

# Knowledge Transfer Graph for Deep Collaborative Learning

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# Overview

## Authors

## KD vs DML vs DCL

- Overview

- Knowledge Distillation

- Deep Mutual Learning

## Deep Collaborative Learning

- Contributions

- DCL Method

- Graph optimization

## Experiments

## Conclusion

# Authors

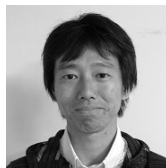
Department of Computer Science,  
Chubu University,  
Machine Perception & Robotics Group



Soma Minami



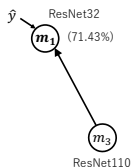
TsubasaHirakawa Takayoshi  
Yamashita



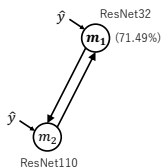
Hironobu  
Fujiyoshi

# KD vs DML vs DCL

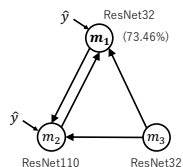
Deep Collaborative Learning (DCL) is a method that incorporates Knowledge Distillation and Deep Mutual Learning,



Knowledge  
Distillation  
( a )



Deep Mutual  
Learning  
( b )



Ours  
(KD x DML)  
( c )

and represents graph using a more generalized knowledge transfer method.

# Knowledge Distillation

## What is Knowledge Distillation?

Model Compression  
Knowledge Transfer

## How it works?

Training a student model from the output of teacher model rather than raw dataset.

## Why it works?

Soft-target is better  
Errors in labels

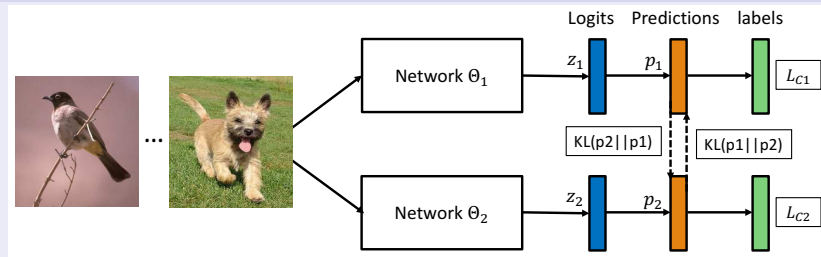
[1] Geoffrey Hinton, Oriol Vinyals, and Jeff Dean. Distilling the knowledge in a neural network. NIPS Deep Learning and Representation Learning Workshop, 2015.

# Deep Mutual Learning

## What is Deep Mutual Learning?

KD needs a pre-trained model & Single-direction

## How it works?



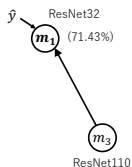
## Why it works?

Self-Loss is more important at the beginning.

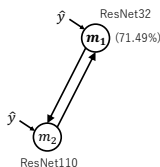
[2] Ying Zhang, Tao Xiang, Timothy M Hospedales, and Huchuan Lu. Deep mutual learning. In IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 2018.

# Deep Collaborative Learning

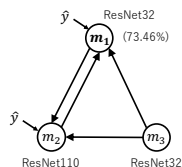
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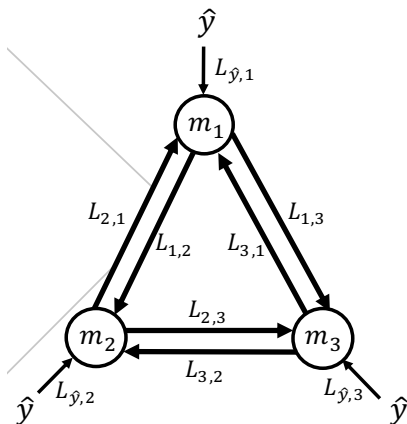
and represents graph using a more generalized knowledge transfer method.

# Contributions

1. A DCL method
  - ▶ Multiple networks incorporating KD & DM
  - ▶ Hyperparameter search for optimal knowledge graph
2. Four types of gate structure
  - ▶ Through, cutoff, linear, correct gates to control gradient information
  - ▶ Contributes to the improvement of accuracy
3. More accurate than the conventional method.
4. The optimized graph can be transferred to a different dataset



# Transfer Graph



Define a directed graph where node  $m_i$  represents the  $i$ th model used in learning, and two edges are defined for each node. These edges represent the directions in which gradient information is transferred.

# Loss Functions

## Example (Self Loss)

$$\begin{aligned} H(\mathbf{p}_{\hat{y}_n}, \mathbf{p}_t(\mathbf{x}_n)) &= KL(\mathbf{p}_{\hat{y}_n} \| \mathbf{p}_t(\mathbf{x}_n)) + H(\mathbf{p}_{\hat{y}_n}, \mathbf{p}_{\hat{y}_n}) \\ &= KL(\mathbf{p}_{\hat{y}_n} \| \mathbf{p}_t(\mathbf{x}_n)) \end{aligned}$$

$$H(\mathbf{p}_{\hat{y}_n}, \mathbf{p}_t(\mathbf{x}_n)) = KL(\mathbf{p}_{\hat{y}_n} \| \mathbf{p}_t(\mathbf{x}_n))$$

## Example (Mutual Loss)

$$L_{s,t} = \sum_n^{|\mathcal{B}|} G_{s,t}(KL(\mathbf{p}_s(\mathbf{x}_n) \| \mathbf{p}_t(\mathbf{x}_n)))$$

Overall Loss:

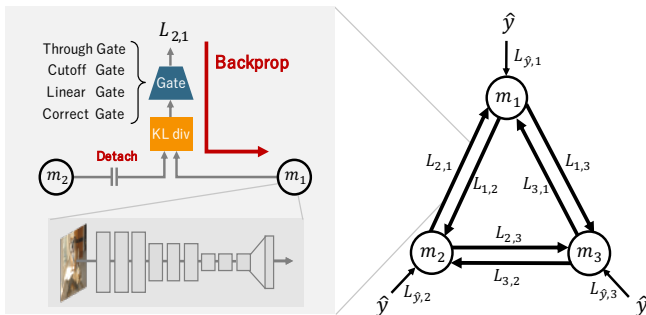
$$L_t = \sum_{s=0, s \neq t}^M L_{s,t}$$

# Gates

## Example (Gates)

$$G_{s,t}^{Through}(a) = a \quad G_{s,t}^{Cutoff}(a) = 0$$

$$G_{s,t}^{Linear}(a) = \frac{k}{k_{end}} a \quad G_{s,t}^{Correct}(a; \hat{y}, y_s) = \delta_{\hat{y}, y_s} \cdot a$$



# Pseudocode

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**Algorithm 1** Network Optimization

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**Input:** Number of nodes  $M$ , number of epochs  $E$

**Initialize:** Initialize all network weightings, or read in the weightings of a trained network  
**for**  $_ = 1$  to  $E$  **do**

    Input the same image to each network  $m_n$ , and obtain the response value  $p_n$ .

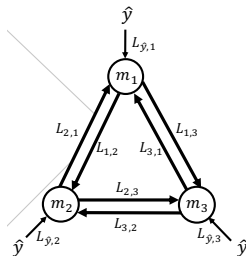
    Obtain the loss  $L_n$  according to Eq. (3).

    Obtain the update quantity of  $m_n$  from the gradient  $L_n$ .

    Update the weighting of all the networks.

**end for**

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# Graph optimization

## Asynchronous Successive Halving Algorithm (ASHA)

The hyperparameters to be optimized are the model type and gate type.

[3] Liam Li, Kevin Jamieson, Afshin Rostamizadeh, Ekaterina Gonina, Moritz Hardt, Benjamin Recht, and Ameet Talwalkar. Massively parallel hyperparameter tuning. arXiv preprint arXiv:1810.05934, 2018.

# Experimental setting

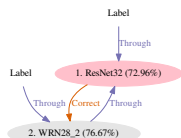
## Example (Dataset)

We used the CIFAR-10, CIFAR-100 and Tiny-ImageNet datasets, which are used for general object recognition. CIFAR-10 and CIFAR-100 consist of 50,000 images for training and 10,000 images for verification. Both datasets consist of images with dimensions of 32x32 pixels, and include labels for 10 classes and 100 classes.

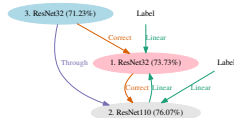
## Example (Models)

We used three typical network: ResNet32, ResNet110, and Wide ResNet 28-2. The other nodes were selected by ASHA to achieve the best recognition rate at the evaluation target node (ResNet32).

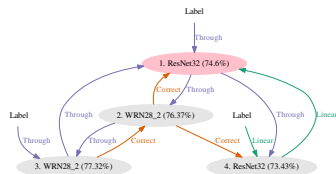
# Optimized Graph



(a) 2 nodes



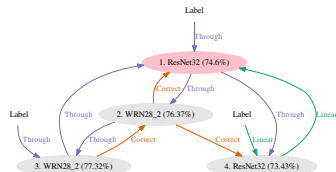
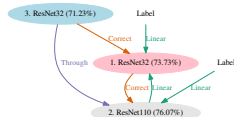
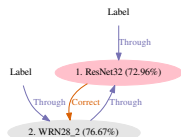
(b) 3 nodes



(c) 4 nodes

	ResNet32	ResNet110	Wide ResNet 28-2
Accuracy [%]	$70.71 \pm 0.39$	$72.59 \pm 0.54$	$74.60 \pm 0.38$

# Comparison



(a) 2 nodes

(b) 3 nodes

(c) 4 nodes

Method	Accuracy (Node 1)	Node 1	Node 2	Node 3	Node 4
KD ( $T = 2$ ) [6]	$71.43 \pm 0.43$	ResNet32	ResNet110*	-	-
DML [21]	$71.49 \pm 0.24$	ResNet32	ResNet110	-	-
DML [21]	$72.09 \pm 0.43$	ResNet32	ResNet32	ResNet32	-
DCL (Ours)	<b><math>73.46 \pm 0.42</math></b>	ResNet32	ResNet110	ResNet32*	-
DML [21]	$72.76 \pm 0.35$	ResNet32	ResNet32	ResNet32	ResNet32
[17]	$73.36^{**} \pm 0.26$	(Multiple ResNet32 with shared intermediate layers)			
ONE [9]	$73.48^{**} \pm \text{N/A}$	(Multiple ResNet32 with shared intermediate layers)			
DCL (Ours)	<b><math>74.34 \pm 0.32</math></b>	ResNet32	WRN28-2	WRN28-2	ResNet32



# Validity of gates on various datasets

# of nodes	Gates	CIFAR10	CIFAR-100	Tiny-ImageNet
1	-	93.12 $\pm$ 0.27	70.71 $\pm$ 0.39	53.18 $\pm$ 0.08
2	Fixed (Through Gate)	93.25 $\pm$ 0.50	72.47 $\pm$ 0.78	<b>54.93</b> $\pm$ 0.29
	Optimized	<b>93.65</b> $\pm$ 0.14	<b>72.88</b> $\pm$ 0.41	54.69 $\pm$ 0.16
3	Fixed (Through Gate)	93.53 $\pm$ 0.24	71.88 $\pm$ 0.43	53.78 $\pm$ 0.78
	Optimized	<b>93.92</b> $\pm$ 0.20	<b>73.46</b> $\pm$ 0.42	<b>55.02</b> $\pm$ 0.31
4	Fixed (Through Gate)	93.01 $\pm$ 0.79	73.40 $\pm$ 0.39	53.92 $\pm$ 0.21
	Optimized	<b>93.99</b> $\pm$ 0.27	<b>74.34</b> $\pm$ 0.32	<b>55.80</b> $\pm$ 0.26
5	Fixed (Through Gate)	93.61 $\pm$ 0.23	73.40 $\pm$ 0.28	52.12 $\pm$ 0.30
	Optimized	<b>94.14</b> $\pm$ 0.16	<b>74.54</b> $\pm$ 0.59	<b>55.30</b> $\pm$ 0.16
6	Fixed (Through Gate)	93.84 $\pm$ 0.39	73.85 $\pm$ 0.45	49.37 $\pm$ 1.70
	Optimized	<b>94.17</b> $\pm$ 0.21	<b>74.22</b> $\pm$ 0.22	<b>55.16</b> $\pm$ 0.19
7	Fixed (Through Gate)	93.75 $\pm$ 0.27	73.53 $\pm$ 0.27	53.10 $\pm$ 0.44
	Optimized	<b>94.07</b> $\pm$ 0.14	<b>74.71</b> $\pm$ 0.23	<b>54.78</b> $\pm$ 0.36

# Graph transfer to another dataset

# of nodes	CIFAR-100	CIFAR-10 to CIFAR-100
2	<b>72.88</b> $\pm$ 0.41	72.47 $\pm$ 0.37
3	73.46 $\pm$ 0.42	<b>73.63</b> $\pm$ 0.18
4	<b>74.34</b> $\pm$ 0.32	73.76 $\pm$ 0.25
5	74.54 $\pm$ 0.59	<b>74.62</b> $\pm$ 0.24

# Conclusion & future work

1. A DCL method
  - ▶ Multiple networks incorporating KD & DM
  - ▶ Hyperparameter search for optimal knowledge graph
2. Four types of gate structure
  - ▶ Through, cutoff, linear, correct gates to control gradient information
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Knowledge transfer from an intermediate layer?

Knowledge transfer using the ensemble of multiple networks?

# The End