ECE 661: Homework #4

Pruning and Fixed-point Quantization

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a.	Problem 1.1: True, weight pruning is a technique that discard unnecessary data
	in a model without affecting the accuracy, whereas weight optimization is how
	the weight is optimize for reducing the bit representative. So these two method
	doesn't intervene with each other.

- b. Problem 1.2: False, even though the parameters are pruned to zero, the GPU still will compute the data when feed into it.
- c. Problem 1.3: False, though pruning will reduce the number of weight, the bit representative for a weight is still in 32/64 bit, which would take Huffman encoding more time to compute.
- d. Problem 1.4: False, pruning is to remove the weights that would less affect the accuracy of the model, it is not guarantee that the value of the weight would be exact zero, so pruning is still necessary.
- e. Problem 1.5: False, as from the slides, thought soft thresholding reveals the bias problem of L1, the issue was solved by SCAD and MCP.
- f. Problem 1.6: True, refer to lec13 page 21.
- g. Problem 1.7: True, refer to lec 14 page 16.

- h. Problem 1.8: True, refer to lec 14 page 27-28
- i. Problem 1.9: True, refer to lec15 page 10.
- j. Problem 1.10: True, refer to Lec 15 page 28.
- 2. Lab1: Sparse optimization of linear model
 - a. Problem 2.1:

$$L = (XW - Y)^{2}$$

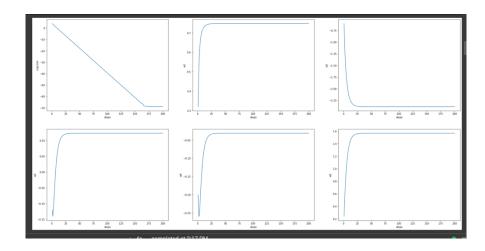
$$dL/ = d(X^{2}w^{2} - 2XWY + Y)^{2}/dW$$

$$= 2X^{2}W - 2XY$$

$$= 2X \cdot (XW - Y)$$

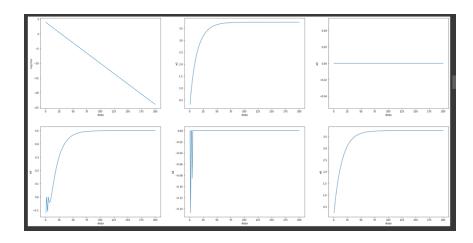
b. Problem 2.2:

From the plot below, we can see that W is converging to a value after several steps are executed. Yes, W is converging to a optimal solution but not a sparse solution.



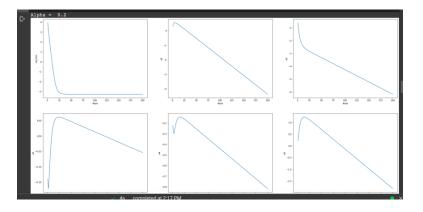
c. Problem 2.3:

From the plot below, we can see that W is converging to a value after several steps are executed. Yes, W is converging to an optimal solution and a sparse solution.

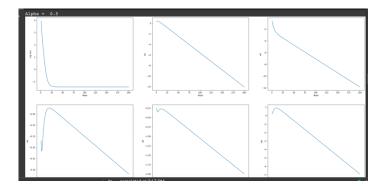


d. Problem 2.4:

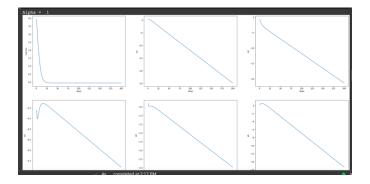
i. Alpha = 0.2, from the plot we can see that loss converged to -3 after some steps and W hasn't reach a steady point after 200 steps



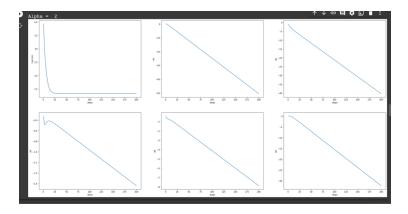
ii. Alpha = 0.5, we can see that the loss is much lower the alpha=0.2, however, the weight is still dropping and not yet reach a steady state.



iii. Alpha = 1, loss converge at 0 and this might the best case, weight has been dropping drastically.

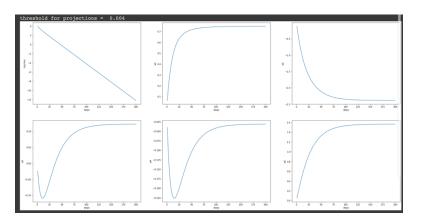


iv. Alpha = 2, loss was greater than the previous alpha values. However, the weight turns into a steady drop, unlike the previous ones, which increases and decreases, when alpha = 2, the weight dropped consistency.

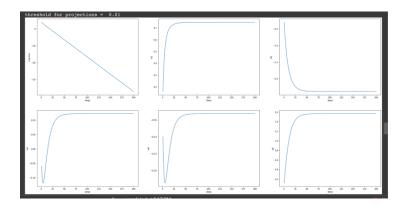


e. Problem 2.5:

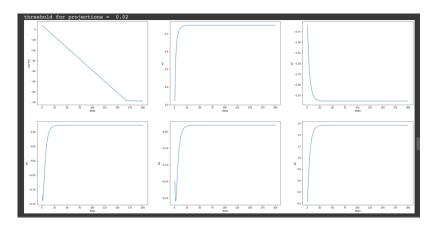
i. Threshold = 0.004, we can see that comparing with 2.4, the loss is dropping consistency, whereas the weight is converging, though some of the data have a bump.



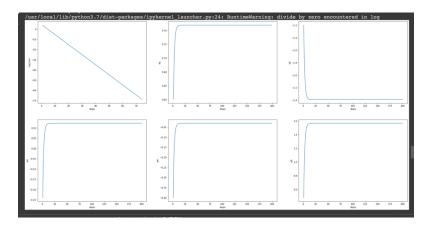
ii. Threshold = 0.01, we can see that all the weight converges when reached step 200, however the loss is not converging.



iii. Threshold = 0.02, all the weight had converged, and so does the loss, the performance was better than 2.4



iv. Threshold = 0.04, we can see that the convergence of the weight reaches their steady point much faster than the previous ones. Loss, on the other hand, doesn't converge yet after 200 steps.



f. Problem 2.6:

3. Lab2: Pruning ResNet-20 model

a. Problem 3.1:

The accuracy of the floating-point pretrained model is 0.9151

```
# Load the best weight paramters
net.load_state_dict(torch.load("pretrained_model.pt"))
test(net)

Downloading https://www.cs.toronto.edu/~kriz/cifar-10-python.tar.gz
to./data/cifar-10-python.tar.gz
to./data/cifar-10-python.tar.gz
to./data/cifar-10-python.tar.gz
to./data
Test Loss=0.3231, Test accuracy=0.9151
```

b. Problem 3.2:

```
import numpy.ma as ma

def prune_by_percentage(layer, q=80.0):

"""

Pruning the weight parameters by threshold.

iparam q: pruning percentile. 'q' percent of the least

significant weight parameters will be pruned.

""

# Convert the weight of "layer" to numpy array

new_layer = layer.weight.detach().cpu().numpy()

# Compute the q-th percentile of the abs of the converted array

temp_layer = np.absolute(new_layer)

qth = np.percentile(temp_layer, q)#, axis = 0, keepdims=False)

# Generate a binary mask same shape as weight to decide which element to prune

mask = np.where(temp_layer < qth, 0, new_layer)

# Convert mask to torch tensor and put on GPU

new_mask = torch.tensor(mask)

# Multiply the weight by mask to perform pruning

layer.weight.data = new_mask.to(device)

pass
```

c. Problem 3.3:

From the result shown in the image, the best accuracy is 88.05% after 20 epochs of training.

d. Problem 3.4:

From the testing result, the best accuracy occurs at the first two epochs with accuracy = 91.55%, which is different with the previous result, which increases gradually.

```
Epoch: 0
qth = 8
[Step=50] Loss=0.0494 acc=0.9840 1581.2 examples/second
[Step=100] Loss=0.0496 acc=0.9839 2545.3 examples/second
[Step=150] Loss=0.0496 acc=0.9840 2560.3 examples/second
Test Loss=0.3231, Test acc=0.9155

Epoch: 1
qth = 16
[Step=50] Loss=0.0495 acc=0.9832 1604.1 examples/second
[Step=100] Loss=0.0486 acc=0.9840 2551.5 examples/second
[Step=150] Loss=0.0489 acc=0.9839 2495.6 examples/second
Test Loss=0.3268, Test acc=0.9140

Epoch: 2
```

e. Problem 3.5:

The result shows the same which the best accuracy occurs during the first couple epochs. The total sparsity was 79%.

```
Epoch: 0
[Step=50]
                   Loss=0.0473
                                        acc=0.9853
                                                            1556.6 examples/second
[Step=100]
[Step=150]
                                        acc=0.9855
                                                            2590.2 examples/second 2541.4 examples/second
                   Loss=0.0464
                   Loss=0.0471
                                        acc=0.9854
Test Loss=0.3254, Test acc=0.9145
Epoch: 1 q = 16
                                                            1610.5 examples/second
2594.2 examples/second
2566.5 examples/second
[Step=50]
                   Loss=0.0471
                                        acc=0.9858
[Step=100]
                   Loss=0.0479
                                        acc=0.9850
[Step=150]
                   Loss=0.0479
                                        acc=0.9845
Test Loss=0.3285, Test acc=0.9146
```

```
Sparsity of head_conv.0.conv: 0.3101851851851852
Sparsity of body_op.0.conv1.0.conv: 0.6575520833333334
Sparsity of body_op.0.conv2.0.conv: 0.6380208333333334
Sparsity of body_op.1.conv1.0.conv: 0.6267361111111112
Sparsity of body_op.1.conv2.0.conv: 0.6493055555555556
Sparsity of body_op.2.conv1.0.conv: 0.6315104166666666
Sparsity of body_op.2.conv2.0.conv: 0.6684027777777778
Sparsity of body_op.3.conv1.0.conv: 0.6236979166666666
Sparsity of body_op.3.conv2.0.conv: 0.6883680555555555
Sparsity of body_op.4.conv1.0.conv: 0.7254774305555556
Sparsity of body_op.4.conv2.0.conv: 0.7247753472222222
Sparsity of body_op.5.conv1.0.conv: 0.7241753472222222
Sparsity of body_op.5.conv2.0.conv: 0.8132595486111112
Sparsity of body_op.6.conv1.0.conv: 0.7325303819444444
Sparsity of body_op.6.conv2.0.conv: 0.7645670572916666
Sparsity of body_op.7.conv1.0.conv: 0.7768825954861112
Sparsity of body_op.7.conv2.0.conv: 0.8259548611111112
Sparsity of body_op.8.conv1.0.conv: 0.8529730902777778
Sparsity of body_op.8.conv2.0.conv: 0.9767523871527778
Sparsity of final_fc.linear: 0.15625
Total sparsity of: 0.7999970186631685
Files already downloaded and verified
Test Loss=0.3473, Test accuracy=0.8834
```

- 4. Lab3: Fixed-point quantization and fine-tuning
 - a. Problem 4.1:

```
class STE(torch.autograd.Function):
    @staticmethod
    def forward(ctx, w, bit):
        if bit is None:
        wq = w
        elif bit=0:
            wq = w=0
        else:
            # For Lab 3 bouns only (optional), build a mask to record position of zero weights
            #weight_mask = ...

# Lab3 (a), Your code here:
        # Compute alpha (scale) for dynamic scaling
        alpha = np.max(w.detach().cpu().numpy()) - np.min(w.detach().cpu().numpy())
        # Compute beta (bias) for dynamic scaling
        beta = np.min(w.detach().cpu().numpy())
        # Scale w with alpha and beta so that all elements in ws are between 0 and 1
        ws = (w - beta) / alpha

        step = 2 ** (bit)-1
        # Quantize ws with a linear quantizer to "bit" bits
        R = (1 / step) * torch.round(step * ws)
        # Scale the quantized weight R back with alpha and beta
        wq = alpha * R + beta

# For Lab 3 bouns only (optional), restore zero elements in wq
        #wq = wqsweight_mask

return wq
```

b. Problem 4.2:

From the result, we can see that when Nbits = 6, the accuracy is the best, and it decreases as we lower the Nbit value.

c. Problem 4.3:

As we can see from the following results, when the value of Nbit is greater, the accuracy is better, and so does the quantize results.

i. Nbits = 4

ii. Nbits = 3

iii. Nbits = 2

- d. Problem 4.4:
- e. Problem 4.5: