

Mobile-Former: Bridging MobileNet and Transformer

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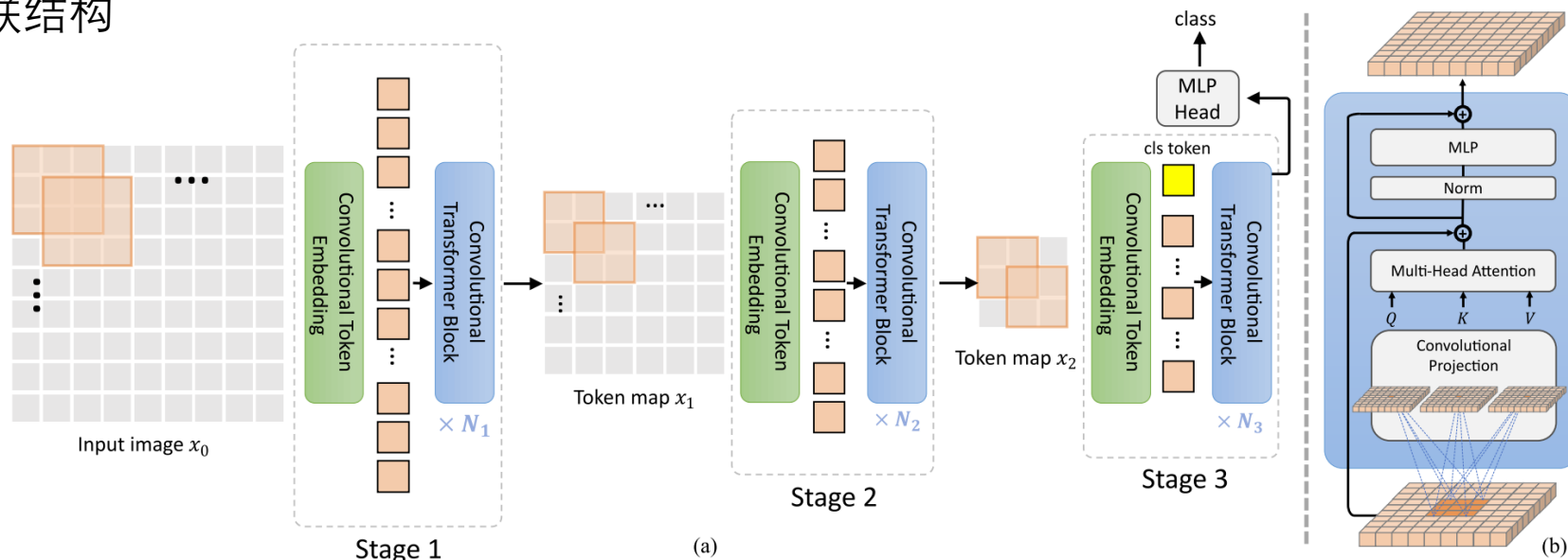
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CVPR 2022 Oral

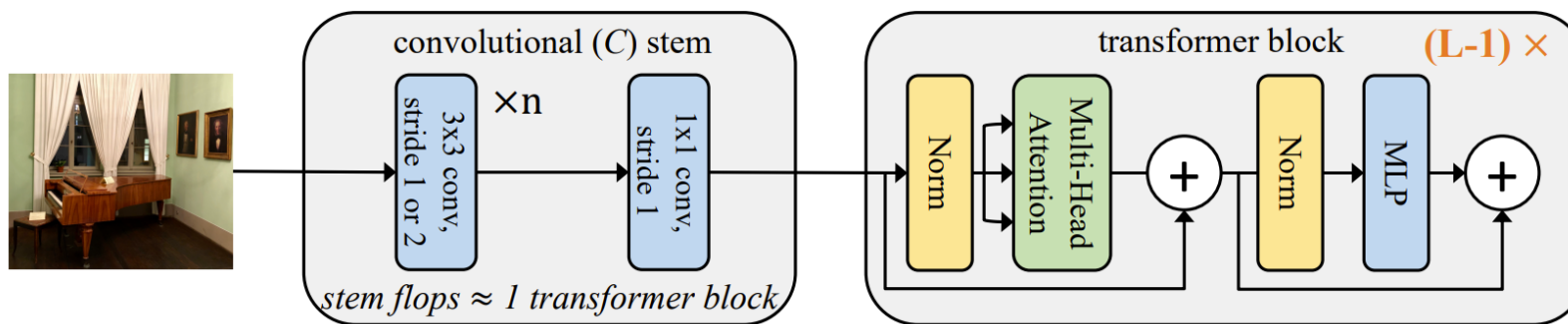
How to design **efficient** networks to **effectively** encode both local precessing and global interaction?

文章背景：串联结构



! Transformer带来的浮点运算量仍然很大

intertwining convolution into each transformer block



! 不能及时的将提取到的局部特征和全局信息进行融合

Use convolution at the beginning and then use visual transformer

- [1] Wu H, Xiao B, Codella N, et al. Cvt: Introducing convolutions to vision transformers[C]//Proceedings of the IEEE/CVF International Conference on Computer Vision. 2021: 22-31.
- [2] Xiao T, Singh M, Mintun E, et al. Early convolutions help transformers see better[J]. Advances in Neural Information Processing Systems, 2021, 34: 30392-30400.

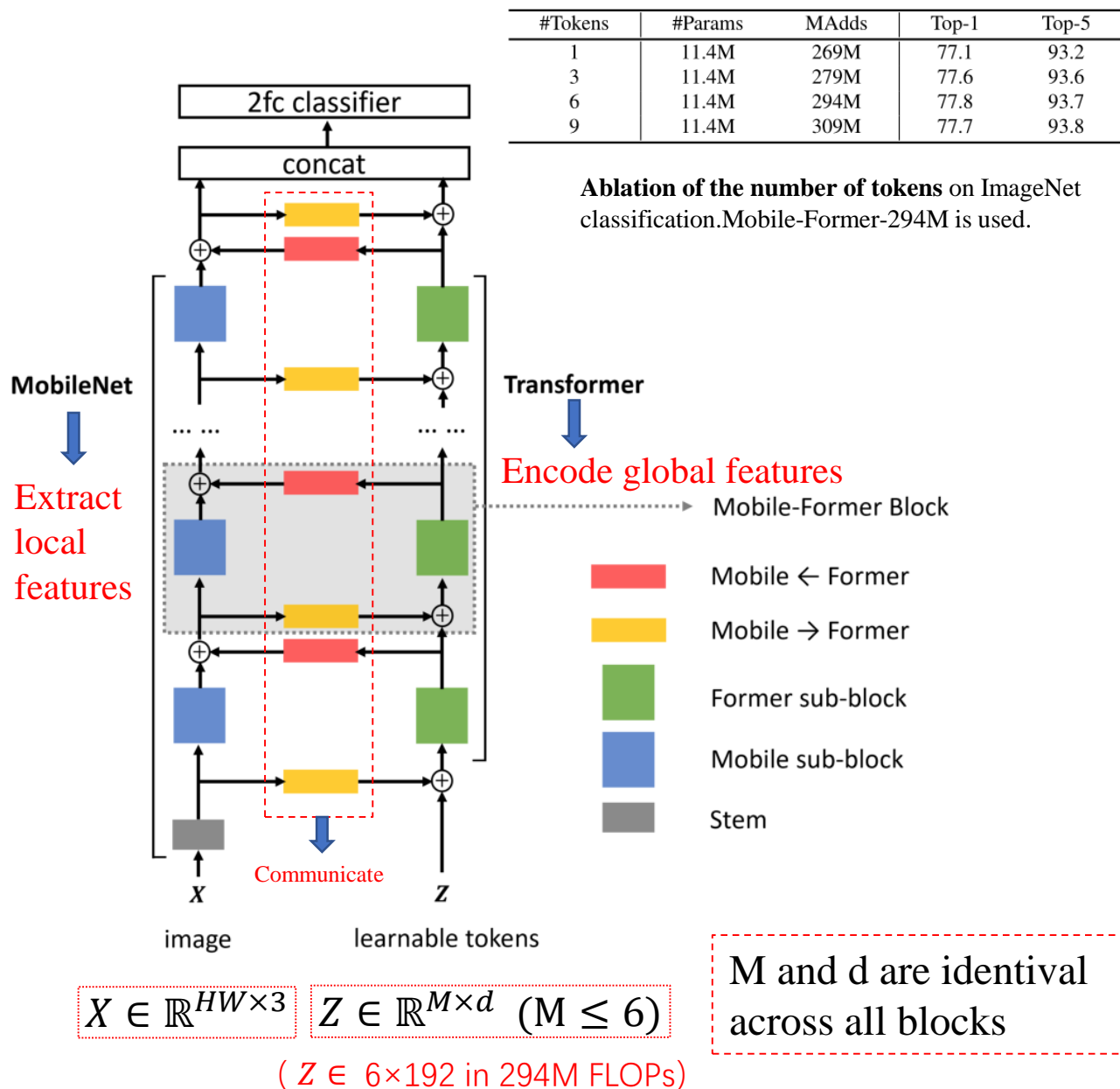
How to design **efficient** networks to **effectively** encode both local precessing and global interaction?

Mobile-former: series to parallel(*)

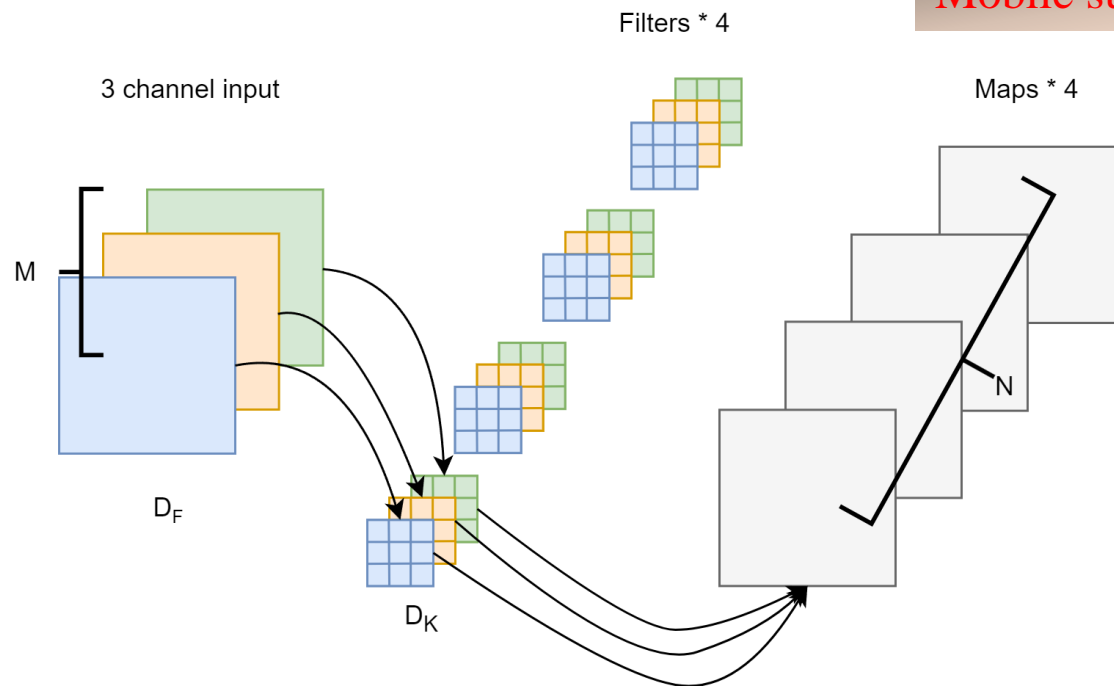
Advantages:

- 并行结构可以同时利用MobileNet和Transformer的优势来对局部特征和全局特征进行处理，提高表征能力
- 轻量化交叉注意力来建模双向桥来融合局部和全局信息， Mobile-former不仅计算高效， 并且具有更加强大的表征能力。

The bridge and Former consume less than 20% of the total computational cost,but significantly improve the representation capability.



Mobile sub-block (背景)



$$\frac{D_K \cdot D_K \cdot M \cdot D_F \cdot D_F + M \cdot N \cdot D_F \cdot D_F}{D_K \cdot D_K \cdot M \cdot N \cdot D_F \cdot D_F}$$

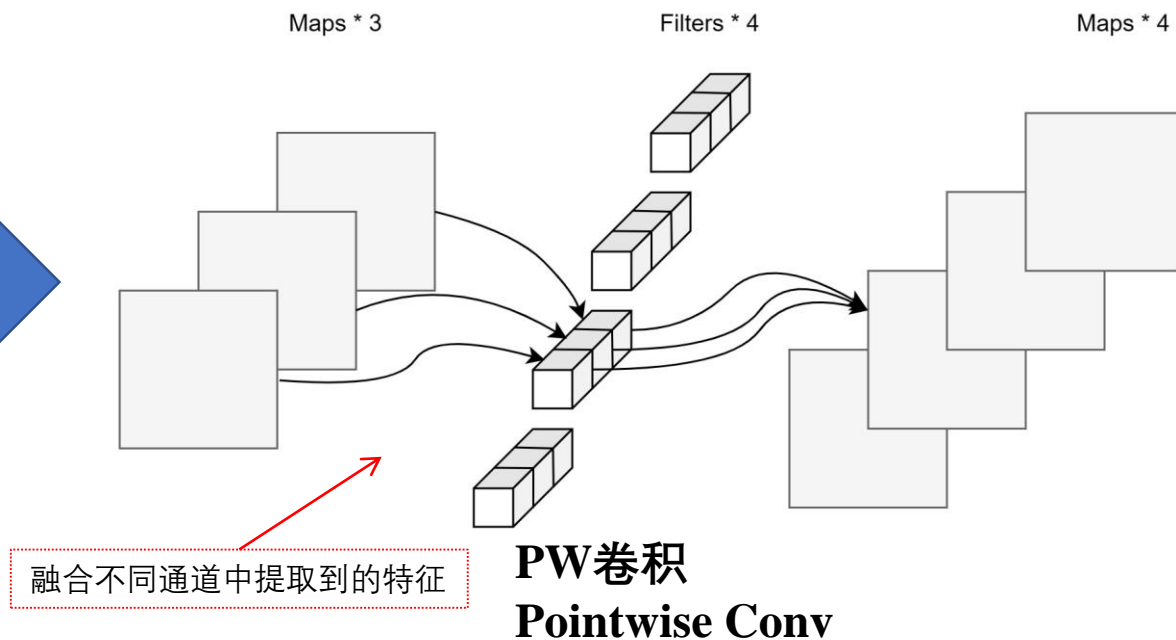
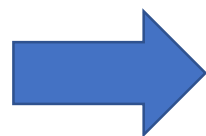
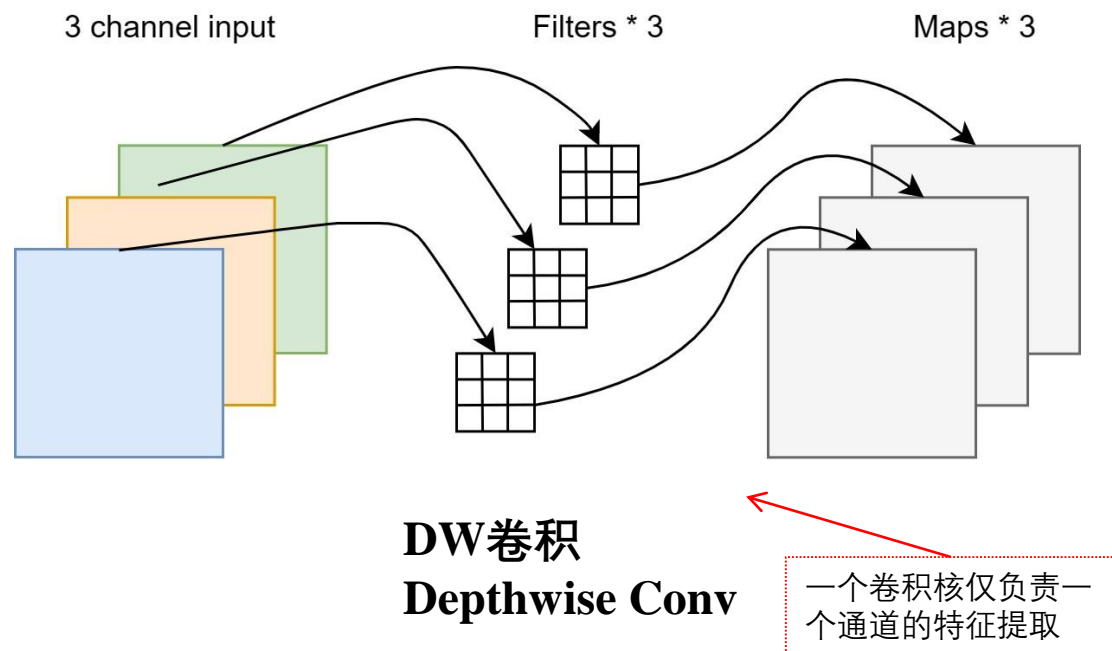
DW+PW

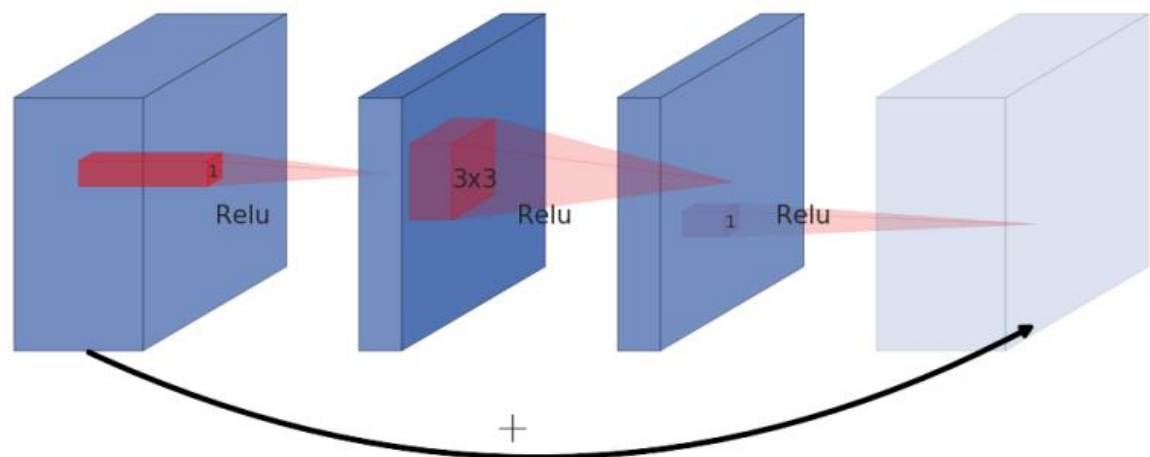
普通卷积

默认步距为1

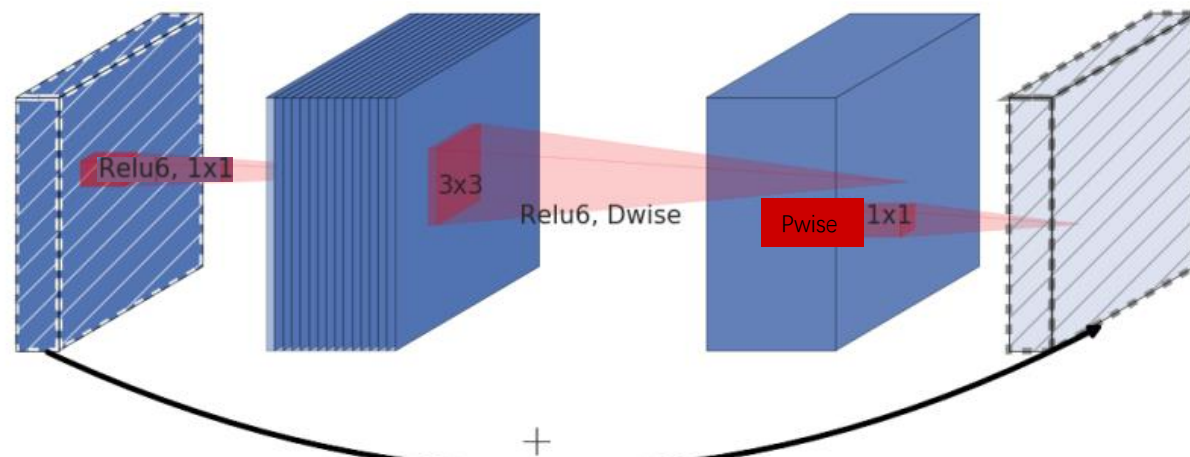
$$= \frac{1}{N} + \frac{1}{D_K^2} = \frac{1}{N} + \frac{1}{9}$$

理论上普通卷积计算量是DW+PW的8到9倍





Residual block



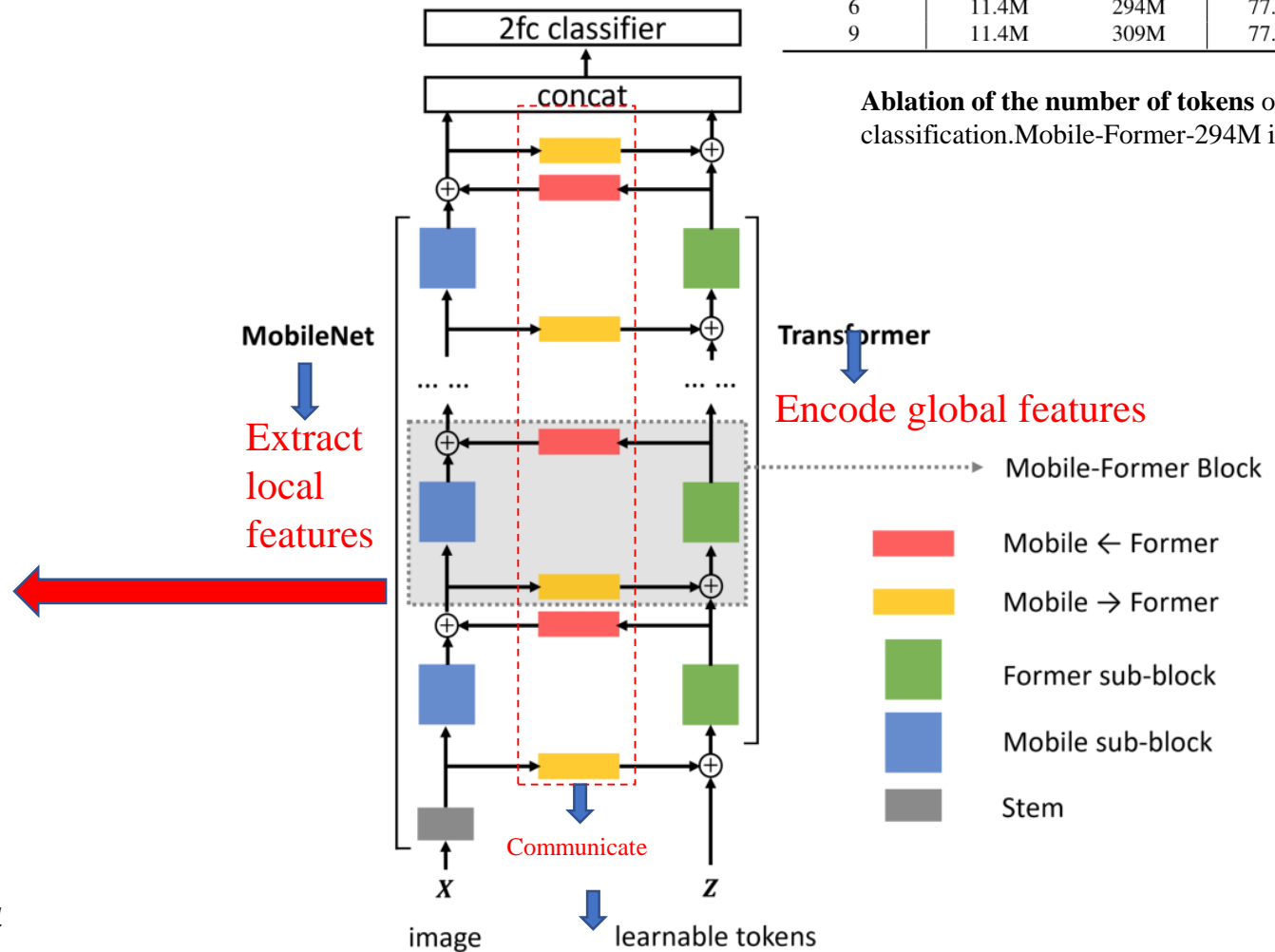
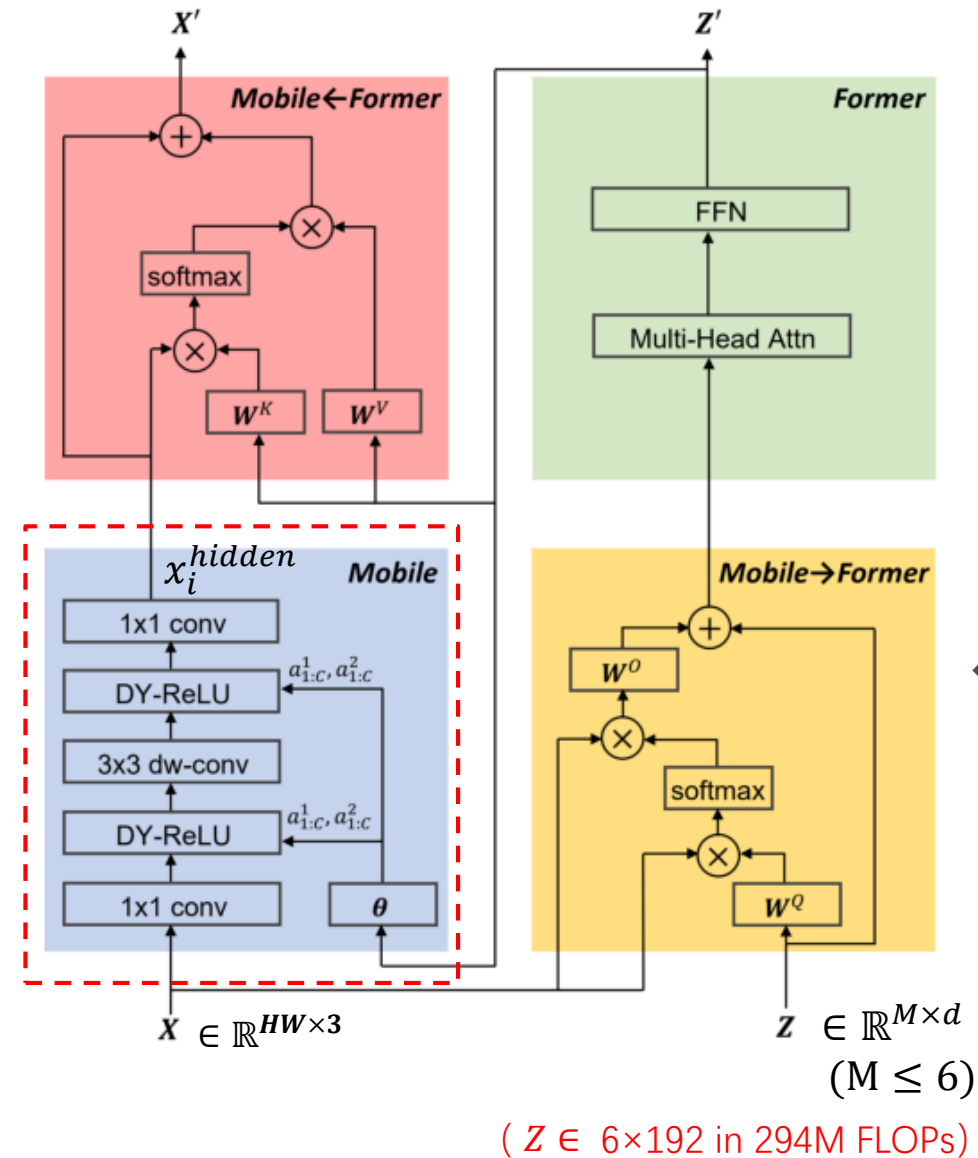
Inverted residual block

- 倒残差结构提升dw卷积的维度，进而提高特征的表达能力
- 当信息从高维空间经过非线性映射到低维空间时，会发生信息坍塌(丢失)，所以在倒残差结构中，进行降维操作时，使用线性激活函数

Mobile sub-block

#Tokens	#Params	MAdds	Top-1	Top-5
1	11.4M	269M	77.1	93.2
3	11.4M	279M	77.6	93.6
6	11.4M	294M	77.8	93.7
9	11.4M	309M	77.7	93.8

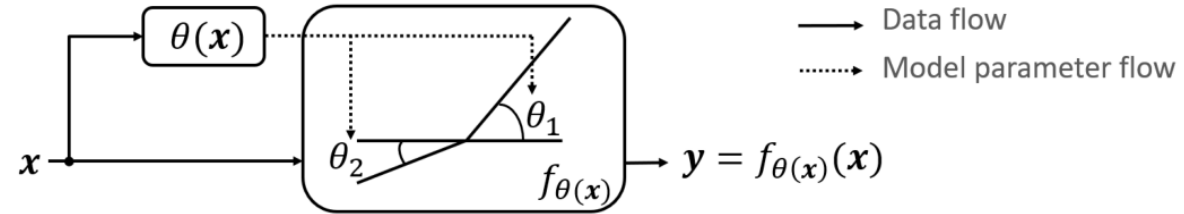
Ablation of the number of tokens on ImageNet classification. Mobile-Former-294M is used.



Mobile sub-block

Dynamic-relu:

Definition of Dynamic ReLU:



$$y_c = f_{\theta(x)}(x_c) = \max_{1 \leq k \leq K} \{a_c^k(x)x_c + b_c^k(x)\} \quad \leftarrow \text{带参分段线性函数}$$

(In Mobile sub-block: $K = 2$)

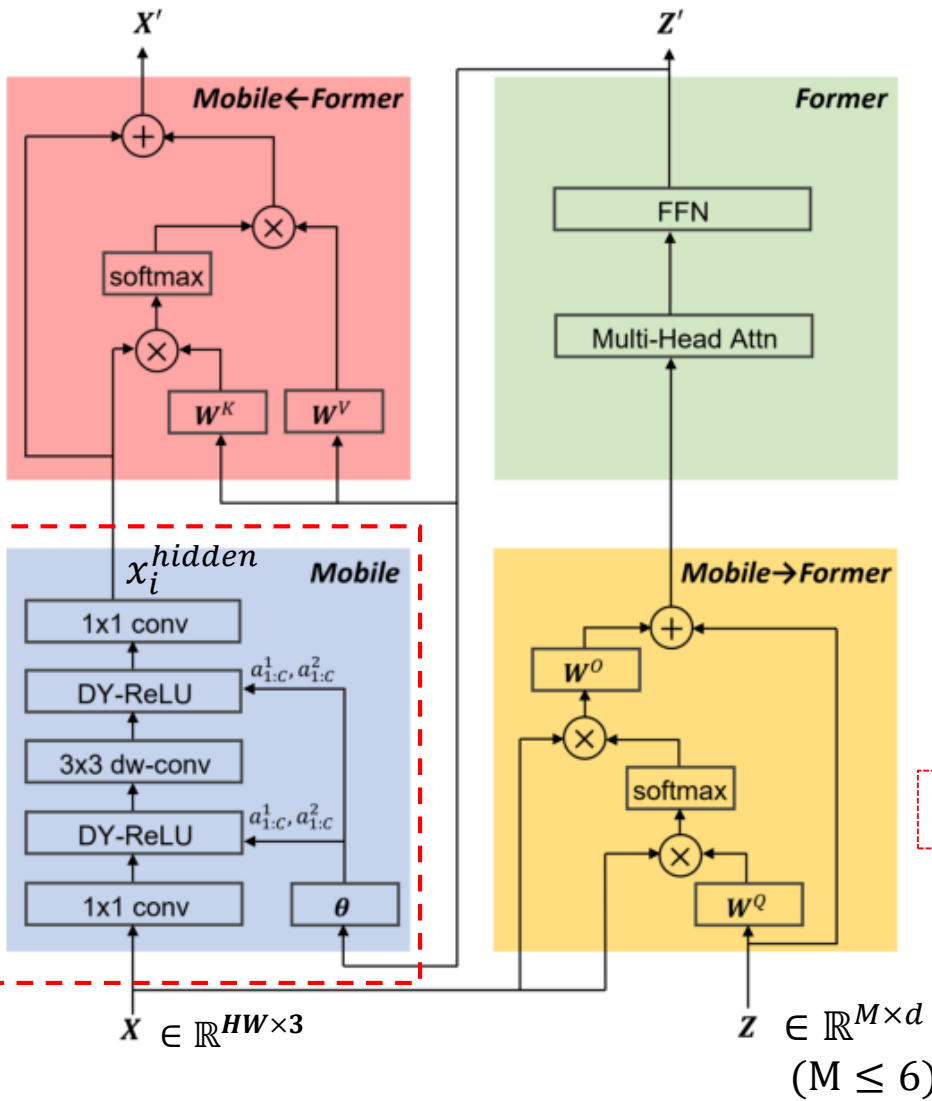
$$y_c = \max\{x_c, 0\} = \max_k \{a_c^k x_c + b_c^k\} (k = 2, a_c^1 = 1, b_c^1 = 0, a_c^2 = 0, b_c^2 = 0)$$

Relu

the coefficients (a_c^k, b_c^k) are the output of a hyper function $\theta(x)$ as:

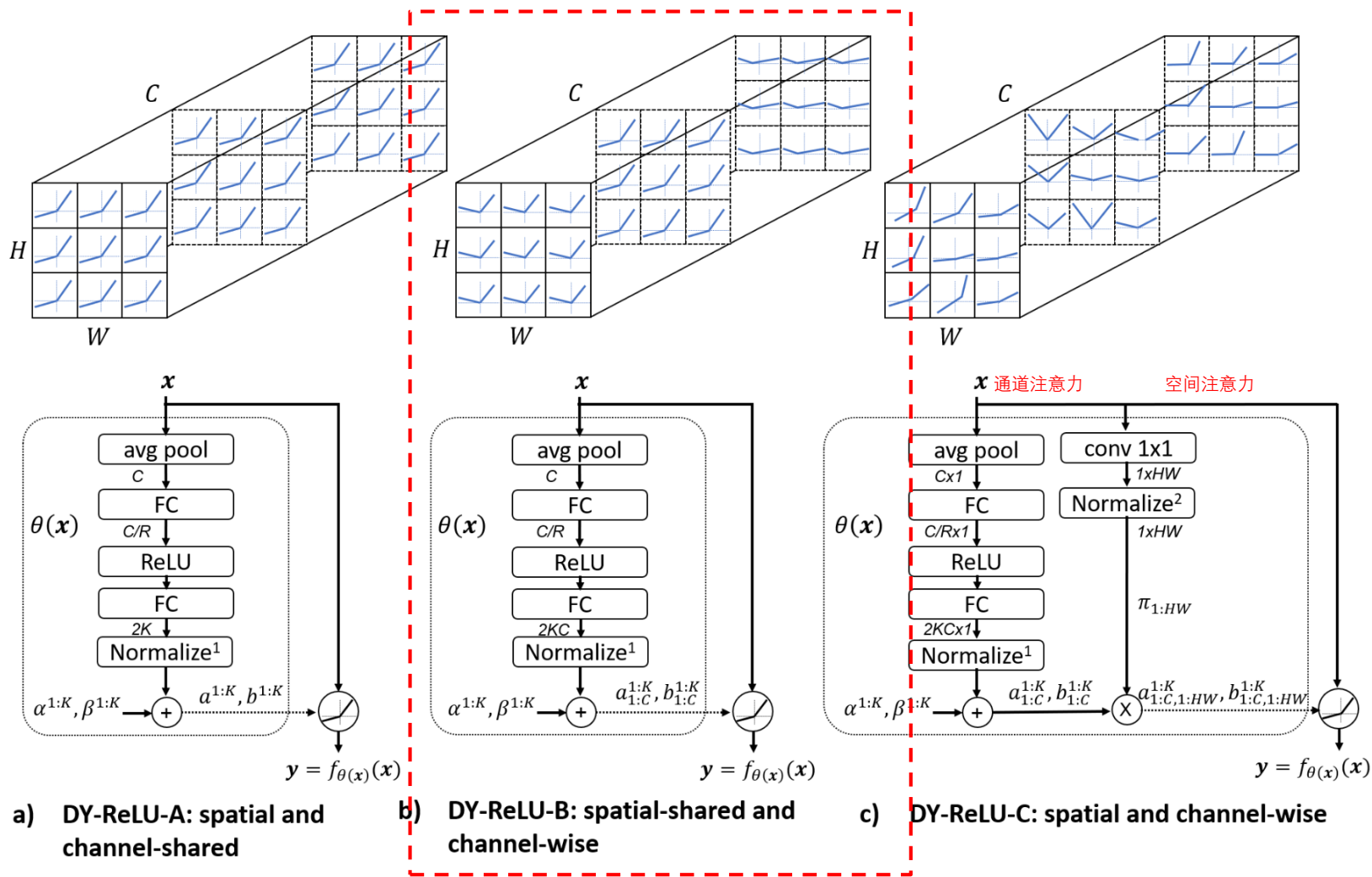
$$[a_1^1, \dots, a_c^1, \dots, a_1^K, \dots, a_c^K, b_1^1, \dots, b_c^1, \dots, b_1^K, \dots, b_c^K]^T = \theta(x)$$

($Z \in 6 \times 192$ in 294M FLOPs)



超函数 θ 内部计算方式(3种):

(将所有输入元素 $x=\{x_c\}$ 的全局上下文编码在超函数 $\theta(x)$ 中, 以适应激活函数 $f_{\theta(x)}(x_c)$)



Implementation of hyper function $\theta(x)$

$$a_c^k(x) = \alpha^k + \lambda_a \Delta a_c^k(x)$$

$$b_c^k(x) = \beta^k + \lambda_b \Delta b_c^k(x)$$

α^k and β^k are initialization values of a_c^k and b_c^k

λ_a and λ_b are scalars that control the range of residual

计算量/表示能力

increase

Experimental Results of dynamic relu:

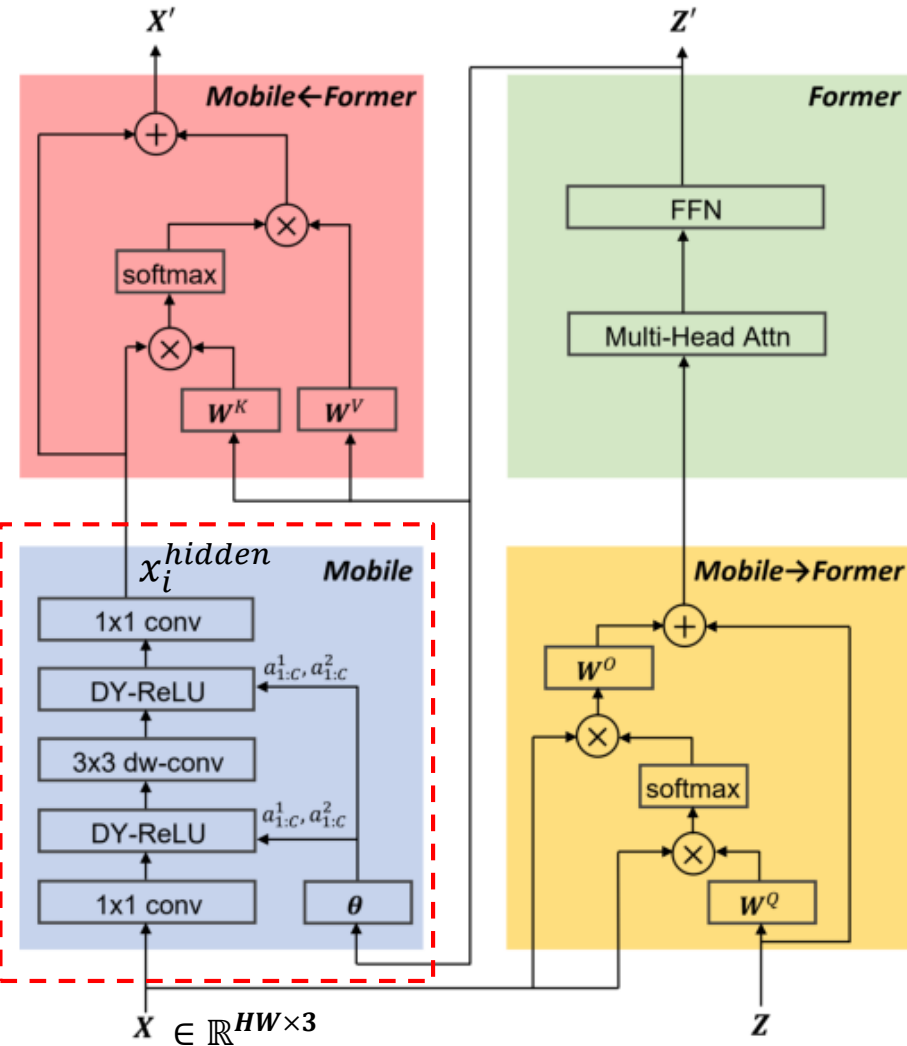
Network	Activation	#Param	MAdds	Top-1	Top-5
MobileNetV2 $\times 1.0$	ReLU	3.5M	300.0M	72.0	91.0
	DY-ReLU	7.5M	315.5M	76.2 _(4.2)	93.1 _(2.1)
MobileNetV2 $\times 0.75$	ReLU	2.6M	209.0M	69.8	89.6
	DY-ReLU	5.0M	221.7M	74.3 _(4.5)	91.7 _(2.1)
MobileNetV2 $\times 0.5$	ReLU	2.0M	97.0M	65.4	86.4
	DY-ReLU	3.1M	104.5M	70.3 _(4.9)	89.3 _(2.9)
MobileNetV2 $\times 0.35$	ReLU	1.7M	59.2M	60.3	82.9
	DY-ReLU	2.7M	65.0M	66.4 _(6.1)	86.5 _(3.6)
MobileNetV3-Large	ReLU/SE/HS	5.4M	219.0M	75.2	92.2
	DY-ReLU	9.8M	230.5M	75.9 _(0.7)	92.7 _(0.5)
MobileNetV3-Small	ReLU/SE/HS	2.9M	66.0M	67.4	86.4
	DY-ReLU	4.0M	68.7M	69.7 _(2.3)	88.3 _(1.9)
ResNet-50	ReLU	23.5M	3.86G	76.2	92.9
	DY-ReLU	27.6M	3.88G	77.2 _(1.0)	93.4 _(0.5)
ResNet-34	ReLU	21.3M	3.64G	73.3	91.4
	DY-ReLU	24.5M	3.65G	74.4 _(1.1)	92.0 _(0.6)
ResNet-18	ReLU	11.1M	1.81G	69.8	89.1
	DY-ReLU	12.8M	1.82G	71.8 _(2.0)	90.6 _(1.5)
ResNet-10	ReLU	5.2M	0.89G	63.0	84.7
	DY-ReLU	6.3M	0.90G	66.3 _(3.3)	86.7 _(2.0)

Table 4. Comparing DY-ReLU with baseline activation functions (ReLU, SE or h-swish, denoted as HS) on ImageNet [5] classification in three network architectures. DY-ReLU-B with $K = 2$ linear functions is used. Note that SE blocks are removed when using DY-ReLU in MobileNetV3. The numbers in brackets denote the performance improvement over the baseline. DY-ReLU outperforms its counterpart for all networks.

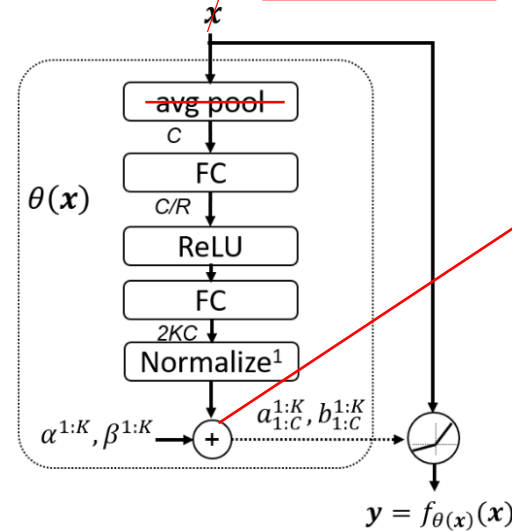
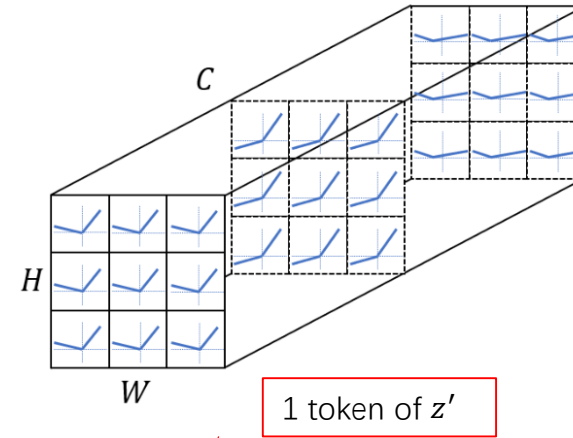
Activation	K	MobileNetV2 $\times 0.35$			MobileNetV2 $\times 1.0$		
		#Param	MAdds	Top-1	#Param	MAdds	Top-1
ReLU	2	1.7M	59.2M	60.3	3.5M	300.0M	72.0
RReLU [40]	2	1.7M	59.2M	60.0 _(-0.3)	3.5M	300.0M	72.5 _(+0.5)
LeakyReLU [25]	2	1.7M	59.2M	60.9 _(+0.6)	3.5M	300.0M	72.7 _(+0.7)
PReLU [10]	2	1.7M	59.2M	63.1 _(+2.8)	3.5M	300.0M	73.3 _(+1.3)
SE[14]+ReLU	2	2.1M	62.0M	62.8 _(+2.5)	5.1M	307.5M	74.2 _(+2.2)
Maxout [7]	2	2.1M	106.6M	64.9 _(+4.6)	5.7M	575.8M	75.1 _(+3.1)
Maxout [7]	3	2.4M	157.6M	65.4 _(+5.1)	7.8M	860.2M	75.8 _(+3.8)
DY-ReLU-B	2	2.7M	65.0M	66.4 _(+6.1)	7.5M	315.5M	76.2 _(+4.2)
DY-ReLU-B	3	3.1M	67.8M	66.6 _(+6.3)	9.2M	322.8M	76.2 _(+4.2)

Table 5. Comparing DY-ReLU with related activation functions on ImageNet [5] classification. MobileNetV2 with width multiplier $\times 0.35$ and $\times 1.0$ are used. We use spatial-shared and channel-wise DY-ReLU-B with $K = 2, 3$ linear functions. The numbers in brackets denote the performance improvement over the baseline. DY-ReLU outperforms all prior work including Maxout, which has significantly more computations.

Mobile sub-block



($Z \in 6 \times 192$ in 294M FLOPs)



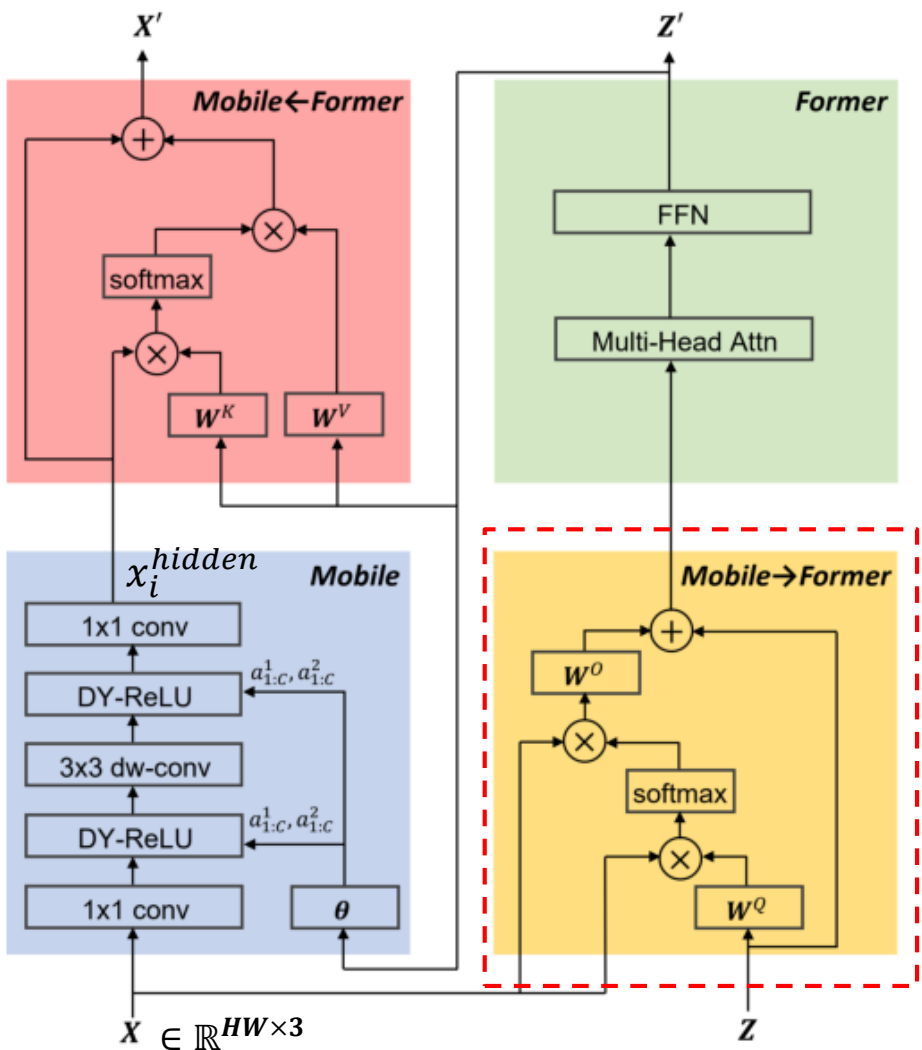
DY-ReLU-B: spatial-shared and channel-wise

$$a_c^k(x) = \alpha^k + \lambda_a \Delta a_c^k(x)$$

$$b_c^k(x) = \beta^k + \lambda_b \Delta b_c^k(x)$$

α^k and β^k are initialization values of a_c^k and b_c^k

λ_a and λ_b are scalars that control the range of residual



($Z \in 6 \times 192$ in 294M FLOPs)

The projection matrices for the key and value are removed from Mobile side

Low Cost Two-way Bridge:

Local feature map $X \in \mathbb{R}^{HW \times 3}$, global tokens $Z \in \mathbb{R}^{M \times d}$ ($M \leq 6$)

The light-weight cross attention from local feature map X to global tokens Z is computed as:

$$A_X \rightarrow Z = [\text{Attn}(\tilde{z}_i W_i^Q, \tilde{x}_i, \tilde{x}_i)]_{i=1:h} W^O \quad (\tilde{z}_i \in \mathbb{R}^{M \times \frac{d}{h}})$$

h heads as $X = [\tilde{x}_1, \dots, \tilde{x}_h]$, $Z = [\tilde{z}_1, \dots, \tilde{z}_h]$

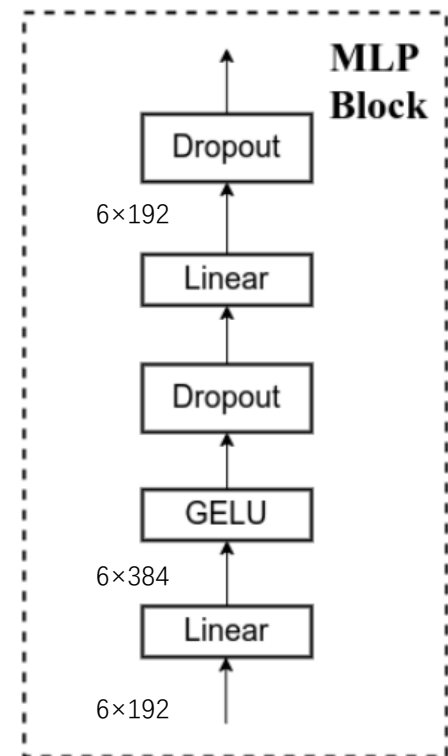
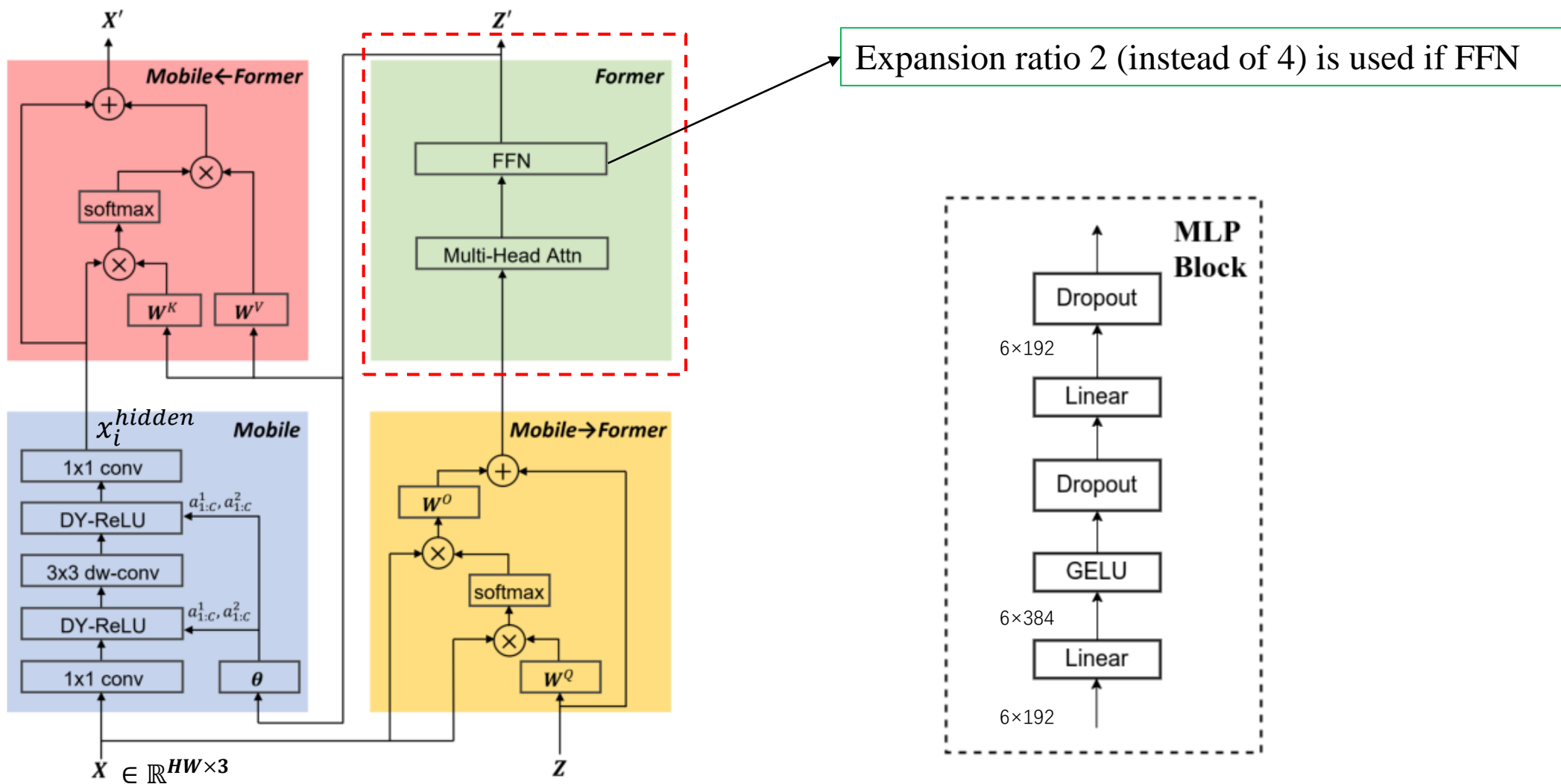
$$\text{Attn}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

W_i^Q projection matrices for the i^{th} head.

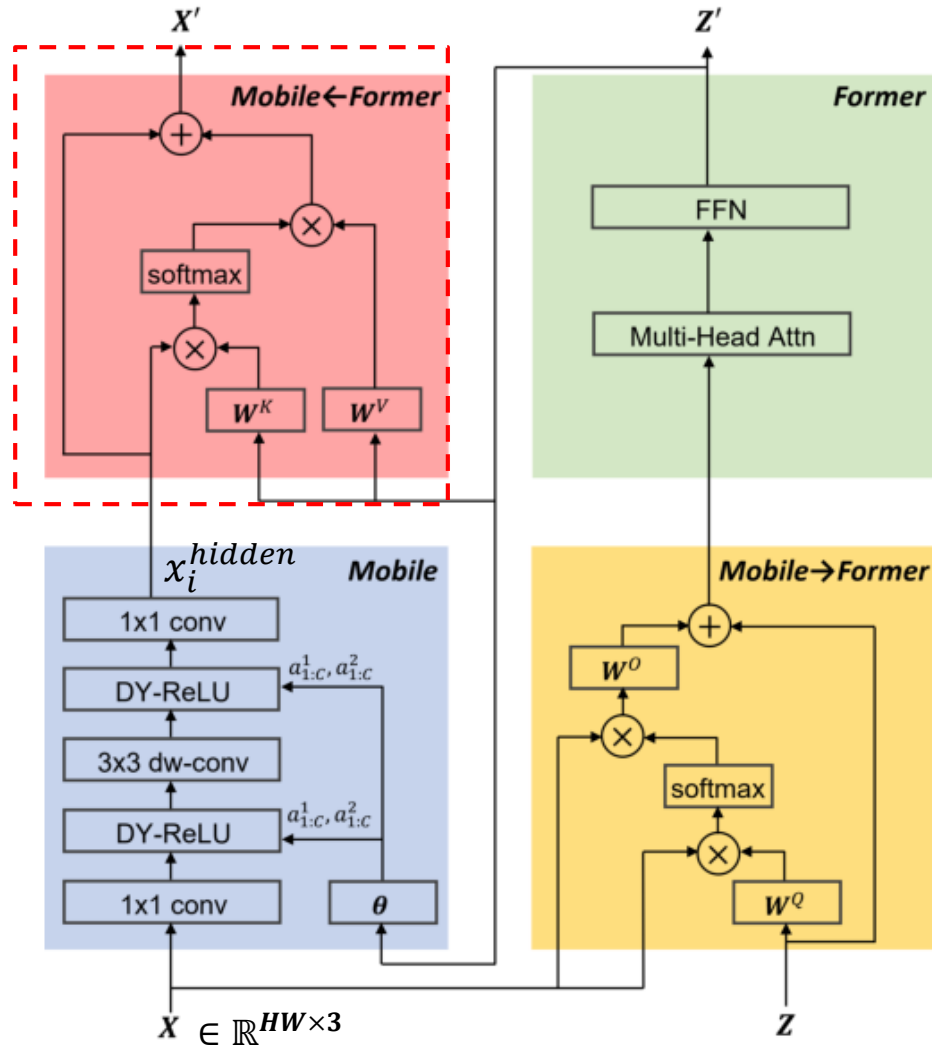
W^O is used to combine multiple heads together.

$[\cdot]_{1:h}$ denotes the concatenation of h

Former sub-block



($Z \in 6 \times 192$ in 294M FLOPs)



($Z \in 6 \times 192$ in 294M FLOPs)

The projection matrix of the query is removed from Mobile side.

Low Cost Two-way Bridge:

Local feature map $X \in \mathbb{R}^{HW \times 3}$, global tokens $Z \in \mathbb{R}^{M \times d}$ ($M \leq 6$)

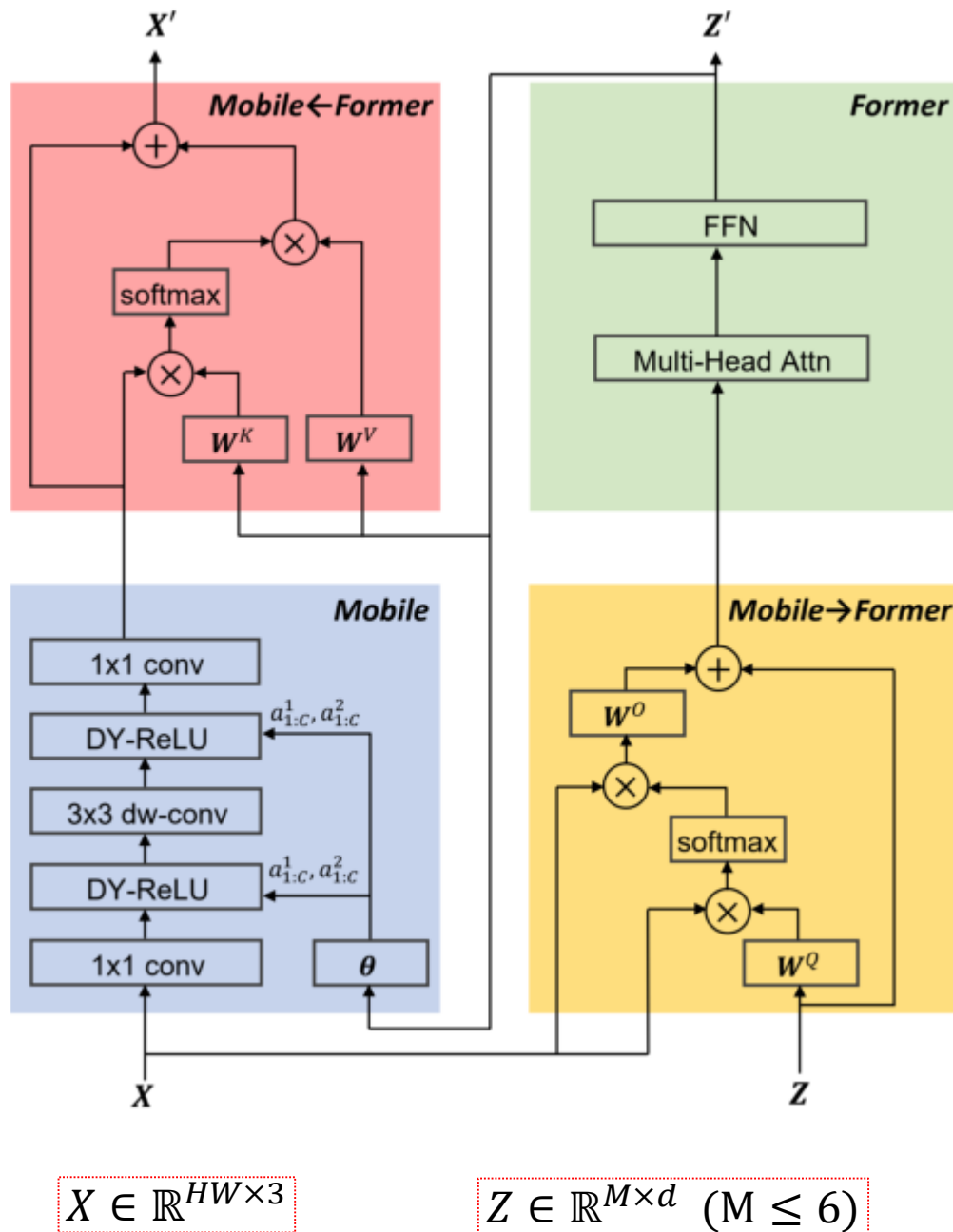
the cross attention from global to local is computed as:

$$A_Z \rightarrow X = [Attn(\tilde{x}_i, \tilde{z}_i W_i^K, \tilde{z}_i W_i^V)]_{i=1:h} \quad (\tilde{z}_i \in \mathbb{R}^{M \times \frac{d}{h}})$$

h heads as $X = [\tilde{x}_1, \dots, \tilde{x}_h]$, $Z = [\tilde{z}_1, \dots, \tilde{z}_h]$

$$Attn(Q, K, V) = softmax\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

$[\cdot]_{1:h}$ denotes the concatenation of h



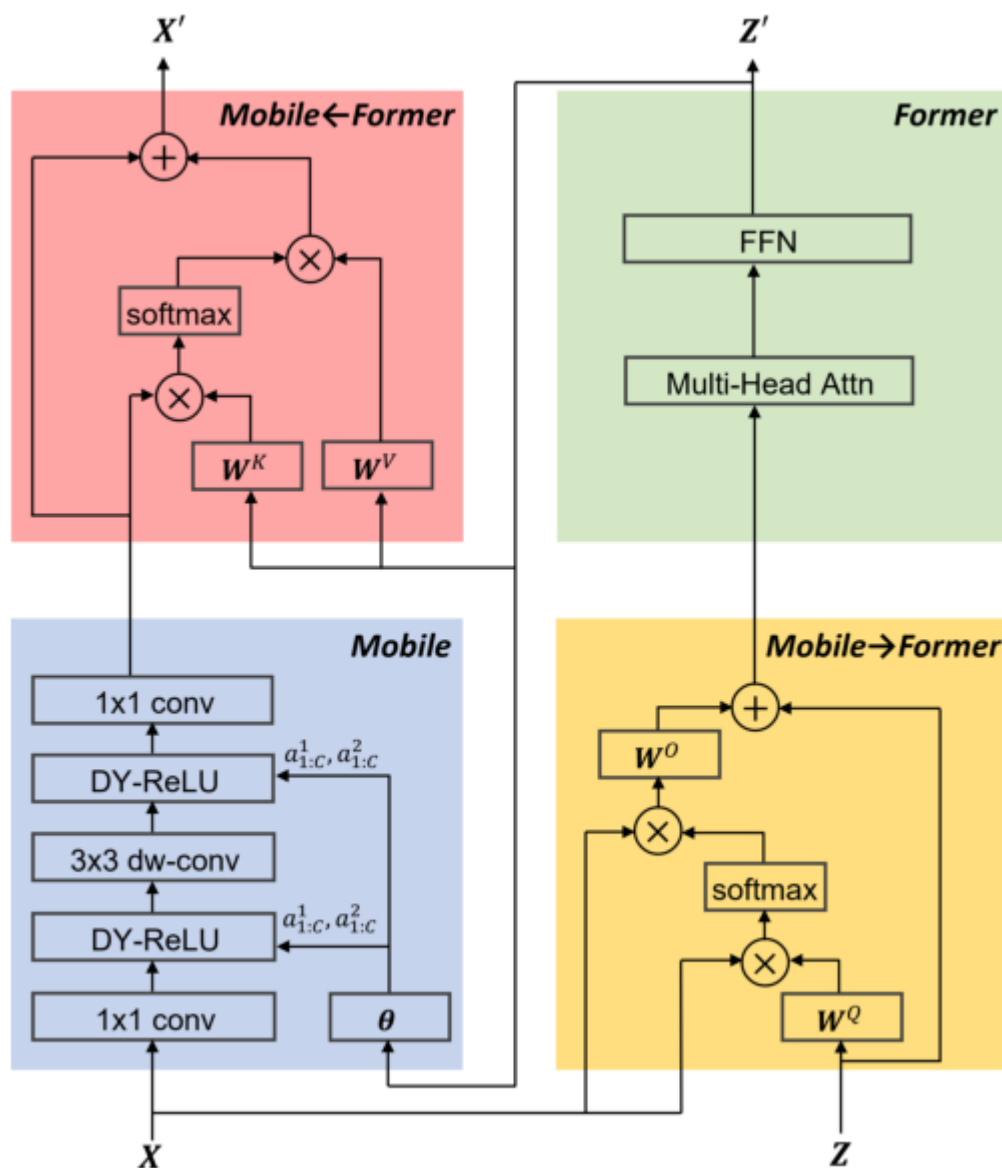
• Light-weight

1. Perform the cross attention at the bottleneck of Mobile where the number of channels is low.
2. Remove projections on query, key and value (W^Q, W^K, W^V) from Mobile side.
3. Significantly fewer tokens ($M \leq 6$) randomly initialized
4. Save the average pooling by applying the two MLP layers on the first global token output Z'_1 from Former



The bridge and Former consume less than 20% of the total computational cost, but significantly improve the representation capability.

Mobile-Former architecture with 294M FLOPs for image size 224×224



$$X \in \mathbb{R}^{HW \times 3}$$

$$Z \in \mathbb{R}^{M \times d} \quad (M \leq 6)$$

Stage	Input	Operator	exp size	#out	Stride
tokens	6×192	—	—	—	—
stem	$224^2 \times 3$	conv2d, 3×3	—	16	2
1	$112^2 \times 16$	MicroNet bneck-lite	32	16	1
2	$112^2 \times 16$	Mobile-Former↓	96	24	2
	$56^2 \times 24$	Mobile-Former	96	24	1
3	$56^2 \times 24$	Mobile-Former↓	144	48	2
	$28^2 \times 48$	Mobile-Former	192	48	1
4	$28^2 \times 48$	Mobile-Former↓	288	96	2
	$14^2 \times 96$	Mobile-Former	384	96	1
	$14^2 \times 96$	Mobile-Former	576	128	1
	$14^2 \times 128$	Mobile-Former	768	128	1
5	$14^2 \times 128$	Mobile-Former↓	768	192	2
	$7^2 \times 192$	Mobile-Former	1152	192	1
	$7^2 \times 192$	Mobile-Former	1152	192	1
	$7^2 \times 192$	conv2d, 1×1	—	1152	1
head	$7^2 \times 1152$	pool, 7×7	—	1152	—
	$1^2 \times 1152$	concat w/ cls token	—	1344	—
	$1^2 \times 1344$	FC	—	1920	—
	$1^2 \times 1920$	FC	—	1000	—

Table 1. **Specification for Mobile-Former-294M.**

“bneck-lite” denotes the lite bottleneck block.

“Mobile-Former↓” denotes the variant of downsample block.

Adapting position embedding in head

The feature and position q_k^f and q_k^p

$$q_{k+1}^p = q_k^p + g(q_{k+1}^f)$$

Spatial-aware dynamic ReLU in backbone

$\theta = f(z_1)$, where z_1 is the first global token

θ_i per spatial position i in a feature map

$$\theta_i = \sum_j \alpha_{i,j} f(z_j), s.t. \sum_j \alpha_{i,j} = 1$$

Outperforms DETR by 1.1 AP but saves 52% of computational cost (41G vs. 86G) and 36% of parameters. (26.6M vs. 41.3M)

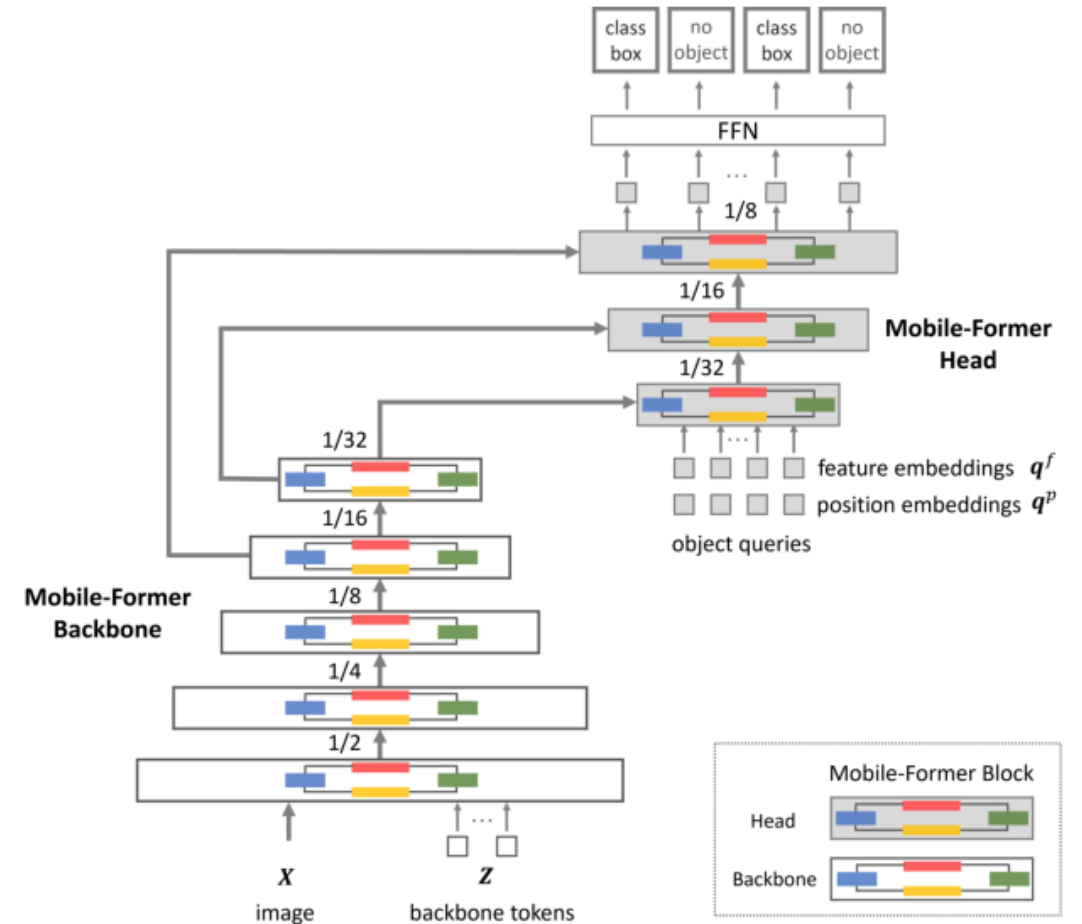


Figure 4. **Mobile-Former for object detection.** Both backbone and head use Mobile-Former blocks (see Figure 1, 3). The backbone has 6 global tokens while the head has 100 object queries. All object queries pass through multiple resolutions ($\frac{1}{32}$, $\frac{1}{16}$, $\frac{1}{8}$) in the head. Similar to DETR [1], feed forward network (FFN) is used to predict class label and bounding box. Best viewed in color.

Model	FLOPs	TOP-1
MobileNetV3	356M	76.6
LeViT	305M	76.6
Mobile-Former (ours)	294M	77.9



Mobile-Former achieves 77.9% top-1 accuracy at 294M FLOPs, outperforming MobileNetV3 and LeViT by a clear margin

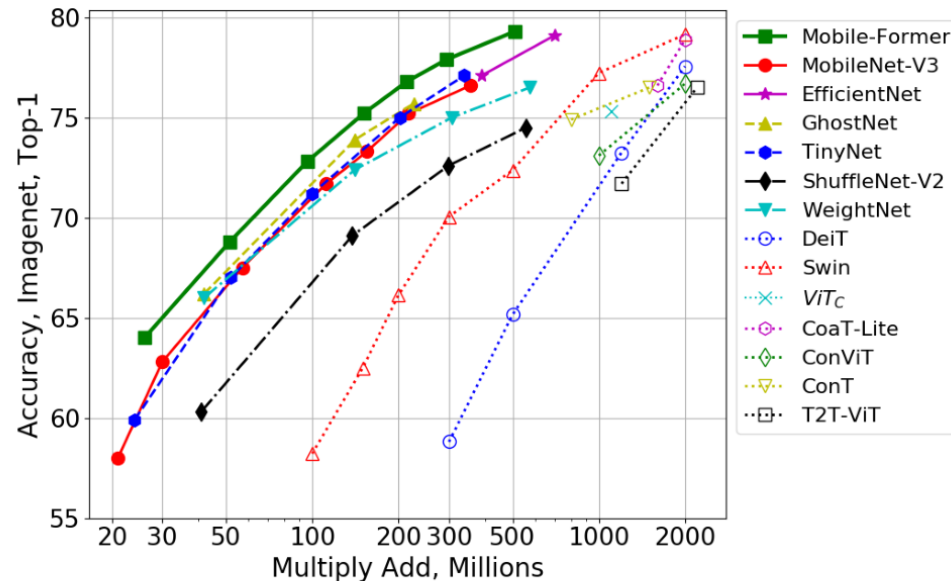


Figure 2. **Comparison among Mobile-Former, efficient CNNs and vision transformers**, in terms of accuracy over FLOPs. The comparison is performed on ImageNet classification. Mobile-Former consistently outperforms both efficient CNNs and vision transformers in low FLOP regime (from 25M to 500M MAdds). Note that we implement Swin [22] and DeiT [32] at low computational budget from 100M to 2G FLOPs. Best viewed in color.



When the size of the entered picture is large, Mobile-Former consistently outperforms both efficient CNNs and vision transformers from 25M to 500M FLOPs. Showcasing the usage of transformer at the low FLOP regime where efficient CNNs dominate.

Model	#Params	MAdds	Top-1	Top-5
<i>Mobile</i> (using ReLU)	6.1M	259M	74.2	91.8
+ <i>Former</i> and Bridge	10.1M	290M	76.8 _(+2.6)	93.2 _(+1.4)
+ DY-ReLU in <i>Mobile</i>	11.4M	294M	77.8 _(+1.0)	93.7 _(+0.5)

Table 4. **Ablation of Former+bridge and dynamic ReLU** evaluated on ImageNet classification. Mobile-Former-294M is used.

Token Dimension	#Params	MAdds	Top-1	Top-5
64	7.3M	277M	76.8	93.1
128	9.1M	284M	77.3	93.5
192	11.4M	294M	77.8	93.7
256	14.3M	308M	77.8	93.7
320	17.9M	325M	77.6	93.6

Table 6. **Ablation of token dimension** on ImageNet classification. Mobile-Former-294M is used.

#Tokens	#Params	MAdds	Top-1	Top-5
1	11.4M	269M	77.1	93.2
3	11.4M	279M	77.6	93.6
6	11.4M	294M	77.8	93.7
9	11.4M	309M	77.7	93.8

Table 5. **Ablation of the number of tokens** on ImageNet classification. Mobile-Former-294M is used.

Attention	FFN	#Params	MAdds	Top-1	Top-5
MHA	✓	11.4M	294M	77.8	93.7
MHA	✗	9.8M	284M	77.5	93.6
Pos-Mix-MLP	✓	10.5M	284M	77.3	93.5

Table 7. **Ablation of multi-head attention(MHA) and FFN** on ImageNet classification. Mobile-Former-294M is used.

Model	Input	#Params	MAdds	Top-1
MobileNetV3 Small 1.0× [15]	160 ²	2.5M	30M	62.8
Mobile-Former-26M	224 ²	3.2M	26M	64.0
MobileNetV3 Small 1.0× [15]	224 ²	2.5M	57M	67.5
Mobile-Former-52M	224 ²	3.5M	52M	68.7
MobileNetV3 1.0× [15]	160 ²	5.4M	112M	71.7
Mobile-Former-96M	224 ²	4.6M	96M	72.8
ShuffleNetV2 1.0× [25]	224 ²	2.2M	138M	69.1
ShuffleNetV2 1.0×+WeightNet 4× [24]	224 ²	5.1M	141M	72.4
MobileNetV3 0.75× [15]	224 ²	4.0M	155M	73.3
Mobile-Former-151M	224 ²	7.6M	151M	75.2
MobileNetV3 1.0× [15]	224 ²	5.4M	217M	75.2
Mobile-Former-214M	224 ²	9.4M	214M	76.7
ShuffleNetV2 1.5× [25]	224 ²	3.5M	299M	72.6
ShuffleNetV2 1.5×+WeightNet 4× [24]	224 ²	9.6M	307M	75.0
MobileNetV3 1.25× [15]	224 ²	7.5M	356M	76.6
EfficientNet-B0 [28]	224 ²	5.3M	390M	77.1
Mobile-Former-294M	224 ²	11.4M	294M	77.9
ShuffleNetV2 2× [25]	224 ²	5.5M	557M	74.5
ShuffleNetV2 2×+WeightNet 4× [24]	224 ²	18.1M	573M	76.5
Mobile-Former-508M	224 ²	14.0M	508M	79.3

Tabel 2. Comparing Mobile-Former with efficient CNNs evaluated on ImageNet classification.

Model	Input	#Params	MAdds	Top-1
T2T-ViT-7 [44]	224 ²	4.3M	1.2G	71.7
DeiT-Tiny [32]	224 ²	5.7M	1.2G	72.2
ConViT-Tiny [6]	224 ²	6.0M	1.0G	73.1
ConT-Ti [42]	224 ²	5.8M	0.8G	74.9
ViT _C [40]	224 ²	4.6M	1.1G	75.3
ConT-S [42]	224 ²	10.1M	1.5G	76.5
Swin-1G [22] ‡	224 ²	7.3M	1.0G	77.3
Mobile-Former-294M	224 ²	11.4M	294M	77.9
PVT-Tiny [37]	224 ²	13.2M	1.9G	75.1
T2T-ViT-12 [44]	224 ²	6.9M	2.2G	76.5
CoaT-Lite Tiny [41]	224 ²	5.7M	1.6G	76.6
ConViT-Tiny+ [6]	224 ²	10.0M	2G	76.7
DeiT-2G [32] ‡	224 ²	9.5M	2.0G	77.6
CoaT-Lite Mini [41]	224 ²	11.0M	2.0G	78.9
BoT-S1-50 [27]	224 ²	20.8M	4.3G	79.1
Swin-2G [22] ‡	224 ²	12.8M	2.0G	79.2
Mobile-Former-508M	224 ²	14.0M	508M	79.3

Tabel 3. Comparing Mobile-Former with vision transformer variants evaluated on ImageNet classification.

Model	AP	AP ₅₀	AP ₇₅	AP _S	AP _M	AP _L	MAdds (G)	#Params (M)
Shuffle-V2 [25]	25.9	41.9	26.9	12.4	28.0	36.4	2.6 (161)	0.8 (10.4)
MF-151M	34.2	53.4	36.0	19.9	36.8	45.3	2.6 (161)	4.9 (14.4)
Mobile-V3 [15]	27.2	43.9	28.3	13.5	30.2	37.2	4.7 (162)	2.8 (12.3)
MF-214M	35.8	55.4	38.0	21.8	38.5	46.8	3.9 (162)	5.7 (15.2)
ResNet18 [13]	31.8	49.6	33.6	16.3	34.3	43.2	29 (181)	11.2 (21.3)
MF-294M	36.6	56.6	38.6	21.9	39.5	47.9	5.5 (164)	6.5 (16.1)
ResNet50 [13]	36.5	55.4	39.1	20.4	40.3	48.1	84 (239)	23.3 (37.7)
PVT-Tiny [37]	36.7	56.9	38.9	22.6	38.8	50.0	70 (221)	12.3 (23.0)
ConT-M [42]	37.9	58.1	40.2	23.0	40.6	50.4	65 (217)	16.8 (27.0)
MF-508M	38.0	58.3	40.3	22.9	41.2	49.7	9.8 (168)	8.4 (17.9)

Table 8. **COCO object detection results in RetinaNet framework.** All models are trained on train2017 for 12 epochs($1\times$)from ImageNet pretrained weights, and tested on val2017. We use initial MF(e.g. MF-508M) to refer MobileFormer. MAdds and #Params are in the format of “backbone(total)”. MAdds is based on the image size 800×1333 .

Model	AP	AP ₅₀	AP ₇₅	AP _S	AP _M	AP _L	MAdds (G)	#Params (M)
DETR [1]	42.0	62.4	44.2	20.5	45.8	61.1	86	41.3
DETR-DC5 [1]	43.3	63.1	45.9	22.5	47.3	61.1	187	41.3
E2E-MF-508M	43.1	61.9	46.8	23.8	46.5	60.4	41.4	26.6
E2E-MF-294M	40.5	58.8	43.5	20.6	44.0	56.9	24.1	25.1
E2E-MF-214M	39.3	57.3	42.1	19.9	42.4	56.6	17.8	20.1
E2E-MF-151M	37.2	54.5	39.9	17.4	39.8	54.9	12.7	14.8

Table 9. **End-to-end object detection results on COCO.** All models are trained on train2017 and tested on val2017. DETR baselines are trained for 500 epochs, while our MobileFormer models are trained for 300 epochs. We use initial E2EMF(e.g. E2E-MF-508M) to refer end-to-end MobileFormer detectors. Madds is based on image size 800×1333 .

Finally we note that *exploring the optimal network parameters (e.g. width, height) in MobileFormer is not a goal of this work*, rather we demonstrate that the parallel design provides an efficient and effective network architecture.

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