# LightTrack: Finding Lightweight Neural Networks for Object Tracking via One-Shot Architecture Search

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Lu



Paper link: <a href="https://arxiv.org/abs/2104.14545v1">https://arxiv.org/abs/2104.14545v1</a>

Code link: https://github.com/researchmm/LightTrack

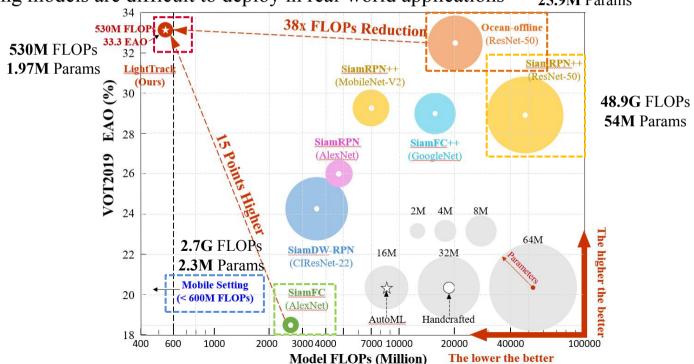
# **Overview**

- Motivation
- Potential Solutions for Lightweight model design
- Introduction to Neural Architecture Search
- LightTrack
- Experiments

#### **Motivation**

SOTA object trackers are becoming increasingly heavy and expensive

• Tracking models are difficult to deploy in real-world applications 20.3G FLOPs 25.9M Params

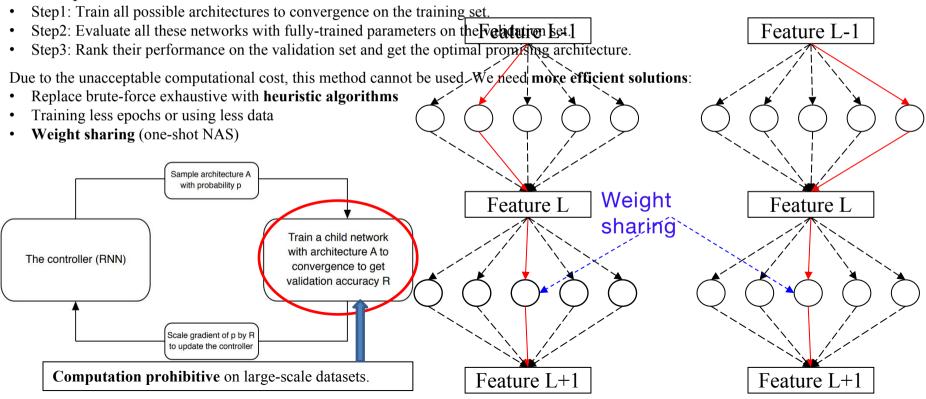


#### **Potential Solutions**

- Model Compression
  - bringing non-negligible performance degradation x
- Handcraft new compact and efficient models
  - engineering expensive & heavily relying on human expertise and experience x
- Automating the design of lightweight models with NAS
  - Automatically designing optimal architectures on resource-limited hardware platforms for object tracking task √

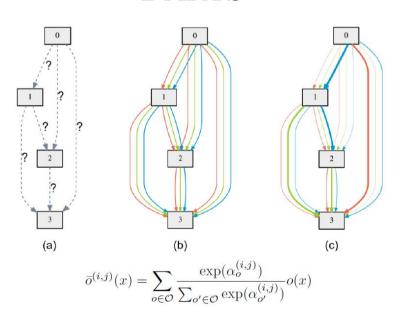
#### History and early NAS methods

The simplest idea for NAS:



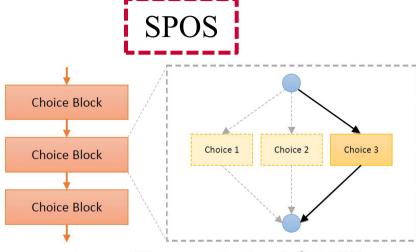
#### Preliminaries on one-shot NAS

#### **DARTS**



- Optimize architecture parameters and weight parameters jointly
- Always Keeping all operations in memory

V.S



Step1: 
$$W_{\mathcal{A}} = \underset{W}{\operatorname{argmin}} \mathcal{L}_{\operatorname{train}} \left( \mathcal{N}(\mathcal{A}, W) \right)$$

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Step2:  $a^* = \underset{a \in \mathcal{A}}{\operatorname{argmax}} \operatorname{ACC}_{\operatorname{val}} (\mathcal{N}(a, W_{\mathcal{A}}(a)))$ 

- Decouple training and searching
- Activate only one path in each iteration

#### **More Resources for Neural Architecture Search**

Blogs, Libraries, Benchmarks, and Papers...

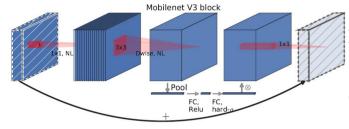
- https://github.com/D-X-Y/Awesome-AutoDL
- <a href="https://www.automl.org/automl/literature-on-neural-architecture-search/">https://www.automl.org/automl/literature-on-neural-architecture-search/</a>

#### Method

Search space

#### Insights:

- Both **backbone** and **head** play significant roles for a successful tracker
- there is no definitive answer to the question of which layer's feature is more suitable for object tracking



Kernel size: {3x3, 5x5, 7x7} Expansion ratio: {4, 6}

6 choices for each MBConv

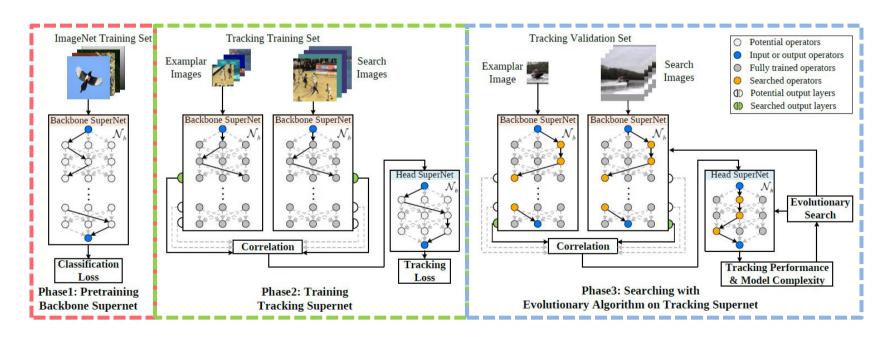
#### Search Space Details

|          | Input Shape         | Operators         | $N_{choices}$ | Chn   | Rpt | Stride |
|----------|---------------------|-------------------|---------------|-------|-----|--------|
| Backbone | $256^2 \times 3$    | $3 \times 3$ Conv | 1             | 16    | 1   | 2      |
|          | $128^{2} \times 16$ | DSConv            | 1             | 16    | 1   | 1      |
|          | $128^{2} \times 16$ | MBConv            | 6             | 24    | 2   | 2      |
|          | $64^2 \times 24$    | MBConv            | 6             | 40    | 4   | 2      |
|          | $32^2 \times 40$    | MBConv            | 6             | 80    | 4   | 2      |
|          | $16^2 \times 80$    | MBConv            | 6             | 96    | 4   | 1      |
| Cls Head | $16^2 \times 128$   | DSConv            | 6             | $C_1$ | 1   | 1      |
|          | $16^2 \times C_1$   | DSConv / Skip     | 3             | $C_1$ | 7   | 1      |
|          | $16^2 \times C_1$   | 3x3 Conv          | 1             | 1     | 1   | 1      |
| Reg Head | $16^2 \times 128$   | DSConv            | 6             | $C_2$ | 1   | 1      |
|          | $16^2 \times C_2$   | DSConv / Skip     | 3             | $C_2$ | 7   | 1      |
|          | $16^2 \times C_2$   | 3x3 Conv          | 1             | 4     | 1   | 1      |

DSConv: Depthwise separable convolution Kernel size {3x3, 5x5}, channel {128, 192, 256}

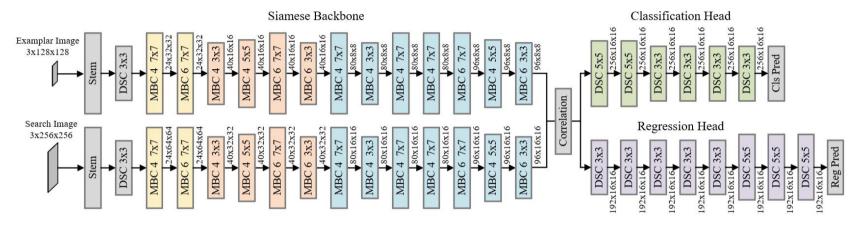
#### Method

• Framework (pipeline)



#### **Experiments**

Searched architecture

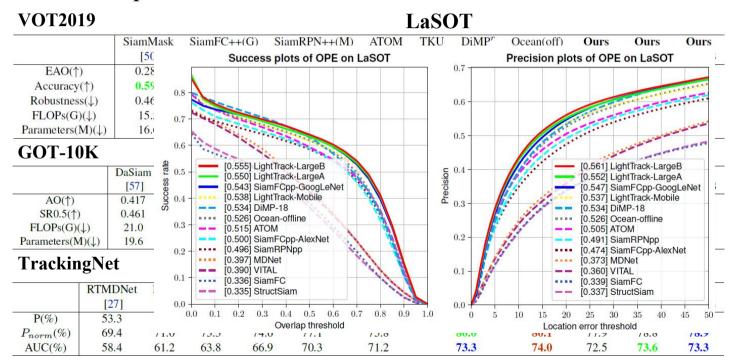


- More than 50% layers in the backbone adopt kernel size 7x7 (large receptive fields can improve the localization precision)
- The searched architecture chooses the second-last block as the feature output layer. (higher-level feature might not be better)

The classification branch contains fewer layers than the regression branch. (coarse object localization is relatively easier than precise bounding box regression.

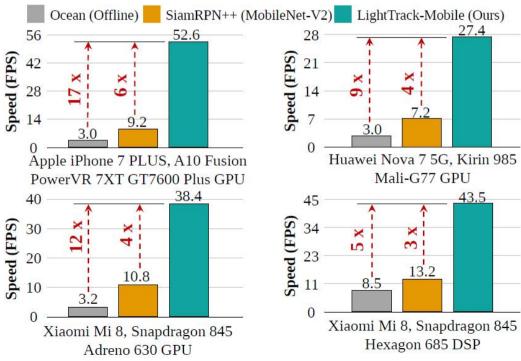
#### **Experiments**

Comparison with SOTA trackers



#### **Experiments**

Speed on resource-limited platforms



# Thanks for your listening

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Please contact to Houwen.peng@microsoft.com