# Quantization of neural networks

### How to make inference of the neural network?





GPU NPU

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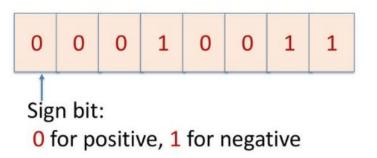




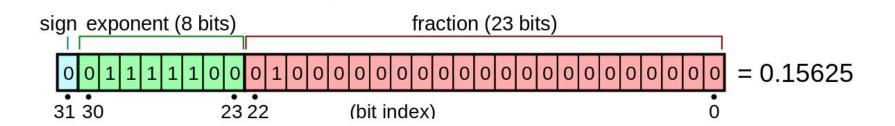
GPU NPU

float32 int8

# How numbers are stored in memory? int8



### float32



# The problem: the quality falls significantly



### How to fix it?

### Let's consider a vector



How to transfer it?

# Let's consider a vector Asymmetric quantization

We need: scale-parameter ( $\Lambda$ ) and a zero-point (z)

### **Quantization operation**

$$x_{int} = round(\frac{x}{\Delta}) + z$$
$$x_Q = clamp(0, N_{levels} - 1, x_{int})$$

### **Dequantization operation**

$$x_{float} = (x_Q - z)\Delta$$

### Let's consider a vector

### **Symmetric quantization**

We need: scale-parameter ( $\Delta$ )

### **Quantization operation**

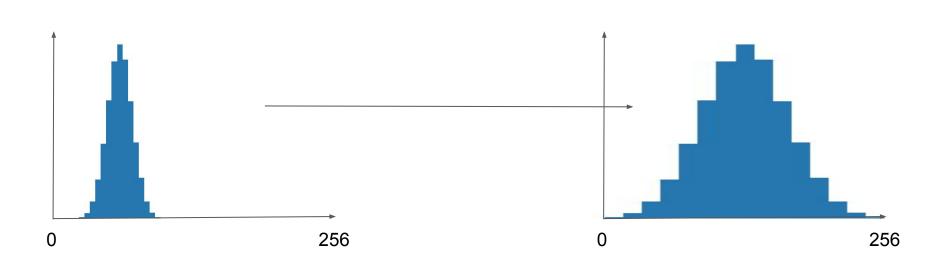
$$\begin{split} x_{int} &= round \left(\frac{x}{\Delta}\right) \\ x_Q &= clamp (-N_{levels}/2, N_{levels}/2 - 1, x_{int}) \\ x_Q &= clamp (0, N_{levels} - 1, x_{int}) \end{split} \qquad \text{if signed}$$
 if un-signed

### **Dequantization operation**

$$x_{out} = x_Q \Delta$$

# How to choose the parameters?

It's easy: based on the distribution



# How do we quantize?

### Weights

Based on the minimum and maximum weight

We can do

- 1) Per-layer quantization
- 2) Per-channel (per-neuron) quantization

#### **Activations**

Requires data.

Based on the minimum and maximum (or some quantiles) of activations.

### Quantized convolution

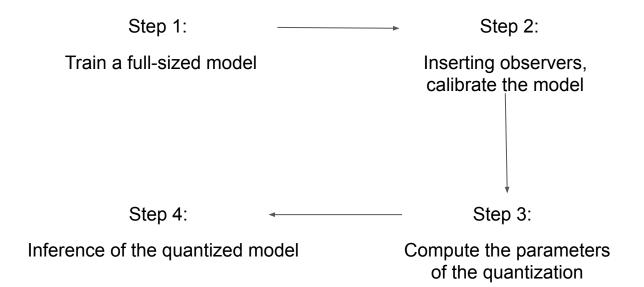
#### Naive:

$$y(k, l, n) = \Delta_w \Delta_x conv(w_Q(k, l, m; n) - z_w, x_Q(k, l, m) - z_x)$$

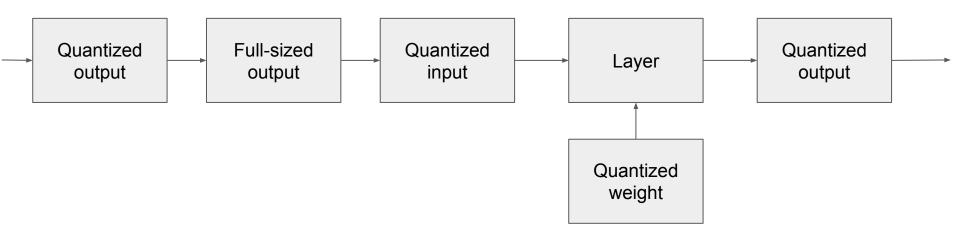
#### Advanced:

$$y(k, l, n) = conv(w_Q(k, l, m; n), x_Q(k, l, m)) - z_w \sum_{k=0}^{K-1} \sum_{l=0}^{K-1} \sum_{m=0}^{K-1} x_Q(k, l, m)$$
$$- z_x \sum_{k=0}^{K-1} \sum_{l=0}^{K-1} \sum_{m=0}^{K-1} w_Q(k, l, m; n) + z_x z_w$$

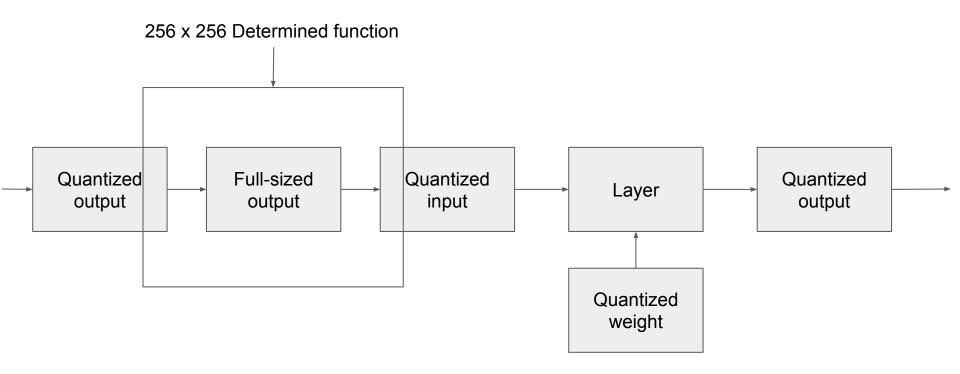
# Post-training quantization pipeline



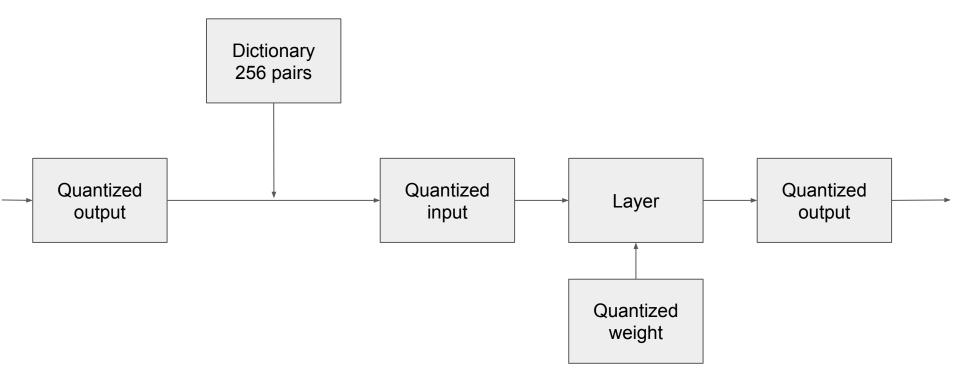
# Quantized inference: theory and practice



# Quantized inference: theory and practice



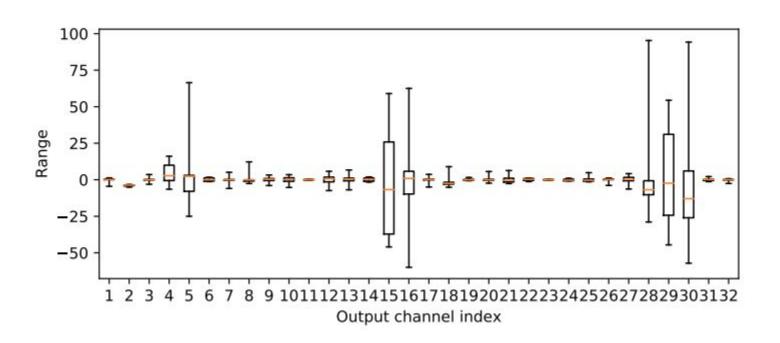
# Quantized inference: theory and practice



# Results

Network	Asymmetric,	Symmetric ,	Asymmetric,	Floating Point
	per-layer	per-channel	per-channel	
Mobilenetv1_1_224	0.001	0.591	0.704	0.709
Mobilenetv2_1_224	0.001	0.698	0.698	0.719
NasnetMobile	0.722	0.721	0.74	0.74
Mobilenetv2_1.4_224	0.004	0.74	0.74	0.749
Inceptionv3	0.78	0.78	0.78	0.78
Resnet_v1_50	0.75	0.751	0.752	0.752
Resnet_v2_50	0.75	0.75	0.75	0.756
Resnet_v1_152	0.766	0.763	0.762	0.768
Resnet_v2_152	0.761	0.76	0.77	0.778

# Weights distribution



## Bias correction

$$\widetilde{\mathbf{y}} = \widetilde{\mathbf{W}}_{\mathbf{X}}$$
 - noised output

$$\widetilde{\mathbf{y}} = \mathbf{y} + oldsymbol{\epsilon} \mathbf{x}$$
 , where  $oldsymbol{\epsilon} = \widetilde{\mathbf{W}} - \mathbf{W}$ 

$$\mathbb{E}[\epsilon \mathbf{x}]_i \neq 0$$
 ———— The expectation of the output will be different

**Solution**: Compute  $\mathbb{E}[\epsilon \mathbf{x}]$  empirically using data and subtract it from bias

# Results

Model	MobileNetV2 SSD-lite	DeeplabV3+ (MobileNetV2 backend)
Original model	10.63	41.40
DFQ (ours)	67.91	72.33
Per-channel quantization	67.52	71.44
Original model ( <b>FP32</b> )	68.47	72.94

### Can we do better?

 Can we make the gap between the quantized model and full-sized model even smaller?

Some models do not perform properly after the quantization

Can we train quantized model on our computer?

# "Quantization-Aware Training"

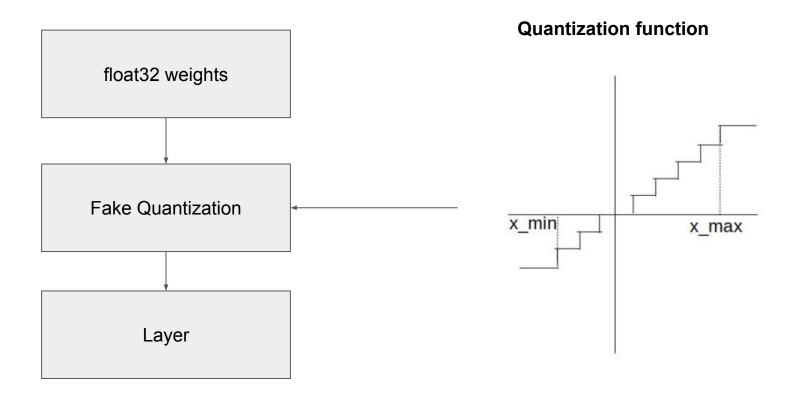
How the model is stored?

How do we do forward pass?

How do we do backpropagation?

How we choose the parameters of the quantization?

### How the model is stored

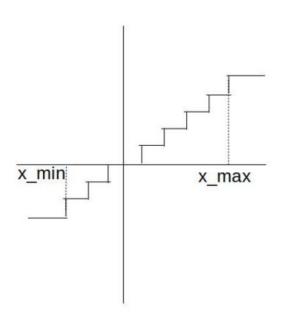


# How do we do forward pass (with Pytorch)

	Works on GPU	8-bit computations	8-bit weights and activations
nn.quantized.modules.linear.Linear (nn.quantized.modules.conv.Conv2d)			
nn.qat.modules.linear.Linear (nn.qat.modules.conv.Conv2d)			

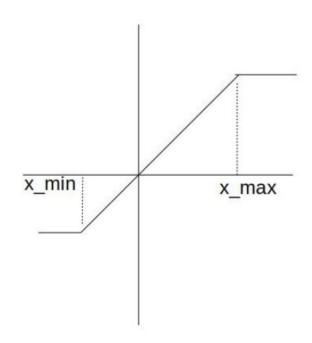
### How do we do backpropagation

**Quantization function (forward)** 



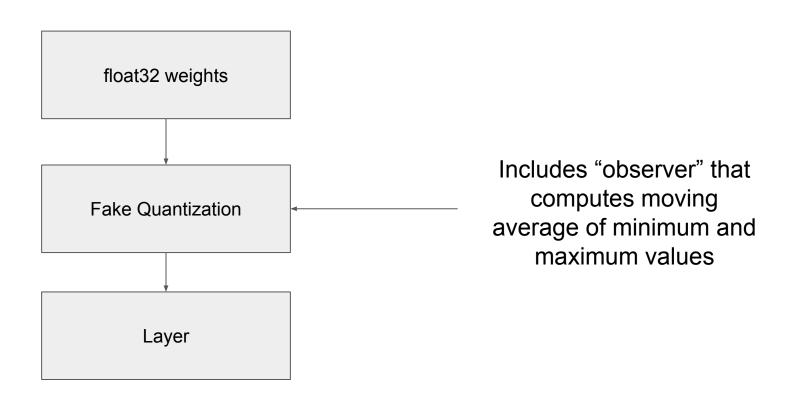
Derivative = 0

**Quantization function (backward)** 



**Derivative = const** 

## How we choose the parameters of the quantization



# Comparison of the inference time

Network Inference Platform	Floating point(CPU)	Fixed point (CPU)	Fixed point (HVX, NN-API)
Mobilenet_v1_1_224	155	68	16
Mobilenet_v2_1_224	105	63	15.5
Mobilenet_v1_1_224_SSD	312	152	
Inception_v3	1391	536	
Resnet_v1_50	874	440	
Resnet_v2_50	1667	1145	
Resnet_v1_152	2581	1274	ra
Resnet_v2_152	4885	3240	

### References

- Raghuraman Krishnamoorthi. Quantizing deep convolutional networks for efficient inference: A whitepaper. arXiv preprint arXiv:1806.08342, Jun 2018.
- Markus Nagel, Mart van Baalen, Tijmen Blankevoort, and Max Welling. Data-free quantization through weight equalization and bias correction. arXiv preprint arXiv:1906.04721, 2019
- B. Jacob, S. Kligys, B. Chen, M. Zhu, M. Tang, A. Howard, H. Adam, and D. Kalenichenko, "Quantization and Training of Neural Networks for Efficient Integer-Arithmetic-Only Inference," Dec. 2017.
- https://pytorch.org/docs/stable/quantization.html