





Multi-Objective Bayesian Optimization with Reinforcement Learning for Edge Deployment of DNNs on Microcontrollers

Deutel, Mark, et al. "Combining Multi-Objective Bayesian Optimization with Reinforcement Learning for TinyML." ACM Transactions on Evolutionary Learning (2025).

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Motivation

Efficient AI – Machine Learning on the Edge







Efficiency

- Processing of data close to the sensor
- Re-usage of (hardware) resources

Reliability

- No communication via error prone network required
- Short, predictable "round-trip time"

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Cost

- Exploitation of already available cheap consumer-grade hardware
- Low energy footprint

Privacy

- Possibly confidential data is processed on the sensor node
- No connection to external cloud or server required

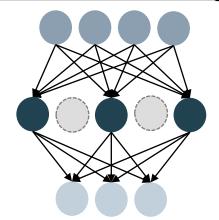
Motivation

Compression of DNNs and Neural Architecture Search

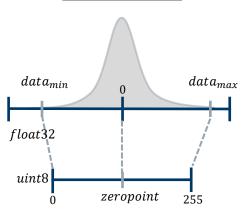


Deep Compression Techniques¹:

Neural Network Pruning



Quantization



- Deep compression techniques are controlled by hyperparameters
- Selecting hyperparameters is highly dataset dependent but strongly influences the accuracy resource trade-off
- Hyperparameter exploration can be done with multi-objective optimization, i.e., Neural Architecture Search (NAS)

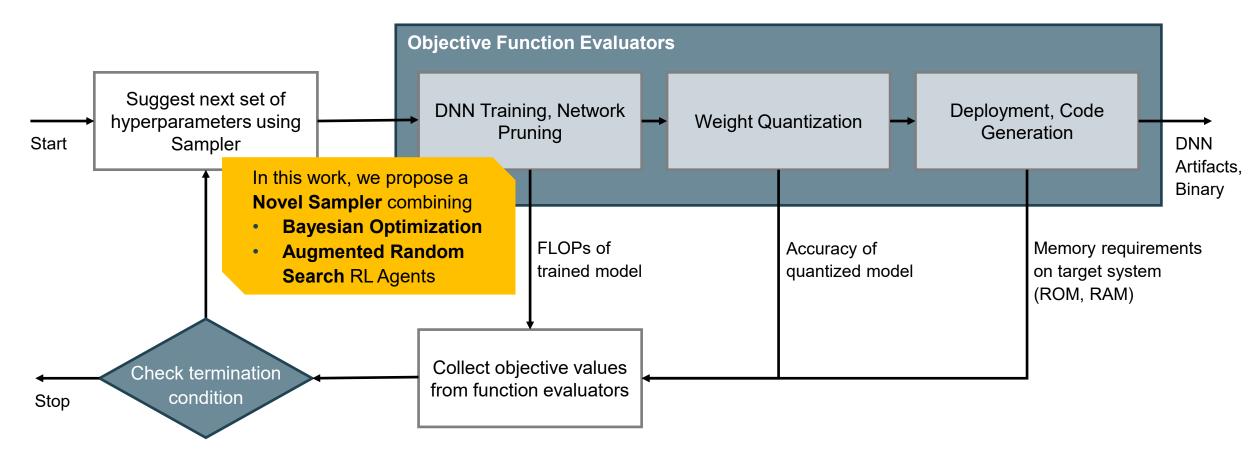
^{1.} Han, Song, Huizi Mao, and William J. Dally. "Deep compression: Compressing deep neural networks with pruning, trained quantization and huffman coding." arXiv preprint arXiv:1510.00149 (2015).







Querying the objective function evaluators, especially DNN training is resource and time consuming





Augmented Random Search¹ (1)

Minimize the objective f(x) = [1 - Acc(x), ROM(x), RAM(x), FLOPs(x)] until the search budget is exhausted.

For each sample, re-fit the Bayesian surrogate model, Gaussian Process GP, on objectives using prior samples.

For each local MLP RL policy π_l , $l \in \{0,1,...,L-1\}$, train it on the GP using the centers of *L*-means clusters of the current Pareto-front as starting points $x_1 \in X$ with X being the search-space.

For each training step $i \in \{0,1,...,I-1\}$

Sample directions $\varphi_1 \varphi_2, ..., \varphi_N \in$ $R^{n \times m}$ with i.i.d. standard normal entries.

Perform $j \in \{1,2,...,N\}$ rollouts over the horizon H from the GP using

$$\pi_{l,j,+}(x_l) = (\Theta_{l,i} + \nu \varphi_j) x_l$$

$$\pi_{l,j,-}(x_l) = (\Theta_{l,i} - \nu \varphi_j) x_l$$

Collect rewards $r(\pi_{l,i,+}(x_l))$ and $r(\pi_{l,i,-}(x_l))$ by scaling objectives and evaluating the Expected Improvement (EI) empirically using Monte Carlo Sampling.

Sort the *N* direction pairs by $\max\{r(\pi_{l,i,+}(x_l)), r(\pi_{l,i,-}(x_l))\}$ and then update the MLP weights $\Theta_{l,i}$ using a top-K selection.

$$\Theta_{l,i+1} = \Theta_{l,i} + \frac{\alpha}{K\sigma_R} \sum_{k=1}^{K} \left(r\left(\pi_{l,j,+}(x_l)\right) - r\left(\pi_{l,j,-}(x_l)\right) \right) \varphi_K$$

Evaluate trained policy π_I by performing a rollout using

$$\pi_{l,j}(x_l) = (\Theta_l)x_l$$

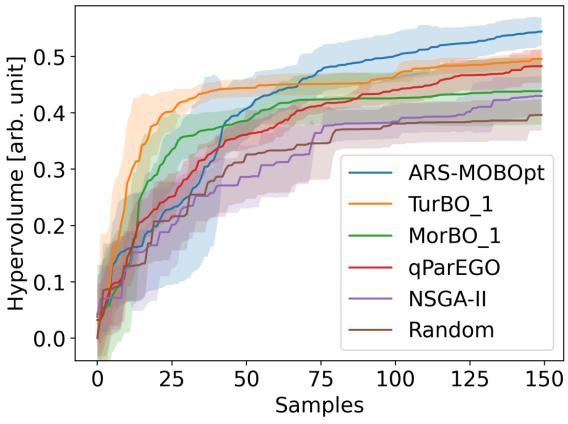
Let hyperparameters proposed by the best performing RL policy be evaluated next by the function evaluators; Update prior with the result from the function evaluators

^{1.} Mania, Horia, Aurelia Guy, and Benjamin Recht. "Simple random search provides a competitive approach to reinforcement learning." arXiv preprint arXiv:1803.07055 (2018).

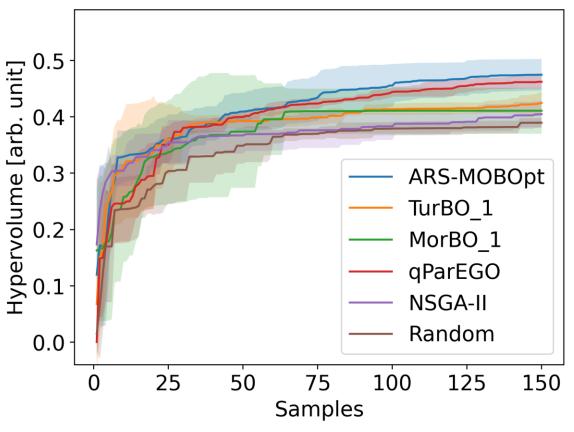
Evaluation

Hypervolume Improvement





Hypervolume Improvement for ResNet18, CIFAR10, 150 samples, 5 seeds each



Hypervolume Improvement for MobileNetV3, DaLiAc, 150 samples, 5 seeds each







Thank you for your attention!

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Bayesian Optimization¹

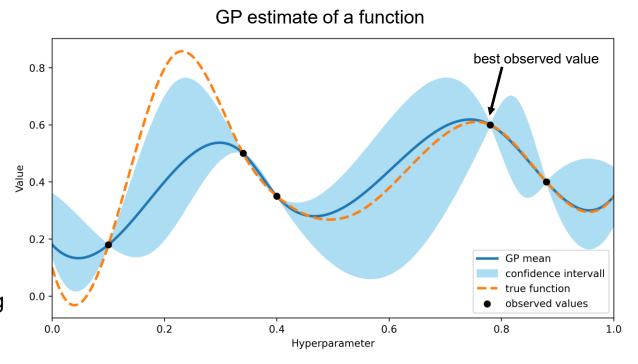
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- Improve sample efficiency of black-box optimization by optimizing a surrogate model (Gaussian process)
 - Fit Gaussian process using previous samples (prior)
 - Solve optimization problem on surrogate model using an acquisition function

Expected Improvement¹

$$EI(X) = \mathbb{E} \max(f(x) - f^*, 0)$$

- Suggest next parametrization to be evaluated
- Evaluate posterior of surrogate either analytical or by using Monte-Carlo (MC) sampling²

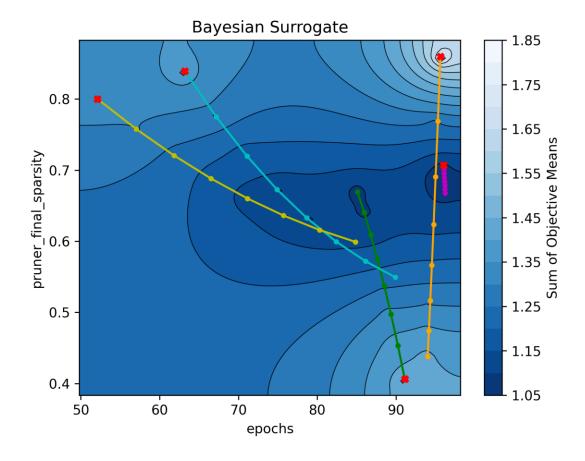


^{1.} Mŏckus, J. On Bayesian methods for seeking the extremum. In Optimization Techniques IFIP Technical Conference, pp. 400–404, 1975.

^{2.} Wilson, J. T., Moriconi, R., Hutter, F., and Deisenroth, M. P. The reparameterization trick for acquisition functions. NIPS 2017 Workshop on Bayesian Optimization (BayesOpt 2017), 2017.

design

Augmented Random Search¹ (2)



^{1.} Mania, Horia, Aurelia Guy, and Benjamin Recht. "Simple random search provides a competitive approach to reinforcement learning." arXiv preprint arXiv:1803.07055 (2018).