Stage-based Hyper-parameter Optimization for Deep Learning

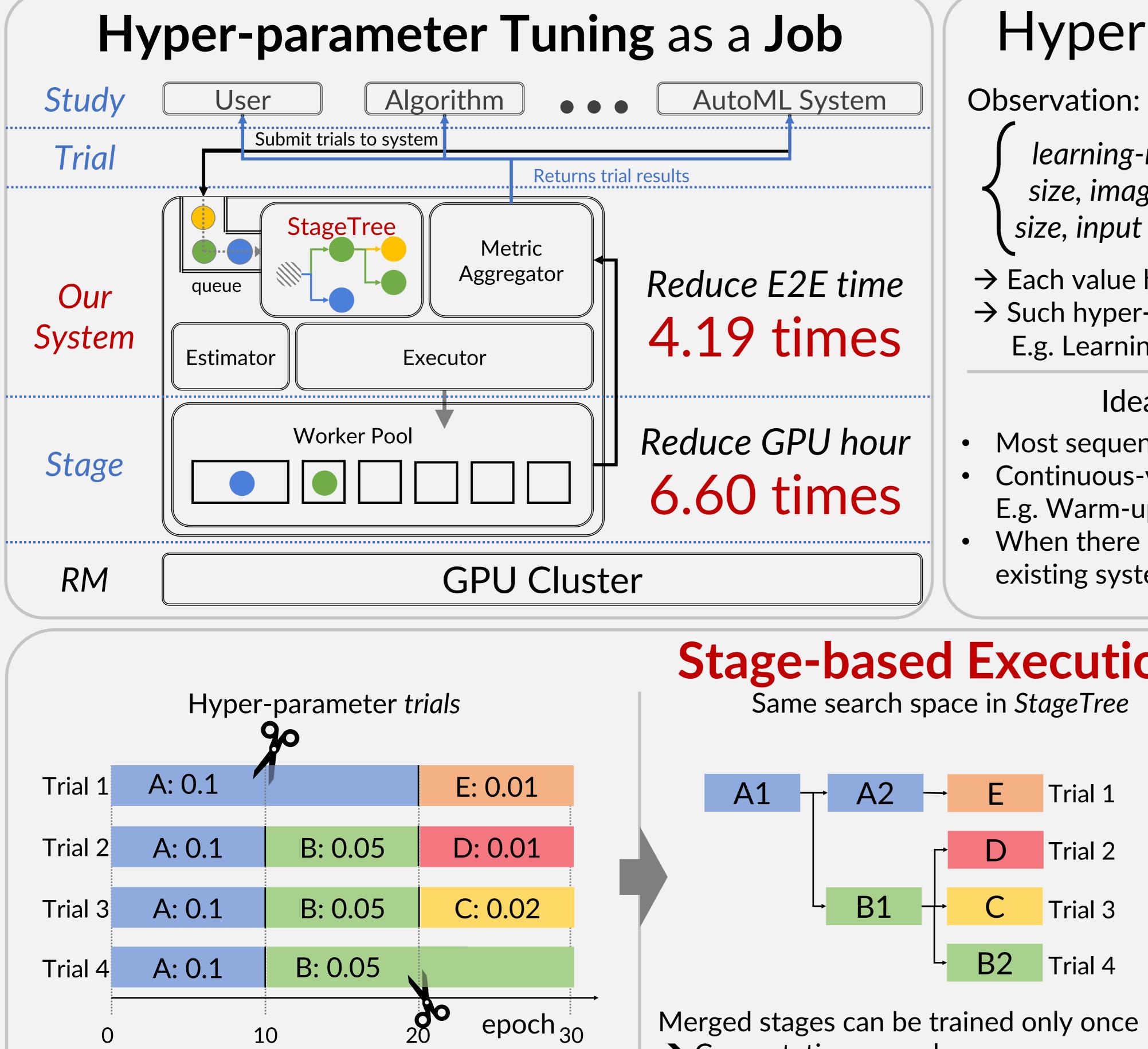
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Hyper-parameters are **Sequences**

Observation: State-of-the-art DL use Hyper-parameter as sequences

learning-rate, drop-out ratio, optimizer, momentum, batch size, image augmentation parameters, training image input

size, input sequence length, network architecture parameters

 \rightarrow Each value has different behavior, use sequences for hybrid approach \rightarrow Such hyper-parameter sequences are *parameterized*

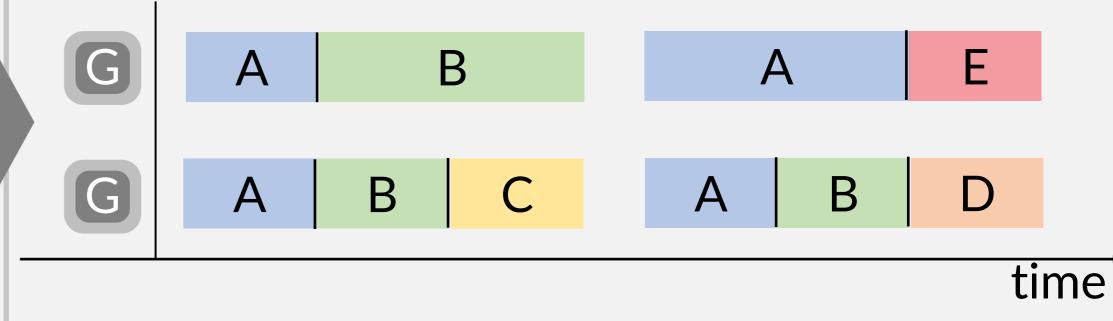
E.g. Learning rate schedule functions

Idea: Different sequences may have same prefix

- Most sequences are piece-wise constant
- Continuous-valued sequence (learning-rate) is also eligible for merging E.g. Warm-up, Cyclic learning rate
- When there is no mergeable configurations, still behave similarly to existing systems

Stage-based Execution

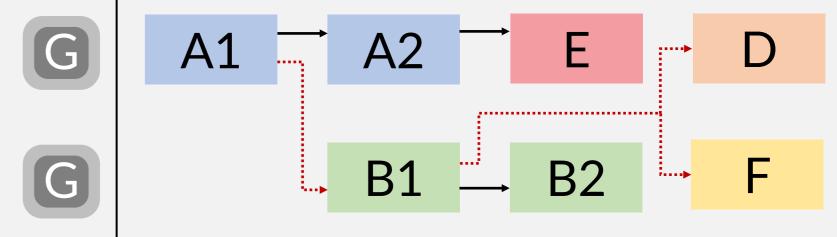
Previous systems: **Trial**-based Execution



Our system: Stage-based Execution

HP optimization job train multiple trials Trials have common prefixes. Common prefixes are merged to build a tree → Computation reuse happens

Each stage is **homogenous** from system perspective



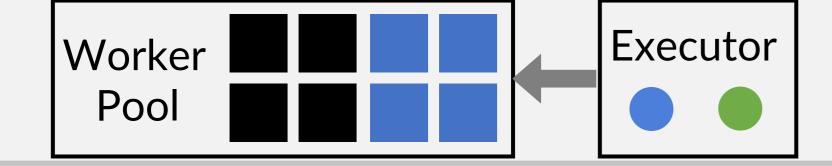
Main features:

time

1. spilt & merge hyper-parameter sequences 2. automatically save & restore checkpoints

Reuse container

- Each task in hyper-parameter tuning job have same environment
- System maintains its worker pool, and reuse container whenever it could



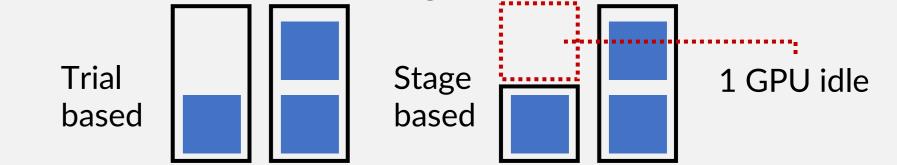
Reuse process

- Checkpoint overhead can be mitigated by continuing training in same process
- Stages are scheduled workers so that reusing can be maximized

Bad: A1
$$\rightarrow$$
 B1 Good: A1 \rightarrow A2

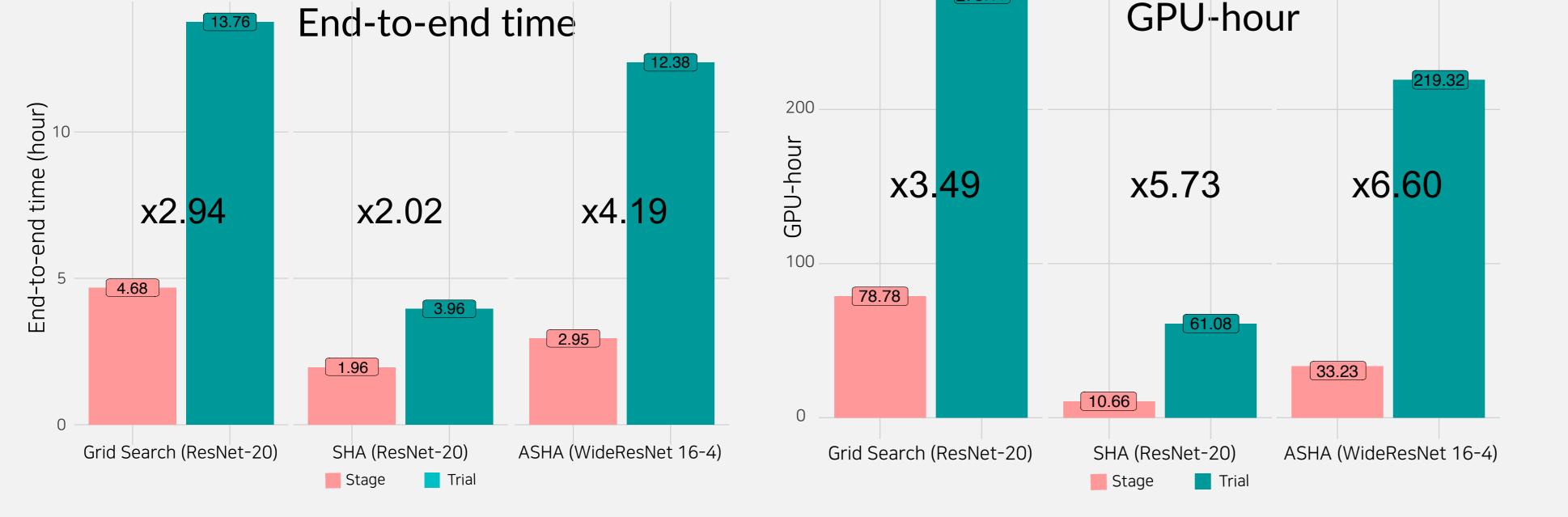
Just-fit resource allocation

- Stages have homogenous resource usage.
- When resource requirement changes, system adjusts allocated resource. \rightarrow Used to achieve x6.6 gain in GPU-hours



Future Work

1. Evaluate with other models / datasets using



Evaluation

•Python + gRPC + Docker Implementation •20 NVIDIA GeForce TITAN Xp GPU •CIFAR-10 (40K/10K/10K split) •Tune learning rate for Grid Search / SHA •Tune batch size for ASHA

•Resnet-20: test error 8.24% with 4/5 of training data (original ResNet-20 report 8.75%) up to 5.73x save of GPU-hour •WideResNet 16-4: test error 5.2% (original 5.6%) up to 6.6x save of GPU-hour

various hyper-parameters. Expect larger gains Continuous-valued sequences Data augmentation / Network architecture

2. Multi-study optimization

Merging trials between multiple studies Cooperation between multiple studies Meta-learning between multiple studies

3. New hyper-parameter optimization algorithm Algorithm that can maximize use of StageTree Algorithm that exploit multi-study use case

Do you have any troubles in hyper-parameter tuning? Let us know ③