Which visual questions are difficult to answer?
Analysis with Entropy of Answer Distributions

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Abstract

We propose a novel approach to identify the difficulty of visual questions for Visual Question Answering (VQA) without direct supervision or annotations to the difficulty. Prior works have considered the diversity of ground-truth answers of human annotators. In contrast, we analyze the difficulty of visual questions based on the behavior of multiple different VQA models. We propose to cluster the entropy values of the predicted answer distributions obtained by three different models: a baseline method that takes as input images and questions, and two variants that take as input images only and questions only. We use a simple k-means to cluster the visual questions of the VQA v2 validation set. Then we use state-of-the-art methods to determine the accuracy and the entropy of the answer distributions for each cluster. A benefit of the proposed method is that no annotation of the difficulty is required, because the accuracy of each cluster reflects the difficulty of visual questions that belong to it. Our approach can identify clusters of difficult visual questions that are not answered correctly by state-of-the-art methods. Detailed analysis on the VQA v2 dataset reveals that 1) all methods show poor performances on the most difficult cluster (about 10% accuracy), 2) as the cluster difficulty increases, the answers predicted by the different methods begin to differ, and 3) the values of cluster entropy are highly correlated with the cluster accuracy. We show that our approach has the advantage of being able to assess the difficulty of visual questions without ground-truth (i.e., the test set of VQA v2) by assigning them to one of the clusters. We expect that this can stimulate the development of novel directions of research and new algorithms.

Clustering results are available online\(^1\), in which we show lists of pairs of questions and clusters for both of the validation and test sets of the VQA v2 dataset.

\(^1\)https://github.com/tttamaki/vqd

1. Introduction

Visual Question Answering (VQA) is one of the most challenging tasks in computer vision [40, 3]: given a pair of question text and image (a visual question), a system is asked to answer the question. It has been attracting a lot of attention in recent years because it has a large potential to impact many applications such as smart support for the visually impaired [15], providing instructions to autonomous robots [8], and for intelligent interaction between humans and machines [9]. Towards these goals, many methods and datasets have been proposed.

The VQA task is particularly challenging due to the diversity of annotations. Unlike common tasks, such as classification, where precise ground truth labels are provided by the annotators, a visual question may have multiple different answers annotated by different crowd workers, as shown in Figure 1. In VQA v2 [12] and VizWiz [6], which are commonly used in this task, each visual question was annotated by 10 crowd workers, and almost half of the visual questions in these datasets have multiple answers [14, 5], as shown in Table 1 for VQA v2. The metric for performance evaluation commonly used for these dataset has therefore the following form [3]:

\[
\text{accuracy} = \min \left( \frac{\#\text{humans that provided that answer}}{3}, 1 \right),
\]

in other words, an answer is correct in 100% if at least three annotated answers match that answer.

The disagreement of crowd workers in ground truth annotations has been an annoying issue for researchers dealing with tasks which involve crowdsourcing annotations [7, 35, 28]. Recently some works on VQA have tackled this issue. Gurari et al. [14] analyzed the number of unique answers annotated by crowd workers and proposed a model that predicts when crowdsourcing answers (dis)agree by using binary classifiers. Bhattacharya et al. [5] categorized reasons why answers of crowd workers differ, and found which co-occurring reasons arise frequently.

These works have revealed why multiple answers may
Table 1. Numbers of unique answers per visual question of the validation set of VQA v2. The bottom row shows averages of unique answers.

| #Ans | Yes/No | Number | Other | All |
|------|--------|--------|-------|-----|
| 1    | 41561  | 9775   | 18692 | 70228 |
| 2    | 33164  | 6701   | 18505 | 58370 |
| 3    | 5069   | 3754   | 15238 | 24061 |
| 4    | 621    | 2110   | 12509 | 15240 |
| 5    | 103    | 1528   | 10661 | 12292 |
| 6    | 23     | 1239   | 9186  | 10448 |
| 7    | 0      | 1062   | 7666  | 8728  |
| 8    | 0      | 952    | 6169  | 7121  |
| 9    | 0      | 726    | 4528  | 5254  |
| 10   | 0      | 287    | 2325  | 2612  |
| total| 80541  | 28134  | 105679| 214354|
| ave  | 1.57±0.46| 2.93±1.59| 4.04±1.75| 2.97±1.60|

In this paper, we propose to use the entropy of answer distribution, instead of answer (dis)agreement. Let $A$ is the set of answers, and the entropy $H(A)$ is defined by

$$H(A) = - \sum_{a \in A} P(a) \ln P(a). \quad (1)$$

In general, entropy is large when the distribution is broad, and small when it has a narrow peak. This is a simple but useful indicator of the diversity of answers in ground truth annotations. Yang et al. [4] used the entropy as a metric of diversity for the task of predicting the answer distribution of ground truth annotations. This is beneficial for investigating how diverse human annotations are, and evaluating how difficult visual questions are for humans.

In contrast, we use the entropy values of answer predictions produced by different VQA models to evaluate the difficulty of visual questions for the models. Entropy values are available at no additional cost because it is common to predict an answer distribution by using softmax for computing the cross entropy loss. To the best of our knowledge, this is the first work to use entropy for analysing the difficulty of visual questions.

The use of the entropy of answer distribution enables us to analyse visual questions in a novel aspect. Prior works have reported overall performance as well as performances on three subsets of VQA v2 [12]; Yes/No (answers are yes or no for questions such as “Is it ...” and “Does she ...”), Numbers (answers are counts, numbers, or numeric, “How many ...”), and Others (other answers, “What is ...”). These three types have different difficulties (i.e., Yes/No type is easier, Other type is harder), and performances of each type are useful to highlight how models behave to different types of visual questions. In fact, usually the first two words carry the information of the entire question [14], and previous work [1] uses this fact to switch the internal model to adopt suitable components to each type. This categorization of question types is useful, however not enough to find which visual questions are difficult. If we can evaluate the difficulty of visual questions, this could push forward the development of better VQA models.

Our goal is to present a novel way of analysing visual questions by clustering the entropy values obtained from different models. Images and questions convey different information [13, 4], hence models that take images only or question only are often used as baselines [3, 5, 12]. Datasets often have the language bias [12], and then questions only may be enough to answer reasonably. However the use of the image information should help to answer correctly. Our key idea is that the entropy values of three models (that use image only (I), question only (Q), and both (Q+I)) are useful to characterize each visual question.

The contributions of this work can be summarized as follows.
• Instead of using the entropy of ground truth annotations, we use the entropy of the predicted answer distribution for the first time to analyse how diverse predicted answers are. We show that entropy values of different models are useful to characterize visual questions.

• We propose an entropy clustering approach to categorize the difficulty levels of visual questions. After training three different models (I, Q, and Q+I), predicting answer distributions and computing entropy values, the visual questions are clustered. This is simple yet useful, and enables us to find which visual questions are most difficult to answer.

• We discuss the performances of several state-of-the-art methods. Our key insight is that the difficulty of visual question clusters are common to all methods, and tackling the difficult clusters may lead to the development of a next generation of VQA methods.

2. Related work

The task of VQA has attracted a lot of attention in recent years. Challenges have been conducted since 2016, and many datasets have been proposed. In addition to the normal VQA task, related tasks have emerged, such as EmbodiedQA [8], TextVQA [33], and VQA requiring external knowledge [38, 26, 34]. Still the basic framework of VQA is active and challenging, and some tasks include VQA as an important component, such as visual question generation [27, 22], visual dialog [9, 16], and image captions [30].

VQA datasets have two types of answers. For multiple-choice [12, 45, 42], several candidate answers are shown to annotators for each question. For open-ended [3, 12, 6, 18, 29], annotators are asked to answer in free text, hence answers tend to differ for many reasons [5]. Currently two major datasets, VQA [3, 12] and VizWiz [6], suffer from this issue because visual questions in these datasets were answered by 10 crowd workers, while other datasets [29, 45, 19, 21, 38, 18, 42, 11] have one answer per visual question. This disagreement between annotators has recently been investigated in several works. Bhattacharya et al. [5] proposed 9 reasons why and when answers differ: low-quality image (LQI), answer not present (IVE), invalid (INV), difficult (DFF), ambiguous (AMB), subjective (SBJ), synonyms (SYN), granular (GRN), and spam (SMP). The first six reasons come from both/either question and/or image, and the last three reasons are due to issues inherent to answers. They found that ambiguity occurs the most, and co-occurs with synonyms (same but different wordings) and granular (same but different concept levels). This work gives us quite an important insight about visual questions, however only for those that have multiple different answers annotated. Gurari et al. [14] investigated the number of unique answers annotated by crowd workers, but didn’t consider how answers differ if disagreed. Instead they use a threshold of agreement to show how many annotators answered the same.

Our approach is to use the entropy of answer distributions of both ground truth and prediction. This is a novel aspect, and complementary to the prior works [14, 5]. Entropy takes into account by a single number the fraction of multiple answers as well as the distribution of answers. It therefore provides another modality to analyse visual questions at a fine-grained level. Figure 2 shows how entropy values change for the same number of unique answers. The leftmost bar’s value is zero because there is only a single answer (i.e. all answers agree), and the rightmost bar represents the case when all 10 answers are different. In between, entropy values are sorted inside the same number of unique answers. This shows that entropy is finer than the number of unique answers.

We should note that this approach is different from uncertainty of prediction. Teney et al. [36] proposed a model using soft scores because scores may indicate uncertainty in ground truth annotations, and minimizing the loss between ground truth and prediction answer distribution. This approach is useful, yet it doesn’t show the nature of visual questions.

Our approach is closely related to hard example mining [39, 31] and hardness / failure prediction [37]. Hard example mining approaches determine which examples are difficult to train during training, while hardness prediction jointly trains the task classifier and an auxiliary hardness prediction network. Compared to these works, our approach differs in the following two aspects. First, the VQA task is multi-modal and assessing the difficulty of visual questions has not been considered before. Second, our approach is off-line and can determine the difficulty without ground-truth, i.e., before actually trying to answer the visual questions in the test set.

![Figure 2. Entropy values of all possible combinations of unique number of answers.](image-url)
3. Clustering visual questions with entropy

3.1. Clustering method

To perform clustering, we hypothesize that “easy visual questions lead to low entropy while difficult visual questions to high entropy.” This has been reported for the entropy of ground truth annotations by Malinowski et al. [25]. Here we extend this concept to the entropy of answer distributions produced by VQA models. This is reasonable because for easy visual questions VQA systems can predict answer distributions in which the correct answer category has large probability while other categories are low. In contrast, difficult visual questions makes VQA systems generate broad answer distributions because many answer candidates may be equally plausible. Entropy can capture the diversity of predicted answer distributions, and also that of ground truth annotations in the same manner.

We prepare three different models that use as input image only (I), question only (Q), and both question and image (Q+I). In this case, we expect the following three levels of difficulty of visual questions:

- **Level 1**: Reasonably answered by using question only.
- **Level 2**: Difficult to answer with question only but good with images.
- **Level 3**: Difficult even if both image and question are provided.

For a certain visual question, it is of level 1 if the answer distribution of the Q model has low entropy. It is of level 2 if the Q model is high entropy and the Q+I model is low entropy. If both the Q and Q+I models have high entropy, then the visual question is of level 3. This concept is realised by the following procedure. 1) Train the I, Q, and Q+I models on the training set with image only, questions only, and both images and questions, respectively. 2) Evaluate the validation set by using the three models and compute answer distribution entropy values of each of visual questions. 3) Perform clustering on the validation set with entropy values. Clustering features are the entropy values of the three models.

3.2. Datasets and setting

We use VQA v2 [12]. It consists of training, validation, and test sets. To train models, we use the training set (82,783 images, 443,757 questions, and 4,437,570 answers). We use the validation set (40,504 images, 214,354 questions, and 2,143,540 answers) for clustering and analysis.

We choose Pythia v0.1 [17, 32] as a base model, and modify it so that it takes questions only (Q model), or images only (I model). To do so, we simply set either image features or question features to zero vectors. With no modification, it is Q+I model (i.e., Pythia v0.1). As in prior works [2, 23, 36, 43], 3129 answers in the training set that occur at least 8 times are chosen as candidates, which results in a multi-class problem predicting answer distributions of 3129 dimension.

To compare the performance with state-of-the-art methods, we use BUTD [2], MFH [44], BAN [20] (including BAN-4 and BAN-8), MCAN [43] (including small and large), and Pythia v0.3 [32, 33].

First we show the performance of each model in Table 2. As expected, the I model performs worst because there is no clue of questions in the image. In contrast, Q model performs reasonably better, particularly for Yes/No type. Average performances of models (excluding I and Q) are about 84%, 47%, and 58% for types of Yes/No, Number, and Other, respectively.

Next in Table 3 we show the entropy values of the predicted answer distributions by different models for each of the three types, as well as ground truth annotations. The entropy ranges from 0 (single answer) to 303 (10 different answers) for ground truth answers, and from 0 (1 for a single entry, otherwise 0) to 8.048 (uniform values of 1/3129) for model predictions.

| Model       | Overall | Yes/No | Number | Other |
|-------------|---------|--------|--------|-------|
| BUTD        | 67.47±0.53 | 84.64±0.73 | 60.17±1.32 | 43.99±1.24 |
| MFH         | 66.23±0.43 | 83.42±1.35 | 56.71±2.07 | 47.23±1.47 |
| BAN-4       | 65.87±0.38 | 83.57±1.38 | 57.34±2.45 | 45.43±1.43 |
| BAN-8       | 66.00±0.43 | 83.88±1.43 | 57.46±2.10 | 45.79±1.40 |
| MCAN-small  | 67.20±0.42 | 82.91±1.32 | 58.46±2.18 | 45.13±1.41 |
| MCAN-large  | 67.47±0.43 | 85.33±1.32 | 58.78±2.15 | 45.13±1.41 |
| Pythia v0.3 | 65.91±0.44 | 84.30±1.33 | 44.90±1.47 | 57.49±1.46 |

| Model       | Overall | Yes/No | Number | Other |
|-------------|---------|--------|--------|-------|
| BUTD        | 4.19±0.25 | 4.16±0.24 | 4.19±0.23 | 4.21±0.43 |
| Q           | 1.80±0.13 | 0.59±0.22 | 2.28±0.94 | 2.60±1.22 |
| Q+I         | 0.84±1.06 | 0.20±0.27 | 1.39±1.18 | 1.19±1.15 |
| BUTD        | 1.24±1.33 | 0.32±0.29 | 1.86±1.25 | 1.77±1.45 |
| MFH         | 1.76±1.86 | 0.42±0.31 | 2.07±1.77 | 2.71±1.95 |
| BAN-4       | 1.63±1.77 | 0.40±0.31 | 2.00±1.76 | 2.46±1.89 |
| BAN-8       | 0.99±1.20 | 0.21±0.27 | 1.60±1.25 | 1.43±1.31 |
| MCAN-small  | 0.95±1.17 | 0.20±0.26 | 1.53±1.23 | 1.36±1.27 |
| MCAN-large  | 1.21±1.71 | 0.17±0.27 | 1.66±1.82 | 1.89±1.91 |
| Pythia v0.3 | 1.15±1.64 | 0.16±0.26 | 1.63±1.76 | 1.78±1.84 |
| GT          | 0.59±0.82 | 0.13±0.22 | 0.86±0.93 | 0.89±0.87 |

| Model       | Overall | Yes/No | Number | Other |
|-------------|---------|--------|--------|-------|
| BUTD        | 24.65±4.12 | 64.21±4.44 | 0.27±3.16 | 0.99±6.48 |
| Q           | 44.83±46.76 | 68.48±43.00 | 32.05±43.45 | 30.21±42.91 |
| Q+I         | 67.47±43.35 | 84.52±33.01 | 47.55±46.25 | 59.78±45.00 |

Table 2. Accuracy of models on the validation set of VQA v2.

Table 3. Entropy of models on the validation set of VQA v2.
### 3.3. Clustering results

Now we show the clustering results in Table 4. We used k-means to cluster the 3-d vectors of 214,354 visual questions into k = 10 clusters.  

Each column of Table 4 shows the statistics for each cluster. Clusters are numbered in ascending order of the entropy for the Q+I model. The top rows with `base model entropy` show the entropy values for the three base models.

To find three levels of visual questions, we divide the clusters by the following simple rule. For each cluster, if ‘Q entropy’ < 1 then it is level 1, else if ‘Q+I entropy’ > 2 then it is level 3, otherwise level 2. Column colors of Table 4 indicate levels; level 1 (clusters 0 and 1) are in gray, level 2 in yellow, and level 3 (7, 8, and 9) in red.

Below we describe other rows of Table 4.

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**Table 4. Clustering results for the validation set of VQA v2.** Each column corresponds to a different cluster and colors indicate cluster types (level 1 in gray, level 2 in yellow, and level 3 in red). Results are obtained with different parameter settings in preliminary experiments. Many factors (e.g., initialization and number of clusters, chosen algorithms) affect the clustering result, but we have seen that similar clustering results are obtained with different parameter settings in preliminary experiments. Here we use the simplest algorithm and expect the results to be replicated in similar experiments.

### state-of-the-art accuracy

| metric | LQI | MFH | BAN-4 | M公开 | MCAN-small | MCAN-large | Pythia v0.3 |
|--------|-----|-----|-------|-------|------------|------------|-------------|
| basemodel acc. | 40.98 | 35.32 | 34.56 | 38.10 | 36.76 | 36.30 | 32.46 |
| test set entropy | 47.27 | 46.67 | 45.65 | 43.06 | 45.73 | 43.46 | 46.35 |
| total | 47.97 | 47.44 | 46.74 | 45.46 | 45.73 | 43.46 | 46.35 |

### GT statistics

Statistics of ground truth annotations. Row `GT statistics` shows entropy values of ground truth annotations. Row ‘Q+I entropy’ shows entropy values of the model with additional information in the ground truth. Row ‘Q+I entropy’ shows entropy values of the model with additional information in the ground truth. Row ‘Q+I entropy’ shows entropy values of the model with additional information in the ground truth. Results are obtained with different parameter settings in preliminary experiments. Many factors (e.g., initialization and number of clusters, chosen algorithms) affect the clustering result, but we have seen that similar clustering results are obtained with different parameter settings in preliminary experiments. Here we use the simplest algorithm and expect the results to be replicated in similar experiments.

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**base model acc.** Accuracy values of the three base models. Accuracy of Q+I model tends to decrease as Q+I entropy increases, which we will discuss later.

**state-of-the-art entropy and accuracy** Entropy and accuracy values of 9 state-of-the-art methods.

**test set entropy** Entropy values of the test set of VQA v2. We assign test visual questions to one of these clusters (we will discuss this later).

**GT statistics** Statistics of ground truth annotations. Row ‘entropy’ shows entropy values of ground truth annotations. Row ‘ave # ans’ shows the average number of unique answers per visual question. This two rows show how ground truth answers differ in each cluster. Row ‘total’ shows total numbers of visual questions. Rows ‘yes/no’, ‘number’, and ‘other’ shows numbers of each type in that cluster. Rows ‘# agree’ and ‘# disagree’ show numbers of visual questions for which 10 answers agree (all are the same) and disagree (all are not the same), as in [5].

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| **reasons to differ** | LQI | MFH | BAN-4 | M公开 | MCAN-small | MCAN-large | Pythia v0.3 |
|----------------------|-----|-----|-------|-------|------------|------------|-------------|
| yes/no               | 35483 | 44426 | 22217 | 62317 | 25696 | 22816 | 32816 |
| number               | 11494 | 14770 | 2722 | 5778 | 2513 | 4409 | 4069 |
| other                | 5560 | 6073 | 17443 | 15603 | 10372 | 8797 | 14018 |
| # agree              | 20762 | 26338 | 6770 | 8528 | 4488 | 1912 | 9882 |
| # disagree           | 21875 | 26262 | 13465 | 13115 | 9143 | 11604 | 17022 |

**# agree** shows the average number of unique answers per visual question. This two rows show how ground truth answers differ in each cluster. Row ‘total’ shows total numbers of visual questions. Rows ‘yes/no’, ‘number’, and ‘other’ shows numbers of each type in that cluster. Rows ‘# agree’ and ‘# disagree’ show numbers of visual questions for which 10 answers agree (all are the same) and disagree (all are not the same), as in [5].

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**# other** shows the average number of unique answers per visual question. This two rows show how ground truth answers differ in each cluster. Row ‘total’ shows total numbers of visual questions. Rows ‘yes/no’, ‘number’, and ‘other’ shows numbers of each type in that cluster. Rows ‘# agree’ and ‘# disagree’ show numbers of visual questions for which 10 answers agree (all are the same) and disagree (all are not the same), as in [5].
3.4. Discussion

**Entropy suggests accuracy.** We performed the clustering by using the entropy values of the three models based on Pythia v0.1 \[17, 32\]. Using a different base model may lead to different clustering results, however, the values of entropy and accuracy of different state-of-the-art models exhibit similar trends; entropy values increase while accuracy decreases from cluster 0 to 9, as shown in Figure 3. This suggests that clusters with large (or small) entropy values have low (high) accuracy, as shown in Figure 4, and this tells us that entropy values are an important cue for predicting accuracy.

**Entropy is different from reasons to differ and question types.** Most frequent reasons to differ shown in \[5\] are AMB, SYN, and GRN, but Figure 3 shows that predicted values of those reasons are not well correlated to the order of clusters. For question types, Number and Other types looks not related to these clusters. Therefore our approach using entropy captures different aspects of visual questions.

**Cluster 0 is easy, cluster 9 is hard.** Level 1 (clusters 0 and 1) are dominant, and covers 44% of the entire validation set, including 99% of Yes/No type. Low entropy values and few number of unique answers (row ‘ave # ans’) of these cluster can be explained by the fact that typical answers are either ‘Yes’ or ‘No’. Accuracy of Yes/No type is expected to be about 85% (Table 2), and it is close to the accuracy for these clusters. In contrast, level 3 (clusters 7, 8, and 9) looks much more difficult to answer. In particular, accuracy values of cluster 9 are about 10% compared to over 80% of level 1. This is due to the fact that visual questions with disagreed answers gather in this level; GT entropy is about 1.3, with more than five unique answers. However, values of DFF, AMB, SYN and GRN of level 3 are not so different from level 2, which may suggest that the quality of visual questions is not the main reason for difficulty.

**Difficulty of the test set can be predicted.** This finding enables us to evaluate the difficulty of visual questions in the test set. To see this, we applied the same base models (that are already trained and used for clustering) to visual questions in the test set, and computed entropy values to assign each visual question to one of the 9 clusters. Rows with ‘test set entropy’ in Table 4 show the average entropy values of those test set visual questions. Assuming that the validation and test sets are similar in nature, we now are able to evaluate and predict the difficulty of test-set visual questions without computing accuracy. This is the most inter-
esting result, and we have released a list\(^5\) that shows which visual questions in the train / val / test sets belong to which cluster. This would be extremely useful when developing a new model incorporating the difficulty of visual questions, and also when evaluating performances for different difficulty levels (not for different question types).

**Qualitative evaluation of cluster difficulty** Figure 6 shows some examples of visual questions in each level (from cluster 0, 4, 8, and 9). Entropy values of different methods tend to be larger in cluster 9, and visual questions in cluster 9 seem to be more difficult than those in cluster 0. To answer easy questions like “Is the catcher wearing safety gear?” or “What is the player’s position behind the batter?” in cluster 0, images are not necessary and the Q model can correctly answer with low entropy. The question in cluster 9 at the bottom looks pretty difficult for the models to answer because of the ambiguity of the question (“What is this item?”) and of the image (containing the photos of vehicles on the page of the book) even when the human annotators agree on the single ground-truth annotation.

**3.5. Disagreement of predictions of different models**

For difficult visual questions the number of unique answers is large, i.e. annotators highly disagree, while for easy questions numbers are small and they agree (5.39 for cluster 9, 1.72 for cluster 0). Now the following question arises; how much do different models (dis)agree, i.e. do they produce the same answer or different answers?

To see this, we define the overlap of model predictions. We have 9 models (BUTD, MFB, MFH, BAN-4/8, MCAN-small/large, Pythia v0.3 and v0.1 (Q+I)), and we define the “overlap” of the answers to be 9 when all models predict the same answer. For example, if we have two different answers to a certain question, each answer produced (supported) by respectively four and five models, then the answer overlaps are four and five, and we call the larger one a max overlap. Therefore, larger max overlap indicates a higher degree of agreement among the models. Figure 5 shows histograms of visual questions with different number of unique answers. The legend shows the details of max overlap.

For clusters 0 and 1, almost visual questions have one or two unique answers, and the models highly agree (max overlap of 9 is dominant). This is expected because most visual questions in these clusters are of Yes/No type, and models tend to agree by predicting either of two answers. Apparently clusters 2, 3, and 4 look similar; dominant max overlap is 9. This means that all of 9 models predict the same answer to almost half of visual questions even when annotators disagree to five different answers. In contrast, models predict different answers to visual questions of clusters 6 – 9 even when annotators agree and there is a single

\(^5\)https://github.com/tttamaki/vqd

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**Figure 5. Histograms of visual questions with numbers of unique answers of ground truth annotations, and max overlap of predicted answers by 9 models.**

**4. Conclusions**

We have presented a novel way of evaluating the difficulty of visual questions of the VQA v2 dataset. Our approach is surprisingly simple, using three base models (I, Q, Q+I), predicting answer distributions, and computing entropy values to perform clustering with a simple k-
Figure 6. Examples of visual questions in cluster 0, 4, 8, and 9 (from left to right). For each visual question, question text, answers, predicted answers and entropy values (in parenthesis) of each method are shown, followed by values of DFF, AMB, SYN and GRN.
mean. Experimental results have shown that these clusters are strongly correlated with entropy and accuracy values of many models including state-of-the-art methods. By providing the correspondences between clusters and visual questions in the test set as the indicator of difficulty, our approach explores a novel aspect of evaluating performances of VQA models, suggesting a promising direction for future development of a next generation of VQA models.

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