

# On the Integration of Self-Attention and Convolution

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## Abstract

Convolution and self-attention are two powerful techniques for representation learning, and they are usually considered as two peer approaches that are distinct from each other. In this paper, we show that there exists a strong underlying relation between them, in the sense that the bulk of computations of these two paradigms are in fact done with the same operation. Specifically, we first show that a traditional convolution with kernel size  $k$  can be decomposed into  $k^2$  individual  $1 \times 1$  convolutions, followed by shift and summation operations. Then, we interpret the projections of queries, keys, and values in self-attention module as multiple  $1 \times 1$  convolutions, followed by the computation of attention weights and aggregation of the values. Therefore, the first stage of both two modules comprises the similar operation. More importantly, the first stage contributes a dominant computation complexity (square of the channel size) comparing to the second stage. This observation naturally leads to an elegant integration of these two seemingly distinct paradigms, i.e., a mixed model that enjoys the benefit of both self-attention and Convolution (ACmix), while having minimum computational overhead compared to the pure convolution or self-attention counterpart. Extensive experiments show that our model achieves consistently improved results over competitive baselines on image recognition and downstream tasks. Code and pre-trained models will be released at <https://github.com/LeapLabTHU/ACmix> and <https://gitee.com/mindsore/models>.

## 1. Introduction

Recent years have witnessed the vast development of convolution and self-attention in computer vision. Convolution neural networks (CNNs) are widely adopted on image

Figure 1. A sketch of ACmix. We explore a closer relationship between convolution and self-attention in the sense of sharing the same computation overhead ( $1 \times 1$  convolutions), and combining with the remaining lightweight aggregation operations. We show the computation complexity of each block in the feature channel.

recognition [19, 23], semantic segmentation [9] and object detection [38], and achieve state-of-the-art performances on various benchmarks. On the other hand, self-attention is first introduced in natural language processing [1, 42], and also shows great potential in the fields of image generation and super-resolution [10, 34]. More recently, with the advent of vision transformers [7, 15, 37], attention-based modules have achieved comparable or even better performances than their CNN counterparts on many vision tasks.

Despite the great success that both approaches have achieved, convolution and self-attention modules usually follow different design paradigms. Traditional convolution leverages an aggregation function over a localized receptive field according to the convolution filter weights, which are shared in the whole feature map. The intrinsic characteristics impose crucial inductive biases for image processing. Comparably, the self-attention module applies a weighted average operation based on the context of input features, where the attention weights are computed dynamically via a similarity function between related pixel pairs. The flexibility enables the attention module to focus on different regions adaptively and capture more informative features.

Considering the different and complementary properties of convolution and self-attention, there exists a potential

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possibility to benefit from both paradigms by integrating these modules. Previous work has explored the combination of self-attention and convolution from several different perspectives. Researches from early stages, e.g., SENet [22], CBAM [46], show that self-attention mechanism can serve as an augmentation for convolution modules. More recently, self-attention modules are proposed as individual blocks to substitute traditional convolutions in CNN models, e.g., SAN [53], BoTNet [40]. Another line of research focuses on combining self-attention and convolution in a single block, e.g., AA-ResNet [3], Container [16], while the architecture is limited in designing independent paths for each module. Therefore, existing approaches still treat self-attention and convolution as distinct parts, and the underlying relations between them have not been fully exploited.

In this paper, we seek to unearth a closer relationship between self-attention and convolution. By decomposing the operations of these two modules, we show that they heavily rely on the same 1 convolution operations. Based on this observation, we develop a mixed model, named ACmix, and integrate self-attention and convolution elegantly with minimum computational overhead. Specifically, we first project the input feature maps with 1 convolutions and obtain a rich set of intermediate features. Then, the intermediate features are reused and aggregated following different paradigms, i.e., in self-attention and convolution manners respectively. In this way, ACmix enjoys the benefit of both modules, and effectively avoids conducting expensive projection operations twice.

To summarize, our contributions are two folds:

(1) A strong underlying relation between self-attention and convolution is revealed, providing new perspectives on understanding the connections between two modules and inspirations for designing new learning paradigms.

(2) An elegant integration of the self-attention and convolution module, which enjoys the benefits of both worlds, is presented. Empirical evidence demonstrates that the hybrid model outperforms its pure convolution or self-attention counterpart consistently.

## 2. Related Work

Convolution neural networks [26, 27], which use convolution kernels to extract local features, have become the most powerful and conventional technique for various vision tasks [19, 24, 39]. Meanwhile, self-attention also demonstrated its prevailing performance on a broad range of tasks. Among which exist researches focusing on complementary language tasks like BERT and GPT3 [4, 13, 36]. Theoretical mentoring transformer models with convolution operations to analysis [11] indicates that, when equipped with sufficiently large capacity, self-attention can express the function class of any convolution layers. Therefore, a line of research recently explores the possibility of adopting the self-attention mechanism into vision tasks [15, 22]. There are two main stream methods, one uses self-attention as building blocks

### 2.1. Self-Attention only

Inspired by the power of self-attention's expressive ability in long-range dependencies [13, 42], a march of work endeavours to solely use self-attention as elementary building blocks to construct the model for vision tasks [2, 7, 15]. Some works [37, 53] show that self-attention can become a stand-alone primitive for vision models which completely substitute convolutional operations. Recently, Vision Transformer [15] shows that given enough data, we can treat an image as a sequence of 256 tokens and leverage Transformer models [42] to achieve competitive results in image recognition. Furthermore, transformer paradigm is adopted in detection [2, 7, 56], segmentation [45, 52, 54], point cloud recognition [17, 32] and other vision tasks [8, 34].

### 2.2. Attention enhanced Convolution

Multiple previously proposed attention mechanisms over images suggest it can overcome the limitation of locality for convolutional networks. Therefore, many researchers explore the possibility of employing attention modules or utilizing more relational information to enhance the functionality of convolutional networks. Particularly, Squeeze-and-Excitation (SE) [22] and Gather-Excite (GE) [21] reweigh the map for each channel. BAM [33] and CBAM [46] independently reweigh both channels and spatial locations to better refine the feature map. AA-Resnet [3] augments certain convolutional layers by concatenating attention maps from another independent self-attention pipeline. BoTNet [40] substitutes convolutions with self-attention modules at late stages of the model. Some work aims at designing a more flexible feature extractor by aggregating information from a wider range of pixels. He et al. [20] proposed a local-relation approach to adaptively determine aggregation weights based on the compositional relationship of local pixels. Wang et al. proposed non-local network [44], which increases the receptive field by introducing non-local blocks that compare similarity among global pixels.

### 2.3. Convolution enhanced Attention

With the advent of Vision Transformer [15], numerous transformer-based variants have been proposed and introduced additional inductive biases. CvT [47] adopts convolution in the tokenization process and utilize stride convolution to reduce computation complexity of self-attention. ViT with convolutional stem [49] proposes to add convolutions at the early stage to achieve stabler training. CSwin Transformer [14] adopts a convolution-based positional en-

Figure 2. An illustration of the proposed hybrid module. The left figures show the pipeline of traditional convolution and self-attention modules. (a) Convolution. The output of a 1D convolution can be decomposed as a summation of shifted feature maps, where each feature map is obtained by performing a 1D convolution concerning the kernel weights from a certain position. (b) Self-Attention. Input feature map is first projected as queries, keys, and values with convolutions. The attention weights computed by queries and keys are adopted to aggregate the values. The right figure shows the pipeline of our module. (c) ACmix. At stage I, the input feature map is projected with three convolutions. At stage II, the intermediate features are used following two paradigms respectively. Features from both paths are added together and serve as the final output. The computational complexity of each operation block is marked at the upper corner.

coding technique and shows improvements on downstream tasks. Conformer [35] combines Transformer with an independent CNN model to integrate both features.

### 3. Revisiting Convolution and Self-Attention

Convolution and self-attention have been widely known in their current forms. To better capture the relationship between these two modules, we revisit them from a novel view by decomposing their operations into separated stages.

#### 3.1. Convolution

Convolution is one of the most essential parts of modern ConvNets. We first review the standard convolution operation and reformulate it from a different perspective. The illustration is shown in Fig. 2(a). For simplicity, we assume the stride of convolution is 1.

Consider a standard convolution with the kernel  $K \in \mathbb{R}^{C_{out} \times C_{in} \times k \times k}$ , where  $k$  is the kernel size and  $C_{in}, C_{out}$  are the input and output channel size. Given tensors  $F \in \mathbb{R}^{C_{in} \times H \times W}$ ;  $G \in \mathbb{R}^{C_{out} \times H \times W}$  as the input and output feature maps, where  $H, W$  denote the height and width, we denote  $f_{ij} \in \mathbb{R}^{C_{in}}$ ;  $g_{ij} \in \mathbb{R}^{C_{out}}$  as the feature tensors of pixel  $(i, j)$  corresponding to  $F$  and  $G$  respectively. Then,

$$g_{ij} = \sum_{p,q} K_{p;q} f_{i+p \ b \ k=2c;j+q \ b \ k=2c}; \quad (1)$$

where  $K_{p;q} \in \mathbb{R}^{C_{out} \times C_{in}}$ ;  $p, q \in \{0; 1; \dots; k-1\}$ ; represents the kernel weights with regard to the indices of the kernel position  $(p, q)$ .

For convenience, we can rewrite Eq.(1) as the summation of the feature maps from different kernel positions:

$$g_{ij} = \sum_{p,q} g_{ij}^{(p;q)}; \quad (2)$$

with

$$g_{ij}^{(p;q)} = K_{p;q} f_{i+p \ b \ k=2c;j+q \ b \ k=2c}; \quad (3)$$

To further simplify the formulation, we define the shift operation,  $\text{Shift}(f; \ x; \ y)$ , as:

$$\tilde{f}_{i;j} = f_{i+x \ b \ 8i;j+y}; \quad (4)$$

where  $x, y$  correspond to the horizontal and vertical displacements. Then, Eq.(3) can be rewritten as:

$$\begin{aligned} g_{ij}^{(p;q)} &= K_{p;q} f_{i+p \ b \ k=2c;j+q \ b \ k=2c} \\ &= \text{Shift}(K_{p;q} f_{ij}; \ p \ b \ k=2c; \ q \ b \ k=2c); \end{aligned} \quad (5)$$

As a result, the standard convolution can be summarized as

Module	Stg	Theoretical FLOPs( hw )	Params	ResNet 50 FLOPs(G)	Params(M)
Conv	I	$k_c^2 C^2$	$k_c^2 C^2$	1:9(99%)	11:3(100%)
	II	$k_c^2 C$	0	0:1(1%)	0(0%)
Self Attention	I	$3C^2$	$3C^2$	1:0(83%)	3:8(100%)
	II	$2k_a^2 C$	0	0:2(17%)	0(0%)
ACmix	I	$3C^2$	$3C^2$	1:0(73%)	3:8(92%)
	II	$(k_c^2 + 2k_a^2)C$ $+ (3k_c^2 + k_c^2)C$	$3k_c^2 N + k_c^4 C$	0:4(27%)	0:3(8%)

Table 1. FLOPs and Parameters for different modules at two stages.  $C$ : Input and output channel;  $w$ : Length and width of feature map;  $k_c$ : Kernel size for convolution;  $k_a$ : Kernel size for self-attention;  $N$ : Head of self-attention. Numbers in red correspond to the additional FLOPs/Params introduced by ACmix. Percentages within the brackets are fractions of the whole module.

two stages:

$$\text{Stage I: } g_{ij}^{(p;q)} = K_{p;q} f_{ij}; \quad (6)$$

$$\text{Stage II: } g_{ij}^{(p;q)} = \text{Shift}(g_{ij}^{(p;q)}; p \text{ b } k=2c; q \text{ b } k=2c); \quad (7)$$

$$g_{ij} = \bigoplus_{p;q} g_{ij}^{(p;q)}; \quad (8)$$

At the first stage, the input feature map is linearly projected w.r.t. the kernel weights from a certain position, i.e.,  $(p; q)$ . This is the same as a standard 1D convolution. While in the second stage, the projected feature maps are shifted according to the kernel positions and globally aggregated together. It can be easily observed that most of the computational costs are performed in the 1D convolution, while the following shift and aggregation are lightweight.

### 3.2. Self-Attention

Attention mechanism has also been widely adopted in vision tasks. Comparing to the traditional convolution, attention allows the model to focus on important regions within a larger size context. We show the illustration in Fig. 2(b).

Consider a standard self-attention module with  $N$  heads. Let  $F \in \mathbb{R}^{C_{in} \times H \times W}$ ;  $G \in \mathbb{R}^{C_{out} \times H \times W}$  denote the input and output feature. Let  $f_{ij} \in \mathbb{R}^{C_{in}}$ ;  $g_{ij} \in \mathbb{R}^{C_{out}}$  denote the corresponding tensor of pixels  $(i; j)$ . Then, output of the attention module is computed as:

$$g_{ij} = \bigoplus_{l=1}^N \bigotimes_{a;b \in \mathcal{N}_k(i;j)} A(W_q^{(l)} f_{ij}; W_k^{(l)} f_{ab}) W_v^{(l)} f_{ab} A; \quad (9)$$

where  $\bigoplus$  is the concatenation of the outputs of  $N$  attention heads, and  $W_q^{(l)}$ ;  $W_k^{(l)}$ ;  $W_v^{(l)}$  are the projection matrices for queries, keys and values.  $\mathcal{N}_k(i; j)$  represents a local region of pixels with spatial extent  $k$  centered around  $(i; j)$ , and  $A(W_q^{(l)} f_{ij}; W_k^{(l)} f_{ab})$  is the corresponding attention weight with regard to the features within  $\mathcal{N}_k(i; j)$ .

For the widely adopted self-attention modules in [20, 37], the attention weights are computed as:

$$A(W_q^{(l)} f_{ij}; W_k^{(l)} f_{ab}) = \text{softmax}_{\mathcal{N}_k(i;j)} \frac{(W_q^{(l)} f_{ij})^T (W_k^{(l)} f_{ab})}{d}; \quad (10)$$

where  $d$  is the feature dimension  $d = W_q^{(l)} f_{ij}$ .

Also, multi-head self-attention can be decomposed into two stages, and reformulated as:

$$\text{Stage I: } q_{ij}^{(l)} = W_q^{(l)} f_{ij}; k_{ij}^{(l)} = W_k^{(l)} f_{ij}; v_{ij}^{(l)} = W_v^{(l)} f_{ij}; \quad (11)$$

$$\text{Stage II: } g_{ij} = \bigoplus_{l=1}^N \bigotimes_{a;b \in \mathcal{N}_k(i;j)} A(q_{ij}^{(l)}; k_{ab}^{(l)}) v_{ab}^{(l)} A; \quad (12)$$

Similar to the traditional convolution in Sec. 3.1, 1D convolutions are first conducted in stage I to project the input feature as query, key and value. On the other hand, Stage II comprises the calculation of the attention weights and aggregation of the value matrices, which refers to gathering local features. The corresponding computational cost is also proved to be minor comparing to Stage I, following the same pattern as convolution.

### 3.3. Computational Cost

To fully understand the computation bottleneck of the convolution and self-attention modules, we analyse the floating-point operations (FLOPs) and the number of parameters at each stage and summarize in Tab. 1. It is shown that theoretical FLOPs and parameters at Stage I of convolution have quadratic complexity with regard to the channel size  $C$ , while the computational cost for Stage II is linear to  $C$  and no additional training parameters are required.

A similar trend is also found for the self-attention module, where all training parameters are preserved at Stage I. As for the theoretical FLOPs, we consider a normal case in a ResNet-like model where  $k_a = 7$  and  $C = 64$ ; 128; 256; 512 for various layer depths. It is explicitly shown that Stage I consumes a heavier operation  $3C^2 > 2k_a^2 C$ , and the discrepancy is more distinct as channel size grows.

To further verify the validity of our analysis, we also summarize the actual computational costs of the convolution and self-attention modules in a ResNet50 model in Tab. 1. We practically add up the costs of all 3 convolution (or self-attention) modules to reflect the tendency from the model perspective. It is shown that 99% computation of convolution and 83% of self-attention are conducted at Stage I, which are consistent with our theoretical analysis.

## 4. Method

### 4.1. Relating Self-Attention with Convolution

The decomposition of self-attention and convolution modules in Sec. 3 has revealed deeper relations from various

Figure 3. Practical improvements on shift operations. (a) Simple implementation with tensor shifts. (b) Fast implementation with carefully designed group convolution kernels. (c) Further adaptations with learnable kernels and multiple convolution groups.

perspectives. First, the two stages play quite similar roles. For the self-attention path, we gather the intermediate features into  $N$  groups, where each group contains three pieces share the same operations by performing 1 convolutions of features, one from each 1 convolution. The corresponding three feature maps serve as queries, keys, and values, following the traditional multi-head self-attention modules (Eq.(12)). For the convolution path with kernel size  $k$ , we adopt a light fully connected layer and generate feature maps. Consequently, by shifting and aggregating the attention modules require a quadratic complexity of theoretical generated features (Eq.(7),(8)), we process the input feature in a convolution manner, and gather information from a local receptive field like the traditional ones.

From the computation perspective, the 1 convolution conducted at Stage I of both convolution and self-attention modules require a quadratic complexity of theoretical generated features (Eq.(7),(8)), we process the input feature in a convolution manner, and gather information from a local receptive field like the traditional ones. Comparably, at stage II both modules are lightweight or nearly free of computation.

Finally, outputs from both paths are added together and the strengths are controlled by two learnable scalars:

$$F_{out} = F_{att} + F_{conv} : \quad (13)$$

As a conclusion, the above analysis shows that (1) Convolution and self-attention practically share the same operation on projecting the input feature maps through convolutions, which is also the computation overhead for both modules. (2) Although crucial for capturing semantic features, the aggregation operations at stage II are lightweight and do not acquire additional learning parameters.

#### 4.2. Integration of Self-Attention and Convolution

The aforementioned observations naturally lead to an elegant integration of convolution and self-attention. As both modules share the same 1 convolution operations, we can only perform the projection once, and reuse these intermediate feature maps for different aggregation operations respectively. The illustration of our proposed mixed module, ACmix, is shown in Fig.2(c).

Specifically, ACmix also comprises two stages. At Stage I, input feature is projected by three 1 convolutions and reshaped into  $N$  pieces, respectively. Thus, we obtain a rich set of intermediate features containing  $N$  feature maps.

At Stage II, they are used following different paradigms.

#### 4.3. Improved Shift and Summation

As shown in Sec.4.2 and Fig.2, intermediate features in the convolution path follow the shift and summation operations as conducted in traditional convolution modules. Despite that they are theoretically lightweight, shifting tensors towards various directions practically breaks the data locality and is difficult to achieve vectorized implementation. This may greatly impair the actual efficiency of our module at the inference time.

As a remedy, we resort to applying depthwise convolution with fixed kernels as a replacement of the inefficient tensor shifts, as shown in Fig.3 (b). Take  $\text{Shift}(f; i; 1)$  as an example, shifted feature is computed as:

$$f_{c;i;j} = f_{c;i-1;j-1}; \quad (14)$$

where  $c$  represents each channel of the input feature.

On the other hand, if we denote convolution kernel (ker-



nel size  $k = 3$ ) as:

$$K_c = \begin{bmatrix} 2 & 1 & 0 & 0 \\ 4 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}; 8c; \quad (15)$$

the corresponding output can be formulated as:

$$f_{c;i;j}^{(dwc)} = \sum_{p,q} K_{c;p;q} f_{c;i+p,j+q} \quad (16)$$

$$= f_{c;i,j} = f_{c;i,j}; \quad 8c; i, j; \quad (17)$$

Therefore, with carefully designed kernel weights for specific shift directions, the convolution outputs are equivalent to the simple tensor shifts (Eq.(14)). To further incorporate with the summation of features from different directions, we concatenate all the input features and convolution kernels respectively, and formulate shift operation as a single group convolution, as depicted in Fig.3 (c.I). This modification enables our module with higher computation efficiency.

On this basis, we additionally introduce several adaptations to enhance the flexibility of the module. As shown in Fig.3 (c.II), we release the convolution kernel as learnable weights, with shift kernels as initialization. This improves the model capacity while maintaining the ability of original shift operations. We also use multiple groups of convolution kernels to match the output channel dimension of convolution and self-attention paths, as depicted in Fig.3 (c.III).

#### 4.4. Computational Cost of ACmix

For better comparison, we summarize the FLOPs and parameters of ACmix in Tab.1. The computational cost and training parameters at Stage I are the same as self-attention and lighter than traditional convolution (e.g., 3 conv). At Stage II, ACmix introduces additional computation overhead with a light fully connected layer and a group convolution described in Sec.4.3, whose computation complexity is linear with regard to channel size and comparably minor with Stage I. The practical cost in a ResNet50 model shows similar trends with theoretical analysis.

#### 4.5. Generalization to Other Attention Modes

With the development of the self-attention mechanism, numerous researches have focused on exploring variations of the attention operator to further promote the model performance. Patchwise attention proposed by [53] incorporates information from all features in the local region as the attention weights to replace the original softmax operation. Window attention adopted by Swin-Transformer [31] keeps the same receptive field for tokens in the same local window to save computational cost and achieve fast inference speed.

ViT and DeiT [15,41], on the other hand, consider global attention to retaining long-range dependencies within a single layer. These modifications are proved to be effective under specific model architectures.

Under the circumstance, it is worth noticing that our proposed ACmix is independent of self-attention formulations, and can be readily adopted on the aforementioned variants. Specifically, the attention weights can be summarized as:

$$(\text{Patchwise}) A(q_j; k_{ab}) = ([q_j; k_{ab}]_{a;b,2N_k(i;j)}); \quad (18)$$

$$(\text{Window}) A(q_j; k_{ab}) = \text{softmax}_{a;b,2W_k(i;j)} q_j^T k_{ab} = \bar{d}; \quad (19)$$

$$(\text{Global}) A(q_j; k_{ab}) = \text{softmax}_{a;b,2W} q_j^T k_{ab} = \bar{d}; \quad (20)$$

where  $[\ ]$  refers to feature concatenation,  $(\ )$  represents two linear projection layers with an intermediate nonlinear activation,  $W_k(i;j)$  is the specialized receptive field for each query token, and  $W$  represents the whole feature map (Please refer to the original paper for further details). Then, the computed attention weights can be applied to Eq.(12) and fits into the general formulation.

### 5. Experiments

In this section, we empirically validate ACmix on ImageNet classification, semantic segmentation, and object detection tasks, and compare with state-of-the-art models. See Appendix for detailed dataset and training configurations.

#### 5.1. ImageNet Classification

**Implementation.** We practically implement ACmix on 4 baseline models, including ResNet [19], SAN [53], PVT [43] and Swin-Transformer [31]. We also compare our models with competitive baselines, i.e., SASA [37], LR-Net [20], AA-ResNet [3], BoTNet [40], T2T-ViT [51], ConViT [12], CVT [47], ConT [50] and Conformer [35].

**Results.** We show the classification results in Fig.4. For ResNet-ACmix models, our model outperforms all baselines with comparable FLOPs or parameters. For example, ResNet-ACmix 26 achieves same top-1 accuracy as SASA-ResNet 50 with 80% FLOPs. With similar FLOPs, our model outperforms SASA by 0.8%. The superiority against other baselines is even larger. For SAN-ACmix, PVT-ACmix and Swin-ACmix, our models achieve consistent improvements. As a showcase, SAN-ACmix 15 outperforms SAN 19 with 80% FLOPs. PVT-ACmix-T shows comparable performance with PVT-Large, with only 40% FLOPs. Swin-ACmix-S achieves higher accuracy than Swin-B with 60% FLOPs.

#### 5.2. Downstream Tasks

**Semantic Segmentation** We evaluate the effectiveness of our models on a challenging scene parsing dataset, ADE20K [55], and display the results on two segmentation approaches, Semantic-FPN [25] and UperNet [48].

Method	Params	Flops	Top-1
ResNet 26	13.7M	2.4G	73.6
ResNet-ACmix 26	10.6M	2.3G	76.1(+2.5)
ResNet 38	19.6M	3.2G	76.0
ResNet-ACmix 38	14.6M	2.9G	77.4(+1.4)
ResNet 50	25.6M	4.1G	76.9
ResNet-ACmix 50	18.6M	3.6G	77.8(+0.9)
SAN 10	11.8M	1.9G	77.1
SAN-ACmix 10	12.1M	1.9G	77.6(+0.5)
SAN 15	16.2M	2.6G	78.0
SAN-ACmix 15	16.6M	2.7G	78.4(+0.4)
SAN 19	20.5M	3.3G	78.2
SAN-ACmix 19	21.2M	3.4G	78.7(+0.5)
PVT-T	13M	1.9G	75.1
PVT-ACmix-T	13M	2.0G	78.0(+2.9)
PVT-S	25M	3.8G	79.8
PVT-ACmix-S	25M	3.9G	81.7(+1.9)
Swin-T	29M	4.5G	81.3
Swin-ACmix-T	30M	4.6G	81.9(+0.6)
Swin-S	50M	8.7G	83.0
Swin-ACmix-S	51M	9.0G	83.5(+0.5)

Figure 4. Comparisons of FLOPS and parameters against accuracy on ImageNet classification task. Methods in (a) adapts from ResNet-50 with tradition attentions, methods in (b) adapts from SAN with patchwise attentions, methods in (c) adapts from PVT with global attentions, and methods in (d) adapts from Swin-Transformer with window attentions.

Backbones are pretrained on ImageNet-1K. It is shown that ACmix achieves improvements under all settings. Object Detection We also conduct experiments on the COCO benchmark [30]. Tab.3 and Tab.4 display the result of ResNet-based models and Transformer-based models with various detection heads, including RetinaNet [29], Mask R-CNN [18] and Cascade Mask R-CNN [5]. We can observe that ACmix consistently outperform baselines with similar parameters or FLOPs. This further validate the effectiveness of ACmix when transferred to downstream tasks.

Method	Backbone	Schd	Params	Flops	val mIoU
Semantic FPN	PVT-T	40k	17M	158G	37.1
	ACmix	40k	17M	160G	42.7(+5.6)
	PVT-S	40k	28M	225G	42.4
	ACmix	40k	29M	228G	46.4(+4.0)
UperNet	Swin-T	160k	60M	945G	44.5
	ACmix	160k	60M	950G	45.3(+0.8)
	Swin-S	160k	81M	1038G	47.6
	ACmix	160k	81M	1043G	48.7(+1.1)

Table 2. ADE20K segmentation with Transformer-based models.

### 5.3. Practical Inference Speed

We further investigate the practical inference speed of our method under an Ascend 910 environment with MindSpore, a deep learning computing framework for mobile, edge, and cloud scenarios. We summarize the results in Tab.5. Comparing to PVT-S, our model achieves 1.3x fps with comparable mAP. When it comes to the larger model, the superiority is more distinct. ACmix outperforms PVT-L 1.9mAP with 1.8x fps.

Method	Backbone	Schd	Flops	mAP	mAP <sub>50</sub>	mAP <sub>75</sub>
RetinaNet	ResNet 50	1x	250G	36.7	56.0	39.0
	SASA	1x	226G	36.8	54.6	39.3
	ACmix	1x	230G	38:3	56:2	40:0
RetinaNet	SAN 19	1x	229G	38.2	56.0	41.1
	ACmix	1x	233G	39:1	58:9	41:6

Table 3. COCO Object detection with ResNet-based models.

### 5.4. Ablation Study

To evaluate the effectiveness of different components in ACmix, we conduct a series of ablation studies. Combining the output of both paths. We explore how different combinations of the convolution and self-attention outputs influence the model performances. We conduct experiments with multiple combination methods and summarize the results in Tab.6. We also show the performances of models adopting only one path, Swin-T for self-attention and Conv-Swin-T for convolution by replacing the window

attention with traditional 3 convolutions. As we can observe, the combination of convolution and self-attention modules consistently outperforms models with a single path. Fixing the ratio of convolution and self-attention for all operators also leads to worse performance. Comparably, using learned parameters imposes higher flexibility for ACmix, and the strength for convolution and self-attention paths can be adaptively adjusted according to the position of the layer in the whole network. We also conduct ablations on the choices of group convolution kernels, as we have

Method	Backbone	Schd	Flops	mAP	mAP <sub>50</sub>	mAP <sub>75</sub>
RetinaNet	PVT-T	1x	230G	36.7	56.9	38.9
	ACmix	1x	232G	40:5	61:2	42:7
RetinaNet	PVT-T	3x	230G	39.4	59.8	42.0
	ACmix	3x	232G	42:0	62:8	44:6
Mask R-CNN	Swin-T	3x	272G	46.0	67.8	50.4
	ACmix	3x	275G	47:0	69:0	51:8
Cascade Mask R-CNN	Swin-T	3x	750G	50.5	69.3	54.9
	ACmix	3x	754G	51:1	69:8	55:6

Table 4. COCO Object detection with Transformer-based models.

Method	Backbone	mAP	FPS
RetinaNet	PVT-S	42.2	50.3
	ACmix	42.0	67.7 (x1.3)
RetinaNet	PVT-L	43.4	24.3
	ACmix	45.3	43.9 (x1.8)

Table 5. Practical inference speed on COCO. FPS is test on single Ascend 910 with input image size (3, 576, 576).

Method		Params	Flops	top-1
Swin-T	1 -	29M	4.5G	81.3
Conv-Swin-T	- 1	39M	4.5G	80.5
Swin-ACmix-T	1 1	30M	4.6G	81.5
	1 1	30M	4.6G	81.6
	1 -	30M	4.6G	81.5
	1 -	30M	4.6G	81.9

Table 6. Ablation study on combining methods of two paths. The final output is computed as  $F_{out} = F_{att} + F_{conv}$ .

Shift Module	Flops	Top-1	FPS
Tensor Shifts (Fig.3a)	4.6G	81.4	313
Fixed Kernel (Fig.3c.I)	4.7G	81.4	419
Random Init (Fig.3c.II w/o init)	4.7G	81.5	419
Group Conv (Full)	4.7G	81.9	419

Table 7. Ablation study of shift modules implementations based on Swin-Transformer-T. FPS is test on a single RTX2080Ti GPU with maximum batchsize.

shown in Sec.4.3 and Fig.3. We empirically show the effectiveness of each adaptation, and its influence on practical inference speed in Tab.7. By substituting the tensor shifts with group convolutions, inference speed is greatly boosted. Also, using learnable convolution kernels and carefully-designed initialization enhance model flexibility and contribute to the final performance.

### 5.5. Bias towards Different Paths.

It is also valuable to see that ACmix introduces two learnable scalars to combine the outputs from both paths (Eq.14). This leads to a by-product of our module, where  $\alpha$  and  $\beta$  practically reflect the model's bias towards convolution or self-attention at different depths.

We conduct parallel experiments and show the learned

Figure 5.  $\alpha$ ,  $\beta$  and  $\log(\alpha = \beta)$  from different layers of SAN-ACmix and Swin-ACmix. Lines in the same plot correspond to parallel experiments. The final output is computed as  $F_{out} = F_{att} + F_{conv}$ .

parameters;  $\alpha$  from different layers of SAN-ACmix, and Swin-ACmix models in Fig.5. The left and middle plots show the changing tendency of rates for self-attention and convolution paths respectively. The variation of the rates in different experiments is relatively small, especially when layers go deeper. This observation shows a stable preference for deep models towards the different design patterns. A more distinct trend is shown in the right plot, where the ratio between two paths is explicitly presented. We can see that convolution can serve as good feature extractors at the early stages of the Transformer models. At the middle stage of the network, the model tends to leverage the mixture of both paths with an increasing bias towards convolution. At the last stage, self-attention shows superiority over convolution. This is also consistent with the design patterns in the previous works where self-attention is mostly adopted in the last stages to replace the original 3 convolution [3, 40], and convolutions at early stages are proved to be more effective for vision transformers [49].

## 6. Conclusion

In this paper, we explore a close relationship between two powerful techniques, convolution and self-attention. By decomposing the operations of both modules, we show that they share the same computation overhead on projecting the input feature maps. On this basis, we take a step forward and propose a hybrid operator to integrate self-attention and convolution modules by sharing the same heavy operations. Extensive results on image classification and object detection benchmarks demonstrate the effectiveness and efficiency of the proposed operator.

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