

Appendix A: Method

A.1. Overlap Region Calculation

RoI Align converts the overlap region into a fixed-size feature map ($14 \times 14 \times 256$), and then the multi-branch feature combination module and overlap region transformer module proposed in this paper process the overlap region feature map to obtain a more fine-grained relationship identification. Specifically, we tried different size feature maps (e.g., $7 \times 7 \times 256$, $14 \times 14 \times 256$, $28 \times 28 \times 256$, etc.) and found that $14 \times 14 \times 256$ is the best choice considering the overall performance of the model.

A.2. Multi-Branch Feature Combination Module

The overlap region of the two objects is first transformed into a $14 \times 14 \times 256$ feature map through RoI Align. Then, the multi-branch feature combination module processes the $14 \times 14 \times 256$ feature map using convolution, deconvolution, and multi-branch dilation convolution to obtain three $28 \times 28 \times 256$ feature maps. Next, the $28 \times 28 \times 256$ feature maps of three different dilation convolution branches are concatenated to obtain a $28 \times 28 \times 768$ feature map. Finally, a series of convolutions are used to convert the $28 \times 28 \times 768$ feature map to $7 \times 7 \times 256$ and combined with the $7 \times 7 \times 256$ feature map obtained by the original overlap region through RoI Align.

In the detailed illustration of the multi-branch feature combination module. "3 × 3 conv" represents the convolution with kernel_size of 3, stride of 1, and padding of 1. "two 3 × 3 conv" represents two layers of "3 × 3 conv." "2 × 2 deconv" represents deconvolution with kernel_size of 2 and stride of 2. "5 × 5 conv" means convolution with kernel_size of 5, stride of 1, and padding of 2. "3 × 3 conv rate=1" is equivalent to "3 × 3 conv." "3 × 3 conv rate=2" represents a dilation convolution with kernel_size of 3, stride of 1, padding of 2, and dilation of 2. "2 × 2 conv" indicates a convolution with kernel_size of 2 and stride of 2.

A.3. Overlap Region Transformer Module

We propose the overlap region transformer module to use a vision transformer to obtain the global visual features of the overlap regions of two objects. RoI Align first converts the overlap region into a $14 \times 14 \times 256$ feature map and then uses the overlap region transformer module to obtain the self-attention of the overlap region. The $14 \times 14 \times 256$ overlap region feature is first flattened into 196×256 . Then a 1×256 class token representing the global visual features of the overlap region is added, and the 197×256 position information corresponding to each token is added. And then, the 197×256 features are input to the encoder block to obtain the global visual features of the overlap region. Finally, obtain the 1×256 global visual features of the overlap region, which is the input to identify the fine-grained relationship between objects.

Standard self-attention is a popular building block for neural architectures. In the standard self-attention layer, the input vectors is first transformed into three different vectors, i.e., query vector q , key vector k and value vector v . The three vectors have the same dimension, i.e., $d_q = d_k = d_v = d_{model}$, where d_{model} is the dimension of the input vector. Vectors derived from three different inputs

are then packed into three different matrices, namely, Q , K , and V . The attention function between different input vectors is calculated as follows:

- Compute scores between different input vectors with $S = QK^T$.
- Normalize the scores for the stability of gradient with $S_n = S/\sqrt{d_{model}}$.
- Translate the scores into probabilities with softmax function $P = softmax(S_n)$.
- Obtain the weighted value matrix with $W = PV$.

The process can be unified into one function:

$$Attention(Q, K, V) = softmax\left(\frac{QK^T}{\sqrt{d_{model}}}\right)V. \quad (1)$$

Multi-head attention is an extension of standard self-attention. Multi-head attention runs h self-attention operations, called h heads, in parallel and projects their concatenated outputs.