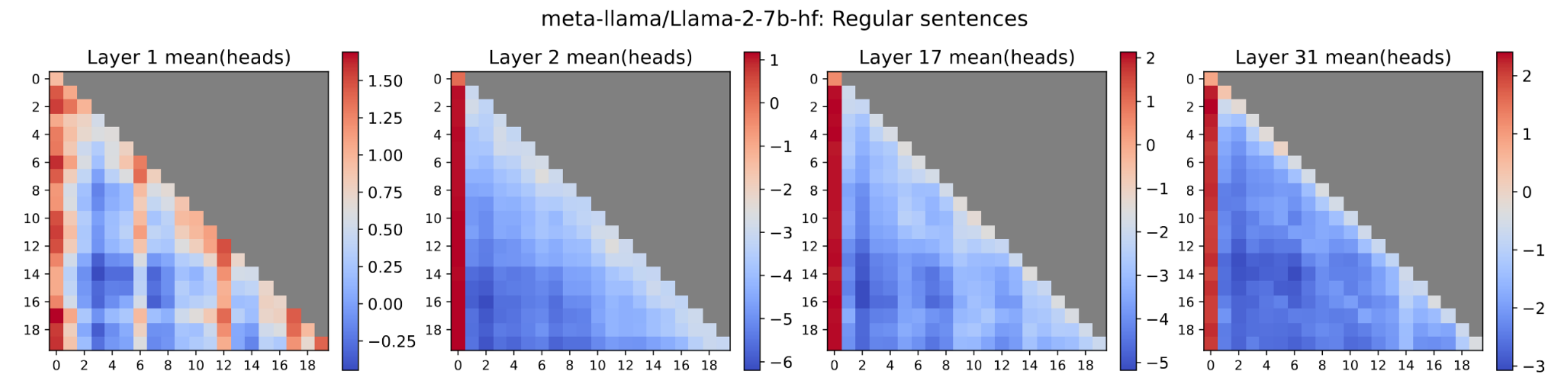


- [1] Efficient Streaming Language Models with Attention Sinks, ICLR 2024
- [2] Interpreting the Repeated Token Phenomenon in Large Language Models, ICML 2025
- [3] Massive Values in Self-Attention Modules are the Key to Contextual Knowledge Understanding, ICML 2025
- [4] Massive Activations in Large Language Models, CoLM 2024
- [5] Why do LLMs attention to the first token? arxiv 2025
- [6] Vision Transformers Need Registers, ICLR 2024
- [7] Vision Transformers Don't Need Registers, arxiv 2025

# Attention Sinks in NLP <sup>[1,2,3,4,5]</sup> and vision <sup>[6,7]</sup>

## What is attention sink?

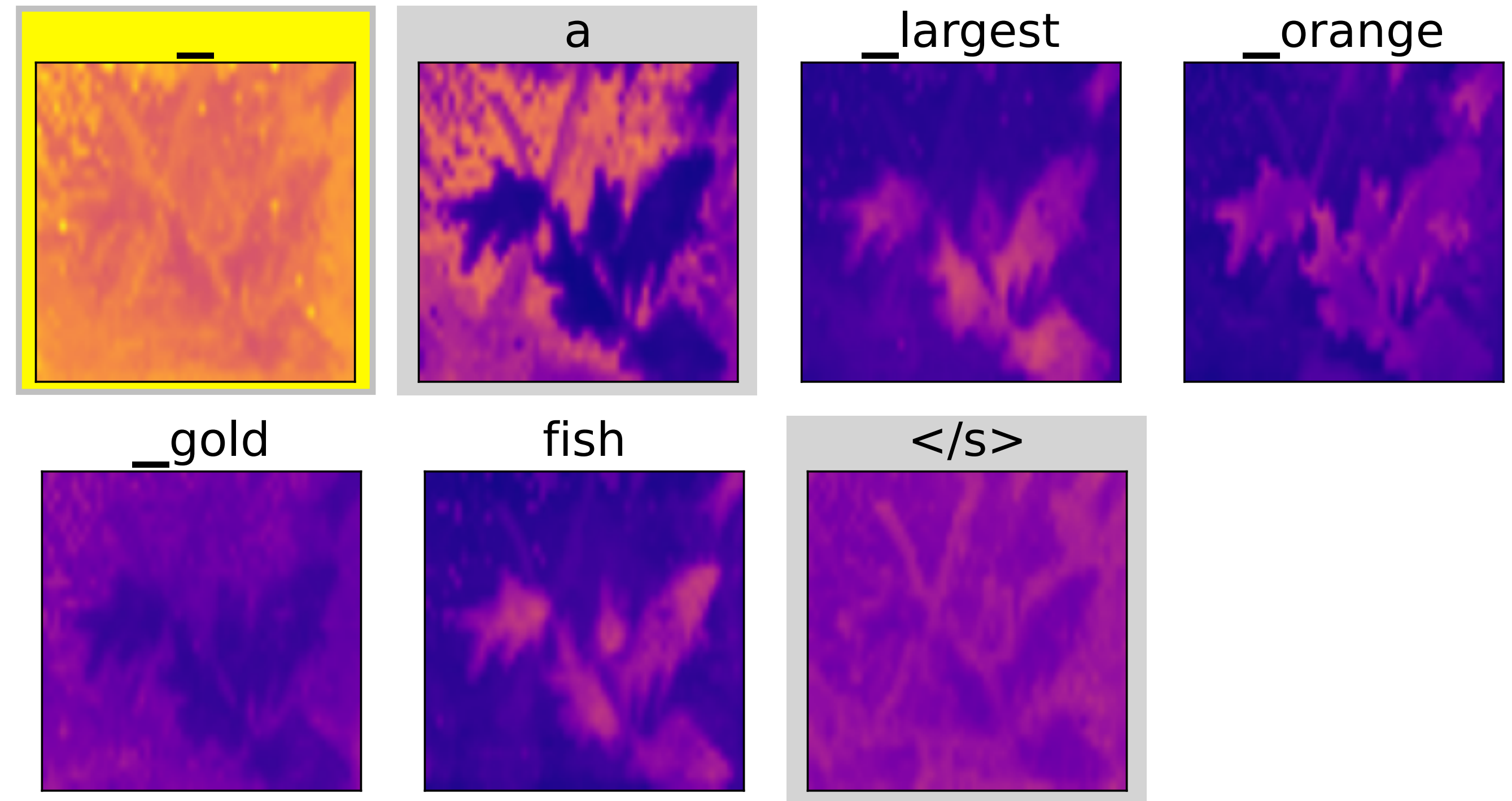
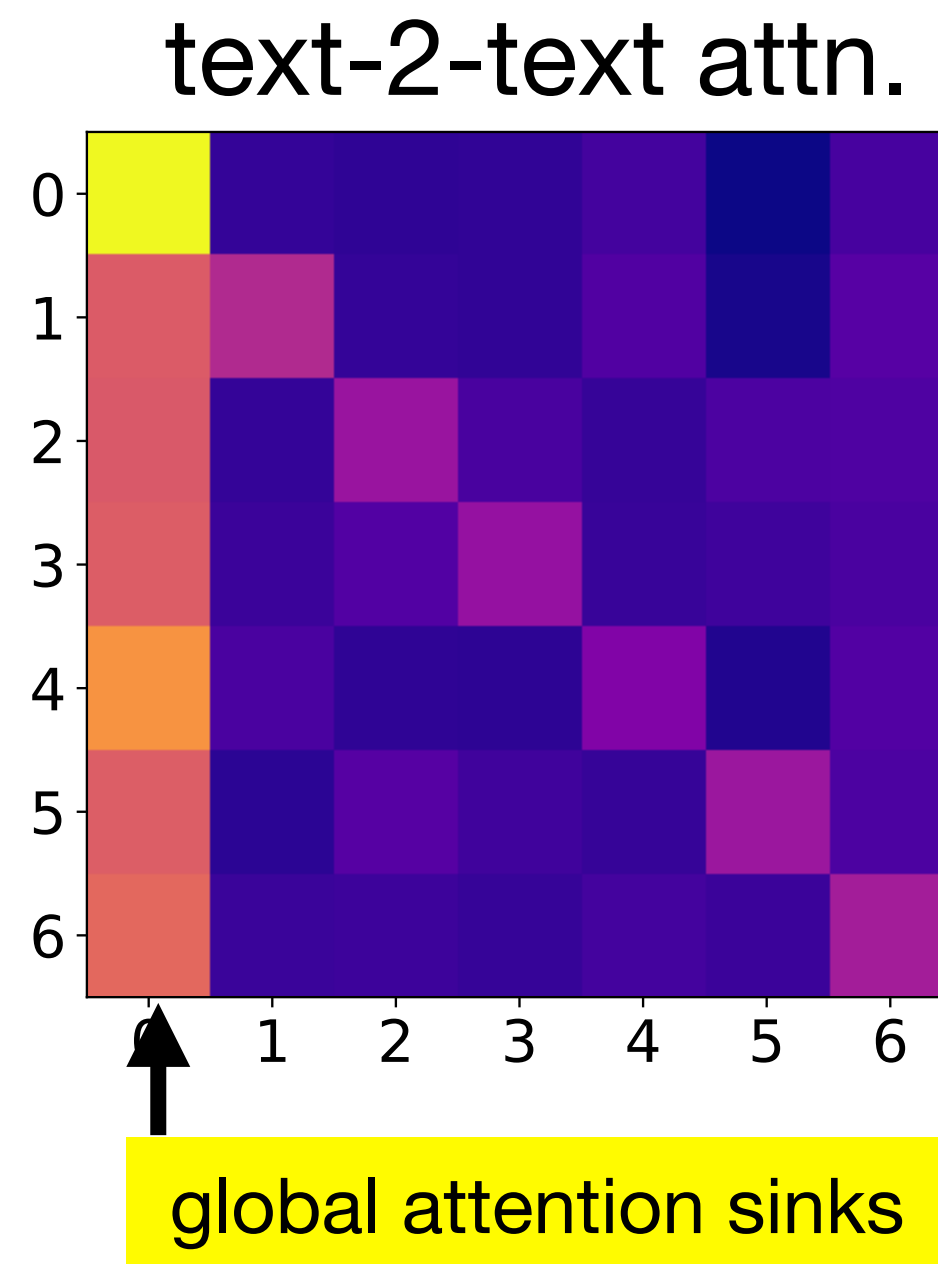
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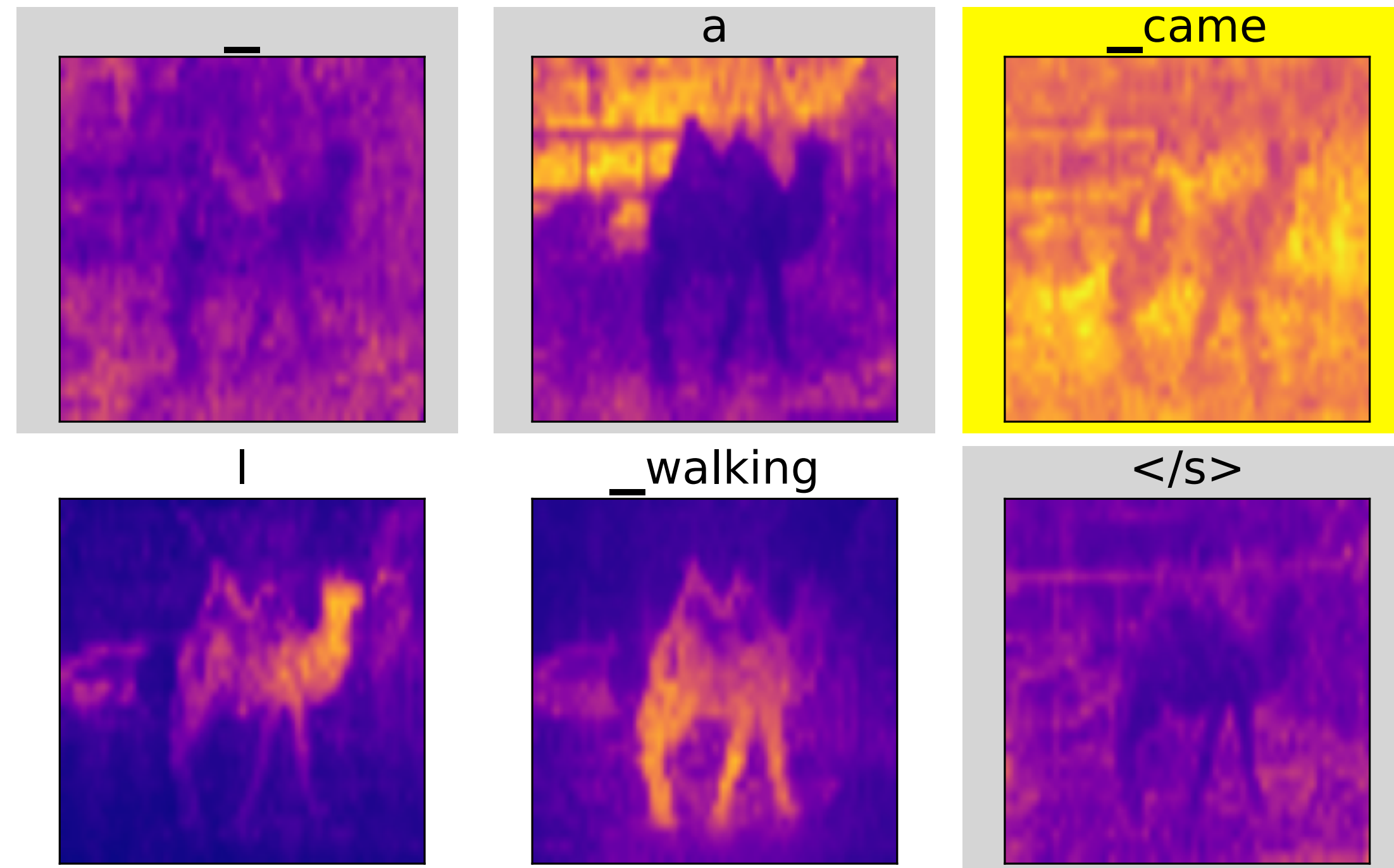
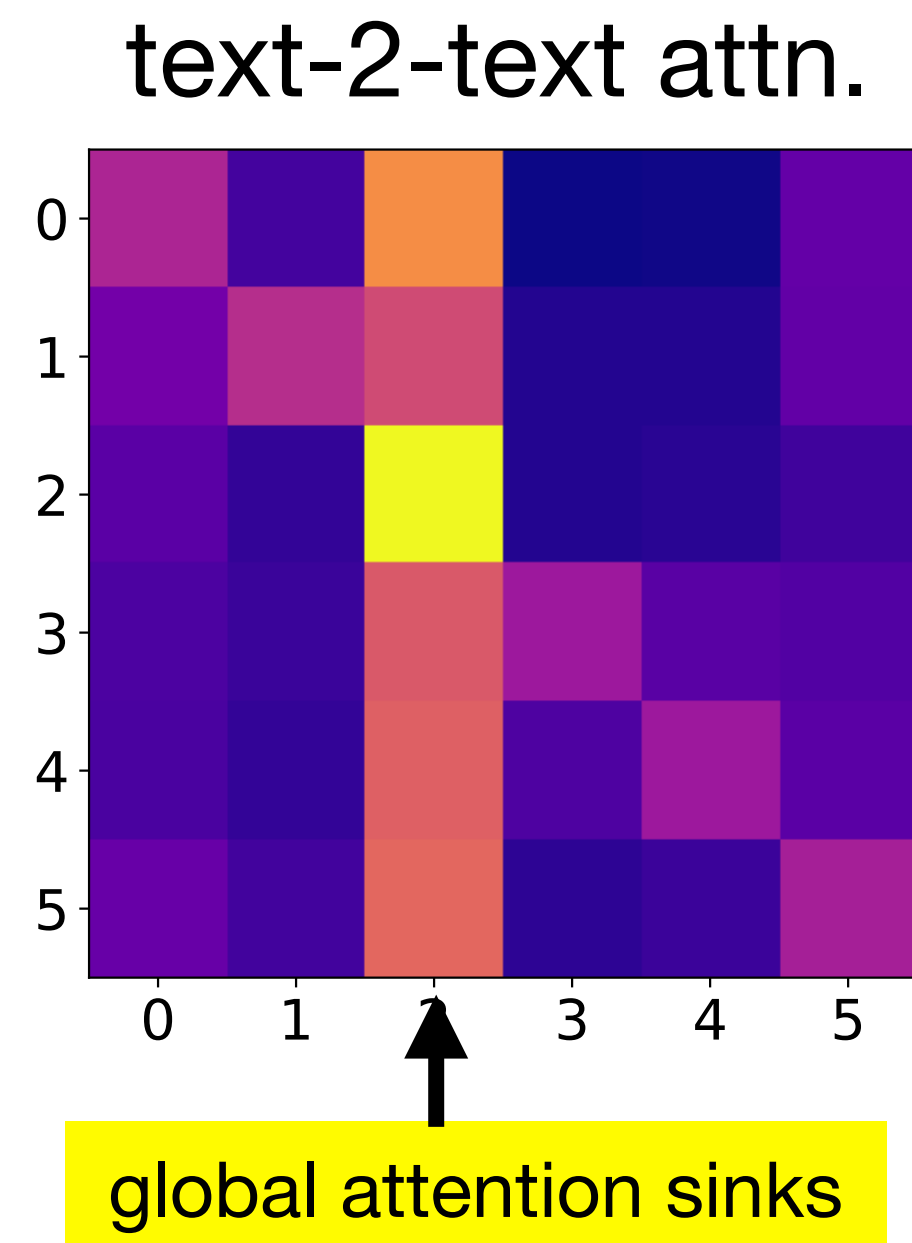
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# Global Attention Sinks (GAS)



# Global Attention Sinks (GAS)



Meaningful token is allocated to GAS

# Interpretation of GAS



1. **Uninformative role:** Removing them does not harm the performance (inference)
2. **Indicators of semantic structure:** GAS consistently emerge only after meaningful structure is established in the mid layers
3. **Potentially harmful role:** majority of GAS tokens (77%) correspond to stop words, 10% fall on color tokens and another 10% to other content words

# Redistribution Strategy

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Append more stop words (attention magnets)!



# Redistribution Strategy

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**stop words:** the, is, at, which, on, with, to, a, this, etc

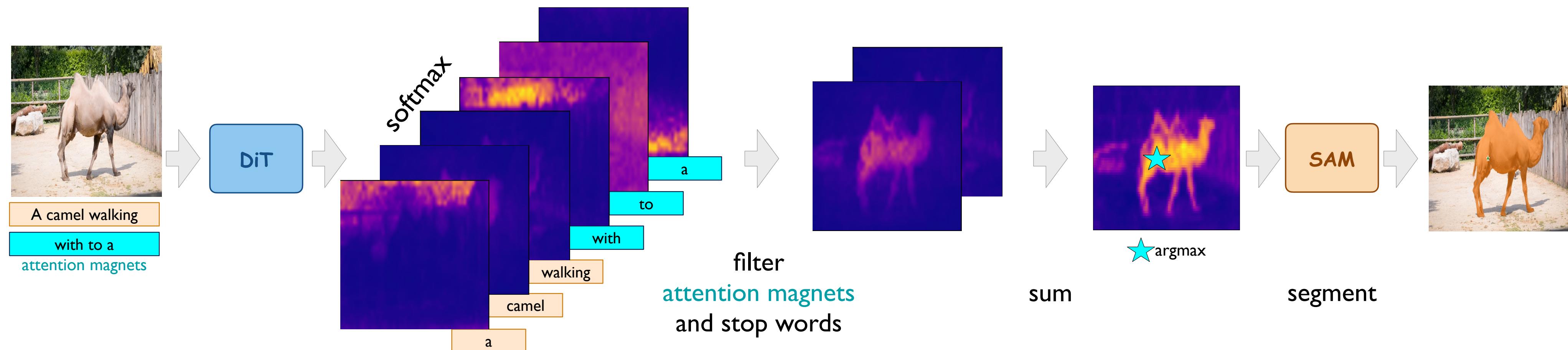
words with little semantic value

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**stop words:** the, is, at, which, on, with, to, a, this, etc

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# Redistribution Strategy with Attention Magnets

**before:** 77% of GAS tokens on stop words

**after:** 89% of GAS tokens on stop words



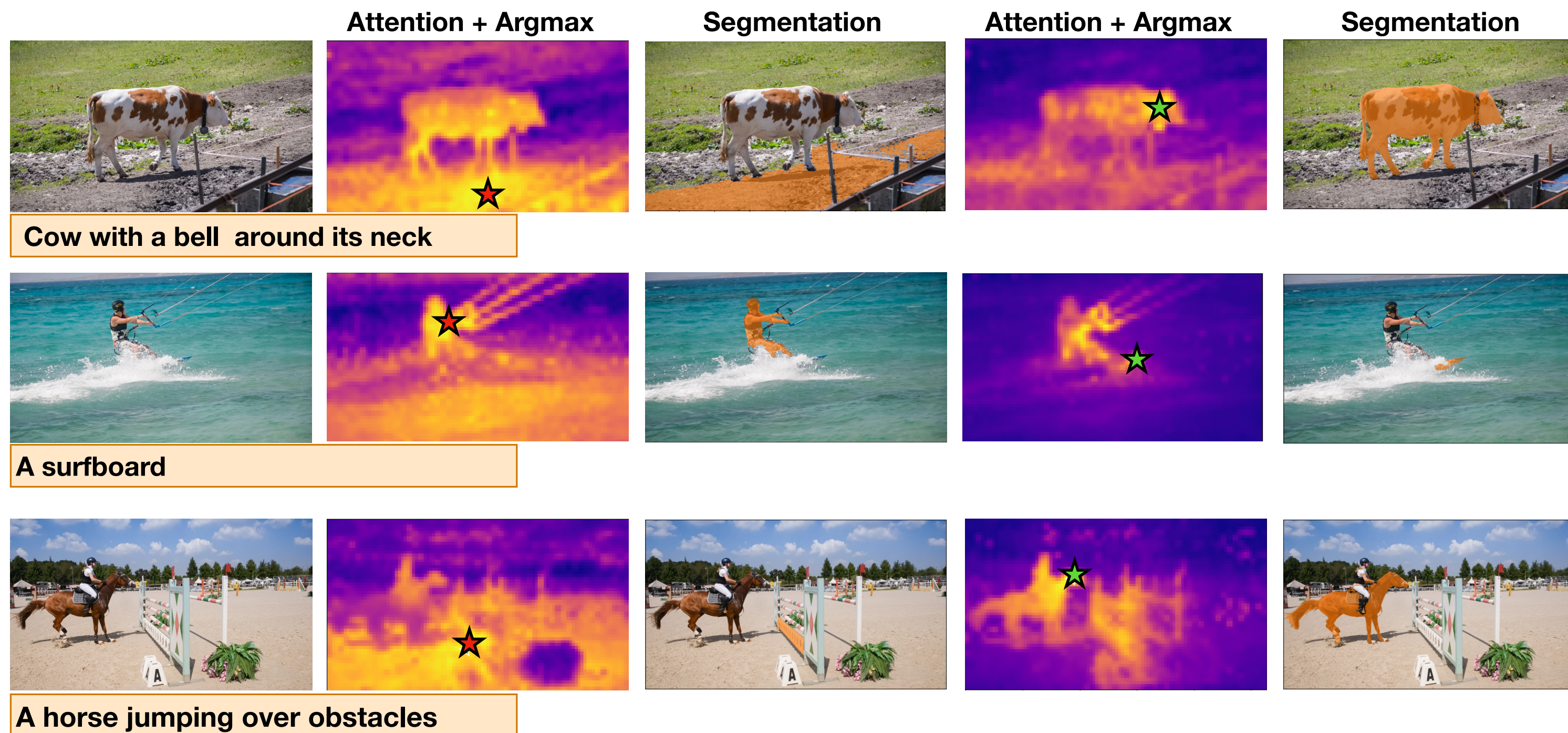
# Redistribution Strategy with Attention Magnets

**before:** 77% of GAS tokens on stop words

**after:** 89% of GAS tokens on stop words

w/o attention magnets

with attention magnets

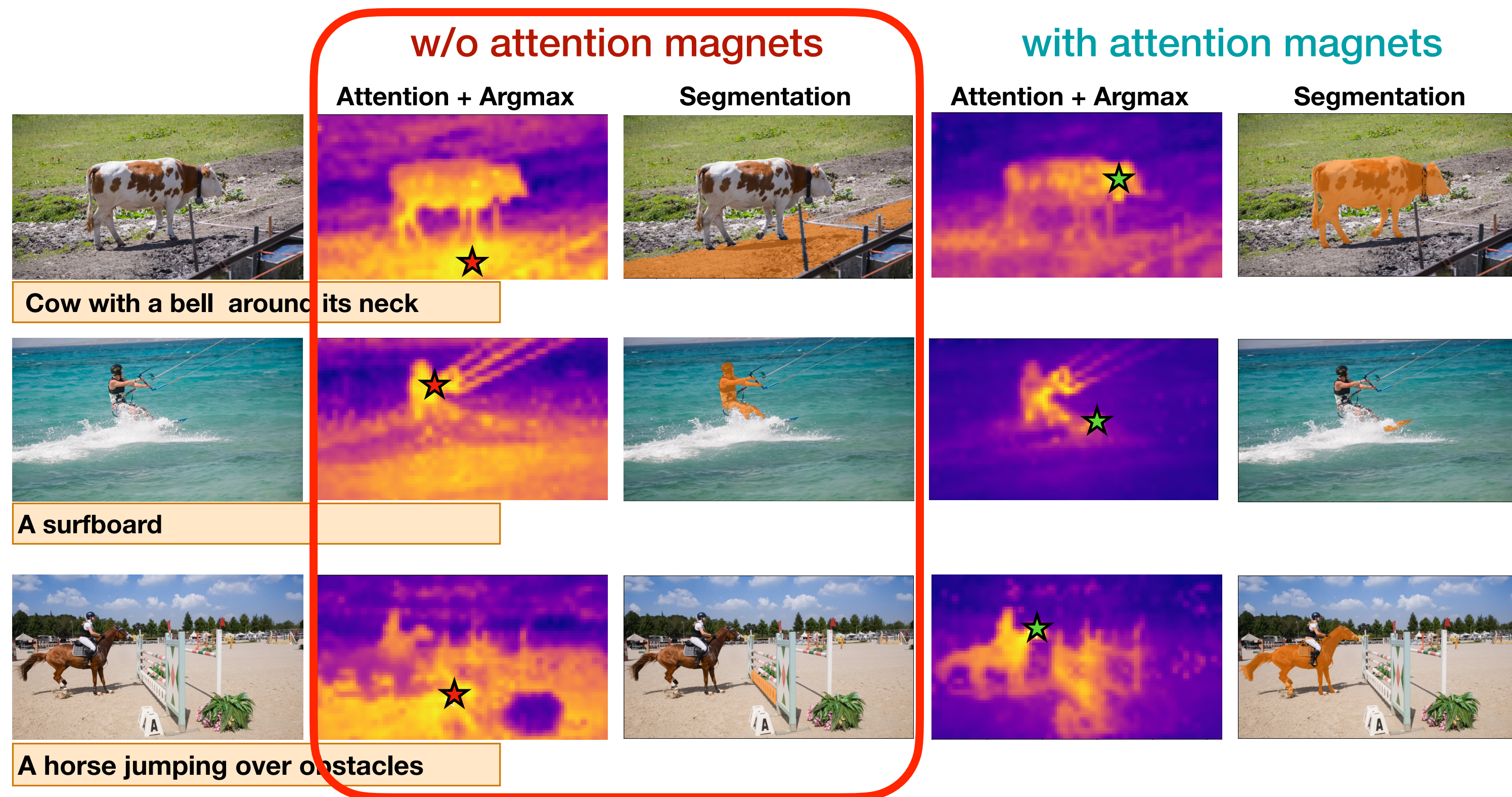




# Redistribution Strategy with Attention Magnets

**before:** 77% of GAS tokens on stop words

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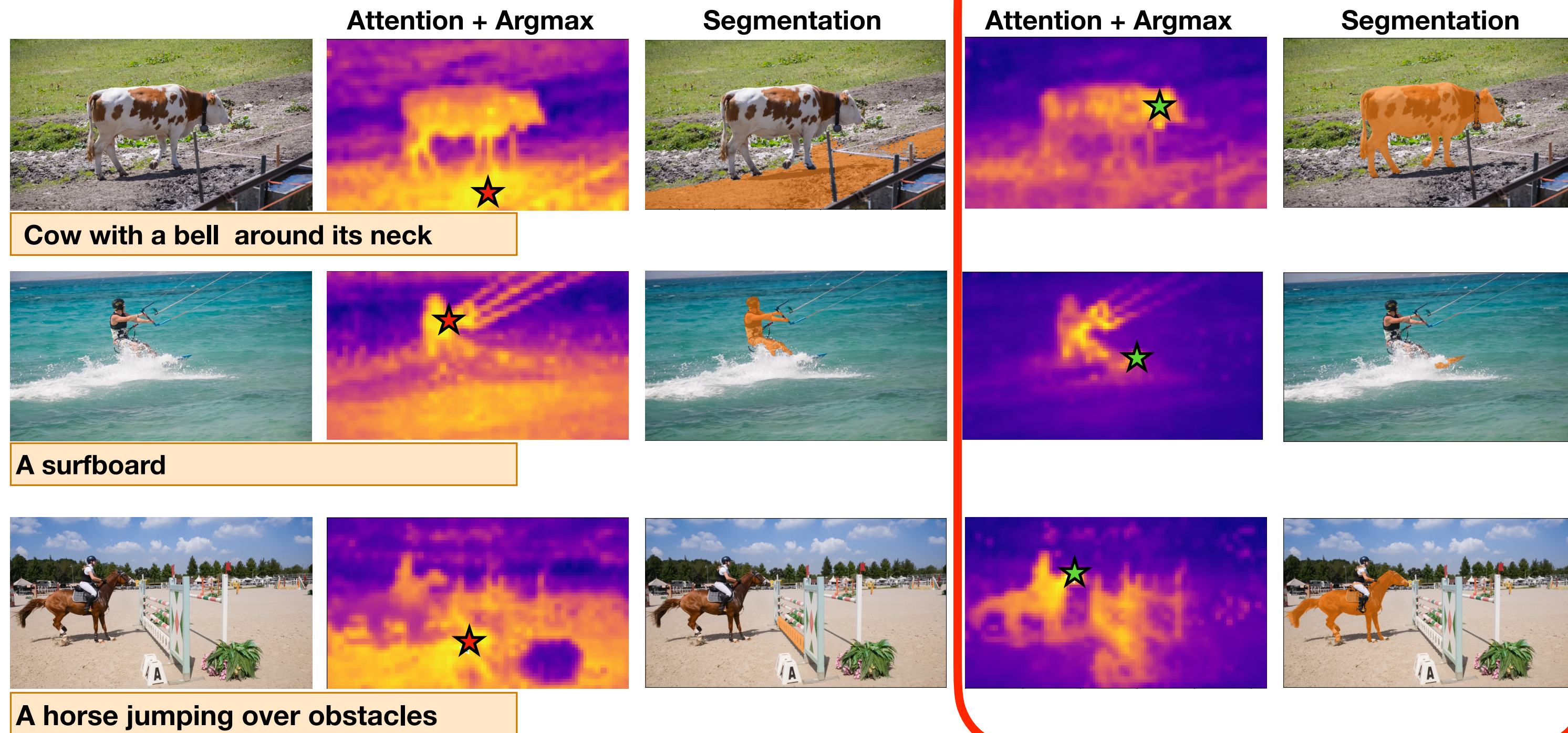
# Redistribution Strategy with Attention Magnets

**before:** 77% of GAS tokens on stop words

**after:** 89% of GAS tokens on stop words

w/o attention magnets

with attention magnets



much sharper attention maps

# Why Stop Words?

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- ▶ natural garbage collectors in LLMs → allocation of the surplus of attention
- ▶ background attention redistributed to these stop words



# Why Stop Words?

- ▶ natural garbage collectors in LLMs → allocation of the surplus of attention
- ▶ background attention redistributed to these stop words

- ▶ is the choice of stop words important?

AM	Ref-DAVIS17			
	$\mathcal{J} \& \mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	PA
random stop words (5x)	57.5	54.3	60.5	68.5
random vectors (5x)	56.2	53.1	59.4	65.5
none	54.4	50.9	57.6	59.8
scene description	48.9	45.2	52.2	60.6



Metric	Method	Vision Backbone	Pre-trained Model	RefCOCO			RefCOCO+			RefCOCOg	
				val	testA	testB	val	testA	testB	val	test
oIoU	<i>zero-shot methods w/ additional training</i>										
	Pseudo-RIS (Yu et al., 2024)	ViT-B	SAM, CoCa, CLIP	37.33	43.43	31.90	40.19	46.43	33.63	41.63	43.52
	VLM-VG (Wang et al., 2025)	R101	COCO*, VLM-VG*	45.40	48.00	41.40	37.00	40.70	30.50	42.80	44.10
	<i>zero-shot methods w/o additional training</i>										
	Grad-CAM (Selvaraju et al., 2017a)	R50	SAM, CLIP	23.44	23.91	21.60	26.67	27.20	24.84	23.00	23.91
	MaskCLIP (Zhou et al., 2022)	R50	SAM, CLIP	20.18	20.52	21.30	22.06	22.43	24.61	23.05	23.41
	Global-Local (Yu et al., 2023)	R50	FreeSOLO, CLIP	24.58	23.38	24.35	25.87	24.61	25.61	30.07	29.83
	Global-Local (Yu et al., 2023)	R50	SAM, CLIP	24.55	26.00	21.03	26.62	29.99	22.23	28.92	30.48
	Global-Local (Yu et al., 2023)	ViT-B	SAM, CLIP	21.71	24.48	20.51	23.70	28.12	21.86	26.57	28.21
	Ref-Diff (Ni et al., 2023)	ViT-B	SAM, SD, CLIP	35.16	37.44	34.50	35.56	38.66	<u>31.40</u>	38.62	37.50
	TAS (Suo et al., 2023)	ViT-B	SAM, BLIP2, CLIP	29.53	30.26	28.24	33.21	38.77	28.01	35.84	36.16
	HybridGL (Liu & Li, 2025)	ViT-B	SAM,CLIP	<u>41.81</u>	<u>44.52</u>	<u>38.50</u>	<u>35.74</u>	<u>41.43</u>	30.90	<u>42.47</u>	<u>42.97</u>
	REFAM (ours)	DiT	SAM, FLUX	<b>46.91</b>	<b>52.30</b>	<b>43.88</b>	<b>38.57</b>	<b>42.66</b>	<b>34.90</b>	<b>45.53</b>	<b>44.45</b>

Referral Image Object Segmentation

Method	Ref-DAVIS17			Ref-YouTube-VOS			MeViS		
	$\mathcal{J} \& \mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J} \& \mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$	$\mathcal{J} \& \mathcal{F}$	$\mathcal{J}$	$\mathcal{F}$
Training-Free with Grounded-SAM									
Grounded-SAM (Ren et al., 2024)†	65.2	62.3	68.0	62.3	61.0	63.6	-	-	-
Grounded-SAM2 (Ren et al., 2024)†	66.2	62.6	69.7	64.8	62.5	67.0	38.9	35.7	42.1
AL-Ref-SAM2 (Huang et al., 2025)	74.2	70.4	78.0	67.9	65.9	69.9	42.8	39.5	46.2
Training-Free									
G-L + SAM2 (Yu et al., 2023)†	40.6	37.6	43.6	27.0	24.3	29.7	23.7	20.4	30.0
G-L (SAM) + SAM2 (Yu et al., 2023)†	<u>46.9</u>	<u>44.0</u>	<u>49.7</u>	<u>33.6</u>	<u>29.9</u>	<u>37.3</u>	<u>26.6</u>	<u>22.7</u>	<u>30.5</u>
REFAM + SAM2 (ours)	<b>57.6</b>	<b>54.5</b>	<b>60.6</b>	<b>42.7</b>	<b>37.6</b>	<b>47.8</b>	<b>30.6</b>	<b>24.7</b>	<b>36.6</b>

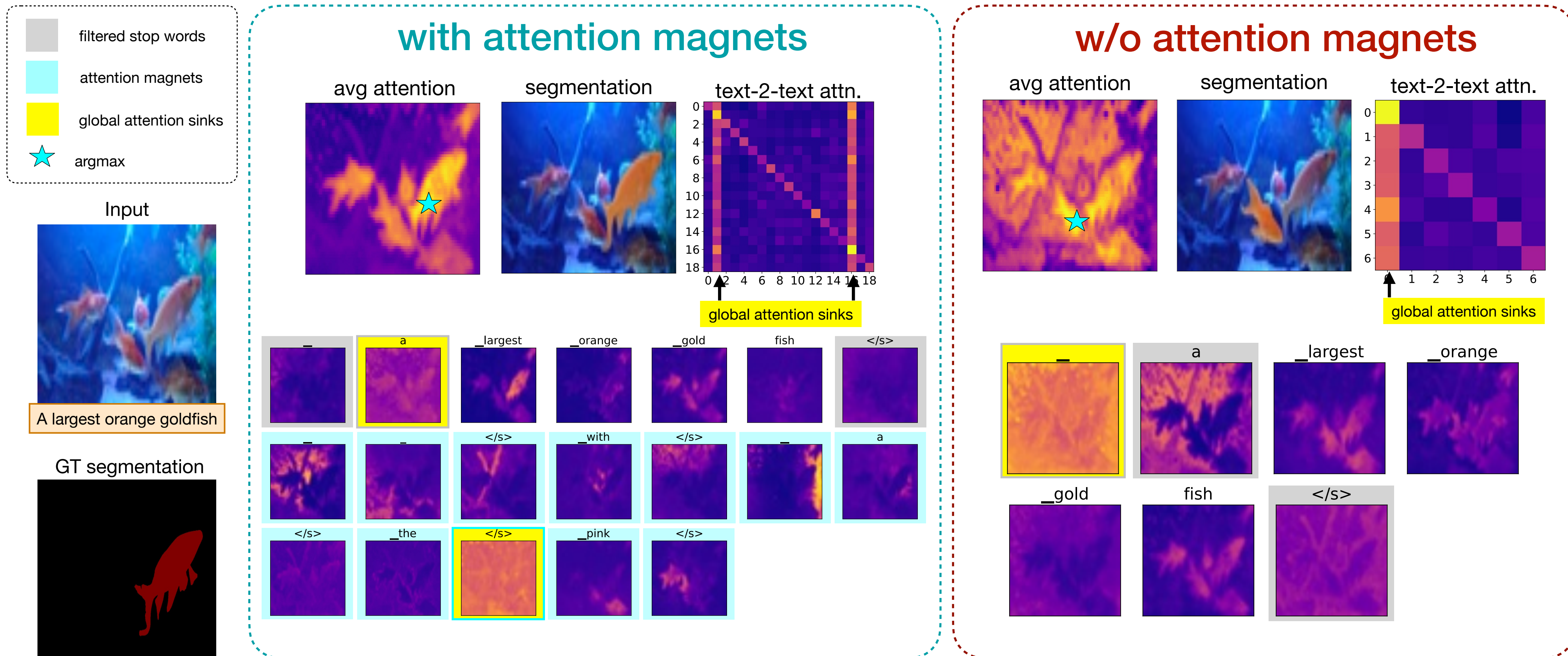
Referral Video Object Segmentation

# Does our redistribution strategy help?

AM	RefCOCO			RefCOCO+			RefCOCog	
	val	testA	testB	val	testA	testB	val	test
✓	46.91	52.30	43.88	38.57	42.66	34.90	45.53	44.45
-	33.89	44.66	34.14	35.12	37.69	33.75	42.93	42.44

With and Without Attention Magnets (AM)

# Qualitative Example



# Conclusion

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- ▶ RefAM framework for zero-shot referral segmentation based on DiT
- ▶ Step forward in understanding semantics in diffusion models through the lens of LLMs
- ▶ Attention redistribution strategy with attention magnets
- ▶ SOTA results on zero-shot image and video referral segmentation



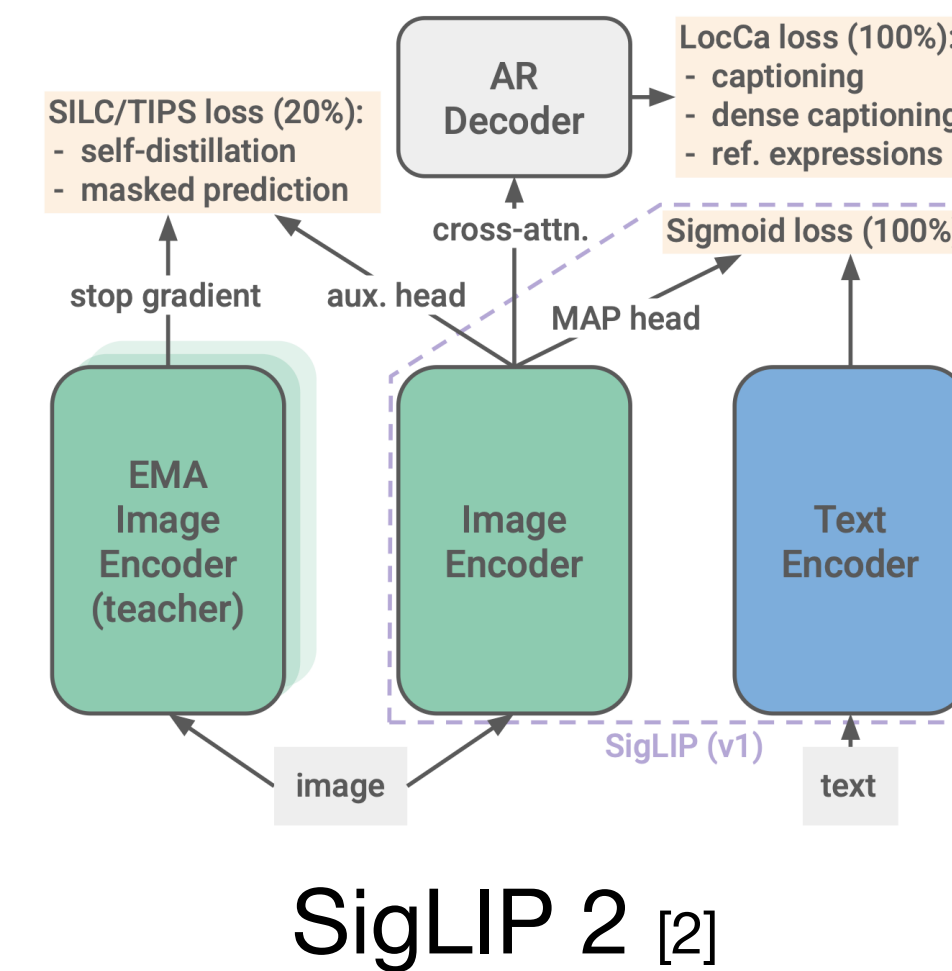
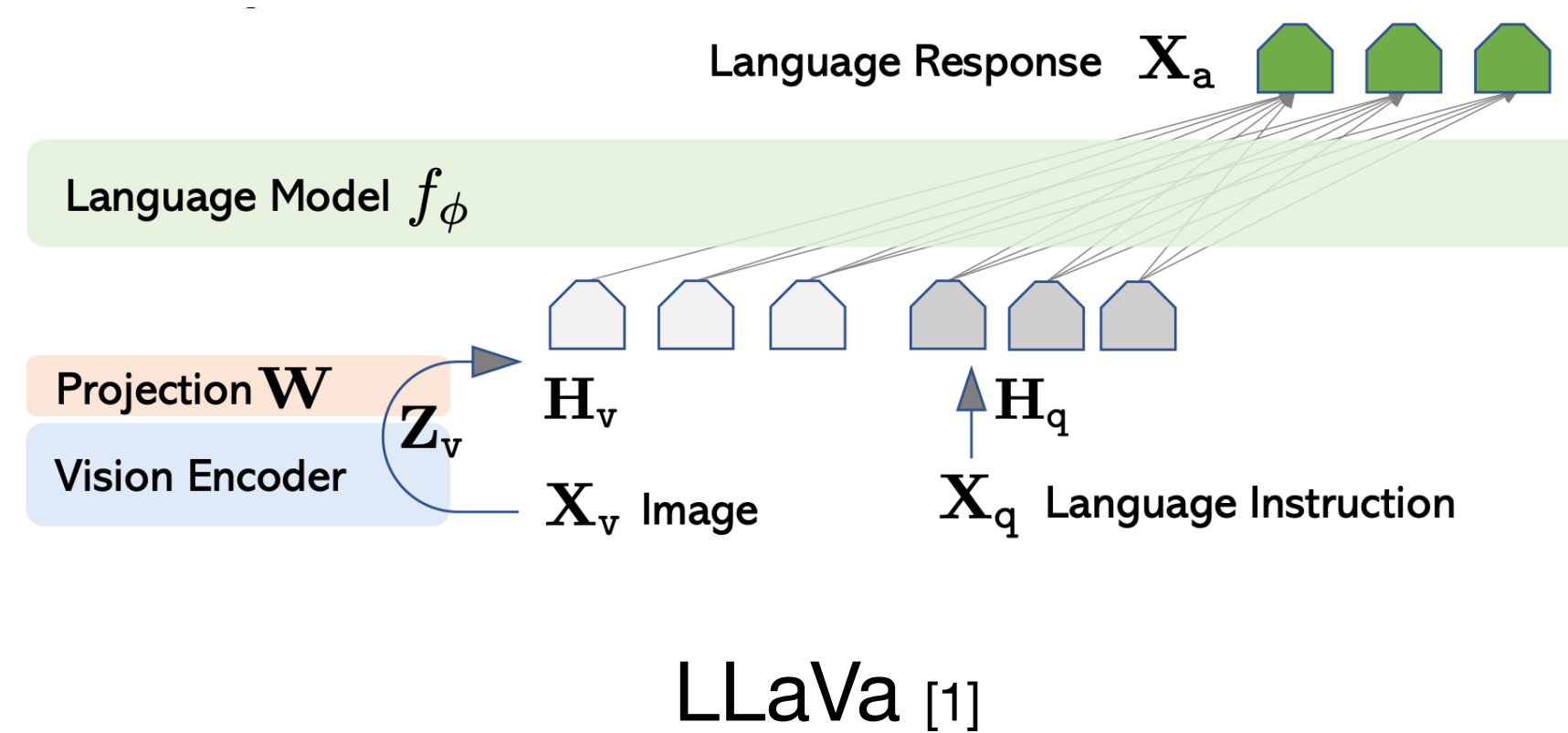
# Language-Unlocked ViT (LUViT): Empowering Self-Supervised ViT with LLMs

Selim Kuzucu<sup>1</sup>, Ferjad Naeem<sup>2</sup>, Anna Kukleva<sup>1</sup>, Federico Tombari<sup>2,3</sup>, Bernt Schiele<sup>1</sup>

<sup>1</sup>Max Planck Institute for Informatics, <sup>2</sup>Google, <sup>3</sup>TU Munich

**Leveraging pre-trained LLM representations  
for pure vision tasks**

# Pretrained LLMs in vision



LLMs can process visual information..  
**IF** they are trained jointly with visual encoders on vast data!

[1] Visual Instruction Tuning, NeurIPS 2023

[2] SigLIP 2: Multilingual Vision-Language Encoders with Improved Semantic Understanding, Localization, and Dense Features, arxiv

# Pretrained LLMs in vision

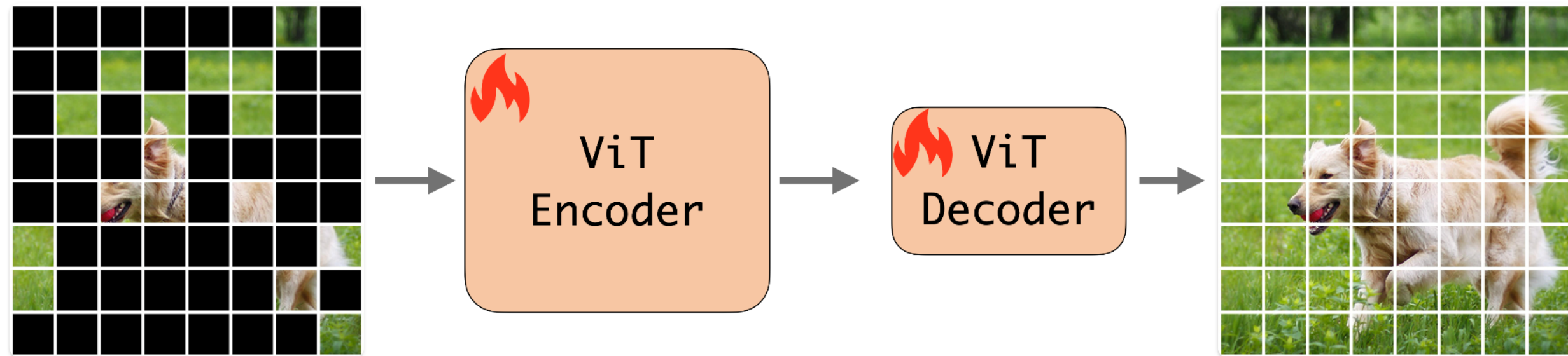


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# Language-unlocked ViT (LUViT)

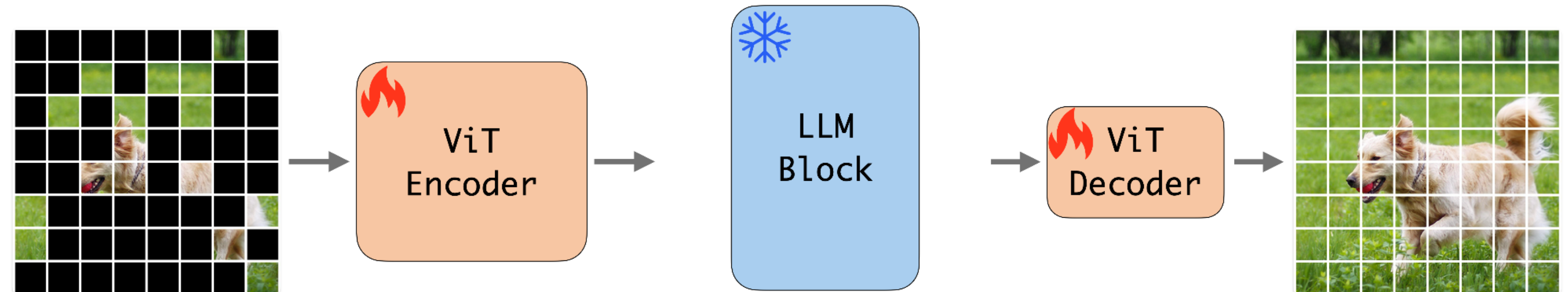
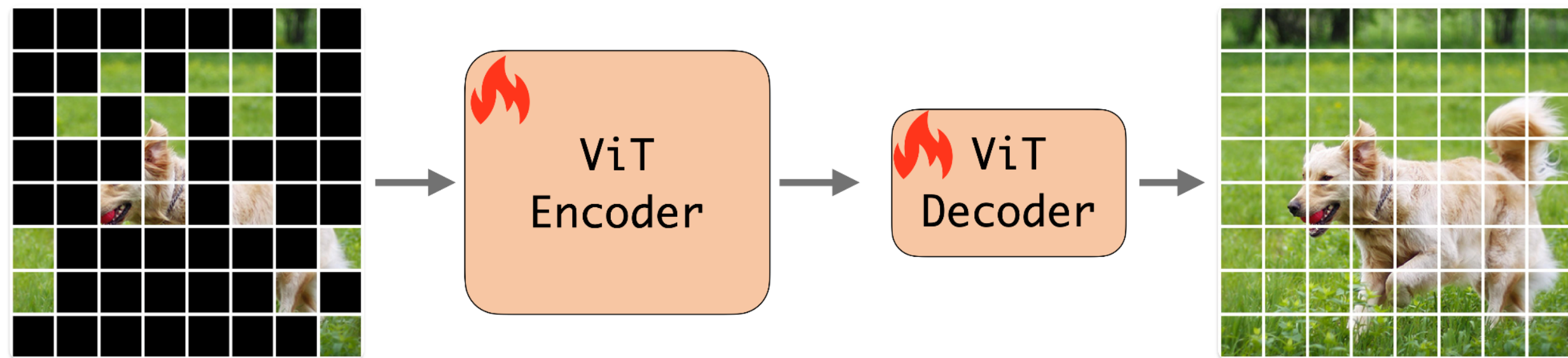
Masked Autoencoder (MAE)





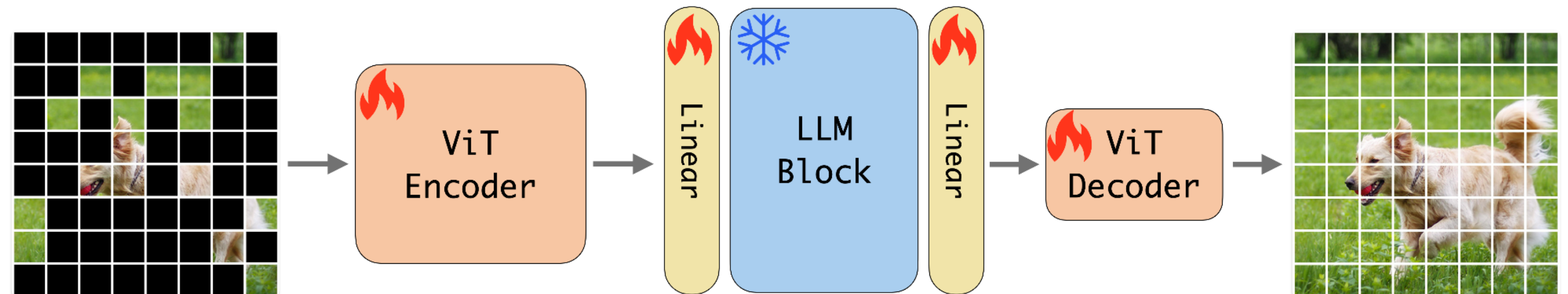
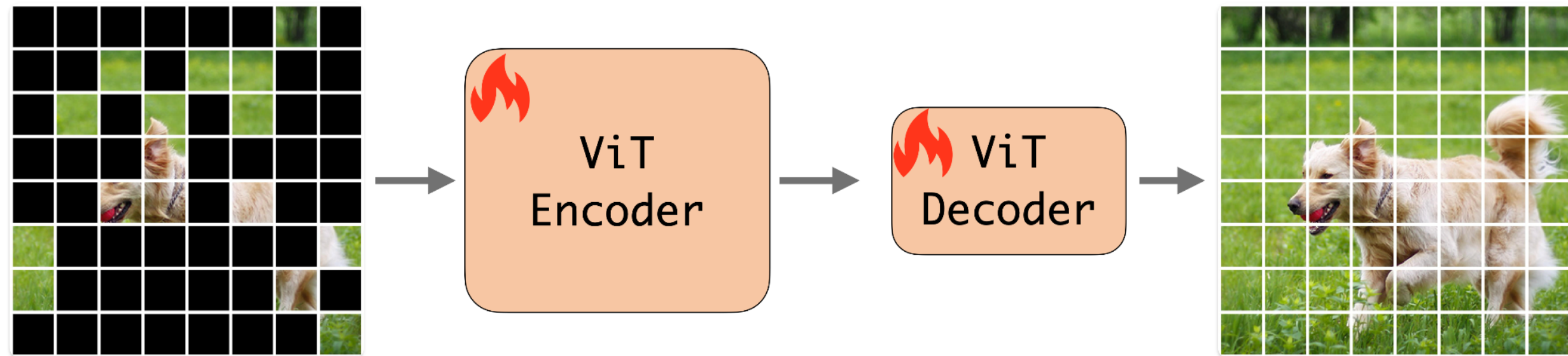
# Language-unlocked ViT (LUViT)

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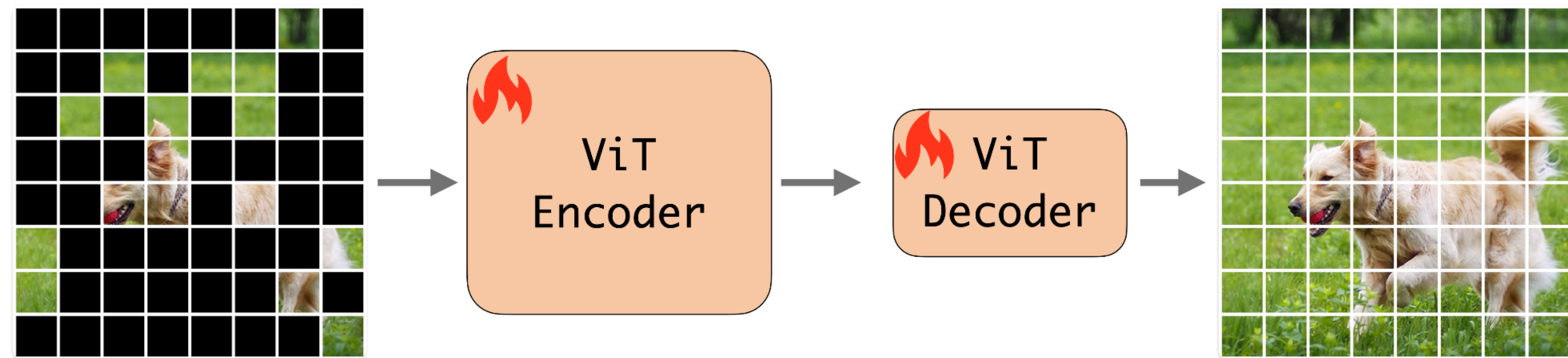
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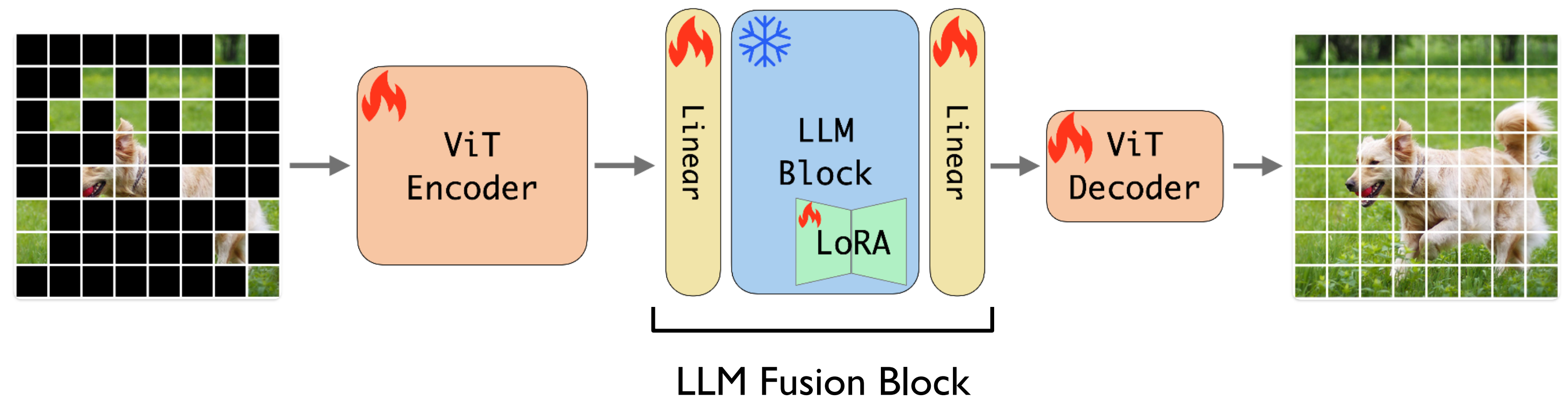


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Masked Autoencoder (MAE)

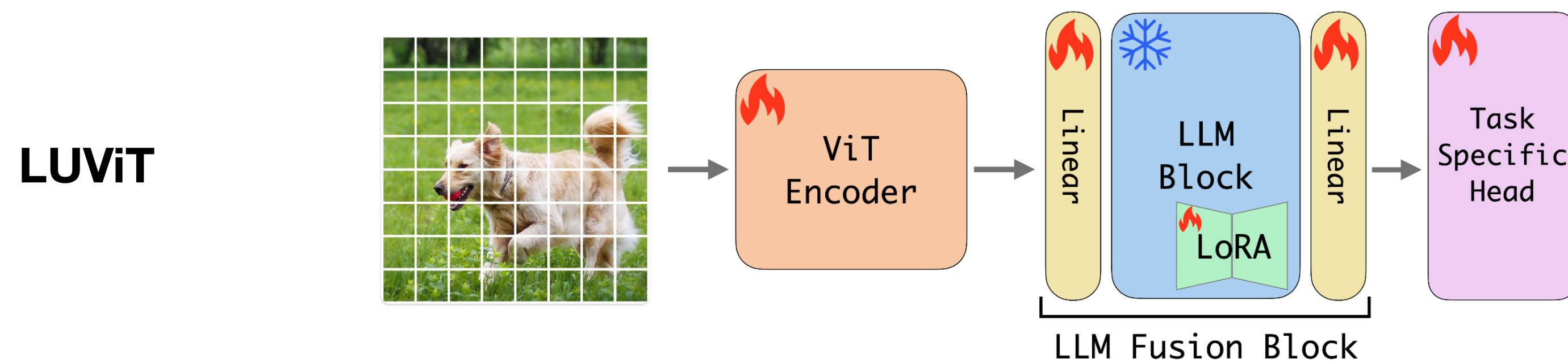


LUViT





# Language-unlocked ViT (LUViT)



- ▶ Effective adaptation of the LLM for pretraining/finetuning
- ▶ Single MAE objective for training both ViT and LoRA parameters

# Discriminative Visual Tasks

Training	Model	IN-1K	IN-A	IN-SK	IN-V2	IN-R	IN-C
MAE Pretrained	ViT/B LUViT ( <i>Ours</i> )	83.11 $\pm$ 0.09	33.64 $\pm$ 0.11	35.69 $\pm$ 0.30	72.73 $\pm$ 0.21	49.88 $\pm$ 0.32	62.86 $\pm$ 0.01
		<b>83.63</b> $\pm$ 0.04	<b>36.39</b> $\pm$ 0.28	<b>36.36</b> $\pm$ 0.61	<b>73.15</b> $\pm$ 0.02	<b>50.17</b> $\pm$ 0.16	<b>63.44</b> $\pm$ 0.05
		+0.52	+2.75	+0.67	+0.42	+0.29	+0.58

ImageNet Classification

Model	Bounding Box			Mask		
	AP	AP <sub>50</sub>	AP <sub>75</sub>	AP	AP <sub>50</sub>	AP <sub>75</sub>
MAE ViT/B	50.6	71.0	55.5	44.9	68.2	48.7
LUViT ( <i>Ours</i> )	<b>51.1</b>	<b>71.5</b>	<b>55.9</b>	<b>45.1</b>	<b>68.8</b>	<b>48.8</b>
	+0.5	+0.5	+0.4	+0.2	+0.6	+0.1

COCO object detection

# It is not just the extra weights!

Model		Trainable Params.	IN-1K
(a)	ViT/B	86.8M	83.11 $\pm$ 0.09
(c)	ViT/B+LM1	92.9M	83.13 $\pm$ 0.02
(f)	LUViT ( <i>Ours</i> )	93.1M	<b>83.63</b> $\pm$ 0.04

LoRA adaptation is crucial



# It is not just the extra weights!

Model		Trainable Params.	IN-1K
(a)	ViT/B	86.8M	83.11 $\pm$ 0.09
(e)	ViT/B+Random LM1+LoRA	93.1M	83.25 $\pm$ 0.09
(f)	LUViT ( <i>Ours</i> )	93.1M	<b>83.63</b> $\pm$ 0.04

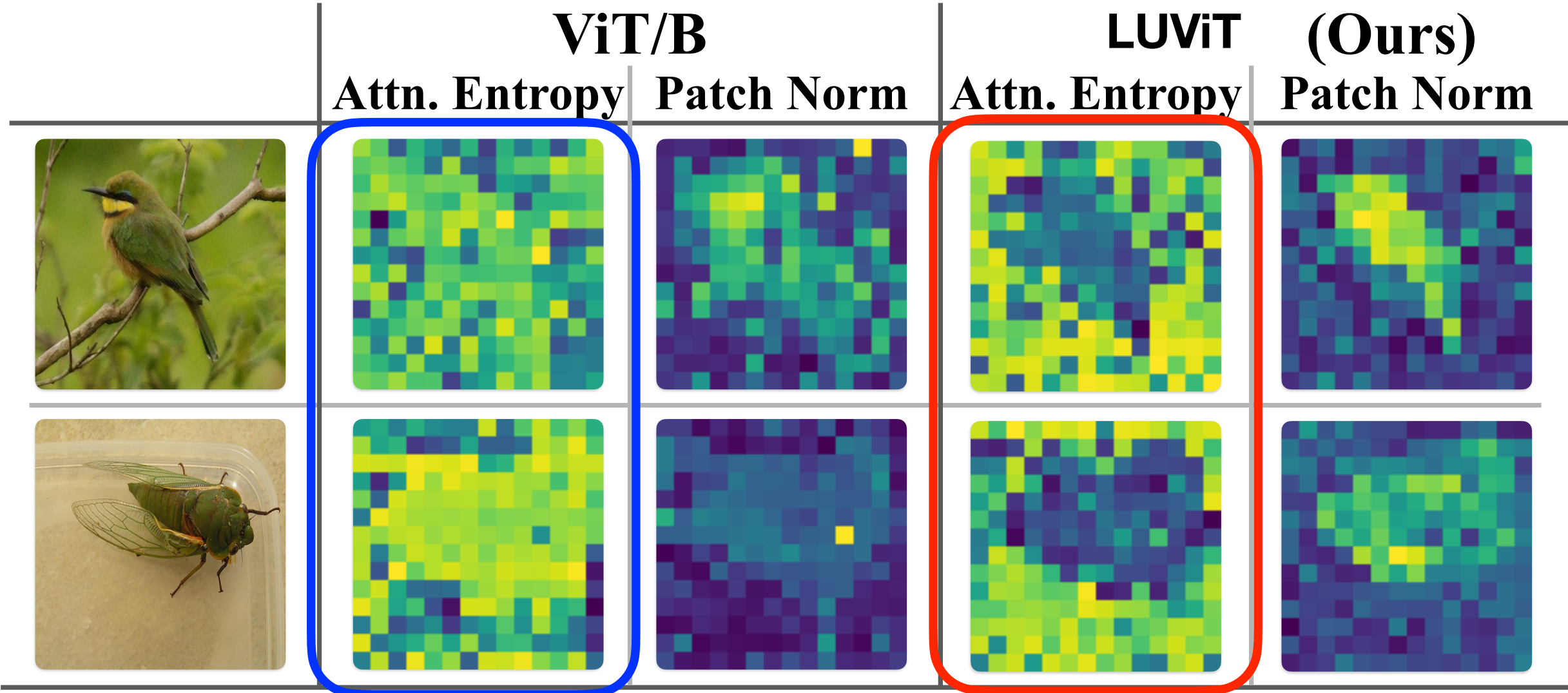
LLM knowledge matter (vs. random parameters with the same # params)

# Different LLMs? Different blocks?

LLM Type		Block	Trainable Params.	IN-1K
MAE ViT/B	N/A	N/A	86.8M	83.2
LUViT	(a) LLaMA 1	1	93.1M	83.2
	(b) LLaMA 1	16	93.1M	83.4
	(c) LLaMA 1	31	93.1M	83.5
	(d) LLaMA 1 ( <i>default</i> )	32	93.1M	<b>83.6</b>
	(e) Gemma 2	42	93.1M	83.5
	(f) LLaMA 3.1	32	93.1M	<b>83.6</b>
	(g) LLaMA 3.1-Instruction	32	93.1M	<b>83.6</b>

# Why does it work?

Background robustness!



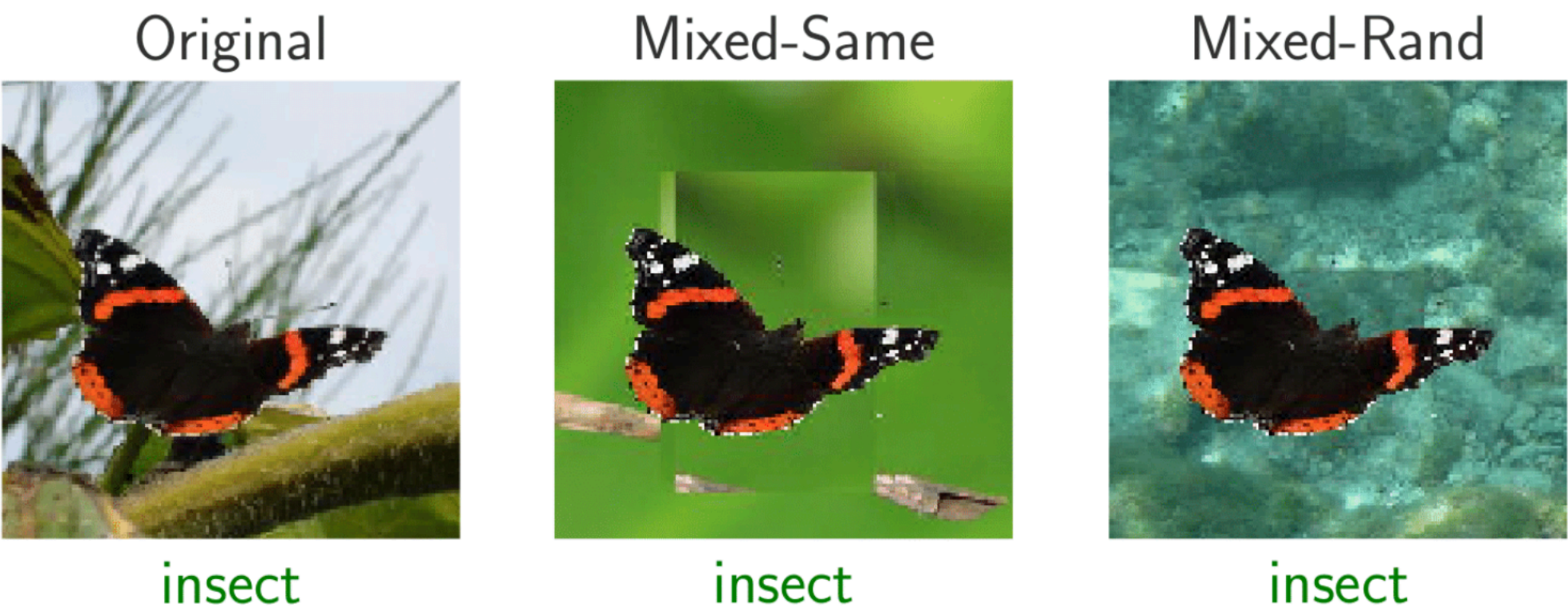
for standard ViT all patches have same attention certainty  
whereas LUViT is more certain about foreground (low entropy in dark regions)



# Background Robustness

Background Overreliance Benchmark  
Image Classification on Imagenet-9

Model	Original	Same	Random	<i>Orig.-Same</i> ↓	<i>Orig.-Rand.</i> ↓	<i>Same-Rand.</i> ↓
MAE ViT/B	96.5	87.8	83.2	8.7	13.3	4.6
LUViT ( <i>Ours</i> )	<b>96.6</b>	<b>89.2</b>	<b>85.3</b>	<b>7.4</b>	<b>11.3</b>	<b>3.9</b>
	+0.1	+1.4	+2.1	-1.3	-2.0	-0.7



# Conclusion

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- ▶ Pretrained LLMs can be helpful even for purely self-supervised visual representations
- ▶ SSL with MAE and LoRA is the recipe to leverage LLMs
- ▶ LLM block amplifies informative foreground and attenuates reliance on background

# HowToCaption: Prompting LLMs to Transform Video Annotations at Scale

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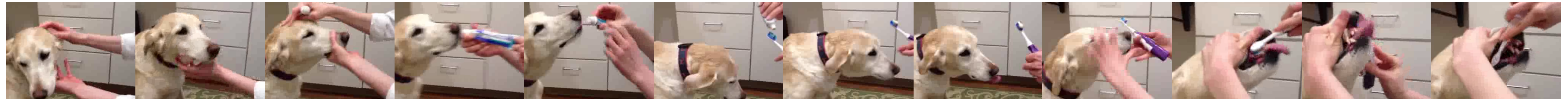
**Leveraging pre-trained LLM  
for large scale video pretraining**



# Learning from Web Data (Pretraining)



# Narrated Videos



00:15

00:24

00:31

00:35

00:44

## ASR

### subtitles:

so in order to get started we have to have our patient here skeeter my dog and we're going to get some toothpaste and it's going to be something that she really likes

so this is a chicken flavored toothpaste which she thinks is pretty delightful

okay and then we're just going to get any old toothbrush

they make dog toothbrushes but you can just get a soft children's toothbrush or adult toothbrush for a large dog

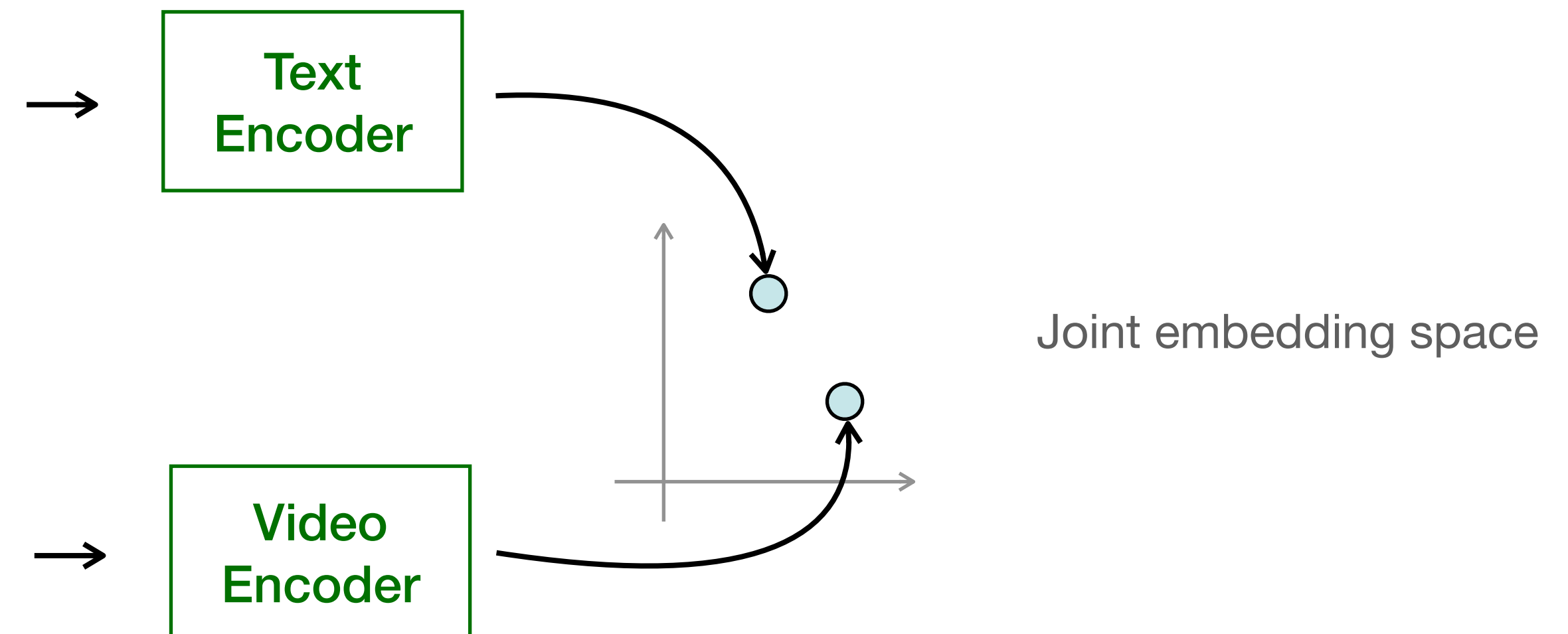
so we're going to focus here on the outside edges of the front teeth and the canine teeth

- ✓ Dense textual annotations through ASR narrations
- ✓ Can be collected on a large scale with no human supervision
- ASR narrations includes noise: incomplete sentences, filler words and phrases, such as “I’m going to”, etc.
- Alignment of spoken text to the video is very noisy (might be temporal unaligned to video, or completely unrelated)



# Narrated Videos for Large-scale Pretraining

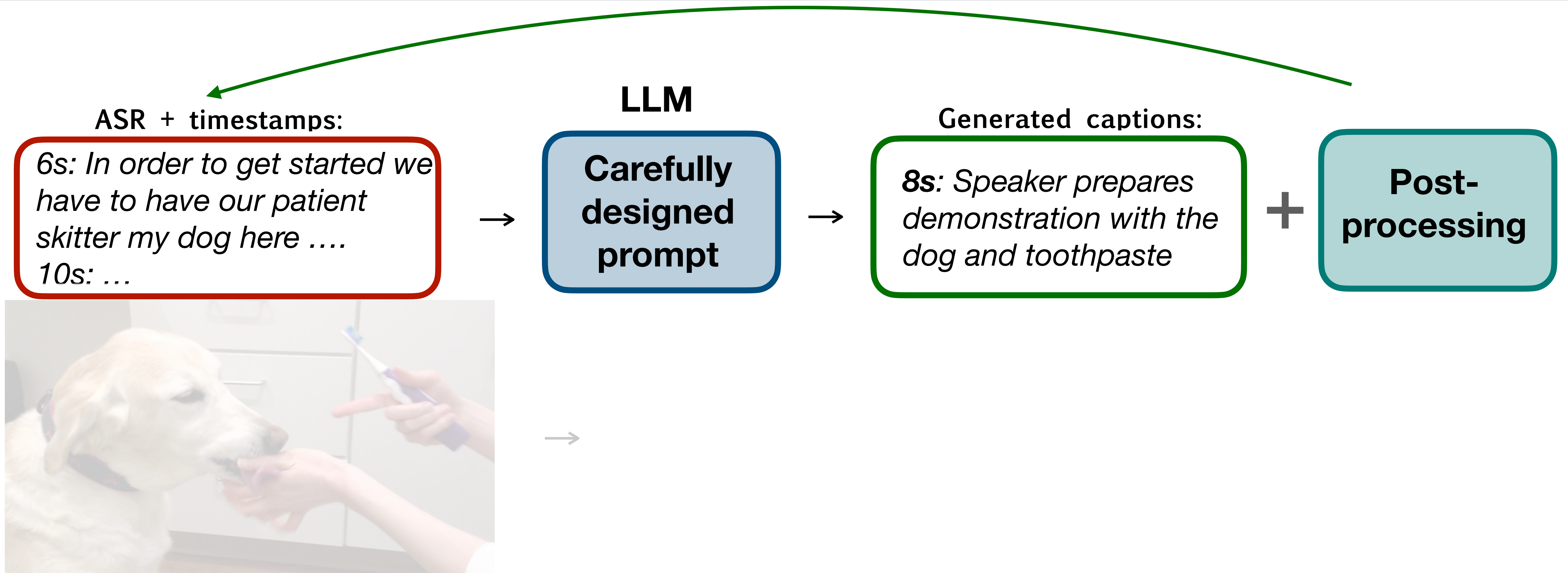
*6s: In order to get started we  
have to have our patient  
skitter my dog here ....  
10s: ...*



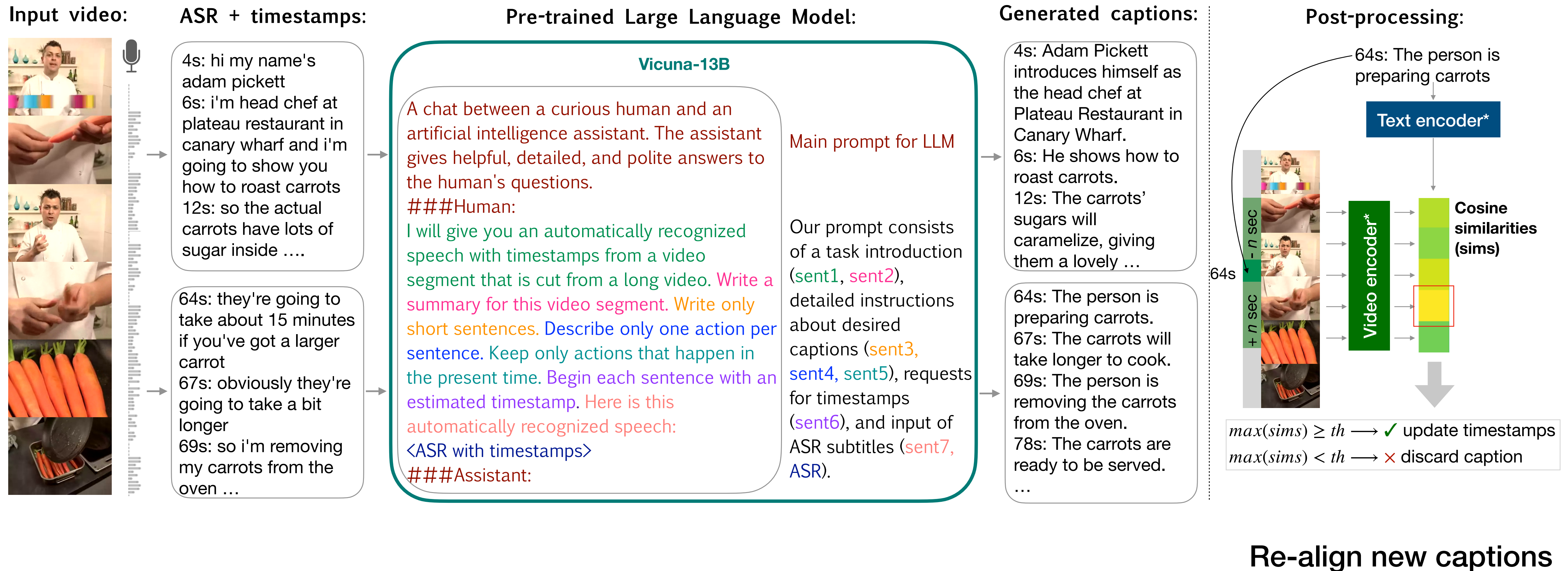
**Use LLM to transform ASRs into proper aligned captions**



# HowToCaption Method



# HowToCaption — Method





# HowToCaption — The Dataset



ASR: move them around to help direct the path

Caption: Matt Swanson gives a tip to use buckets to direct the path of the ball



ASR: so it's not going to really show

Caption: Making a bow with two colors



# HowToCaption Method

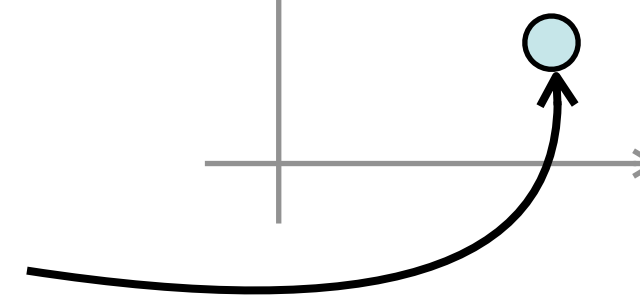
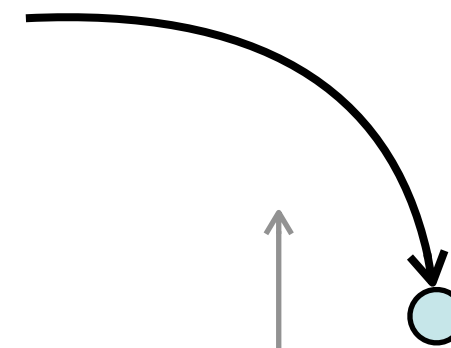
*Speaker prepares demonstration with the dog and toothpaste*



Text  
Encoder



Video  
Encoder



Joint embedding space

**Better embedding  
space**



# HowToCaption Results

Video-Text Training Data	YouCook2		MSR-VTT	
	R10↑	MR↓	R10↑	MR↓
- (zero-shot)	23.6	69	70.6	3
HowTo100M with ASRs	39.3	20	61.7	5
HowTo100M with dist. sup.	30.3	34	66.3	5
HTM-AA (auto-aligned)	43.5	<b>15</b>	64.3	4
HowToCaption (ours)	<b>44.1</b>	<b>15</b>	<b>73.3</b>	<b>3</b>
VideoCC3M	21.7	84	67.1	4
WebVid2M	29.0	46	71.9	<b>3</b>

# HowToCaption — Contributions

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- Framework to obtain a **large-scale high-quality text-video dataset**
  - ▶ **No human supervision needed**
  - ▶ Only noisy ASR as input
  - ▶ Aligning&Filtering improves the quality even further
- **HowToCaption-dataset**
  - ▶ 25M aligned text-video pairs
  - ▶ human-style captions



**What would be next unconventional way to leverage LLMs?**

**Thanks!**