

# Speeding up and compression of Convolutional Neural Networks

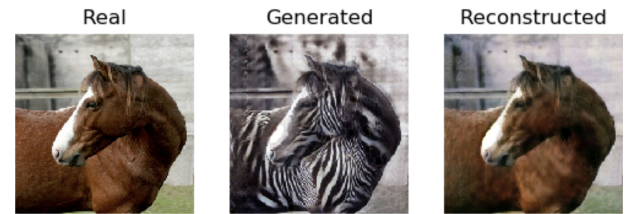
Konstantin Sobolev, Skoltech

# Outline

1. Introduction
  - a. Motivation
  - b. Preliminaries
  - c. CNN reminder
2. Efficient architecture design
  - a. MobileNet
  - b. ShuffleNet
  - c. GhostNet
3. Model compression
  - a. Weight decomposition
  - b. Fine-grained pruning
  - c. Structural pruning
  - d. Quantization
  - e. Knowledge Distillation

# Motivation

Increasing importance and number of practical applications of CNN applications:



Source:

- 1) <https://medium.com/@ismailou.sa>
- 2) <https://machinelearningmastery.com/cyclegan-tutorial-with-keras/>
- 3) <https://www.internetandtechnologylaw.com/bias-facial-recognition-flaws>

# Motivation

## DL model limitations:

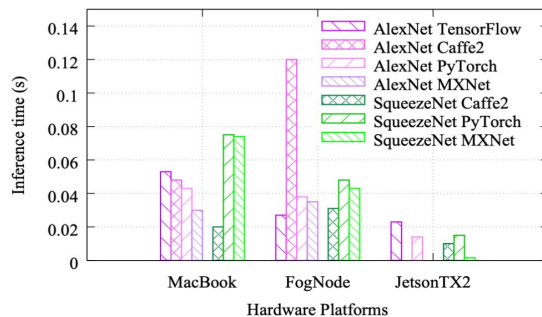
- High memory consumption
- Huge computational requirements
- Great power consumption



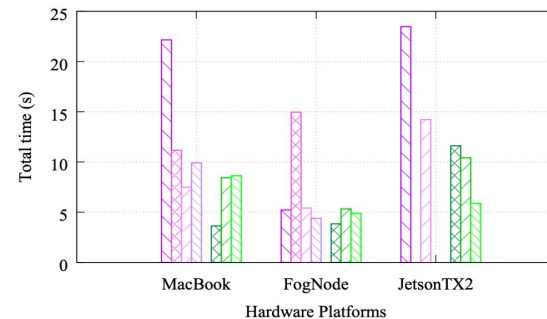
Difficult to deploy on portable devices  
(e.g. laptops and smartphones)



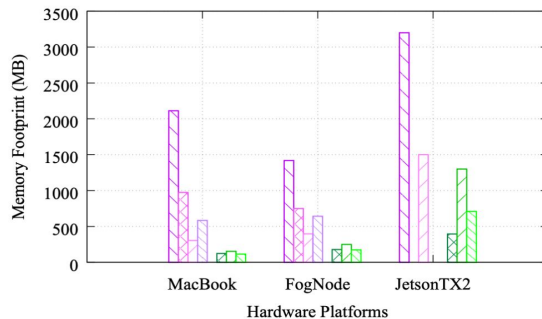
Efficient architecture design is required



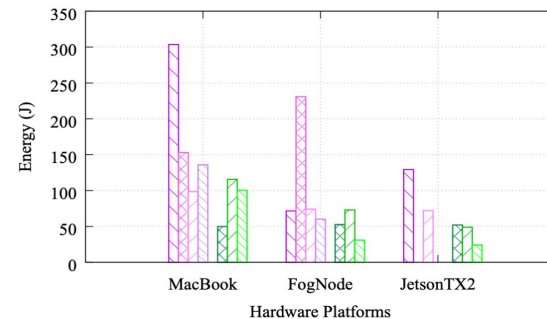
(a) Inference time



(b) Total time



(c) Memory footprint



(d) Energy

Comparison between cumbersome (AlexNet) and light-weight (SqueezeNet) CNN architectures on different edge platforms (MacBook, FogNode and JetsonTX2) and frameworks (TensorFlow, Caffe2, PyTorch and MXNet)

# Metrics to optimize

## Real metrics:

- Inference time
- Memory consumption
- Battery consumption

## Proxy metrics:

- **FLOPs** - number of computational operations required for inference
- **N parameters** - number of trained parameters

# Efficient architecture design methods

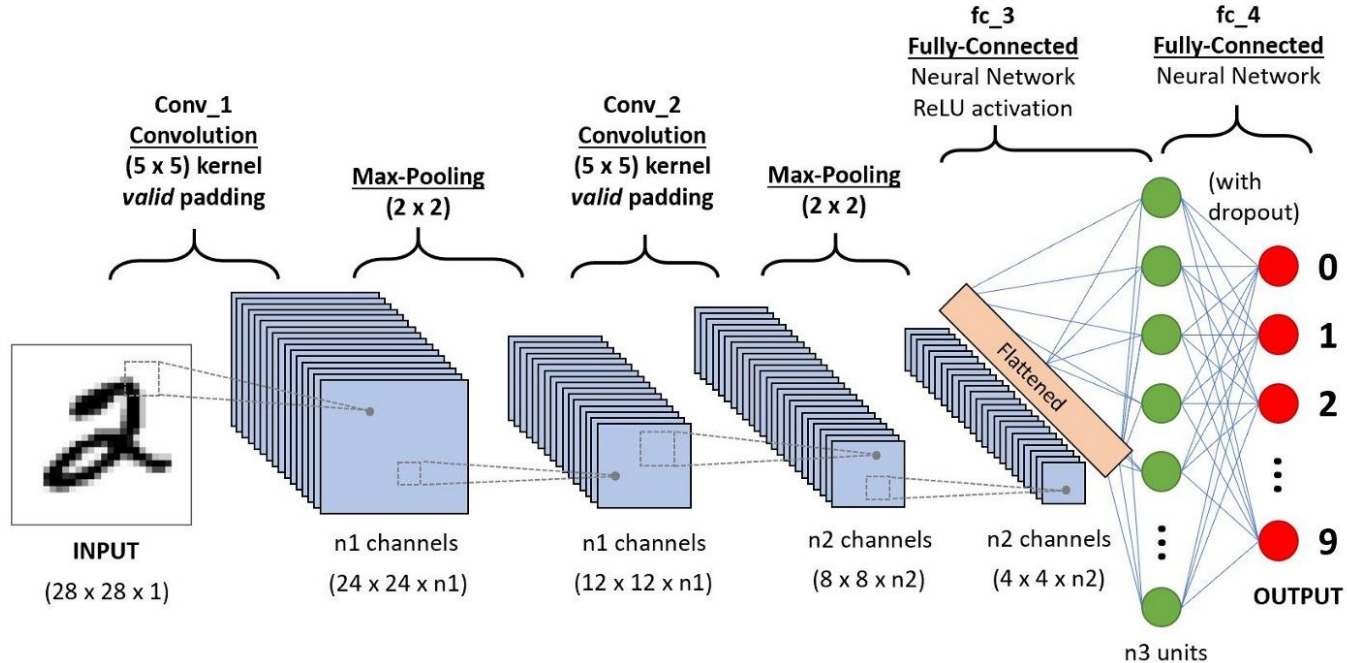
## Efficient neural architecture design

- MobileNet
- ShuffleNet
- GhostNet

## Neural network compression

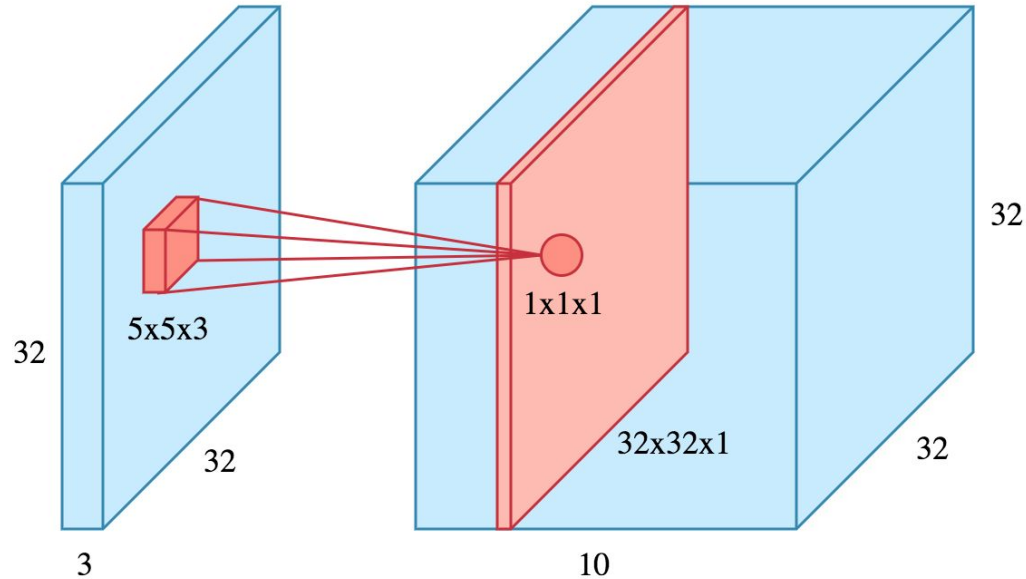
- Weight Decomposition
- Unstructured Pruning
- Structured Pruning
- Quantization
- **Knowledge Distillation**

# Convolutional Neural Network reminder



# Convolutional Neural Network reminder

Most computations are concentrated in convolutional layer





Design efficient models from scratch

# MobileNet

Idea: Replace ordinary convolution by depth-wise separable convolution

Original convolution complexity:

$$D_k * D_k * C_{in} * D_f * D_f * C_{out}$$

Depth-wise separable convolution complexity:

$$(D_k * D_k + C_{out}) * C_{in} * D_f * D_f$$

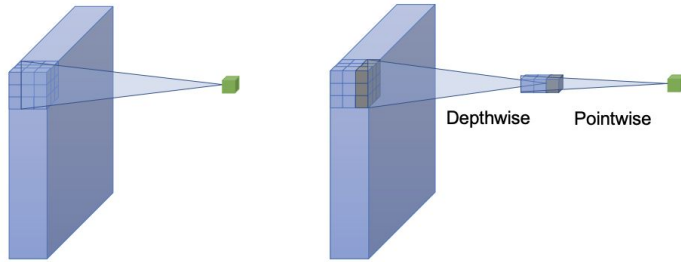
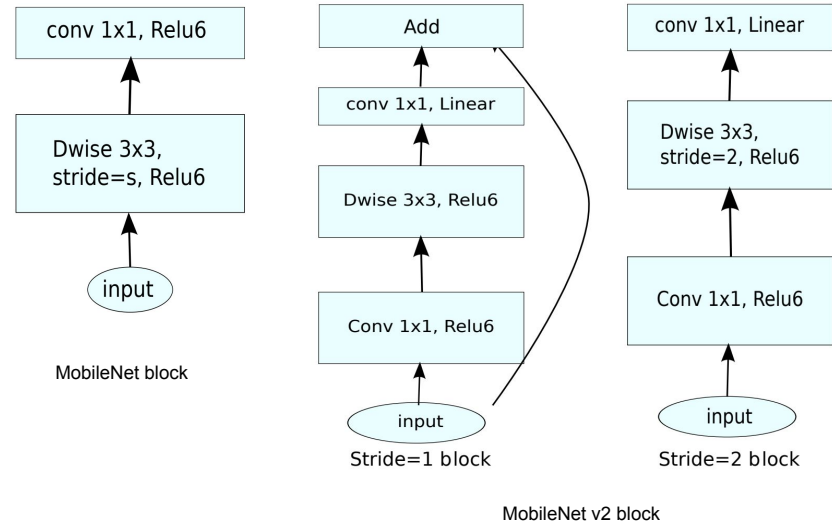


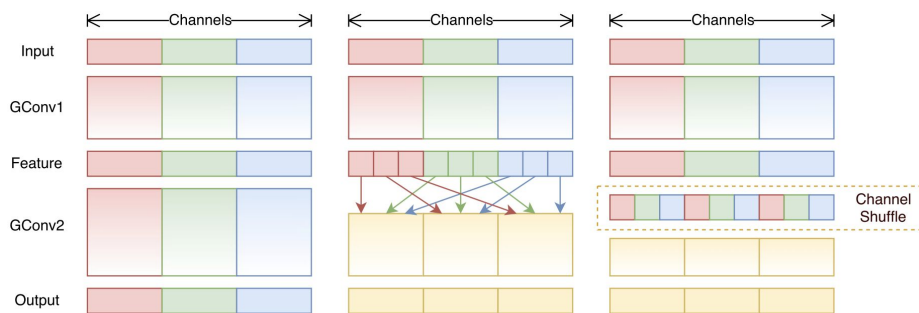
Figure 3: Standard convolution and depthwise separable convolution.

Source: <https://arxiv.org/pdf/1704.04861.pdf>  
<https://arxiv.org/pdf/1801.04381.pdf>  
<https://arxiv.org/pdf/1905.02244.pdf>  
<https://habr.com/ru/post/352804/>

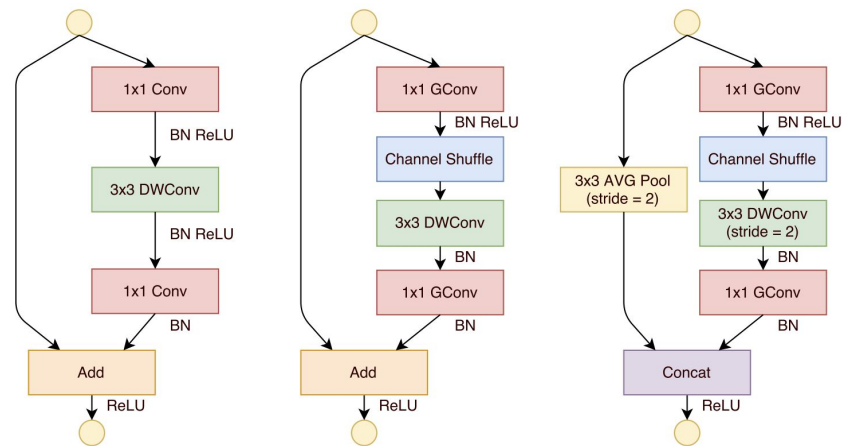


# ShuffleNet

Idea: 1x1 Convolution is still an expensive operation. It can be accelerated by channel shuffling operation.



ShuffleNet operation visualization



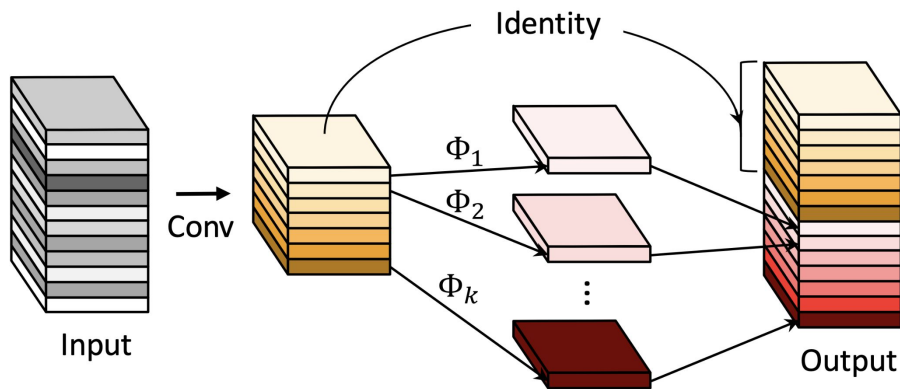
MobileNet block

Shufflenet block

ShuffleNet block

# GhostNet

Idea: Generate redundancy in featuremap by cheap operations



(b) The Ghost module.

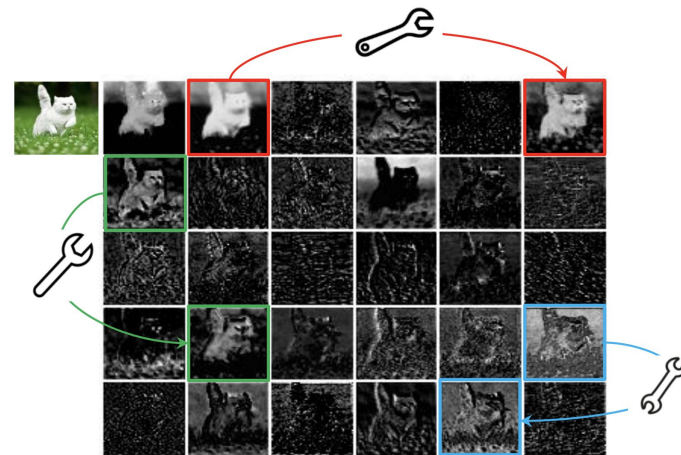


Figure 1. Visualization of some feature maps generated by the first residual group in ResNet-50, where three similar feature map pair examples are annotated with boxes of the same color. One feature map in the pair can be approximately obtained by transforming the other one through cheap operations (denoted by spanners).

# Results

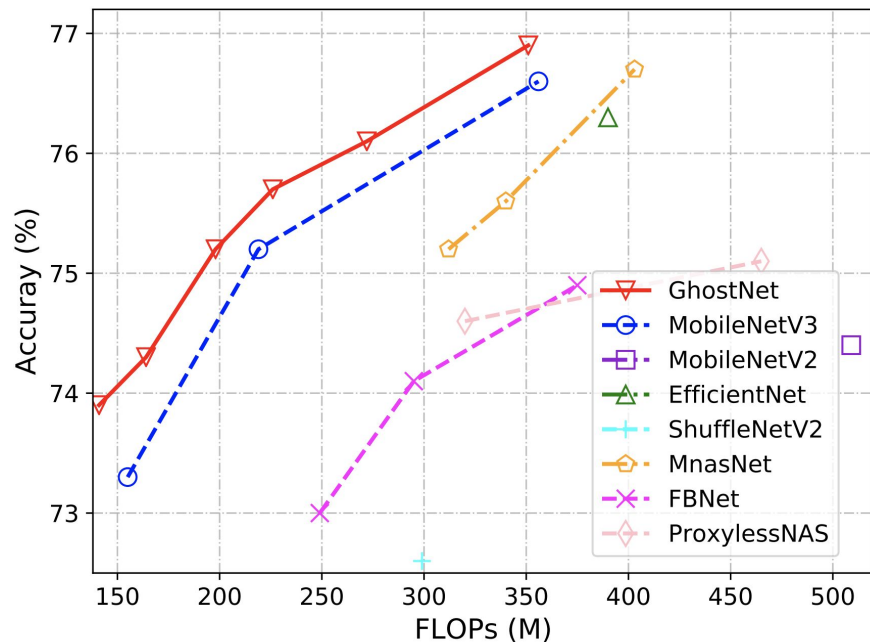


Figure 6. Top-1 accuracy v.s. FLOPs on ImageNet dataset.

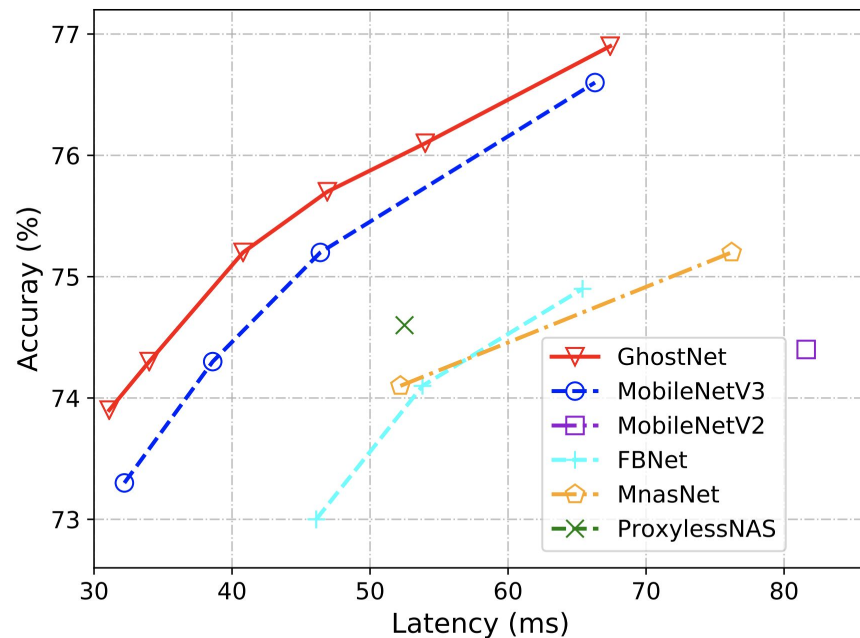
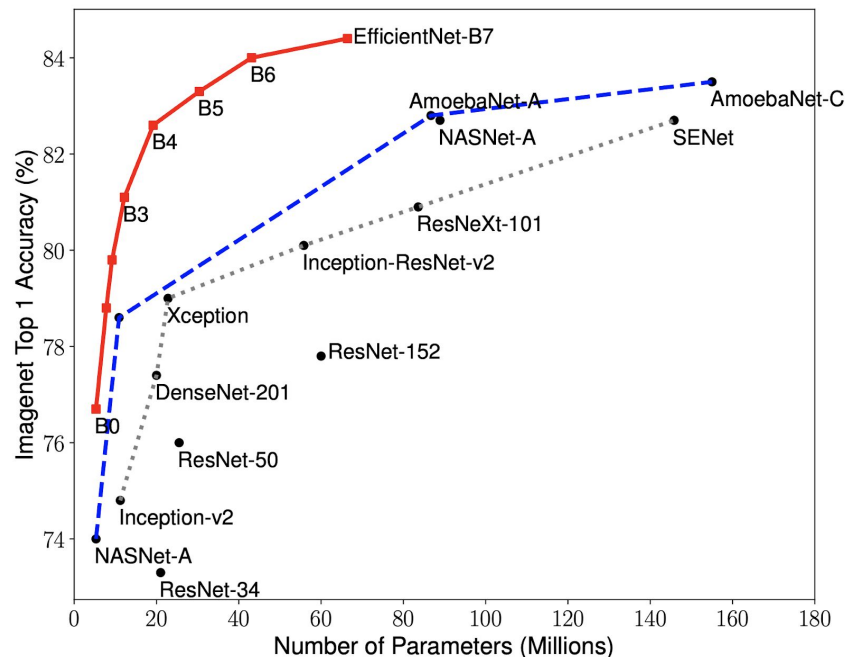


Figure 7. Top-1 accuracy v.s. latency on ImageNet dataset.

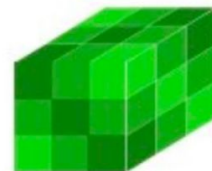
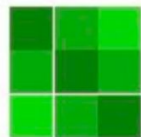
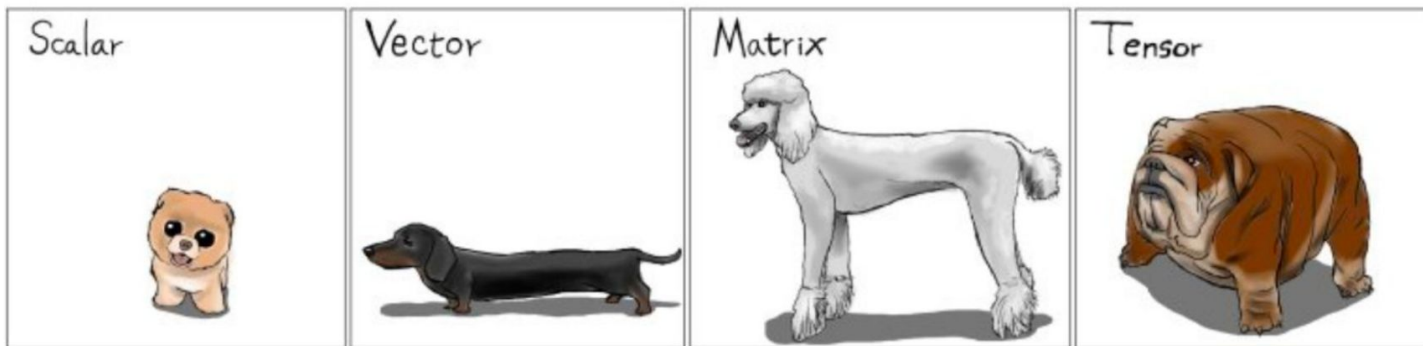
# Model compression

# Model compression

- Most neural networks are redundant
- Redundancy helps to achieve a better performance
- Redundancy helps during training but harms during inference



# Weight Decomposition: Preliminaries



1960's

1980's

2000's

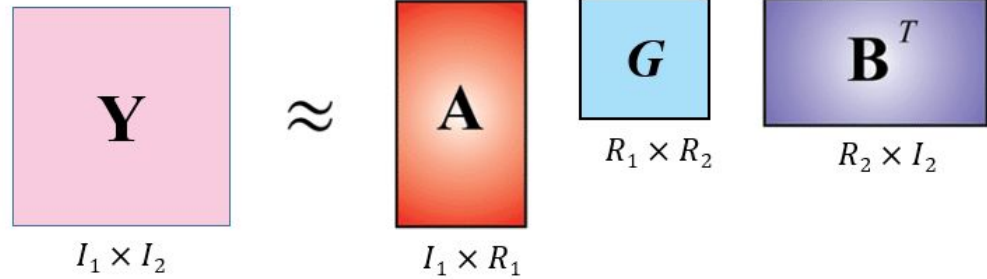
Now

Level of  
thinking in  
algebra field



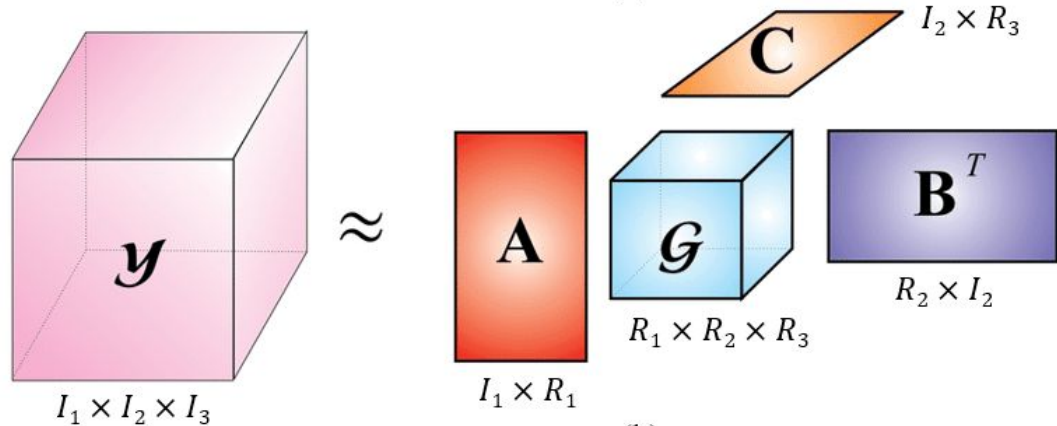
# Weight Decomposition: Preliminaries

Matrix decomposition:



(a)

Tensor decomposition:



(b)

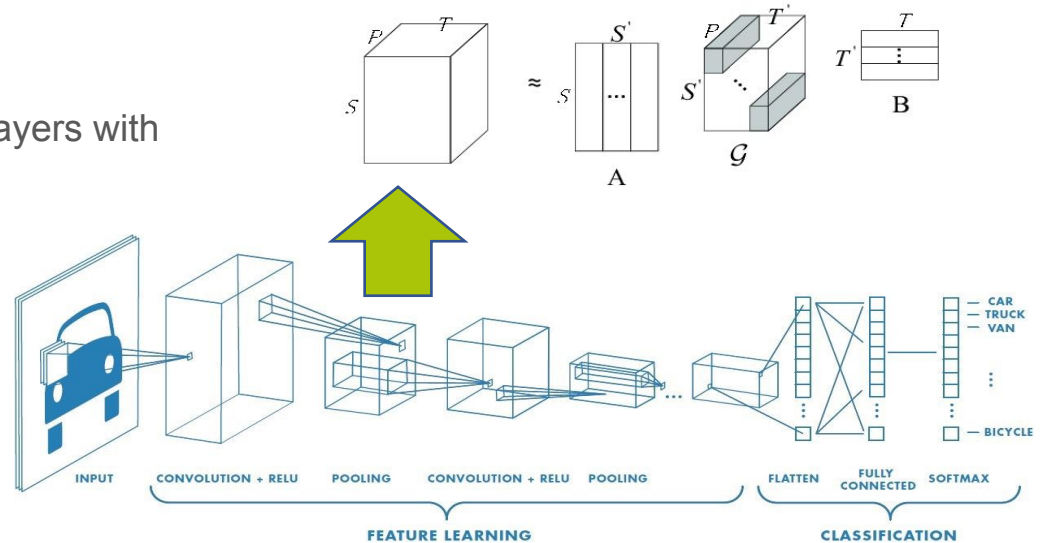
# Weight Decomposition

## Pipeline:

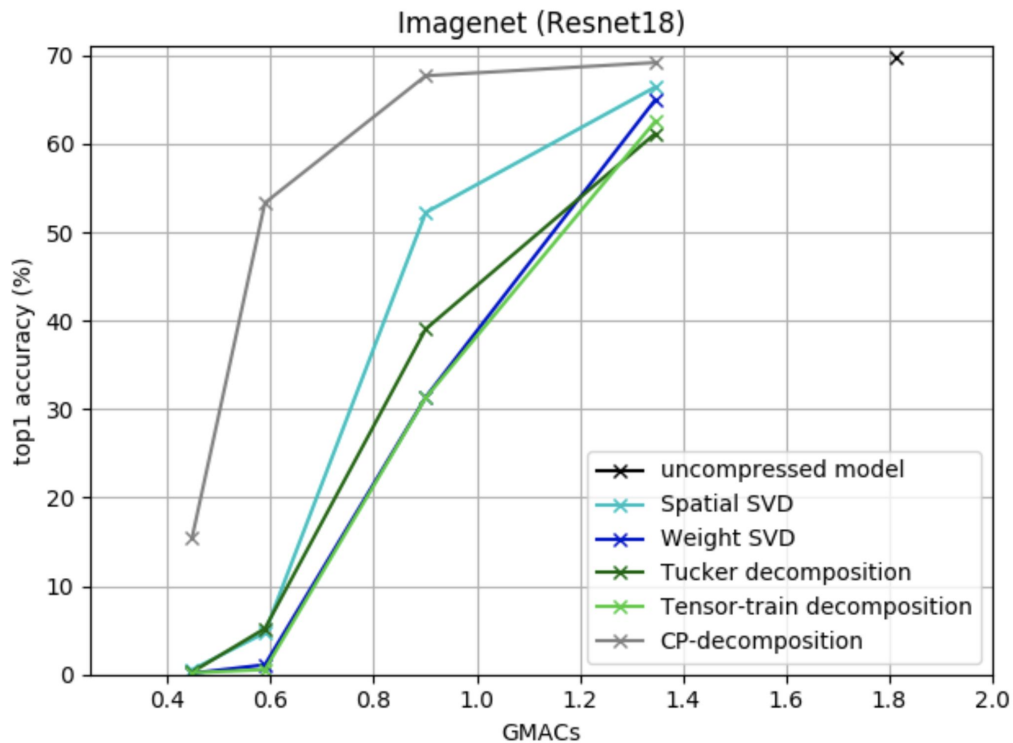
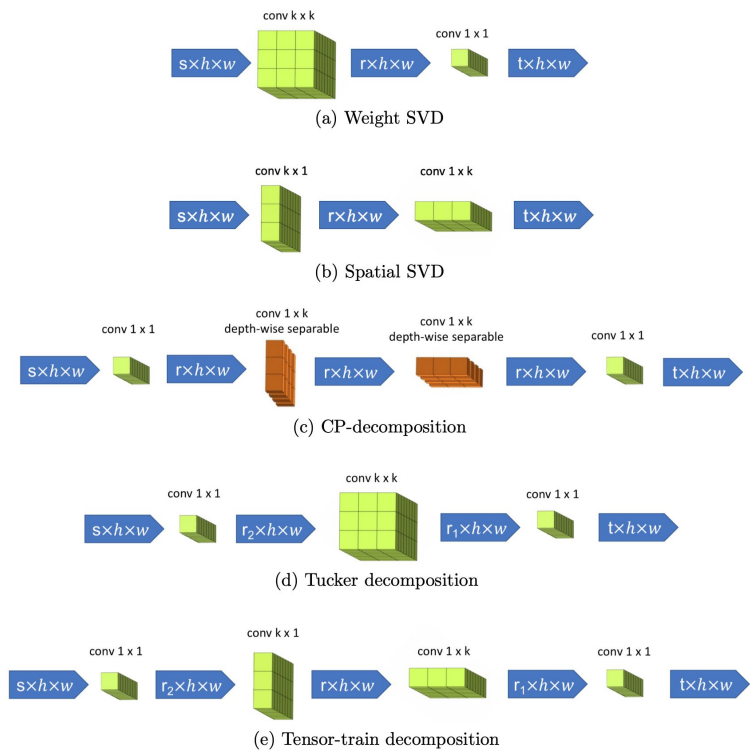
1. Extract convolutional kernel
2. Decompose it into factors:  $A$ ,  $G$ ,  $B$
3. Replace initial layer by sequence of layers with factors as kernels
4. Fine-tune network

## Result:

1. Faster inference
2. Lower memory consumption
3. Longer battery life



# Weight Decomposition



# Weight Decomposition

## Pros:

- Achieves high theoretical speedup with low performance degradation
- Does not require additional hardware support

## Cons:

- Poorly works with non-standard convolutions (PW, DW, Group)
- Requires careful rank selection

# Pruning: Preliminaries

Fully-connected layer

$$Y = WTX$$

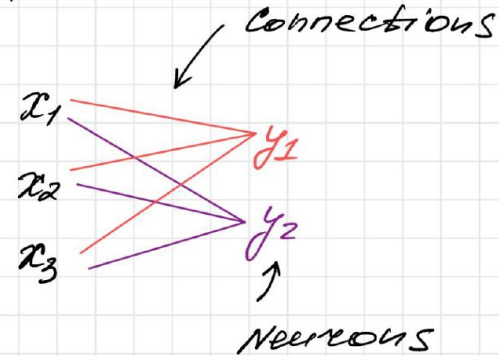
$w_{11}$	$w_{12}$	$w_{13}$
$w_{21}$	$w_{22}$	$w_{23}$

 · 

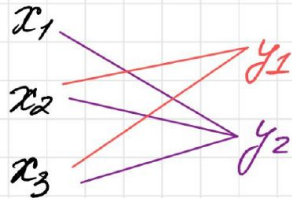
$x_1$
$x_2$
$x_3$

 = 

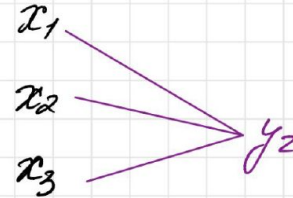
$y_1$
$y_2$



Prune connection  $w_{11}$

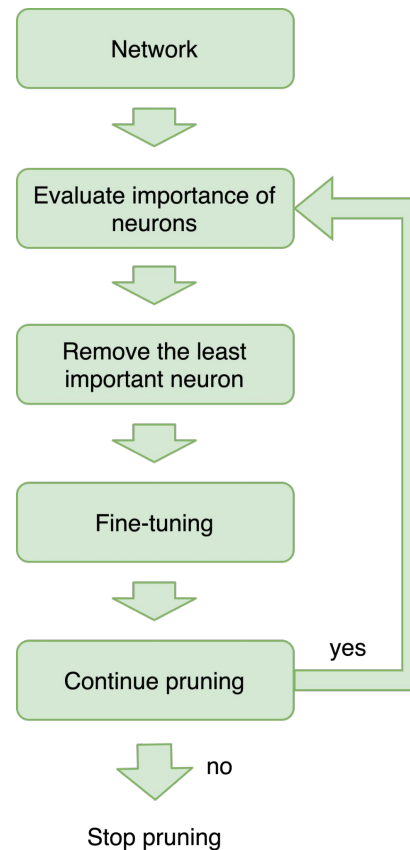
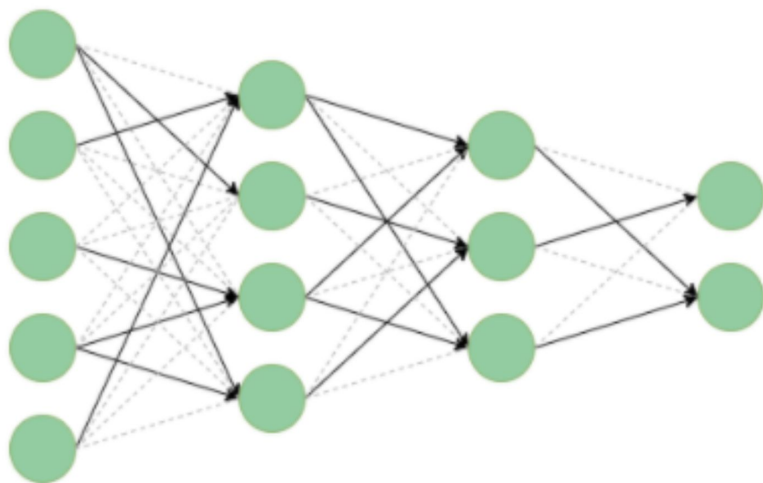


Prune neuron  $y_1$

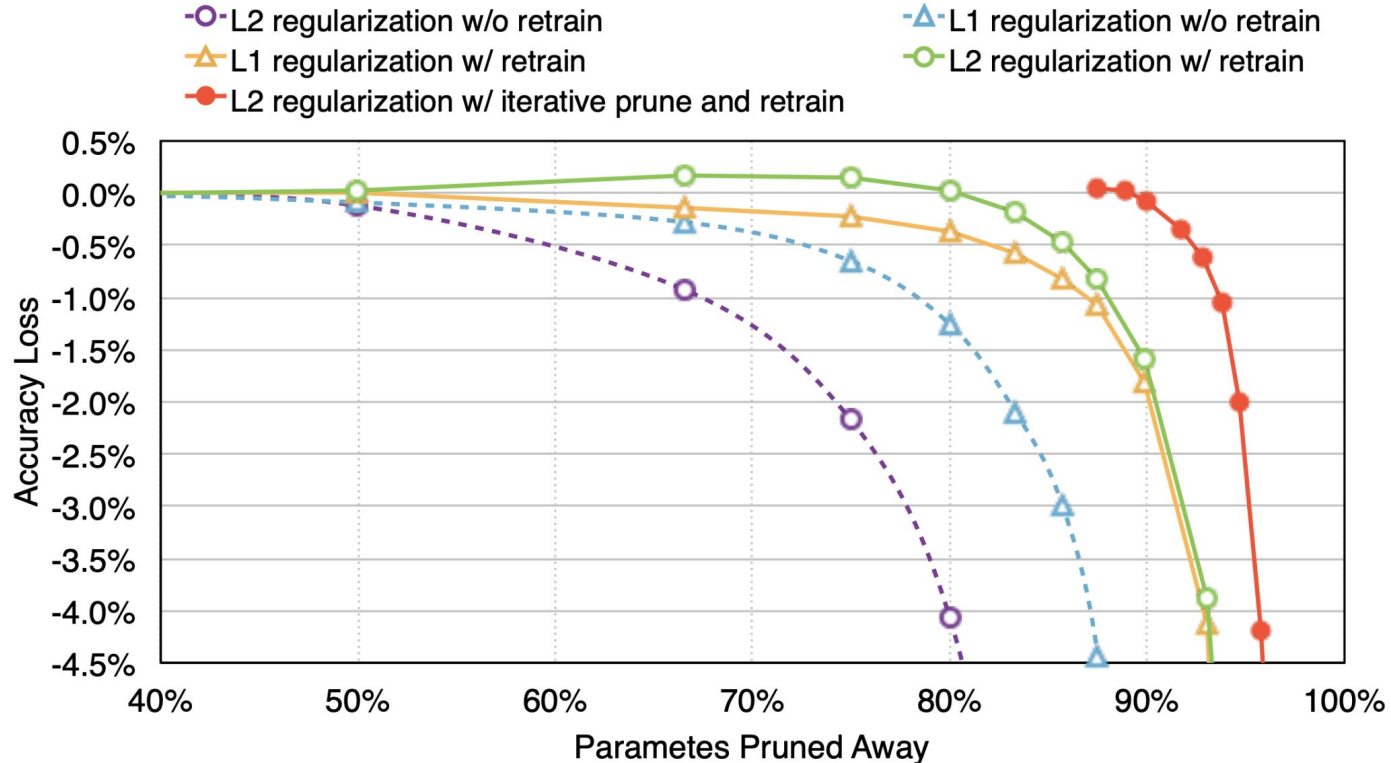


# Unstructured Pruning

aka Fine-Grained Pruning aka Weight Sparsification



# Unstructured Pruning

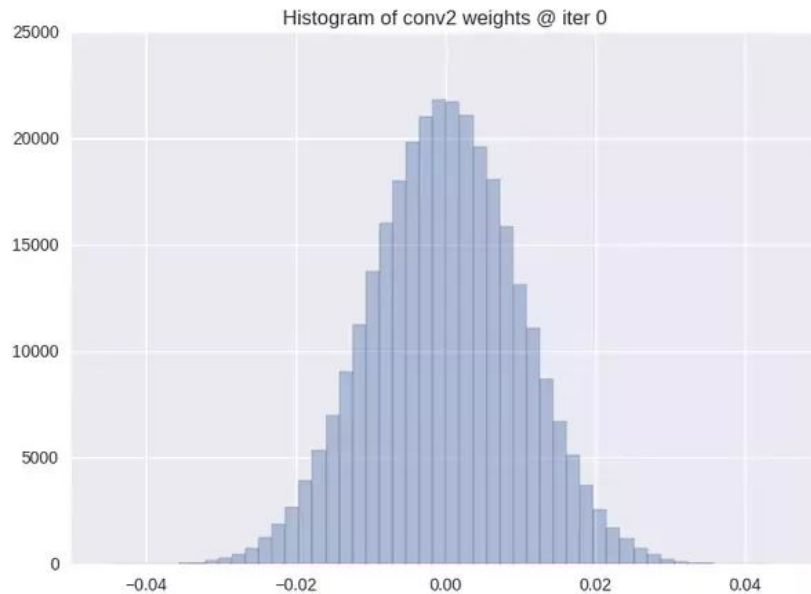


# Unstructured Pruning

List of possible criteria:

- Weight-based criteria (L1/L2 norm)
- Gradient-based criteria

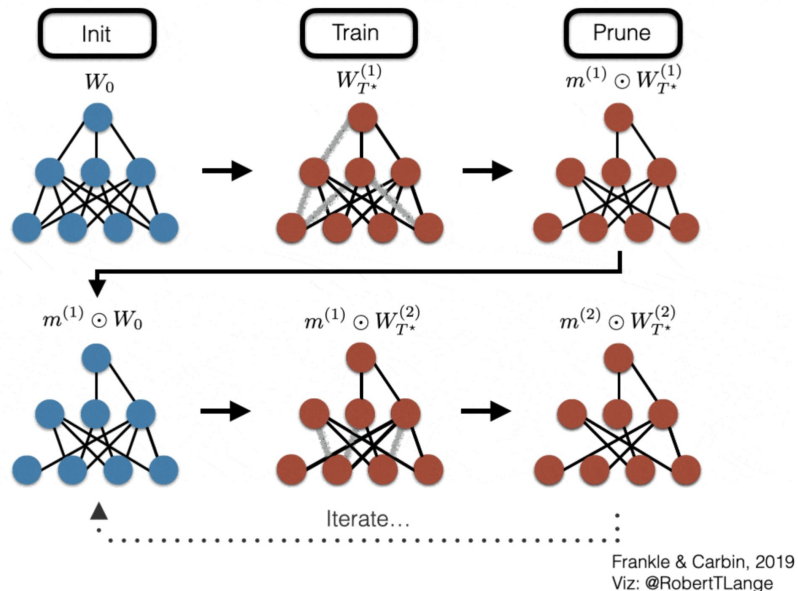
$$\delta E = \sum_i g_i \delta u_i + \frac{1}{2} \sum_i h_{ii} \delta u_i^2 + \frac{1}{2} \sum_{i \neq j} h_{ij} \delta u_i \delta u_j + O(\|\delta \mathcal{U}\|^3)$$
$$g_i = \frac{\partial E}{\partial u_i} \quad \text{and} \quad h_{ij} = \frac{\partial^2 E}{\partial u_i \partial u_j}$$



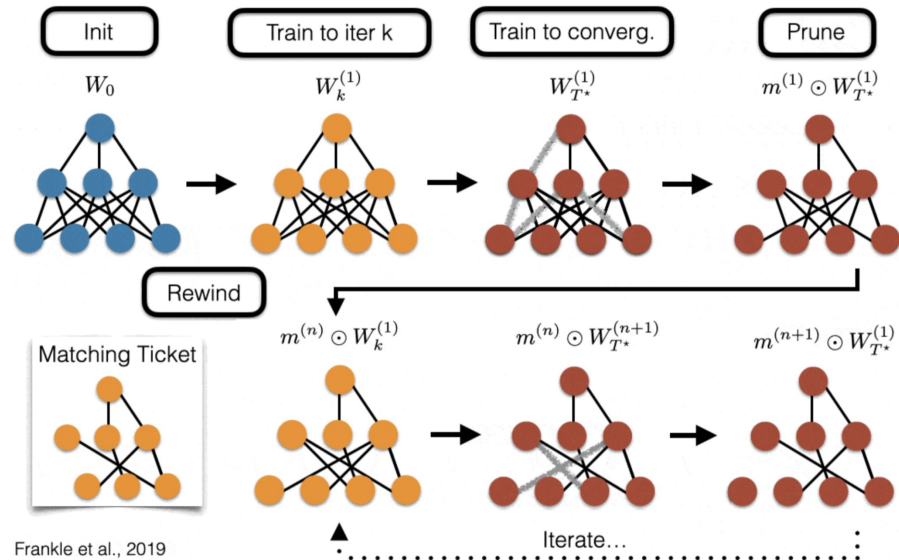


# Unstructured Pruning: Lottery Ticket Hypothesis

## Searching for Tickets: Iterative Magnitude Pruning

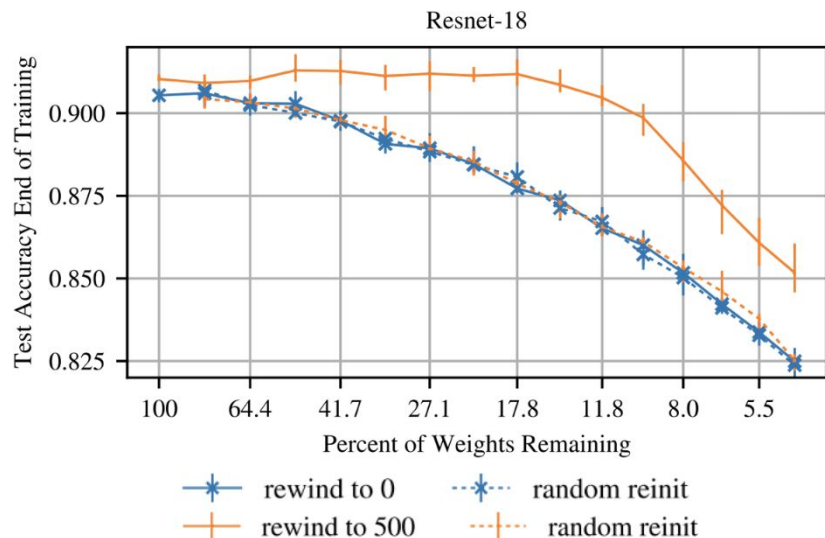


## Iterative Magnitude Pruning with Rewinding

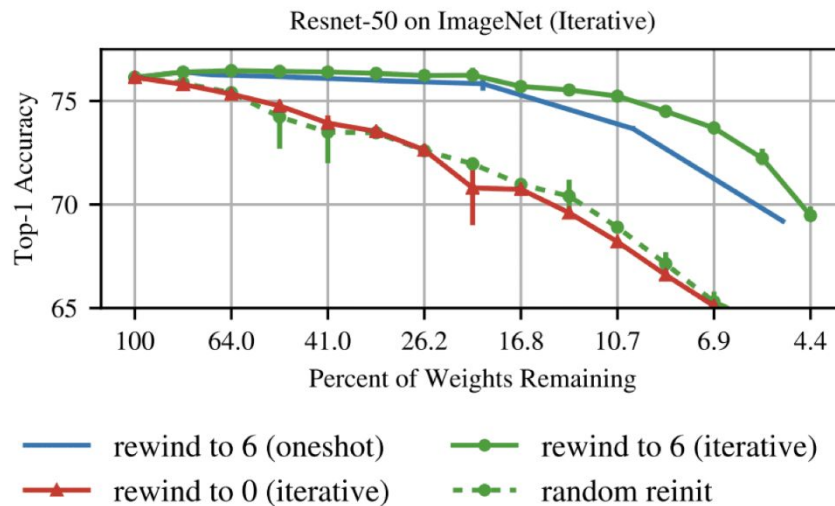


# Unstructured Pruning: Lottery Ticket Hypothesis

## A Rewinding Resnet-20 on CIFAR-10



## B Rewinding Resnet-50 on ImageNet



# Unstructured Pruning

## Pros:

- Achieves high rates of weight reduction without acc. drop (~ 95% of weights removed)

## Cons:

- Requires hardware support for sparse computation speedup
- Hard to find sparsity level for all layers of the network

# Structured Pruning

Removing structural parts instead of individual weights

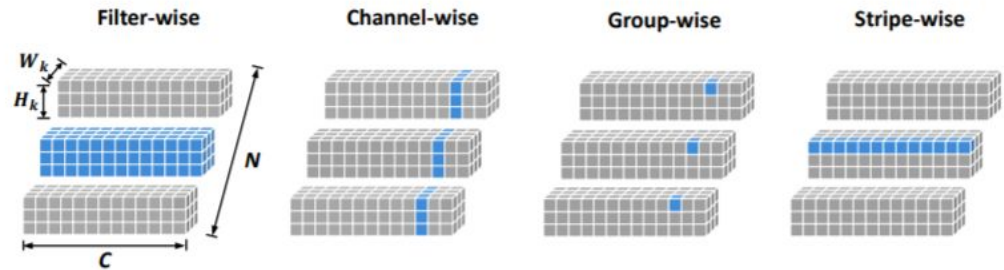
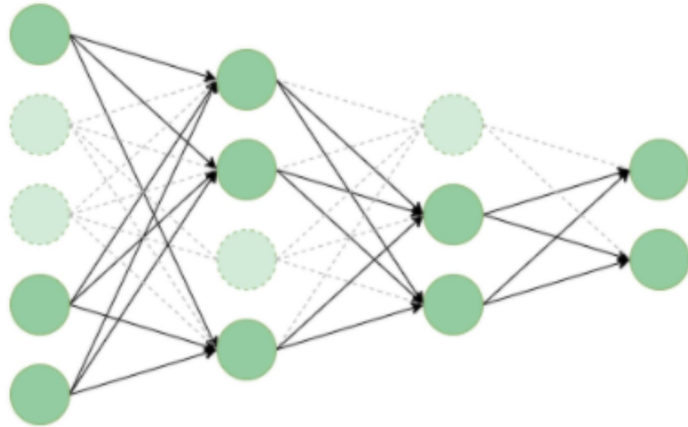
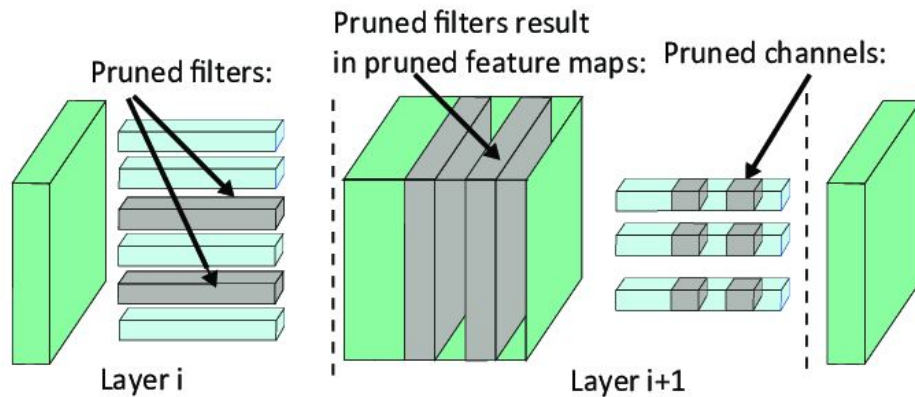


Figure 2: The visualization of different types of pruning.

# Structured Pruning

List of possible criteria:

- Weight-based criteria:
  - L1/L2 norm
  - Scaling parameter in BN
- Activation-based criteria:
  - PCA of activations
- Gradient-based criteria
- Greedy and One-shot Pruning



# Structured Pruning

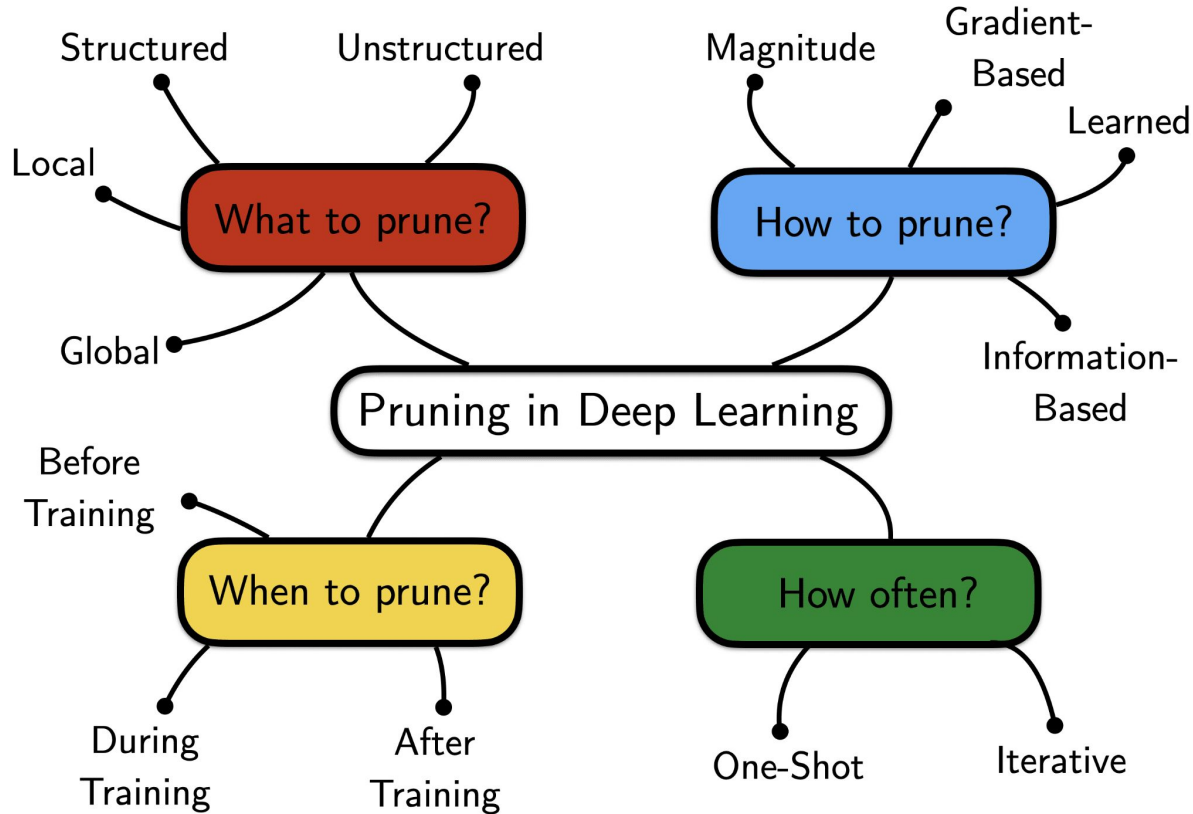
## Pros:

- Efficiently accelerates model
- No need of hardware/software support (pruned model is structurally equivalent to initial model)

## Cons:

- Pruning channels/filters in one layer affects previous/subsequent layers
- Hard to find best filter configuration for the whole network

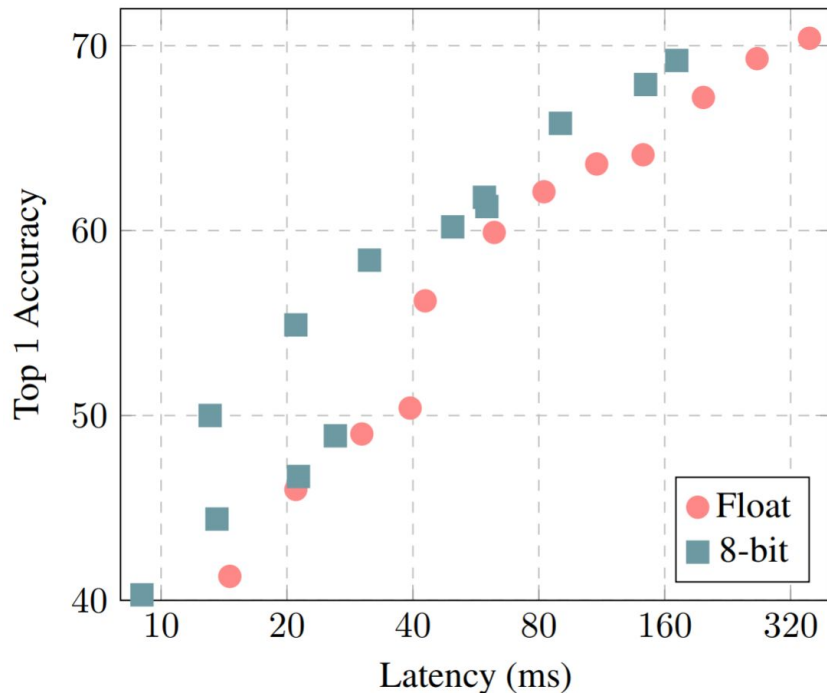
# Pruning



# Quantization

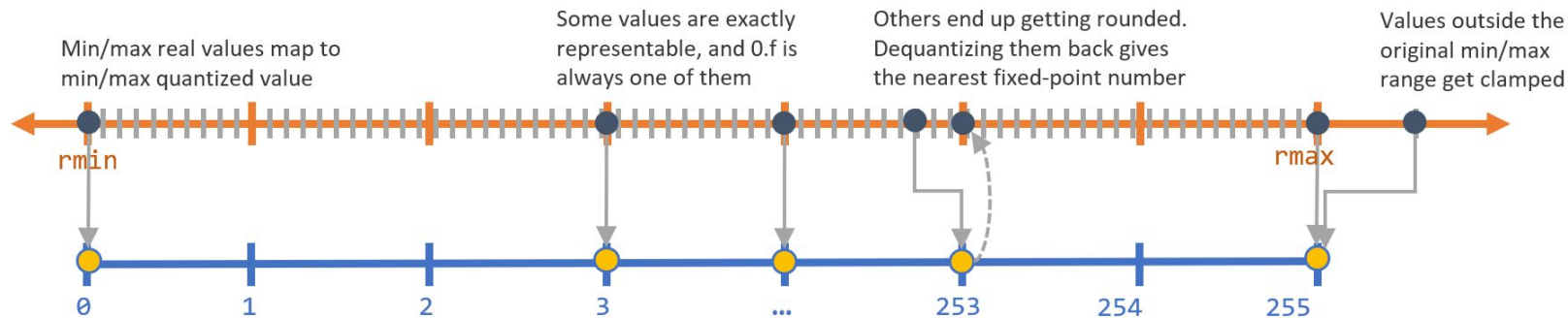
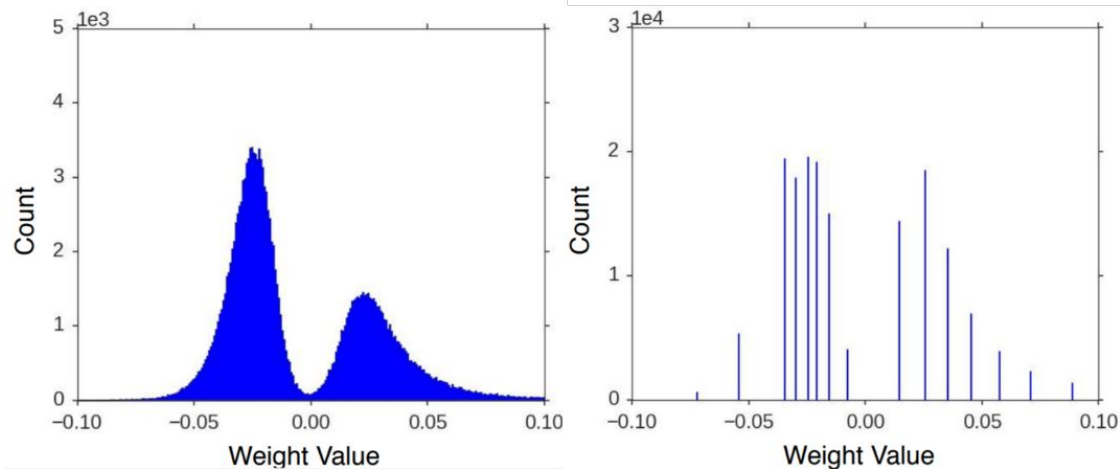
Reduce redundancy in weight numerical representation

- DNNs are known to be quite robust to noise and other small perturbations
- Weights and activations by a particular layer often tend to lie in a small range
- Arithmetic with lower bit-depth is faster
- Reduces memory consumption (e.g. in moving from 32-bits to 8-bits, we get (almost) 4x reduction in memory)





# Quantization



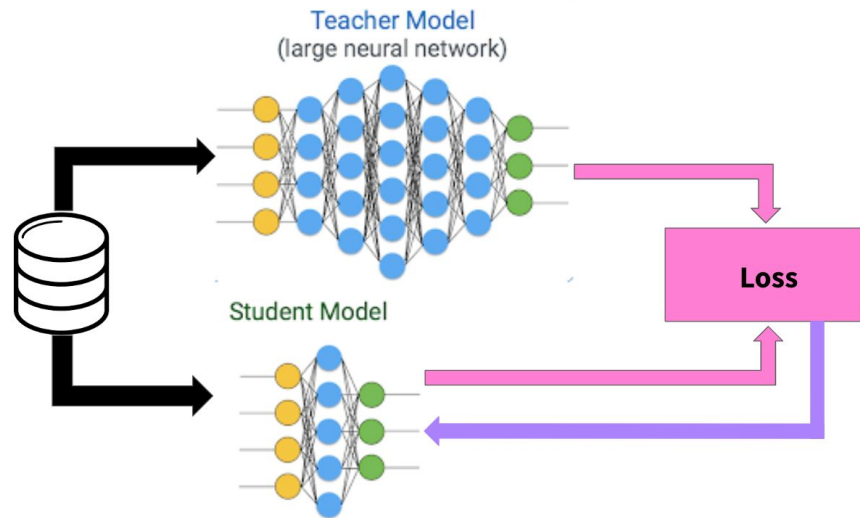
# Quantization

Pros:

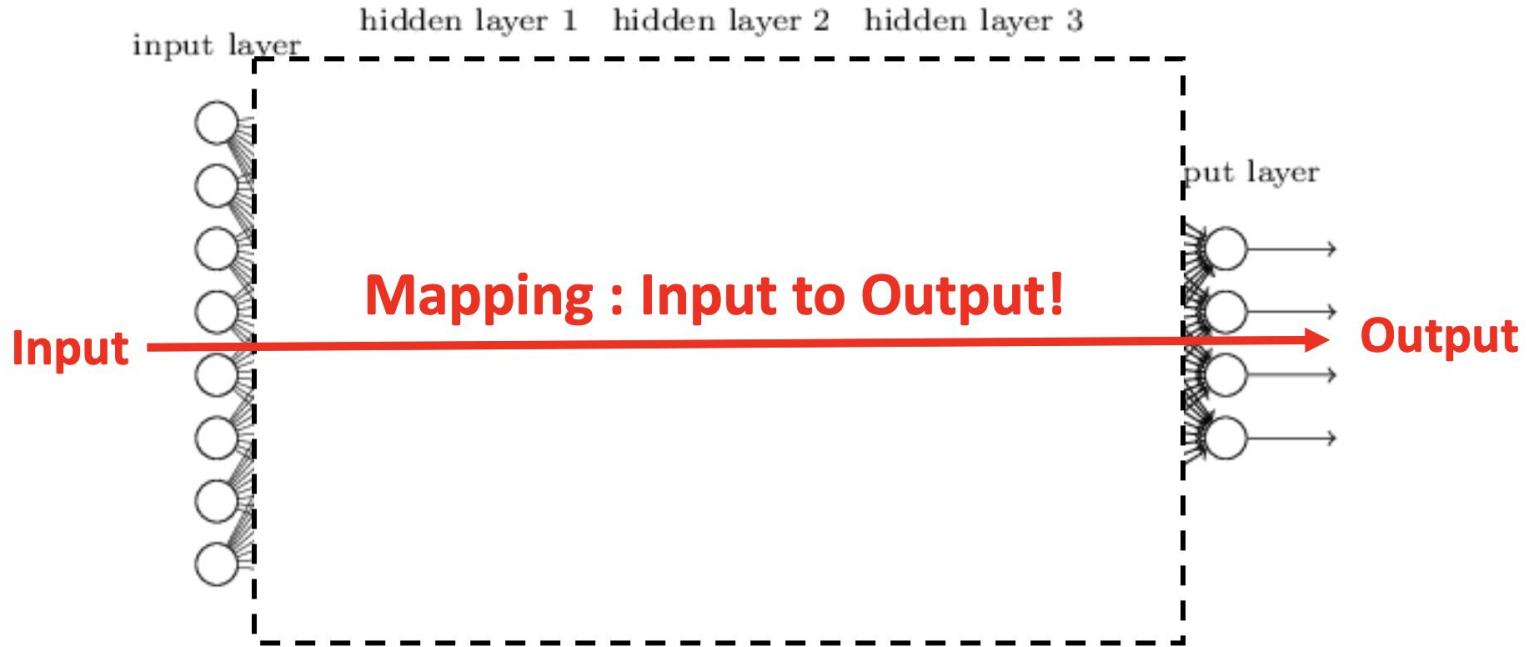
- Easy combine with other methods (low-rank, pruning, etc.)
- Easy to apply (supported in modern NN frameworks: pytorch, tensorflow)
- Efficient model acceleration and compression
- Few quantization options => easy to find the best

# Knowledge Distillation

**Knowledge distillation** is a process of distilling or transferring the knowledge from a (set of) large, cumbersome model(s) to a lighter, easier-to-deploy single model



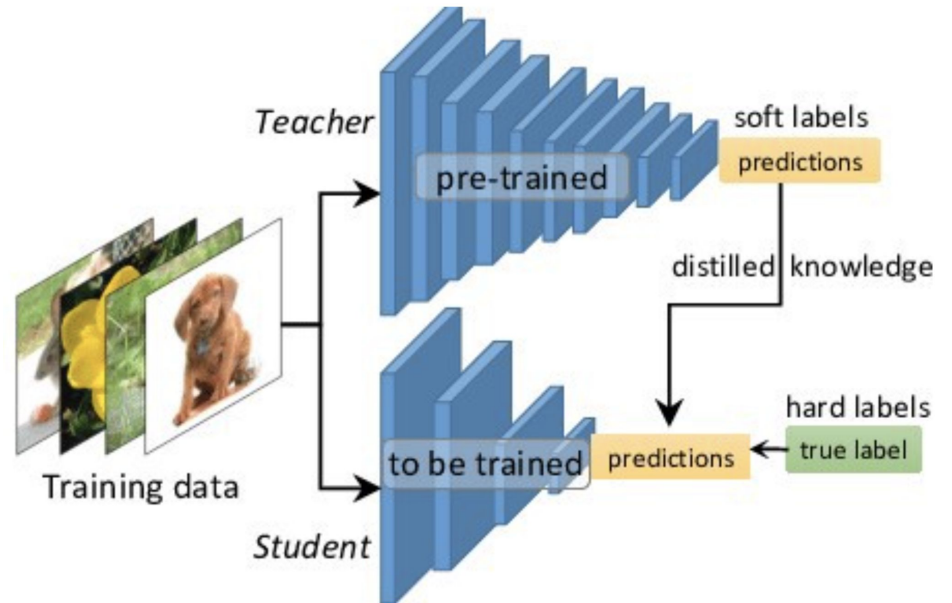
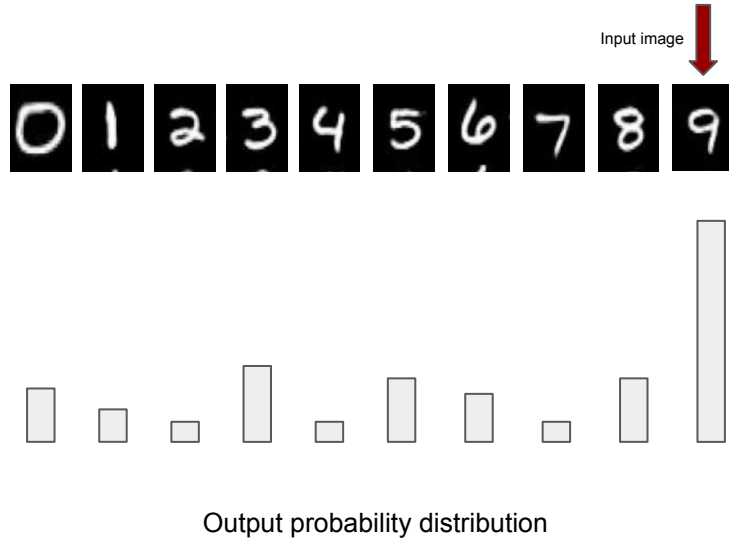
# Knowledge Distillation



A more abstract view of the **knowledge**, that frees it from any particular instantiation, is that it is a **learned mapping from input vectors to output vectors**.

# Knowledge Distillation

Idea: Train less redundant model by using knowledge from big models



# Knowledge Distillation

- Response-Based Knowledge

$$L_{ResD}(p(z_t, T), p(z_s, T)) = \mathcal{L}_R(p(z_t, T), p(z_s, T))$$

$$p(z_i, T) = \frac{\exp(z_i/T)}{\sum_j \exp(z_j/T)}$$

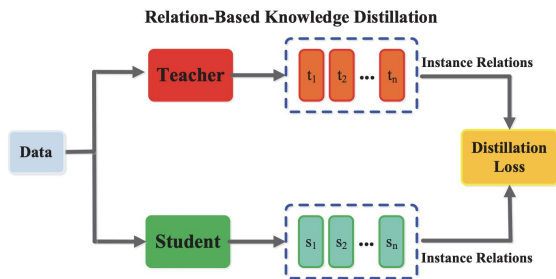
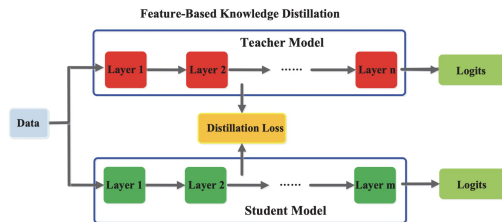
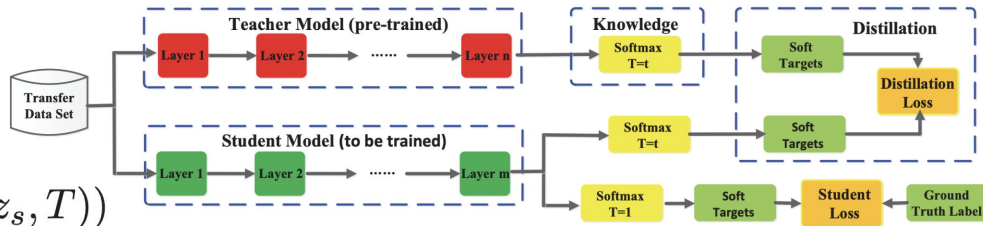
- Feature-Based Knowledge

$$L_{FeaD}(f_t(x), f_s(x)) = \mathcal{L}_F(\Phi_t(f_t(x)), \Phi_s(f_s(x)))$$

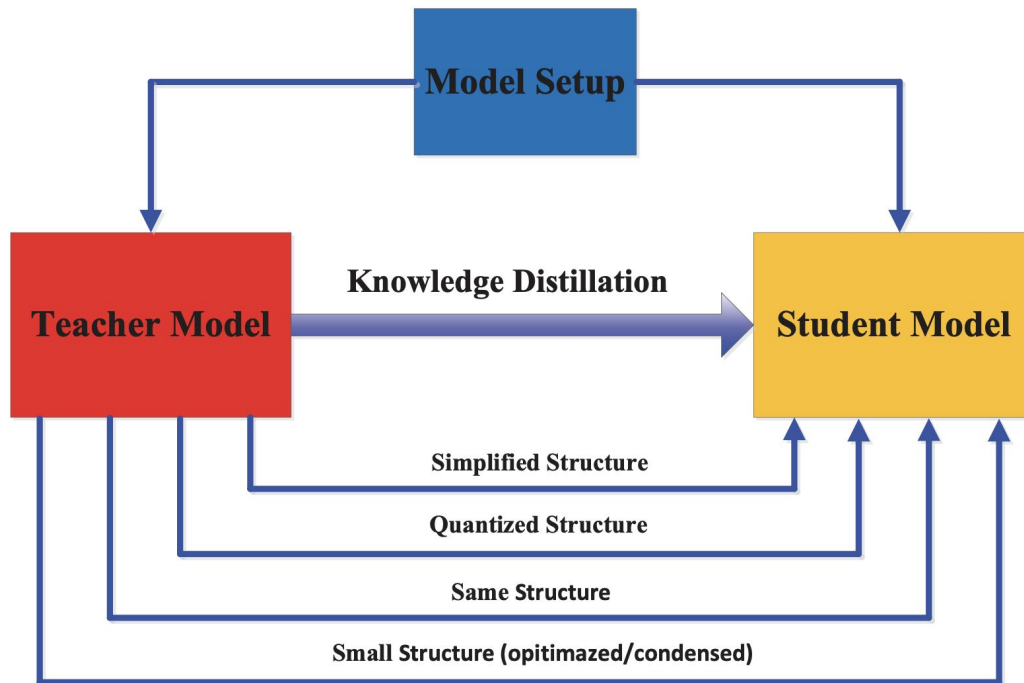
- Relation-Based Knowledge

$$L_{RelD}(f_t, f_s) = \mathcal{L}_{R^1}(\Psi_t(\hat{f}_t, \check{f}_t), \Psi_s(\hat{f}_s, \check{f}_s))$$

$$L_{RelD}(F_t, F_s) = \mathcal{L}_{R^2}(\psi_t(t_i, t_j), \psi_s(s_i, s_j))$$



# Knowledge Distillation



# Knowledge Distillation

Pros:

- Improves model performance

Cons:

- Capacity gap
- Controversy of the method



# Summary

## Efficient neural architecture design

- MobileNet
- ShuffleNet
- GhostNet

## Neural network compression

- Weight Decomposition
- Unstructured Pruning
- Structured Pruning
- Quantization
- **Knowledge Distillation**

Thanks for your attention!