



# HyBNN: Quantifying and Optimizing Hardware Efficiency of Binary Neural Networks

---

**Geng Yang, Jie Lei, Zhenman Fang, Yunsong Li,  
Jiaqing Zhang, Weiying Xie**

State Key Lab of Integrated Services Networks  
Xidian University, China

# Deep Learning on the Edge.....

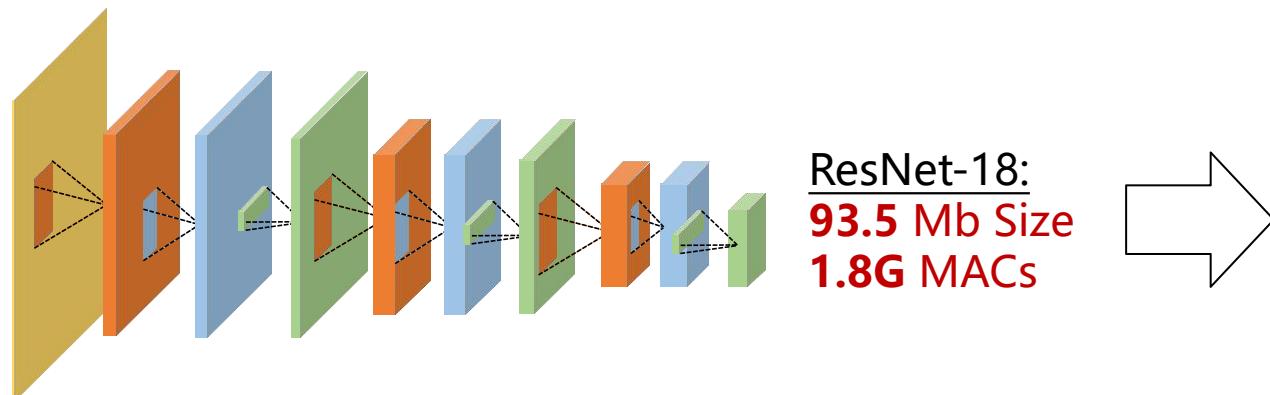
- ✓ Increasing demand for DNN deployment on edge devices

- Autonomous vehicles
- Mobile phones
- Smart cities



- ✓ Stringent deployment challenge on Edge

- Deeper and more sophisticated models
- Limited memory and computing resource



**AMD-Xilinx ZCU102**  
**32.1 Mb BRAM**  
**2520 DSP**



# Promising Binary Neural Network

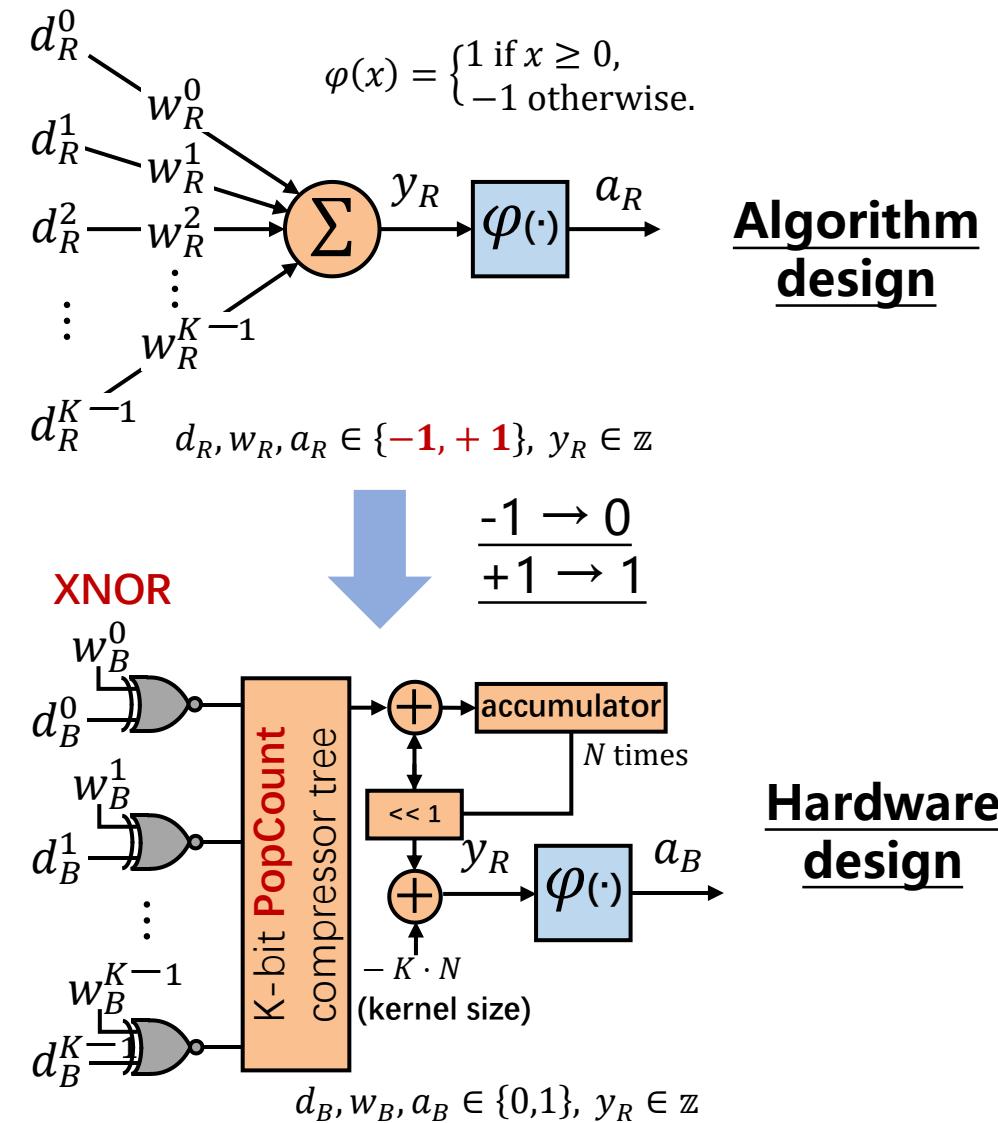
- ✓ Various model compression for edge cases

- Network pruning
- Knowledge distillation
- Compact network
- ***Low-bit quantization***

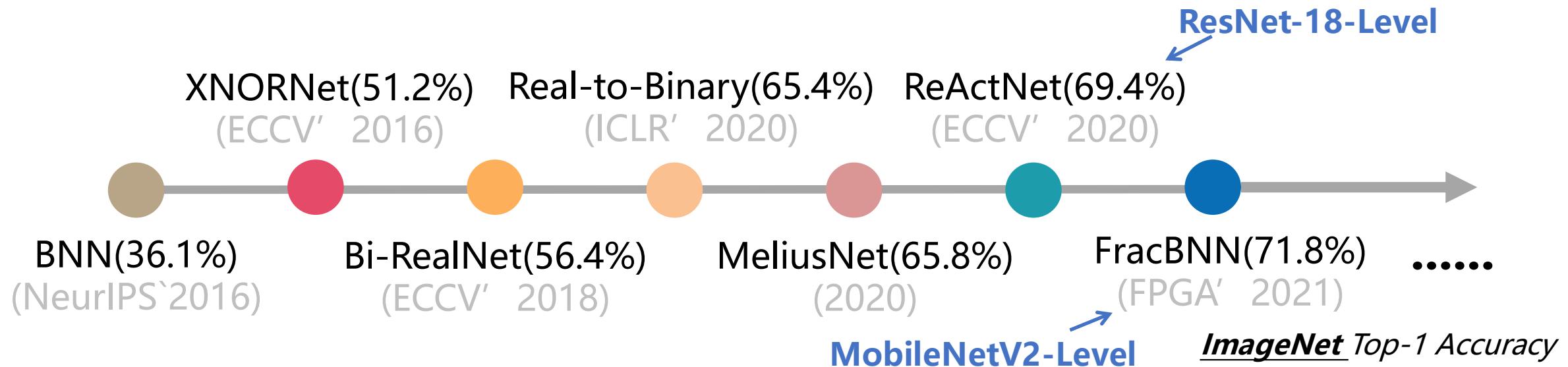
- ✓ Promising **Binary Neural Network**

- Extreme data precision (1W1A)
- Smaller memory footprint
- Cheaper XNOR-POPCNT MAC

$$a_B = \varphi \left( 2 \cdot \text{PopCnt} \left( \sim (w_B^i \wedge d_B^i) \right) - K \cdot N \right)$$



# Evolution of Binary Neural Networks



**However .....**

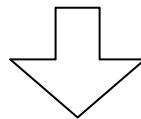
- ✓ Satisfactory accuracy gains come at the cost of
  - **Various auxiliary floating-point(AFP) components**
  - **Increased model size**

# Main Contributions of This Paper

Our goal is to quantify such hardware inefficiency in SOTA BNNs and further optimize the BNN hardware performance with negligible accuracy loss

## Challenge #1

Various Auxiliary Floating-point(AFP) Components



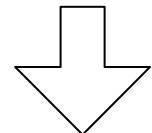
## Solution #1

Algorithm/Hardware Component Fusion: FuseBNN



## Challenge #2

Increased Model Size



## Solution #2

Hardware-Friendly Hybrid BNN  
HyBNN

# **Outline of Today' s Presentation**

- **Our Case Study**

- ✓ BaseBNN
- ✓ BNN hardware accelerator

- **Two Challenges**

- ✓ Various floating-point component
- ✓ Increase model size

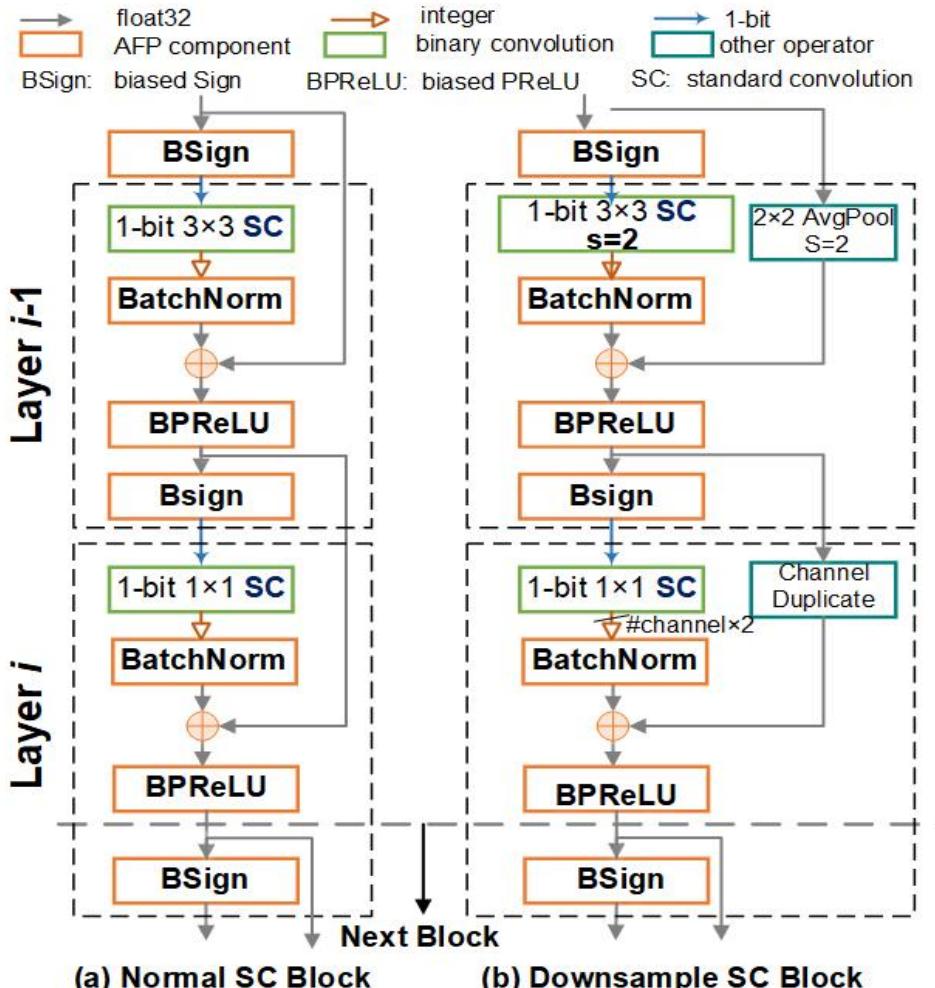
- **Two Solutions**

- ✓ Algorithm/Hardware Component Fusion: FuseBNN
- ✓ Hardware-Friendly Hybrid BNN: HyBNN

- **Experimental Results**

# BNN Case Study: Ship Detection on SAR Imagery

Our goal is to quantify such hardware inefficiency in SOTA BNNs and further optimize the BNN hardware performance with negligible accuracy loss

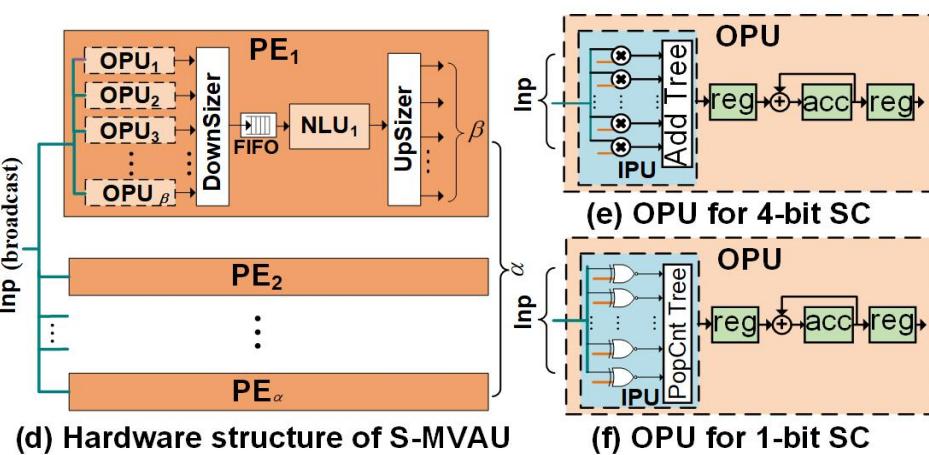
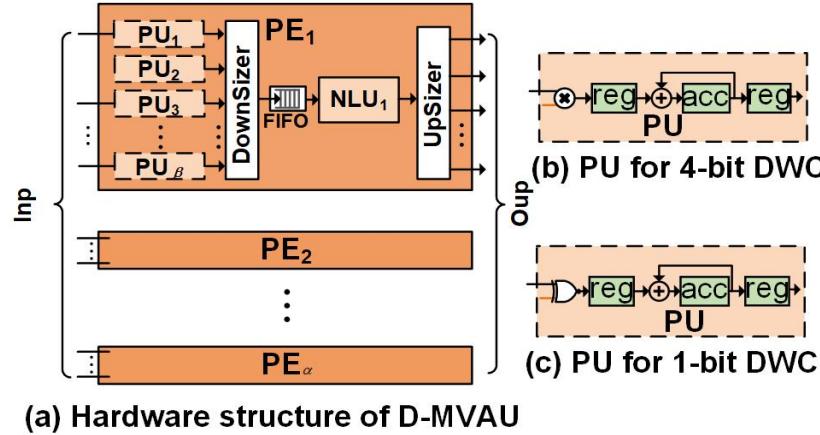


✓ Our starting-point:

- Edge task:
  - Ship detection in SAR Imagery
- Representative Baseline BNN
- **ReActNet<sup>[1]</sup>-adapted BaseBNN**
- High detection accuracy (AP: 94.9%)

# BNN Case Study: Ship Detection on SAR Imagery

Our goal is **to quantify such hardware inefficiency in SOTA BNNs and further optimize the BNN hardware performance with negligible accuracy loss**



✓ Our starting-point:

- Hardware Architecture
- All-on-chip dataflow accelerator<sup>[2][3]</sup>
- 4-bit accelerators for comparison
- Hardware platform
- AMD-Xilinx ZCU102

[2] Blott et al. "FINN-R: An end-to-end deep-learning framework for fast exploration of quantized neural networks." ACM TRETS 2018

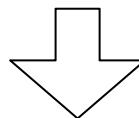
[3] Yang et al., "Algorithm/Hardware Codesign for Real-Time On-Satellite CNN-Based Ship Detection in SAR Imagery," IEEE TGRS2022 (open-sourced on Github)

# Main Contributions of this paper

Our goal is to quantify such hardware inefficiency in SOTA BNNs and further optimize the BNN hardware performance with negligible accuracy loss

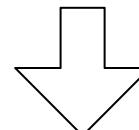
## Challenge #1

Various Auxiliary Floating-point(AFP) Components



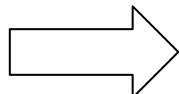
## Challenge #2

Increased Model Size



## Solution #1

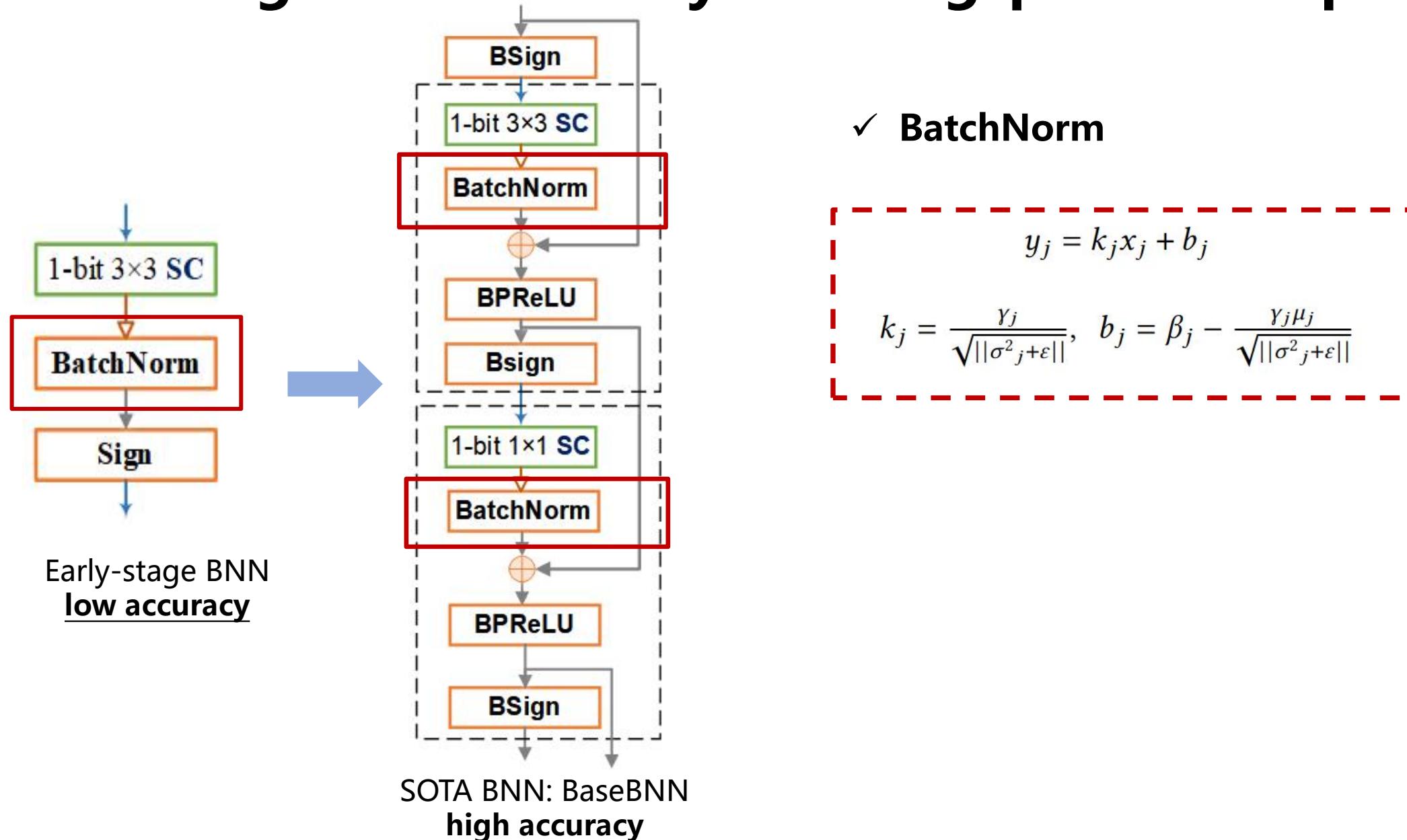
Algorithm/Hardware Component Fusion: FuseBNN



## Solution #2

Hardware-Friendly Hybrid BNN  
HyBNN

# Challenge #1: Auxiliary Floating-point Components

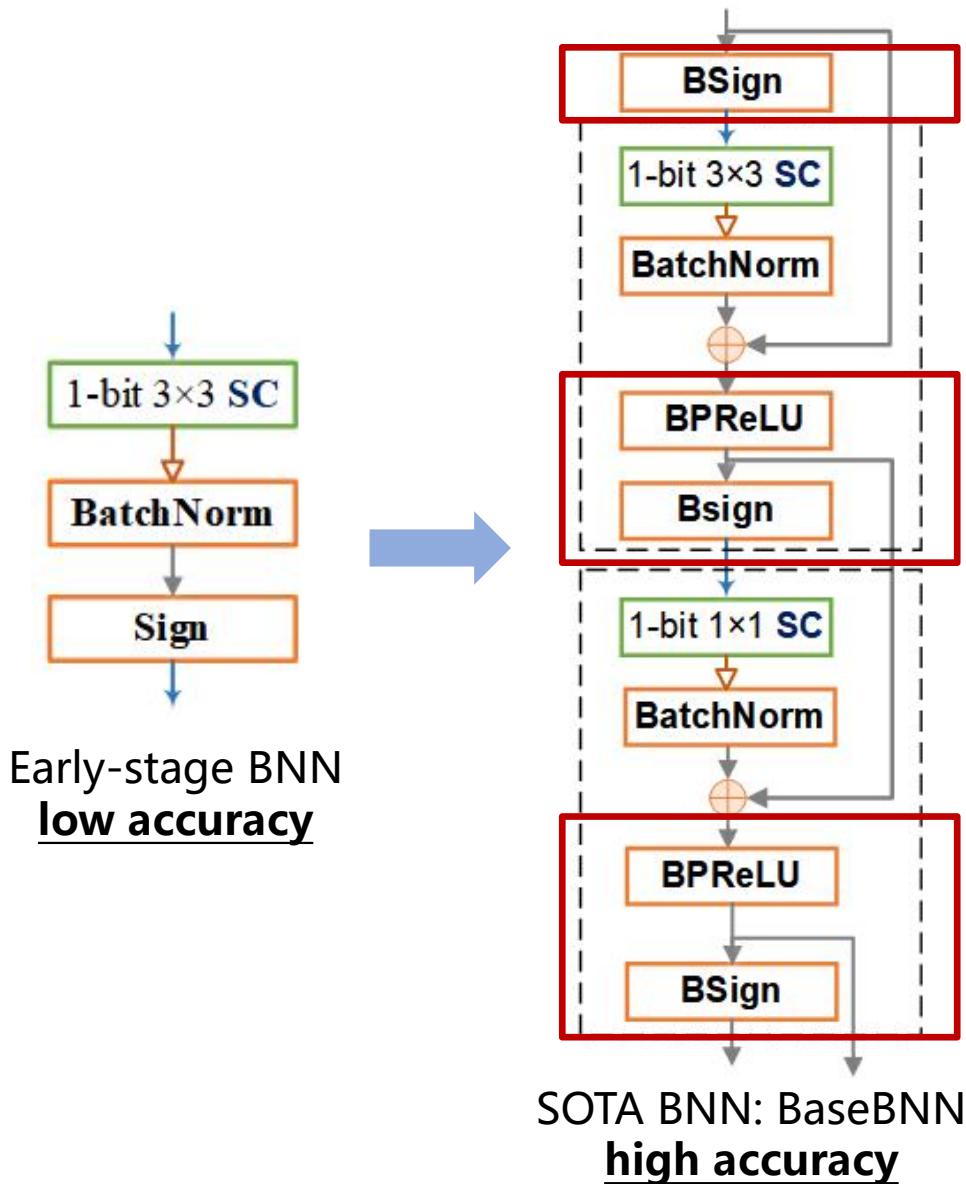


## ✓ BatchNorm

$$y_j = k_j x_j + b_j$$

$$k_j = \frac{\gamma_j}{\sqrt{||\sigma_j^2 + \varepsilon||}}, \quad b_j = \beta_j - \frac{\gamma_j \mu_j}{\sqrt{||\sigma_j^2 + \varepsilon||}}$$

# Challenge #1: Auxiliary Floating-point Components

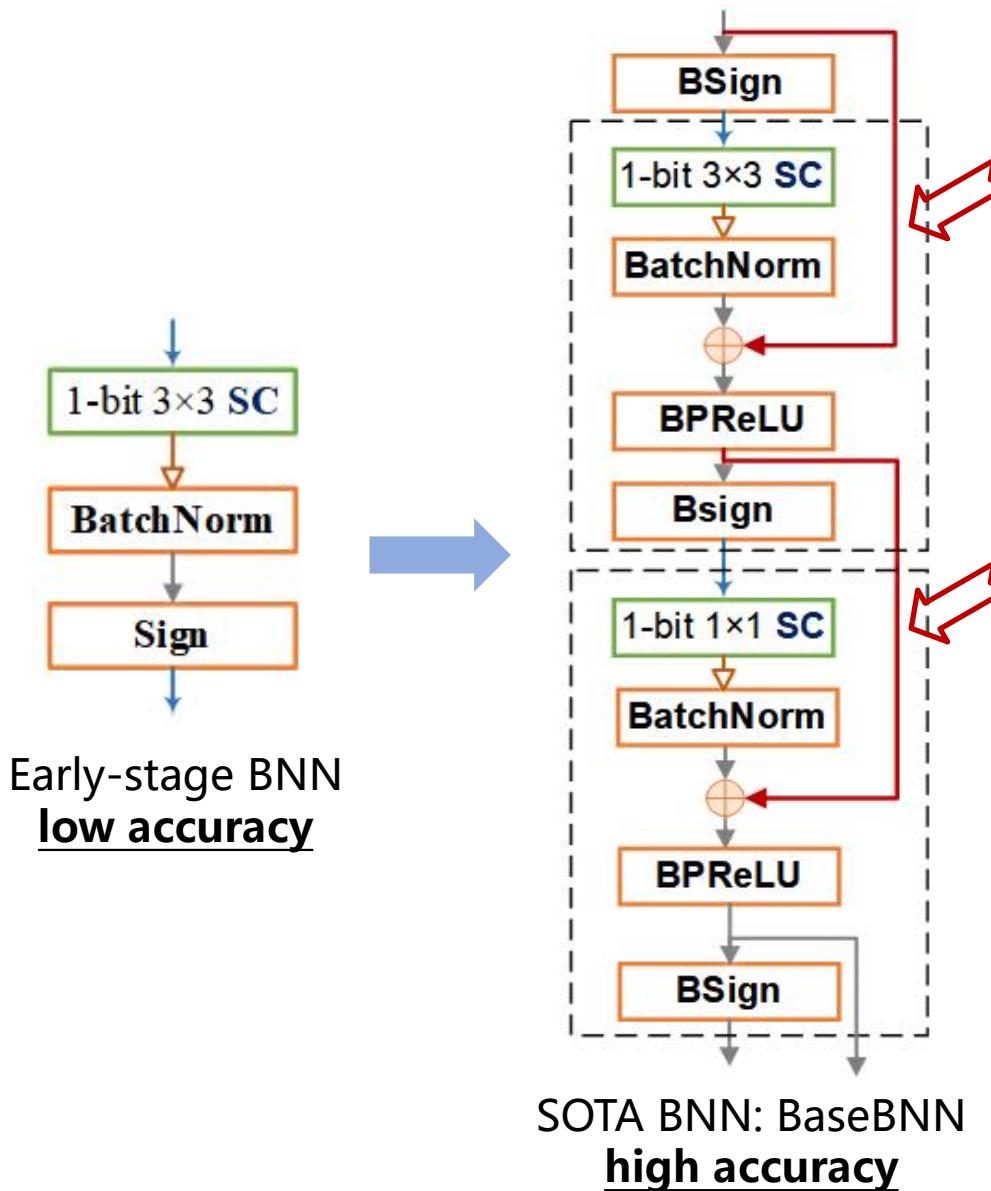


- ✓ BatchNorm
- ✓ Biased PReLU/Biased Sign<sup>[1]</sup>

$$BPRelu(m_j) = \begin{cases} m_j + \phi_j + \xi_j & \text{if } m_j > -\phi_j \\ \lambda_j(m_j + \phi_j) + \xi_j & \text{if } m_j \leq -\phi_j \end{cases}$$

$$x_j^b = Bsign(x_j^r) = \begin{cases} +1 & \text{if } x_j^r > -\omega_j \\ -1 & \text{if } x_j^r \leq -\omega_j \end{cases}$$

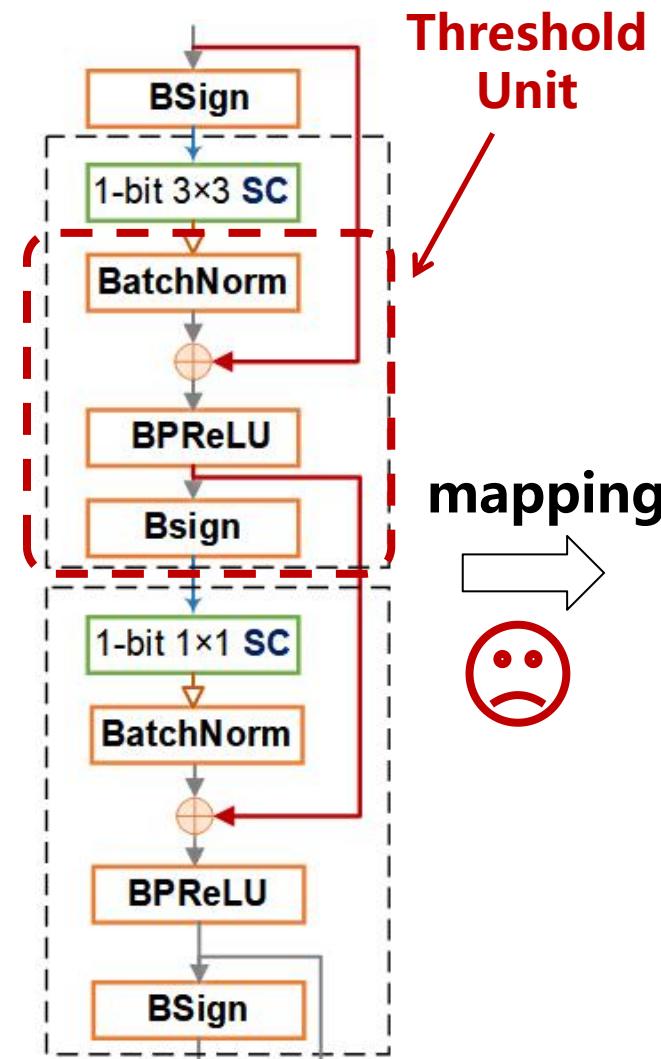
# Challenge #1: Auxiliary Floating-point Components



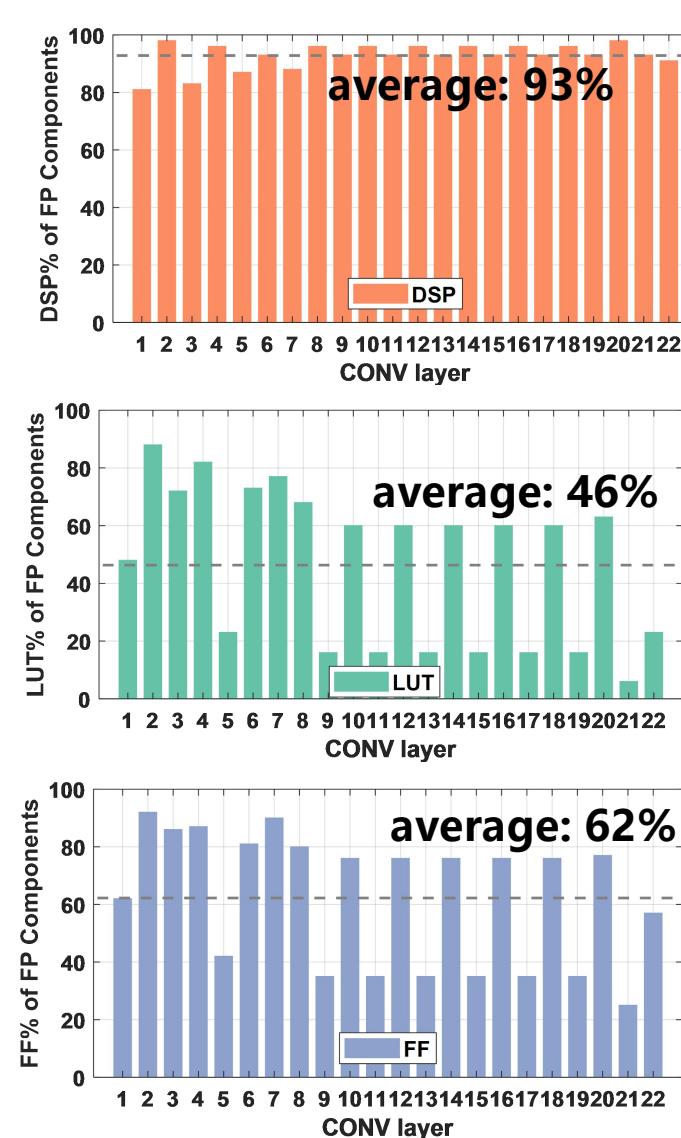
- ✓ BatchNorm
  - ✓ Biased PReLU/Biased Sign<sup>[1]</sup>
  - ✓ **Shortcut branch**
- (widely used for accuracy improvement)**

[1] Liu et al., "Reactnet: Towards precise binary neural network with generalized activation function," ECCV2020

# Challenge #1: Auxiliary Floating-point Components



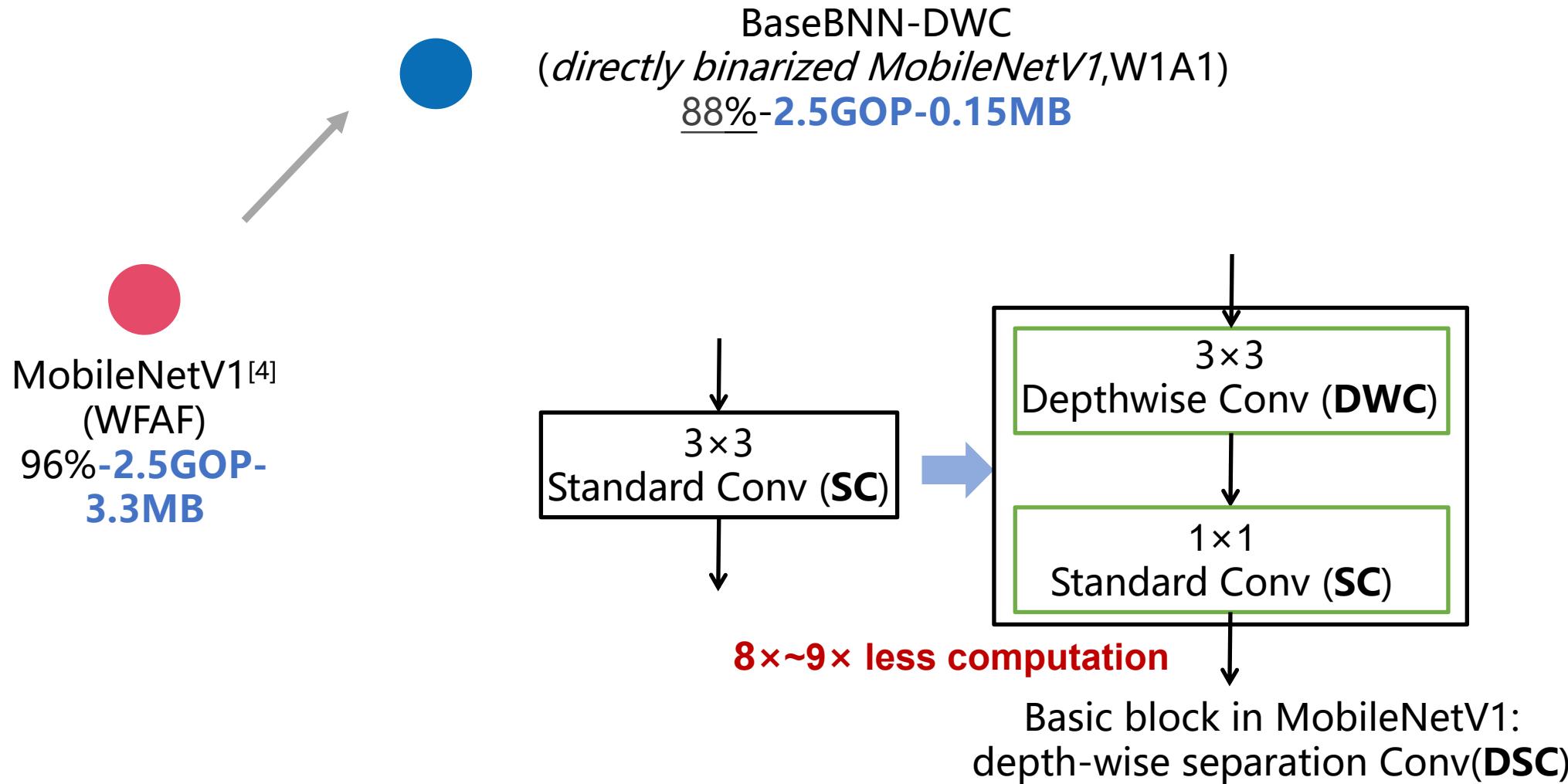
SOTA BNN: BaseBNN  
high accuracy



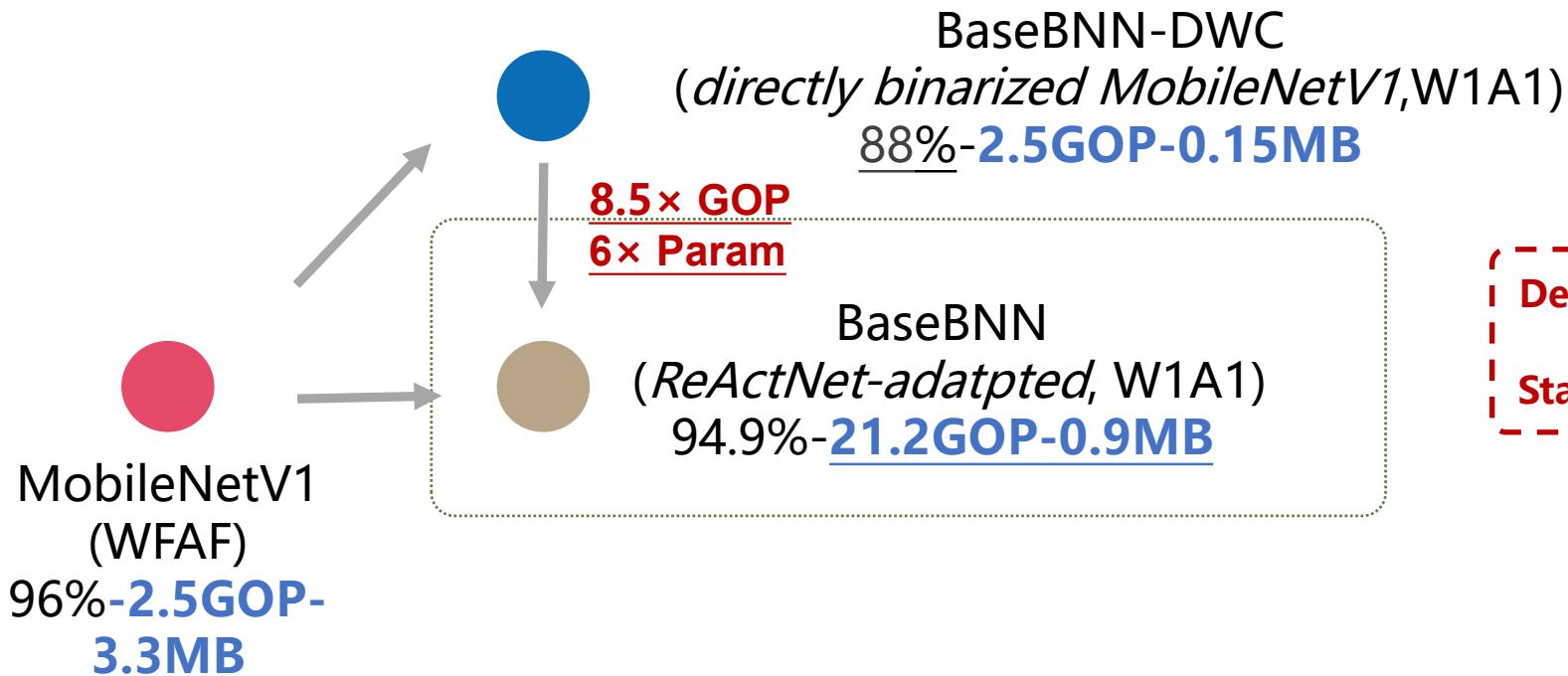
Percentage of AFP component resource consumption in each convolution layer of BaeseBNN

- ✓ Single threshold unit consumes **5 DSP, 820 FFs and 517 LUTs**
- ✓ An average of **93% DSPs, 46% LUTs and 62% FFs**

# Challenge #2: Increased Model Size

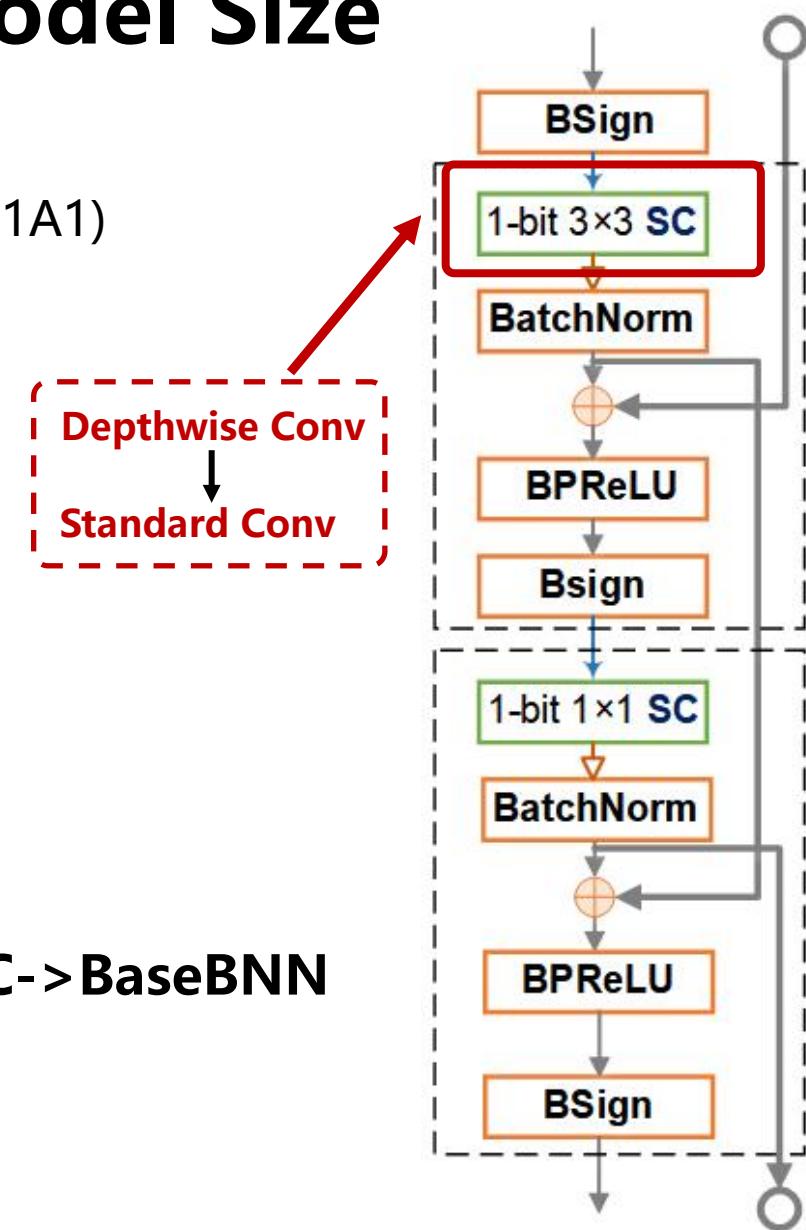


# Challenge #2: Increased Model Size

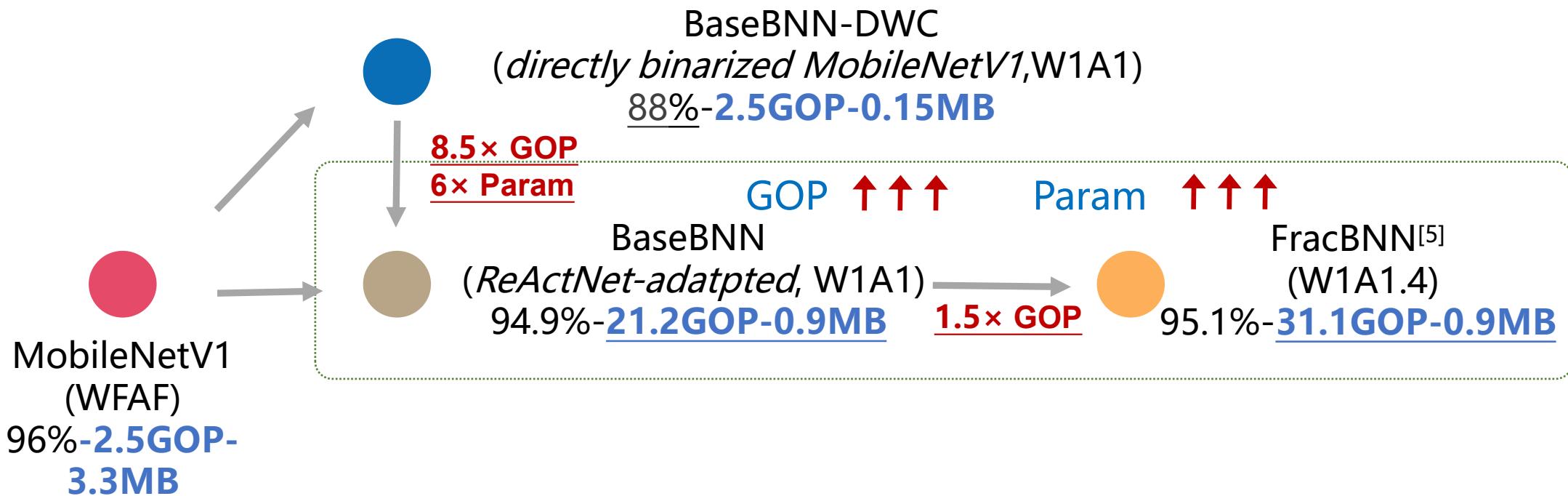


✓ More binary standard convolution

**BaseBNN-DWC->BaseBNN**



# Challenge #2: Increased Model Size

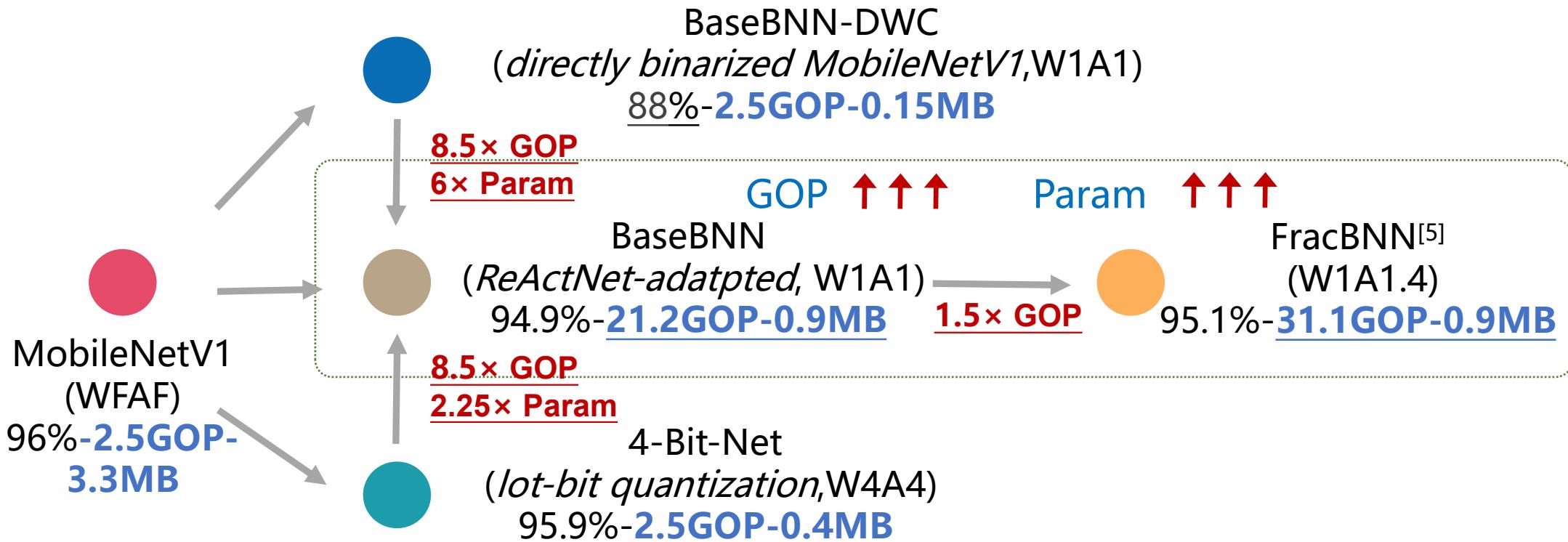


- ✓ More binary standard convolution
- ✓ More complex fractional convolution

**BaseBNN-DWC->BaseBNN**

**BaseBNN->FracBNN<sup>[2]</sup>**

# Challenge #2: Increased Model Size



- ✓ More binary standard convolution
- ✓ More complex fractional convolution
- ✓ **losing advantage over 4-Bit-Net**

**BaseBNN-DWC->BaseBNN**

**BaseBNN->FracBNN<sup>[2]</sup>**

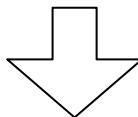
**BaseBNN->4-Bit-Net**

# Main Contributions of this paper

Our goal is to quantify such hardware inefficiency in SOTA BNNs and further optimize the BNN hardware performance with negligible accuracy loss

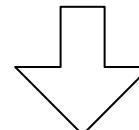
## Challenge #1

Various Auxiliary Floating-point(AFP) Components



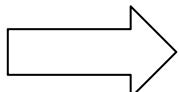
## Challenge #2

Increased Model Size



## Solution #1

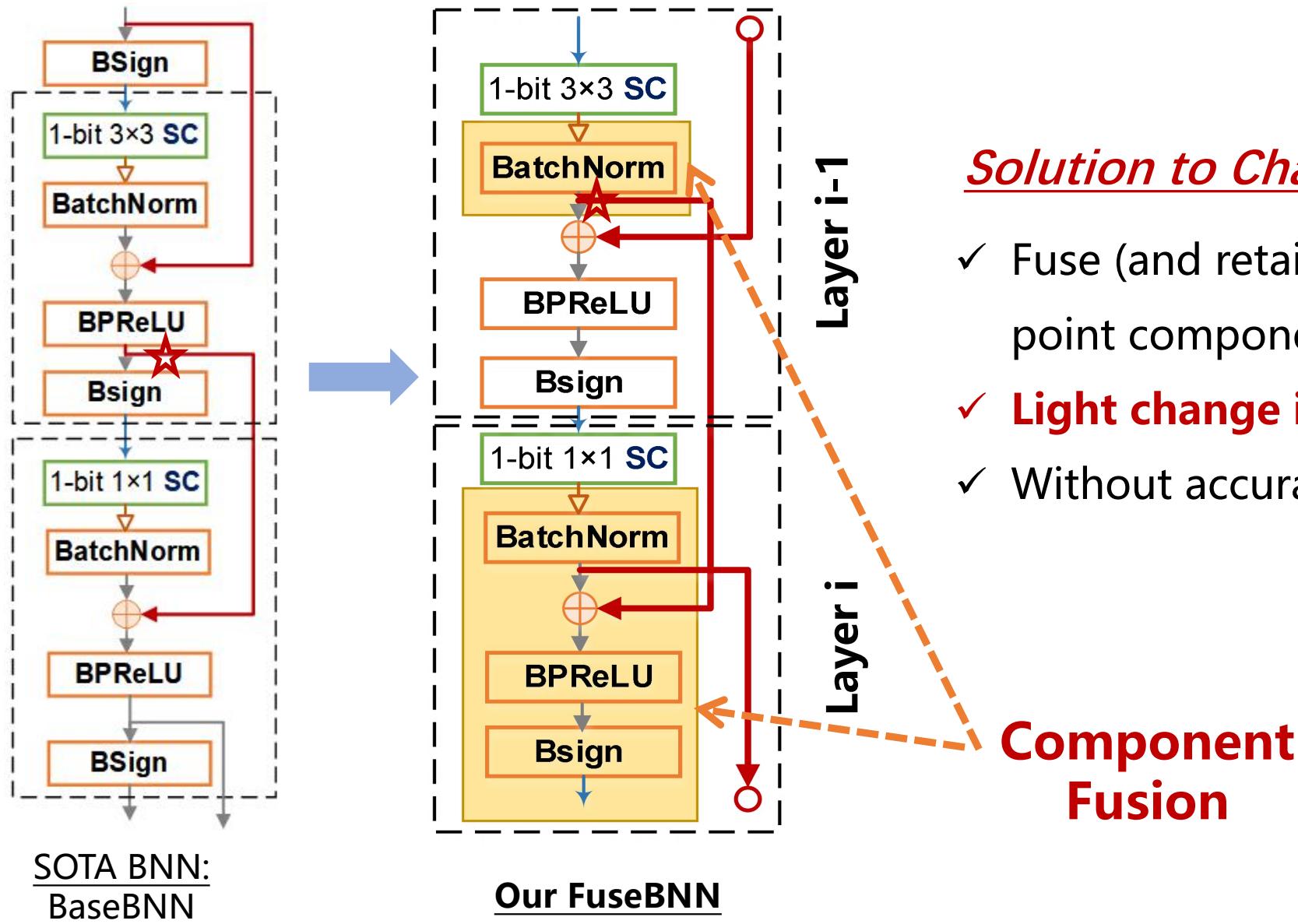
Algorithm/Hardware Component Fusion: FuseBNN



## Solution #2

Hardware-Friendly Hybrid BNN  
HyBNN

# FuseBNN: Algorithm/Hardware Component Fusion

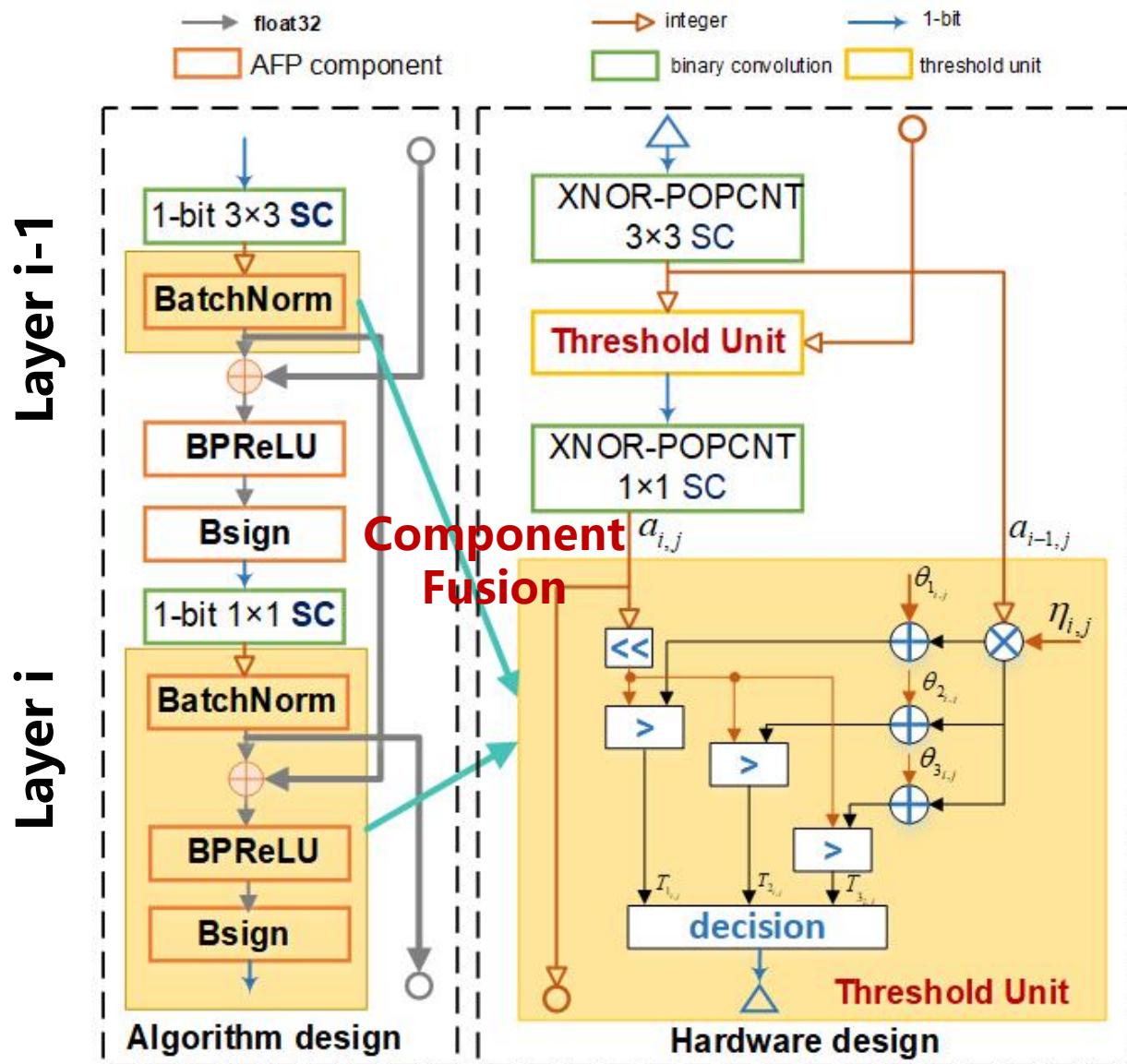


## *Solution to Challenge #1*

- ✓ Fuse (and retain) all auxiliary floating-point components
- ✓ **Light change in AFP shortcut branch**
- ✓ Without accuracy loss

**Component  
Fusion**

# FuseBNN: Algorithm/Hardware Component Fusion



## Solution to Challenge #1

- ✓ Single fused threshold unit
  - Pre-computed constant coefficients
  - 1 multiplication, 3 additions and several logical decision

$$o_{i,j} = \begin{cases} 1 & \text{if } ((\text{cond1} \& \text{cond2}) \mid (\text{cond3} \& \text{cond4})) \\ 0 & \text{otherwise} \end{cases}$$

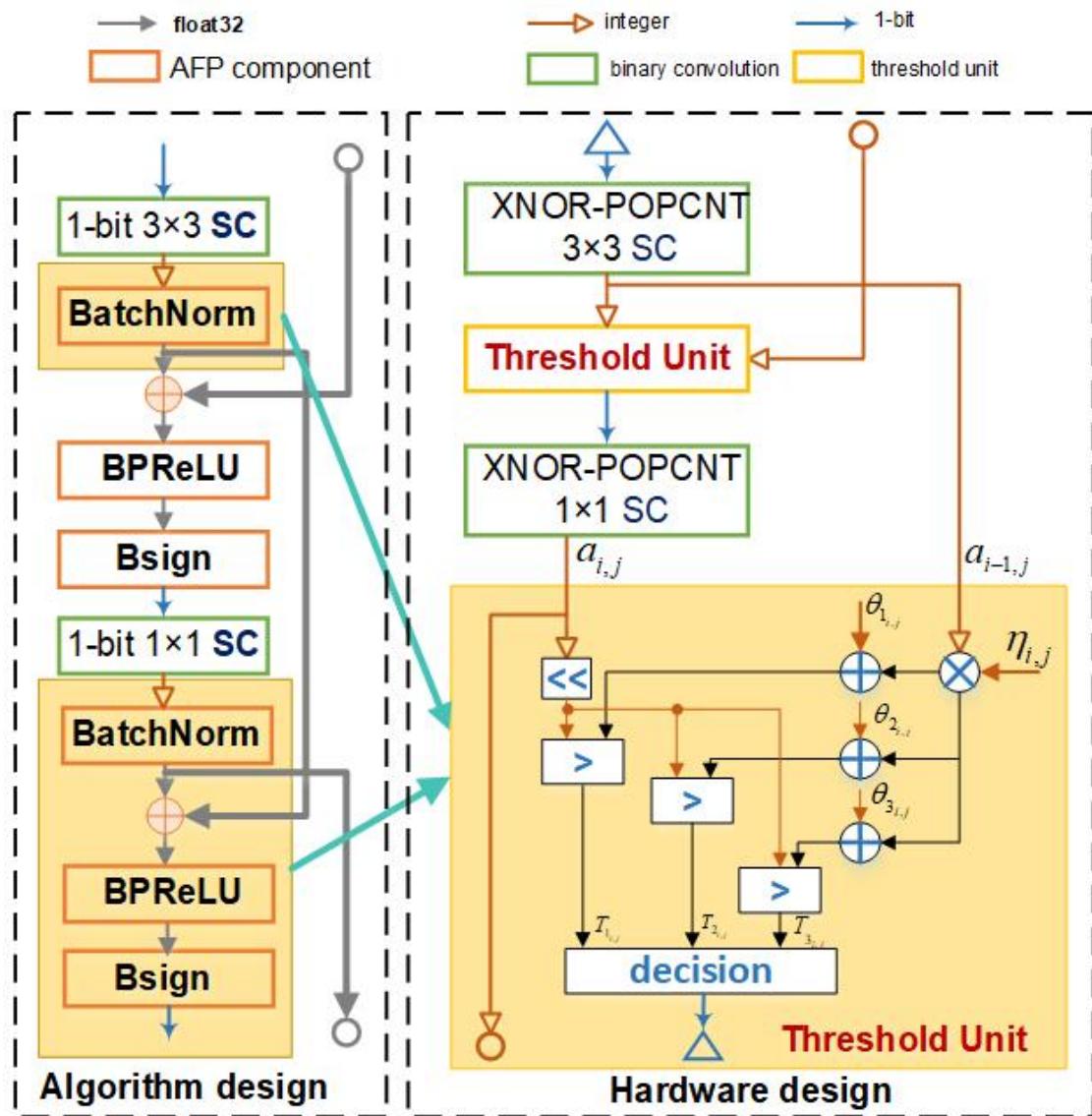
$$\text{cond1 : } a_{i,j} > \eta_{i,j} a_{i-1,j} + \theta_{1,i,j}$$

$$\text{cond2 : } a_{i,j} > \eta_{i,j} a_{i-1,j} + \theta_{2,i,j}$$

$$\text{cond3 : } a_{i,j} \leq \eta_{i,j} a_{i-1,j} + \theta_{1,i,j}$$

$$\text{cond4 : } a_{i,j} > \eta_{i,j} a_{i-1,j} + \theta_{3,i,j}$$

# FuseBNN: Algorithm/Hardware Component Fusion



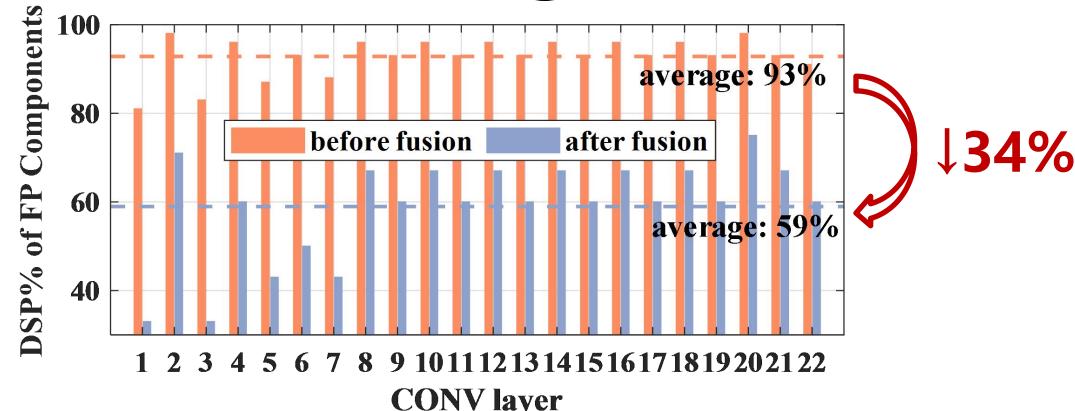
## *Solution to Challenge #1*

- ✓ Single fused threshold unit
  - Pre-computed constant coefficients
  - 1 multiplication, 3 additions and several logical decision
  - **5×DSP, 20.5×FF, 6.5×LUT reduction**

Threshold Unit	DSP	FF	LUT
Before fusion	5	820	517
After fusion	1	<b>40</b>	<b>80</b>

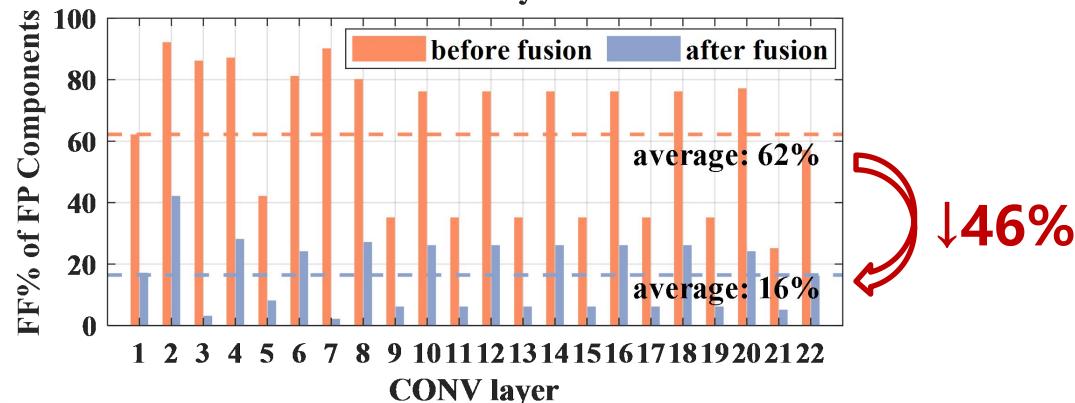
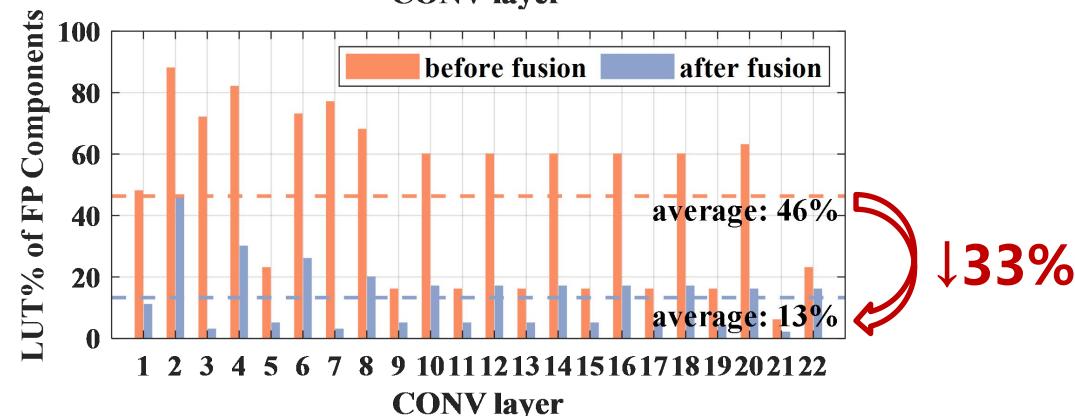


# FuseBNN: Algorithm/Hardware Component Fusion



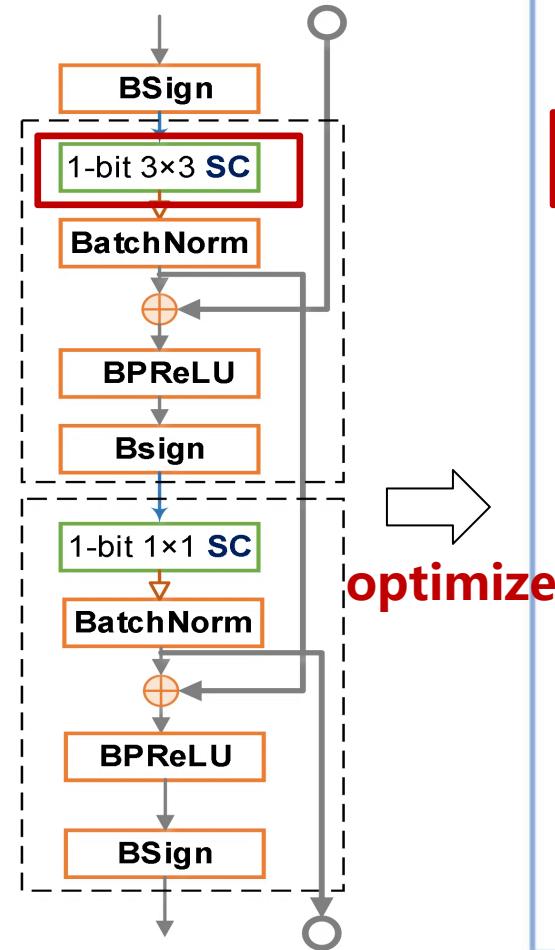
## Solution to Challenge #1

- ✓ Single fused threshold unit
  - Pre-computed constant coefficients
  - 1 multiplication, 3 additions and several logical decision
- ✓ An average reduction of **34% DSPs, 33% LUTs and 46% FFs**



# HyBNN: Hardware-Friendly Hybrid BNN

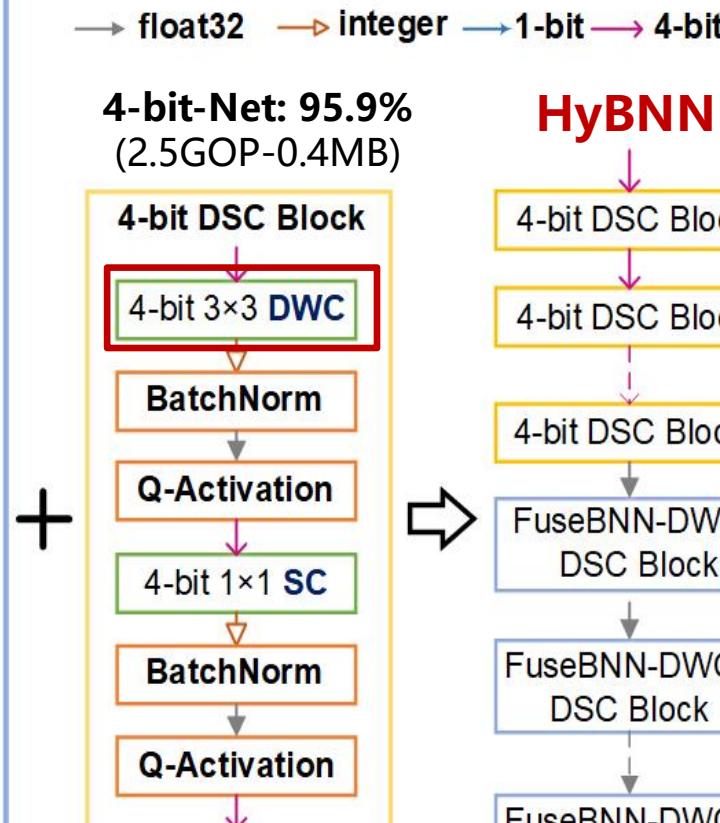
**FuseBNN: 94.9%**  
(21.6GOP-0.9MB)



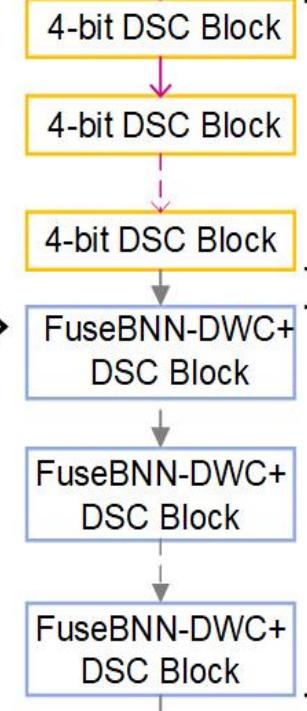
**FuseBNN-DWC: 87.3%**  
(2.9 GOP-0.22MB)

→ float32 → integer → 1-bit → 4-bit

**4-bit-Net: 95.9%**  
(2.5GOP-0.4MB)



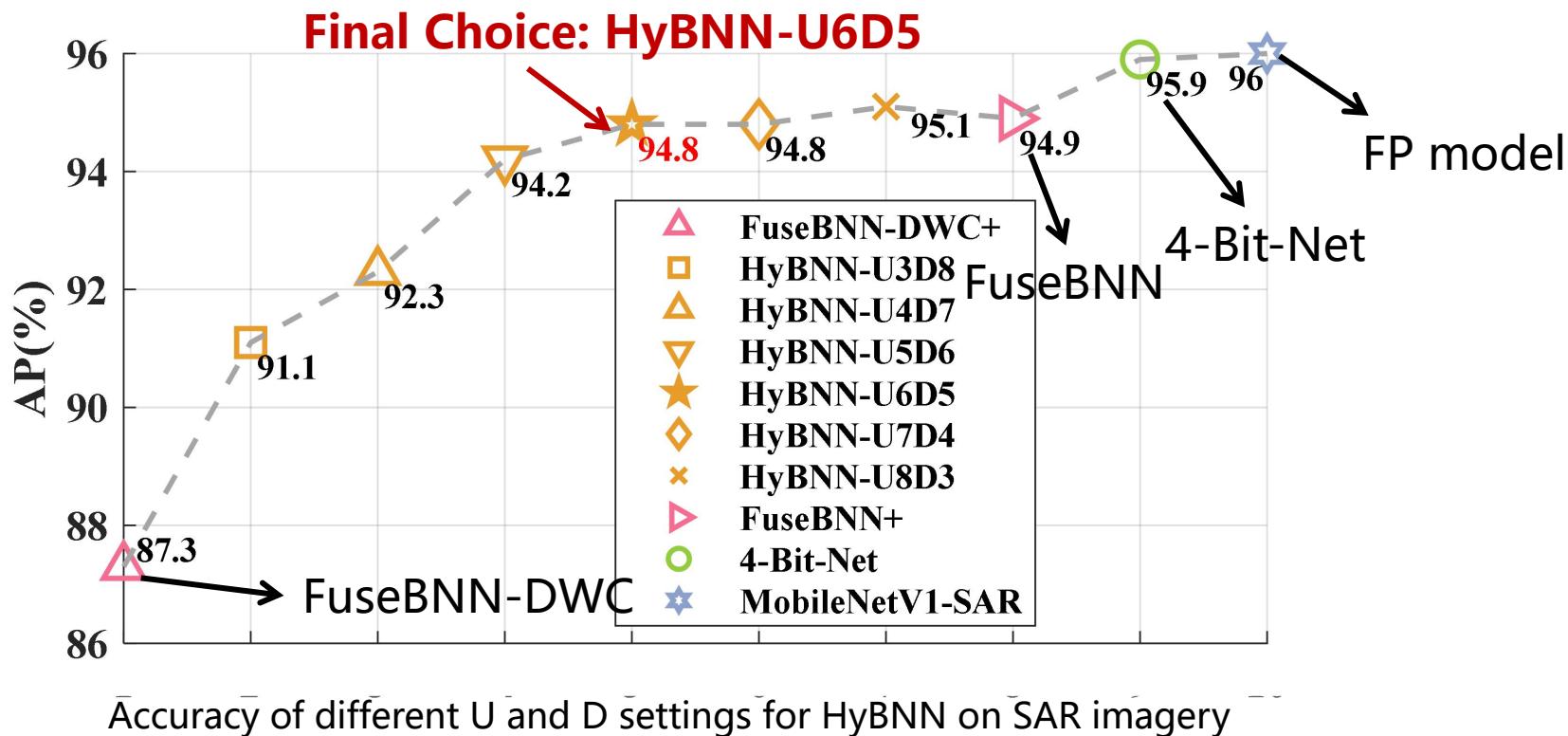
**HyBNN**



## Solution to Challenge #2

- ✓ Directly binarize the DSC blocks to keep its compact model size **for the first time.**
- ✓ Use 4-Bit-Net to compensate for the accuracy loss

# Experimental Result of HyBNN Accuracy



- ✓ HyBNN with U-D setting
  - Trade off between accuracy and resource overhead
  - **HyBNN-U6D5 (94.8 AP)**

# Experimental Result for SAR ship detection

Model	AP (%)	GOP	Param (MB)	Resource Cost				Peak FPS	FPS /BRAM	FPS /DSP	FPS /kLUTs
				BRAM	DSP	FF	LUT				
BaseBNN	94.9	21.2	0.9	1,032.5 (113.2%)	1,146 (45.5%)	472,534 (86.2%)	399,544 (145.8%)	failed	-	-	-
FuseBNN+	94.9	21.6	0.9	810 (88.8%)	162 (6.4%)	168,688 (30.8%)	122,129 (44.6%)	90	0.11	0.56	0.74
4-Bit-Net (250MHz)	95.9	2.5	0.4	466 (51.1%)	1,997 (79.2%)	367,112 (67.0%)	192,157 (70.1%)	230	0.49	0.12	1.20

Performance Report on AMD-Xilinx ZCU102 FPGA with 300MHz (Input size: 416×416)

- ✓ FuseBNN+: lower DSP, FF, LUT usage compared to BaseBNN
- ✓ **However, increased model size still make FuseBNN lose advantage over 4-Bit-Net**

# Experimental Result for SAR ship detection

Model	AP (%)	GOP	Param (MB)	Resource Cost				Peak FPS	FPS /BRAM	FPS /DSP	FPS /kLUTs
				BRAM	DSP	FF	LUT				
BaseBNN	94.9	21.2	0.9	1,032.5 (113.2%)	1,146 (45.5%)	472,534 (86.2%)	399,544 (145.8%)	failed	-	-	-
FuseBNN+	94.9	21.6	0.9	810 (88.8%)	162 (6.4%)	168,688 (30.8%)	122,129 (44.6%)	90	0.11	0.56	0.74
4-Bit-Net (250MHz)	95.9	2.5	0.4	466 (51.1%)	1,997 (79.2%)	367,112 (67.0%)	192,157 (70.1%)	230	0.49	0.12	1.20
<b>HyBNN</b>	94.8	<b>2.5</b>	<b>0.19</b>	555 (60.9%)	1,662 (66.0%)	276,583 (50.5%)	152,687 (55.7%)	<b>615</b>	<b>1.11</b>	0.37	<b>4.03</b>

Performance Report on AMD-Xilinx ZCU102 FPGA with 300MHz (Input size: 416×416)

- ✓ HyBNN: **higher FPS/BRAM(2.3×), FPS/DSP(3.1×), FPS/kLUTs(3.4×)** efficiency over 4-Bit-Net

# Generalization Study for CIFAR10

Model	Top-1 (%)	GOP	Param (MB)	Resource Cost				Peak FPS	FPS /BRAM	FPS /DSP	FPS /kLUTs
				BRAM	DSP	FF	LUT				
<b>HyBNN (300MHz)</b>	<b>89.8</b>	0.03	0.07	94.5 (43.8%)	205 (56.9%)	99,074 (70.2%)	51,927 (73.6%)	<b>4302</b>	<b>45.5</b>	21	<b>82.8</b>
<b>FracBNN<sup>[5]</sup> (250MHz)</b>	89.1	0.07	0.03	212 (98.1%)	126 (35%)	39,618 (28.1%)	51,444 (72.9%)	2806	13.2	22.3	54.5

Performance Comparision to SOTA FracBNN on AMD-Xilinx Ultra96-V2

- ✓ GOP reduction (**2.3x**)
- ✓ **HyBNN** achieve better accuracy (**0.7%**), higher higher FPS (**1.5x**), higher FPS/BRAM(**3.4x**), FPS/kLUTs(**1.5x**) efficiency over SOTA FracBNN

# Key Take-Aways

- ✓ A quantitative evaluation of hardware inefficiency caused by AFP components and increased model size in SOTA BNNs
- ✓ FuseBNN, a novel algorithm/hardware co-design to fuse AFP operators in BNNs
- ✓ HyBNN, the first hybrid BNN and 4-Bit-Net design that directly binarizes (and quantizes) the original DSC blocks
- ✓ Promising experimental results for ship detection on SAR imagery and image classification on CIFAR-10 on embeded FPGA
- ✓ Future work: We plan to explore more SOTA BNNs, datasets, and FPGAs.



# Thank You! Questions?

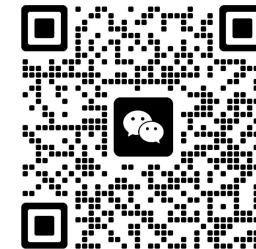
---

Email: [gengyang@stu.xidian.edu.cn](mailto:gengyang@stu.xidian.edu.cn)



Michaela

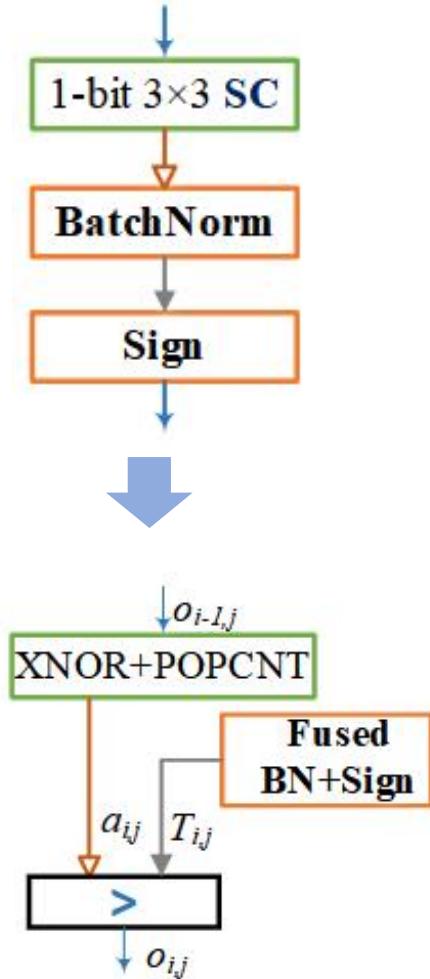
陕西 西安



扫一扫上面的二维码图案，加我为朋友。

# FuseBNN: Algorithm/Hardware Component Fusion

early-stage BNN  
low accuracy



## Solution to Challenge #1

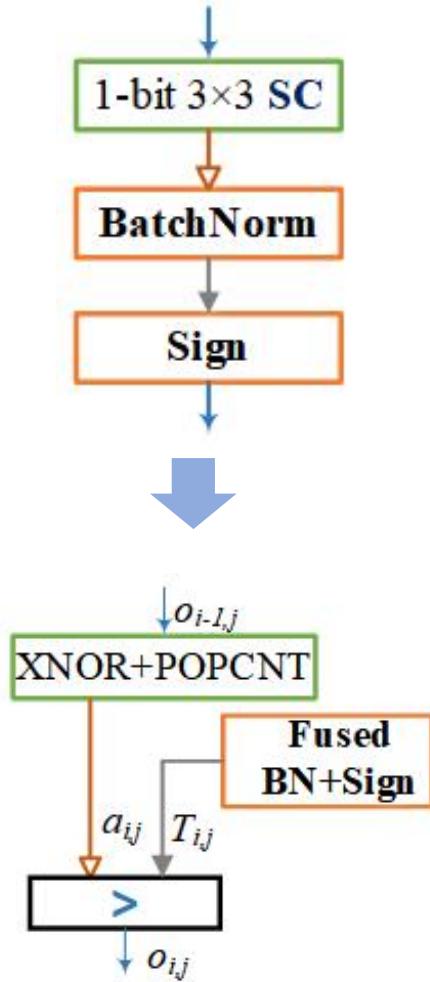
- ✓ Early-stage BNN
  - cheap fusion threshold unit

$$o_{i,j} = \begin{cases} 1 & \text{if } a_{i,j} > T_{i,j} \\ 0 & \text{otherwise} \end{cases}, \quad T_{i,j} = -\frac{b_{i,j}}{2k_{i,j}} + \frac{N_i}{2}$$

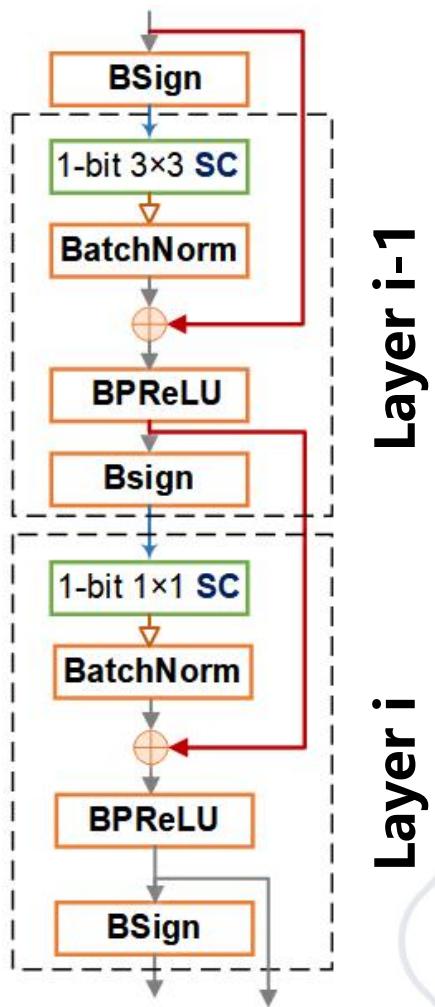


# FuseBNN: Algorithm/Hardware Component Fusion

early-stage BNN  
low accuracy



SOTA BaseBNN  
high accuracy



## Solution to Challenge #1

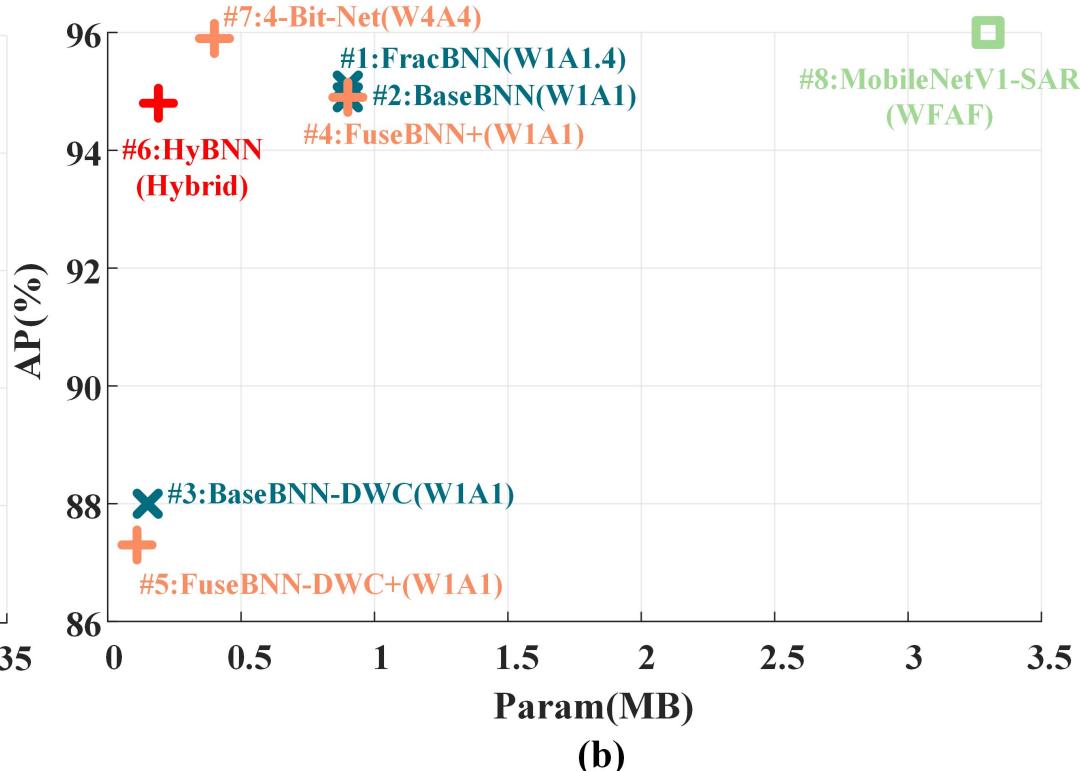
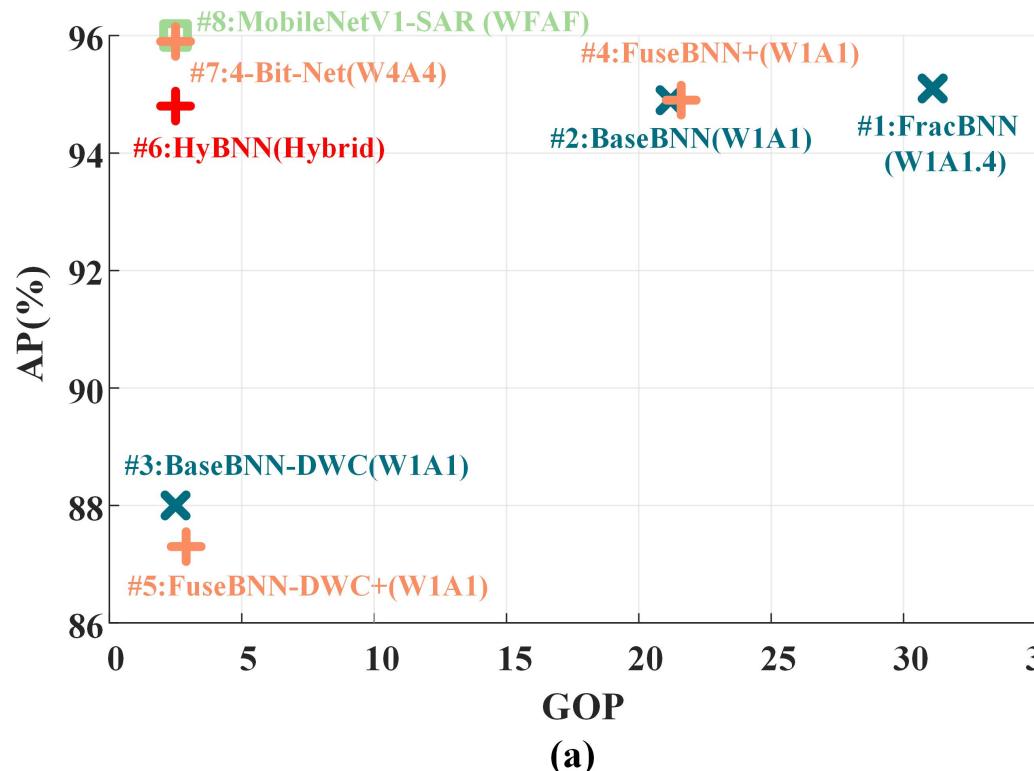
- ✓ Early-stage BNN
  - cheap fusion threshold unit

$$o_{i,j} = \begin{cases} 1 & \text{if } a_{i,j} > T_{i,j} \\ 0 & \text{otherwise} \end{cases}, \quad T_{i,j} = -\frac{b_{i,j}}{2k_{i,j}} + \frac{N_i}{2}$$

- ✓ the introduction of floating-point shortcut  
branch break simple fusion strategy



# Model Size Analysis



Accuracy (AP), Operation (GOP, giga multiply-accumulate operations, not considering bit-width) and parameter size (MB) comparison for different models. WFAF denotes 32-bit floating-point weight and activation

# Model Configuration

Table 1. Configuration of backbone network MobileNetV1-SAR. Each row describes a sequence of  $n$  (last column) repeated identical layers. The first column shows the input feature map size for each operator (second column).  $c$  and  $s$  denote the number of output channels and stride of each operator.

Input	Operator	c	s	n
416×416×1	3×3 SC	32	2	1
208×208×32	DSC	3×3 DWC	32	1
		1×1 SC	64	1
208×208×64	DSC	3×3 DWC	64	2
		1×1 SC	128	1
104×104×128	DSC	3×3 DWC	128	1
		1×1 SC	128	1
104×104×128	DSC	3×3 DWC	128	2
		1×1 SC	256	1
52×52×256	DSC	3×3 DWC	256	1
		1×1 SC	256	1
52×52×256	DSC	3×3 DWC	256	1
		1×1 SC	512	1
52×52×512	DSC	3×3 DWC	512	1
		1×1 SC	512	1
52×52×512	1×1 SC	25	1	1
52×52×25	detector	-	-	-

Ship detection for SAR Imagery

Table 5. Configuration of backbone network MobileNetV1-CIFAR-10.

Input	Operator	c	s	n
32×32×3	SC 3×3	32	1	-
	DWC 3×3	32	1	1
	SC 1×1	64	1	
32×32×64	DWC 3×3	64	2	1
	SC 1×1	128	1	
16×16×128	DWC 3×3	128	1	2
	SC 1×1	128	1	
16×16×128	DWC 3×3	128	2	1
	SC 1×1	256	1	
8×8×256	DWC 3×3	256	1	3
	SC 1×1	256	1	
8×8×256	Max_Pool	256	-	3
1×1×256	FC	10	-	-
1×1×10	Softmax	-	-	-

Image Classification for CIFAR10

# Experimental Result for CIFAR10

Table 6. Operation number (GOP, *not considering bit-width*), parameter size (MB) and accuracy comparison for image classification on CIFAR-10.

Model	Param (MB)	GOP	Top-1 (%)
BaseBNN	0.32	0.25	89.8
FuseBNN			90
FuseBNN-DWC+	0.04	<b>0.03</b>	77.5
<b>HyBNN-U5D3</b>	<b>0.07</b>		<b>89.8</b>
4-Bit-Net	0.14	0.07	90.1
FracBNN[30]	0.03		89.1

