## Language-Regularized Concept Learners

# Supplementary Material

The appendix is organized as the following. In Appendix A, we specify the prompts used to query LLMs in LARC. In Appendix B, we present additional visualizations of LARC's performance. In Appendix C, we include additional results of LARC on different levels of box prediction noise. In Appendix D, we discuss the ScanRefer [4] dataset.

#### A. Prompts

Below, we provide the prompts used to query large language models, specifically, GPT-3.5 [3], for concepts that satisfy LARC's constraints.

**Symmetry and exclusivity**. We use the following prompt to categorize relational concepts, where *[relations]* is the list of relational concepts automatically extracted from the input language by LARC's semantic parser:

We define two kinds of spatial relations: Asymmetric relations are relations that don't exhibit reciprocity when the order of the objects is reversed. Symmetric relations are relations that exhibit reciprocity when the order of the objects is reversed. Here are some relations: [relations]. For each relation, specify whether it is a symmetric relation or an asymmetric relation.

**Synonyms**. We use the following two-round query to find visually similar synonyms in object categories, where the *[object categories]* list is automatically extracted: First round: *Here are some object categories: [object categories]*. *List categories that have similar meanings*. Second round: *Within each group, list categories that have similar appearances*.

#### **B.** Visualizations

In this section, we present additional visualizations of LARC's performance. First, we compare LARC's predictions to that of prior works on the ReferIt3D [1] dataset. Then, we provide execution trace examples of LARC. After, we demonstrate failure cases of LARC and include analyses. Finally, we show examples of VoteNet [10] object detections in comparison to ground truth bounding boxes.

**Comparison to prior works** We present examples of LARC's predictions as well as baselines' on the ReferIt3D [1] dataset. We see samples in Figure 1 where LARC outperforms baselines, including NS3D [7], BUTD-DETR [9], MVT [8], LAR [2], TransRefer [6], and LangRefer [11], in the naturally supervised 3D grounding setting.

**Execution traces** In Figure 2, we present examples of LARC's execution trace. LARC first parses input instruction utterances into symbolic programs, then hierarchically executes each modular program to retrieve the answer.

**Failure cases** We provide several examples of LARC's failure cases in Figure 3. In the top row, we see cases where LARC finds target objects of the correct object category, but with incorrect relations. In the bottom row, we see cases where LARC yields target objects of incorrect object categories. LARC is likely to fail in 3D visual grounding when the target object category is one without data-augumented synonyms during training, as it is difficult to learn with few examples in the naturally supervised setting.

**VoteNet detections** In Figure 4, we show examples of VoteNet [10] object detections, used in our low guidance setting, in comparison to ground truth bounding boxes. We see that VoteNet detections often result in incomplete point clouds, due to size corruption or center shift. This noise leads to additional challenges in 3D visual grounding; however, VoteNet detections significantly reduce the amount of labelled 3D data required during inference.

### **C. Experiments**

**Noisy detection experiments.** We report results of NS3D and LARC over 6 different levels of box prediction noise in Table 1, with each column representing ratio of perturbation on the original box. LARC consistently improves NS3D under all settings.

Noise level	0.0	0.1	0.2	0.3	0.4.	0.5
NS3D	27.6	22.9	20.7	19.6	13.8	10.7
LARC (Ours)	<b>36.6</b>	<b>35.6</b>	<b>33.5</b>	<b>30.2</b>	<b>24.7</b>	<b>20</b> .1

Table 1. Comparisons under different levels of box prediction noise.

#### **D. ScanRefer**

Here, we describe how LARC uses the ScanRefer [4] data for zero-shot transfer from ReferIt3D [1].

**Data construction** We first create a subset of ScanRefer with queries that contain the same objects and relations as in ReferIt3D, such that we can run all method inference-only. This ScanRefer subset consists of 384 unseen utterances, on the same ScanNet [5] scenes.



Figure 1. LARC's performance compared to prior works in the naturally supervised setting; each column shows every model's prediction for a given instruction.



Figure 2. LARC's neuro-symbolic framework executes symbolic programs hierarchically to retrieve the target answers.

 $\boldsymbol{u}$  = "Choose the couch that is far from the coffee table."



 $\boldsymbol{\mathcal{U}}$  = "Choose the armchair that is near the couch."

 $\boldsymbol{u}$  = "Choose the monitor that is closer to the bookshelf."



 $\boldsymbol{u}$  = "The monitor that is close to the window."

 $\boldsymbol{u}$  = "Choose the chair that is closer to the closet."



 $\boldsymbol{u}$  = "Find the chair that is closer to the whiteboard."



Figure 3. LARC can fail in understanding 3D relations (top row) or 3D object categories (bottom row); its modularity enables such analyses.

**Implementation** To transfer learned concepts to ScanRefer, we use GPT as LARC's semantic parser to generate programs from input language. The programs are executed as described in the main paper. LARC relies on the generalization abilities of LLMs to zero-shot transfer to ScanRefer, by decomposing new language into learned programs, without requiring any additional training or finetuning of neural networks. In comparison, end-to-end methods significantly underperform when faced with unseen input language.





Figure 4. Comparison of ground truth bounding boxes (in blue) and VoteNet detections (in purple) used in the low guidance 3D visual grounding setting.

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