

Searching for Efficient Multi-Scale Architectures for Dense Image Prediction

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Presented by **Paras Jain**
AISys 2019

Background

Paper overview

Search space

Sampling strategy

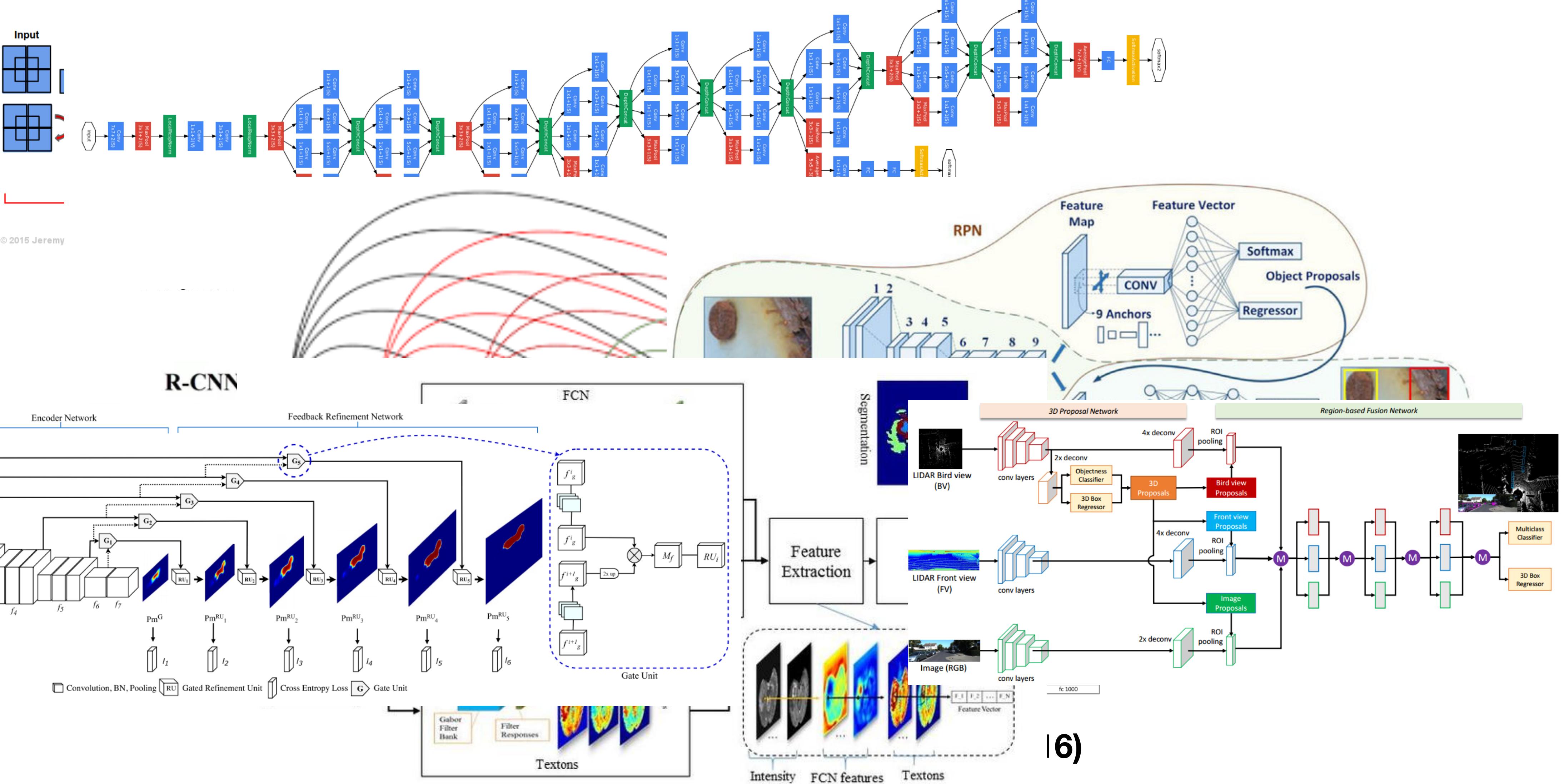
Performance estimation

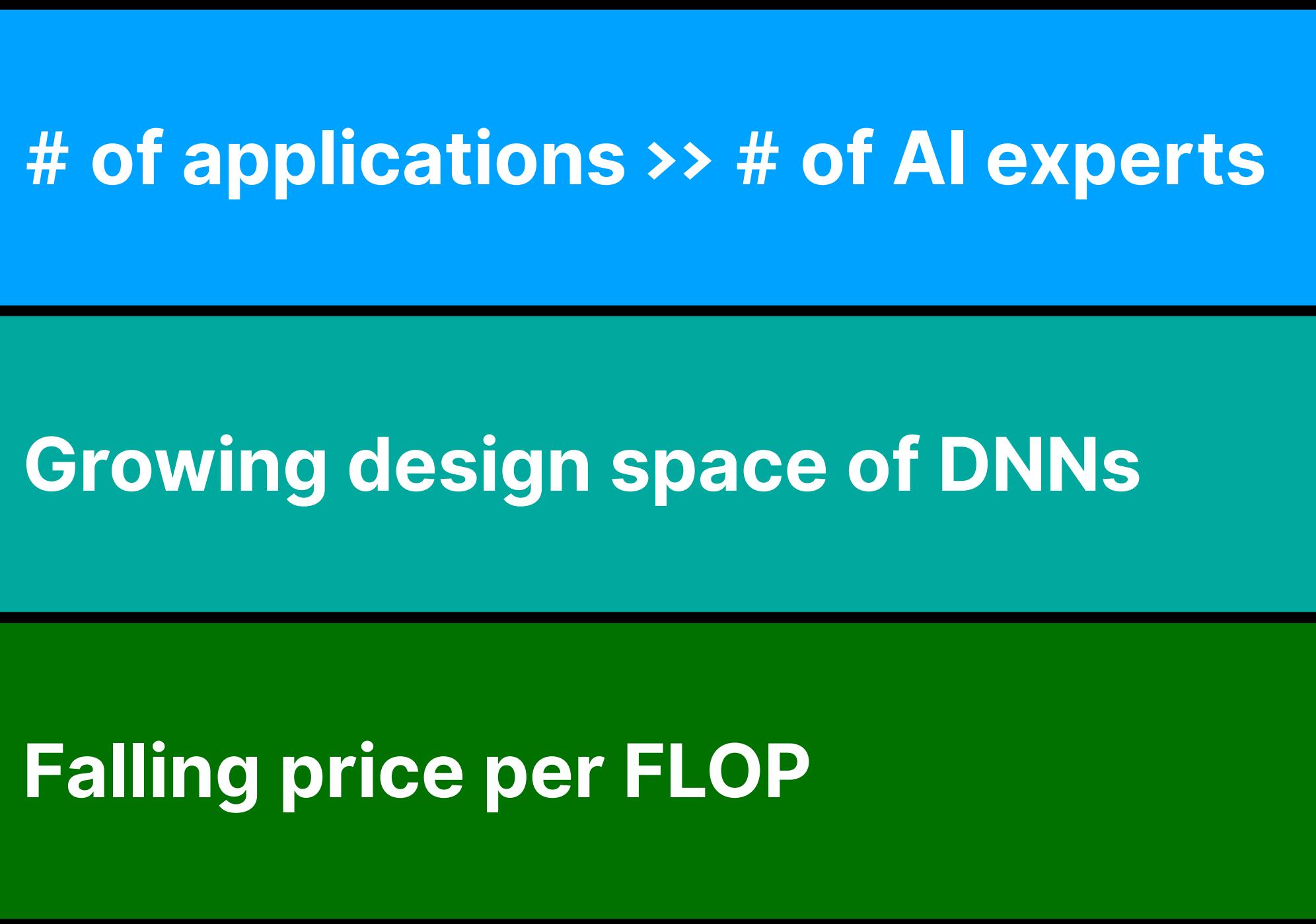
Results

DNNs... now ubiquitous!



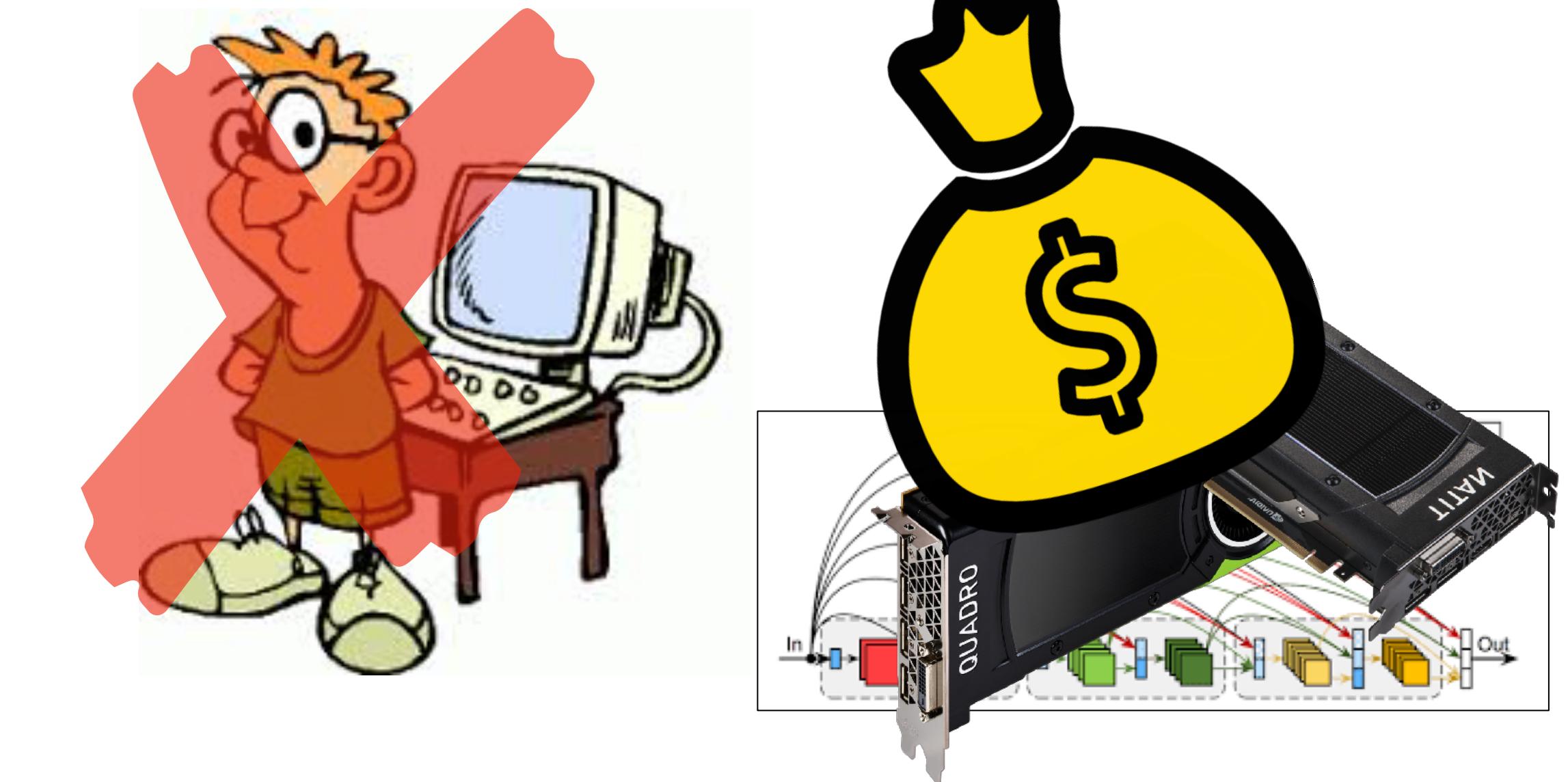
But DNN design is getting more complex



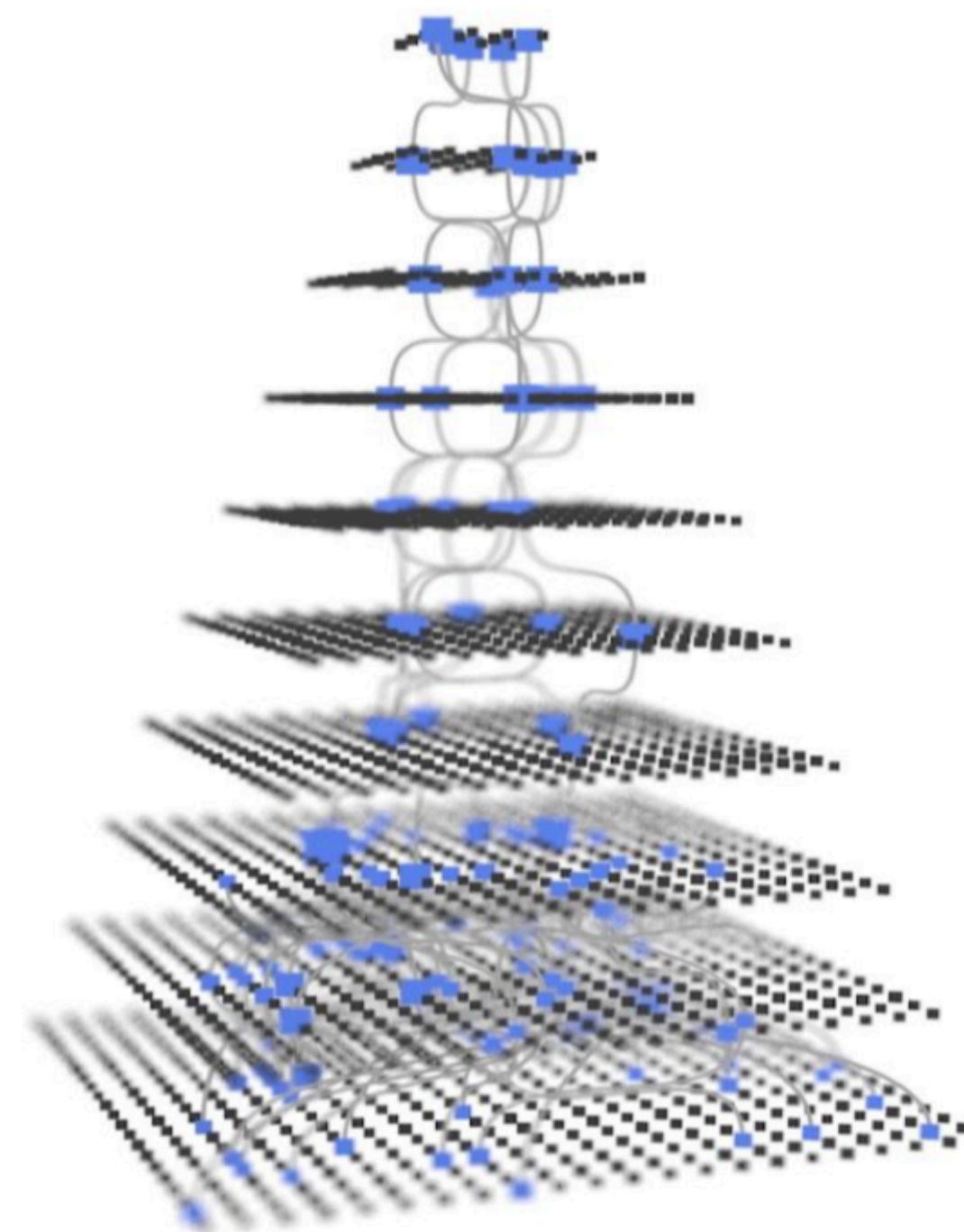


What is the **Design Automation stack for DNNs?**

AutoML tries to automatically generate high-accuracy models (*subject to constraints*)



Controller: proposes ML models

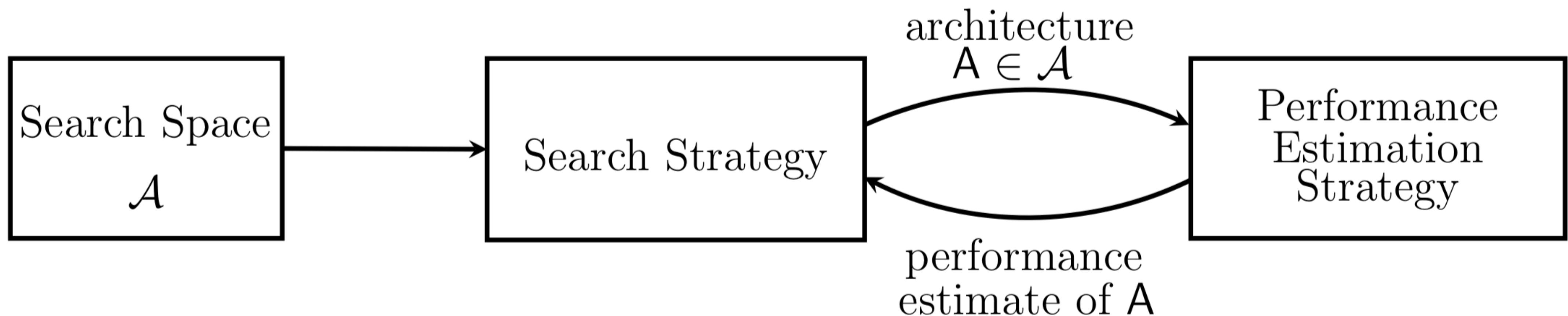


Iterate to
find the
most
accurate
model

Train & evaluate models



Blueprint for an AutoML paper



DESIGNING NEURAL NETWORK ARCHITECTURES USING REINFORCEMENT LEARNING

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Learning straight-line DNNs (simple data)



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Learning Transferable Architectures for Scalable Image Recognition

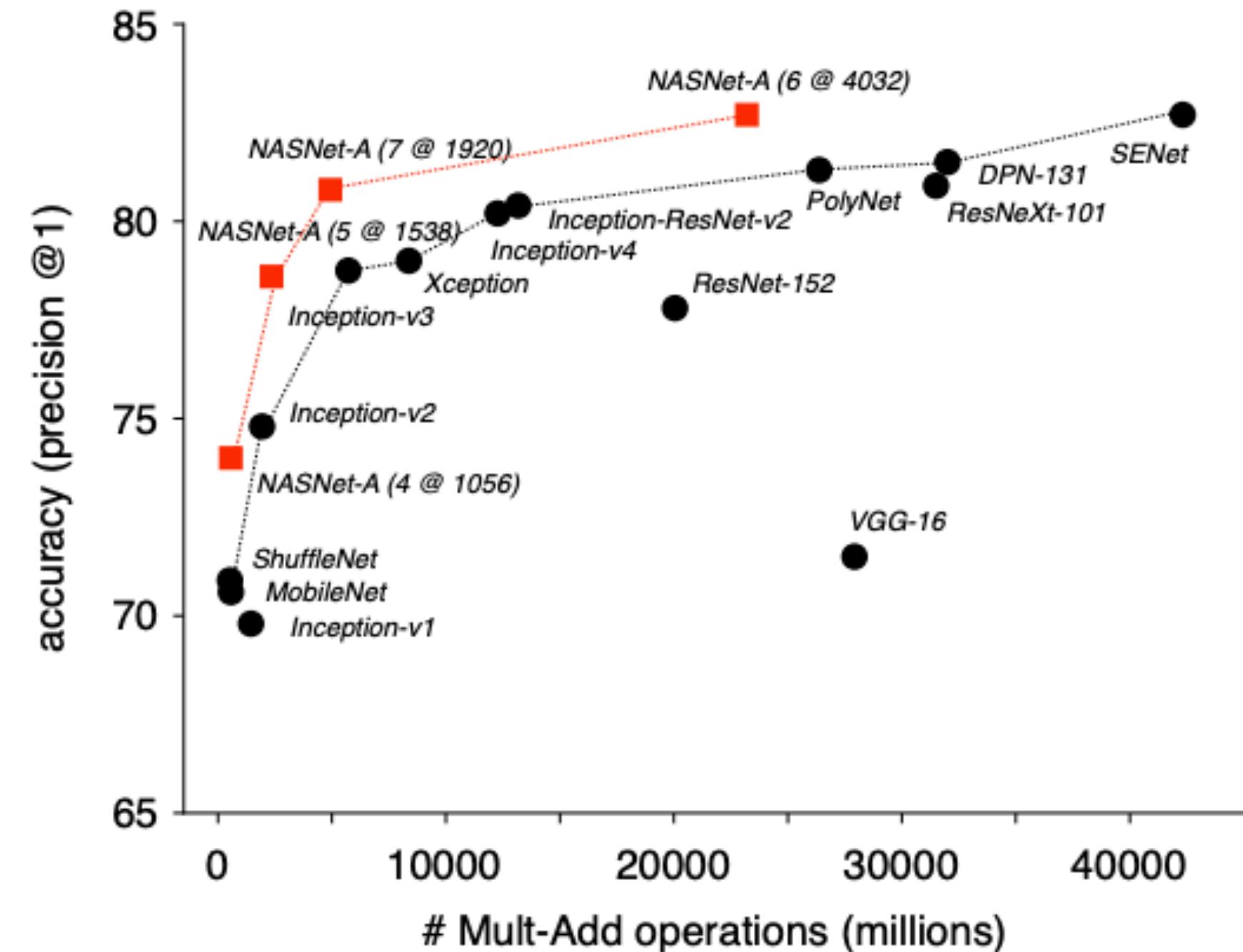
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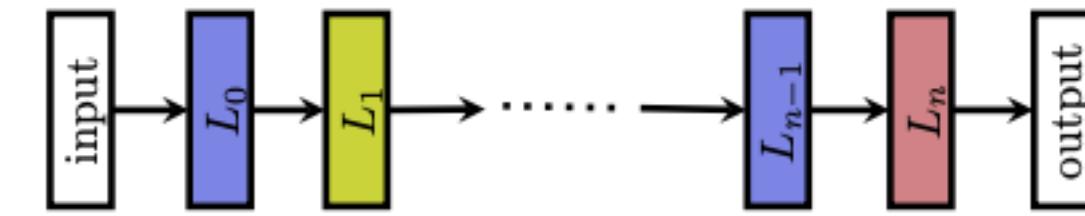
NASNet exceeded human performance on CIFAR and COCO



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NASNet exceeded human performance on CIFAR and COCO
(classification, object detection)

MnasNet: Platform-Aware Neural Architecture Search for Mobile

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Constrained optimization objective for mobile inference latency

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Constrained optimization objective for mobile inference latency

DARTS: Differentiable Architecture Search

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Low-cost architecture search via backprop into architecture

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Motivation

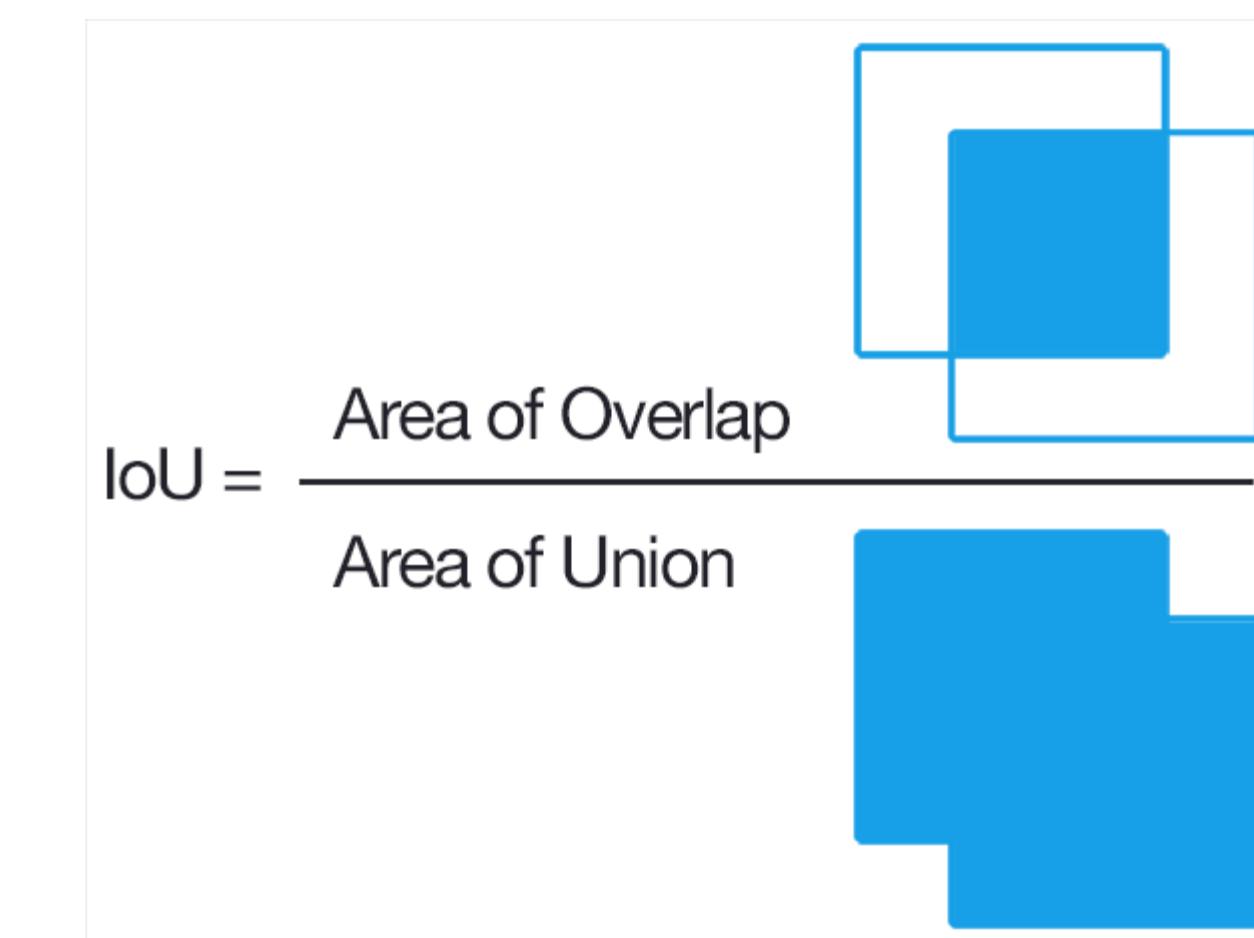
- AutoML has exceeded human performance on classification
- Can we apply search to a new vision task (semantic segmentation)?

Semantic Segmentation task



Images: Mapillary Vistas

- **What is segmentation?** Label each pixel of an image with an class
- **Key application:** Autonomous driving, cancer detection, deforestation detection
- **Metric:** Intersection-over-Union aka Jaccard index



Searching for Efficient Multi-Scale Architectures for Dense Image Prediction

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Abstract

The design of neural network architectures is an important component for achieving state-of-the-art performance with machine learning systems across a broad array of tasks. Much work has endeavored to design and build architectures automatically through clever construction of a search space paired with simple learning algorithms. Recent progress has demonstrated that such meta-learning methods may exceed scalable human-invented architectures on image classification tasks. An open question is the degree to which such methods may generalize to new domains. In this work we explore the construction of meta-learning techniques for dense image prediction focused on the tasks of scene parsing, person-part segmentation, and semantic image segmentation. Constructing viable search spaces in this domain is challenging because of the multi-scale representation of visual information and the necessity to operate on high resolution imagery. Based on a survey of techniques in dense image prediction, we construct a recursive search space and demonstrate that even with efficient random search, we can identify architectures that outperform human-invented architectures and achieve state-of-the-art performance on three dense prediction tasks including 82.7% on Cityscapes (street scene parsing), 71.3% on PASCAL-Person-Part (person-part segmentation), and 87.9% on PASCAL VOC 2012 (semantic image segmentation). Additionally, the resulting architecture is more computationally efficient, requiring half the parameters and half the computational cost as previous state of the art systems.

1 Introduction

The resurgence of neural networks in machine learning has shifted the emphasis for building state-of-the-art systems in such tasks as image recognition [44, 84, 83, 34], speech recognition [36, 8], and machine translation [88, 82] towards the design of neural network architectures. Recent work has demonstrated successes in automatically designing network architectures, largely focused on single-label image classification tasks [100, 101, 52] (but see [100, 65] for language tasks). Importantly, in just the last year such meta-learning techniques have identified architectures that exceed the performance of human-invented architectures for large-scale image classification problems [101, 52, 68].

Image classification has provided a great starting point because much research effort has identified successful network motifs and operators that may be employed to construct search spaces for architectures [52, 68, 101]. Additionally, image classification is inherently multi-resolution whereby fully convolutional architectures [77, 58] may be trained on low resolution images (with minimal computational demand) and be transferred to high resolution images [101].

Although these results suggest opportunity, the real promise depends on the degree to which meta-learning may extend into domains beyond image classification. In particular, in the image domain, many important tasks such as semantic image segmentation [58, 11, 97], object detection [71, 21], and instance segmentation [20, 33, 9] rely on high resolution image inputs and multi-scale image

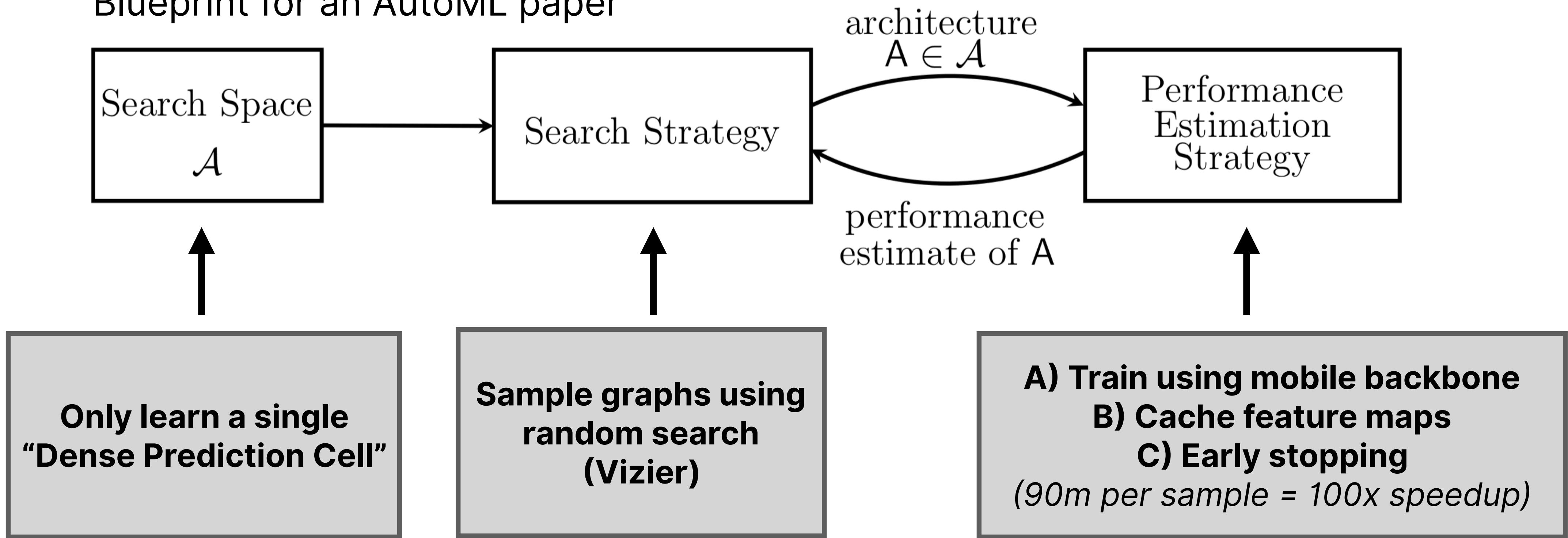
“Cheap AutoML” = 370 GPUs over one week



sky tree road grass water bldg mtn fg obj.

- Current state of the art in semantic segmentation
- Results generalize to scene parsing (above) and person-part matching
- Used AutoML to search space of 10^{11} models, sampled 28000 models

Blueprint for an AutoML paper



Background

Paper overview

Search space

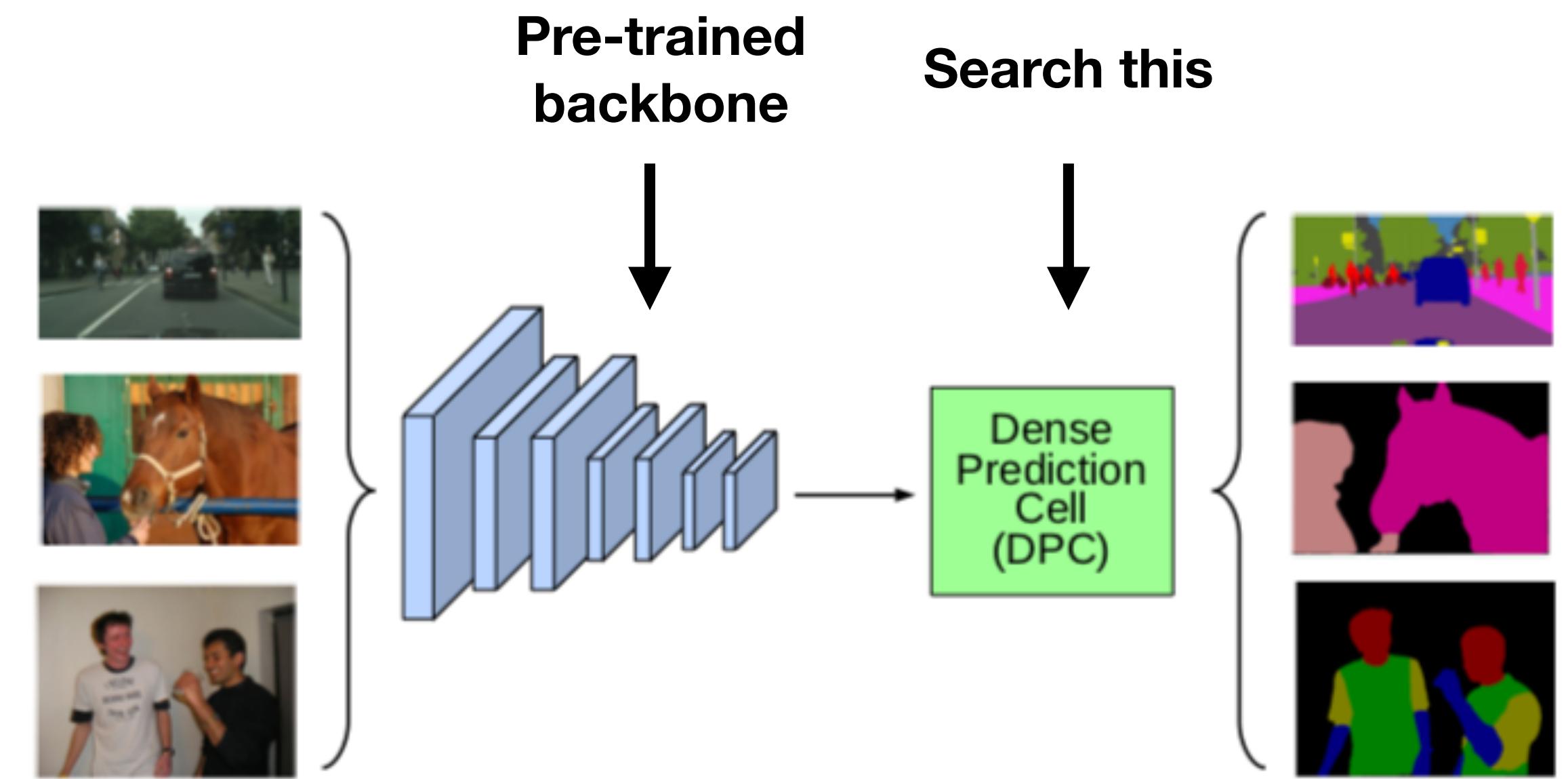
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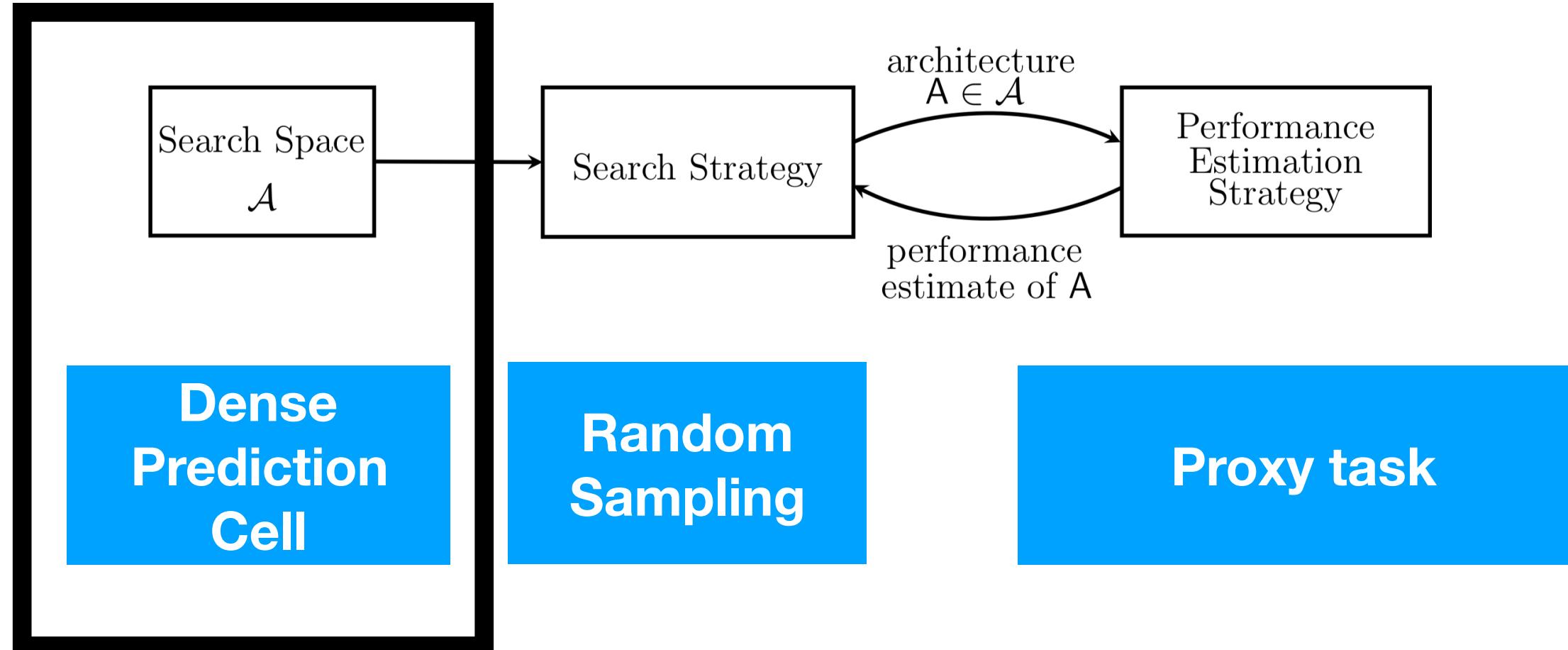
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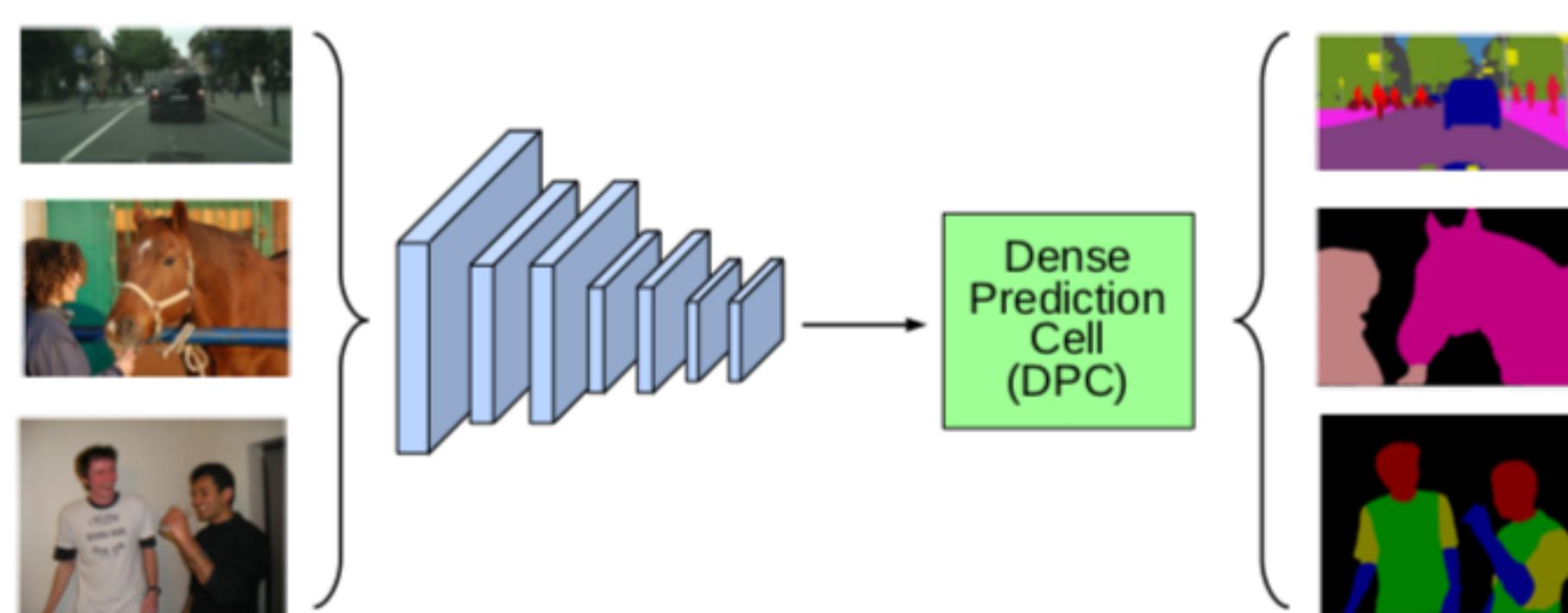
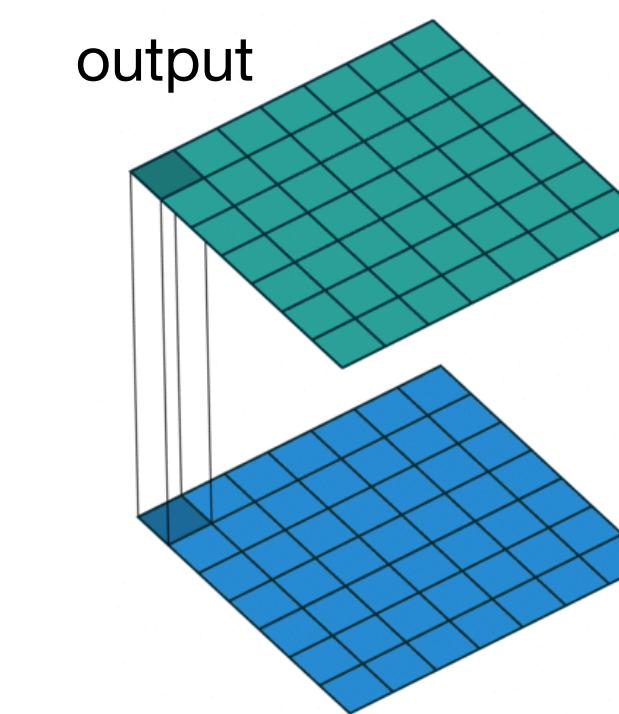
Search space

- Majority of network arch is fixed
 - MobileNet V2 classification net
 - Xception classification net
- Chop last few layers off classification net and add some new layers (DPC)



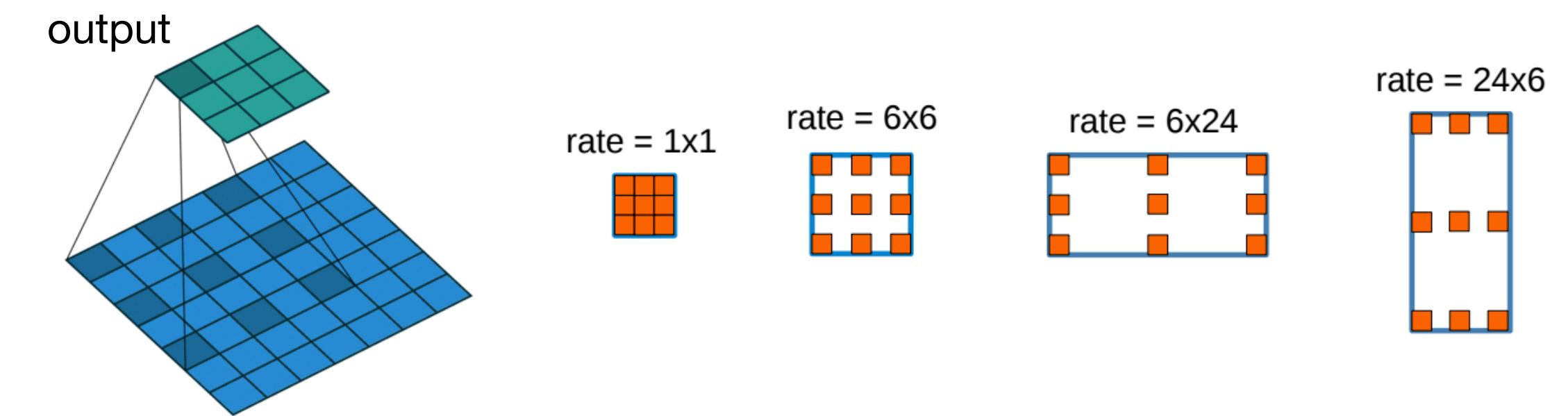


- 1x1 convolution

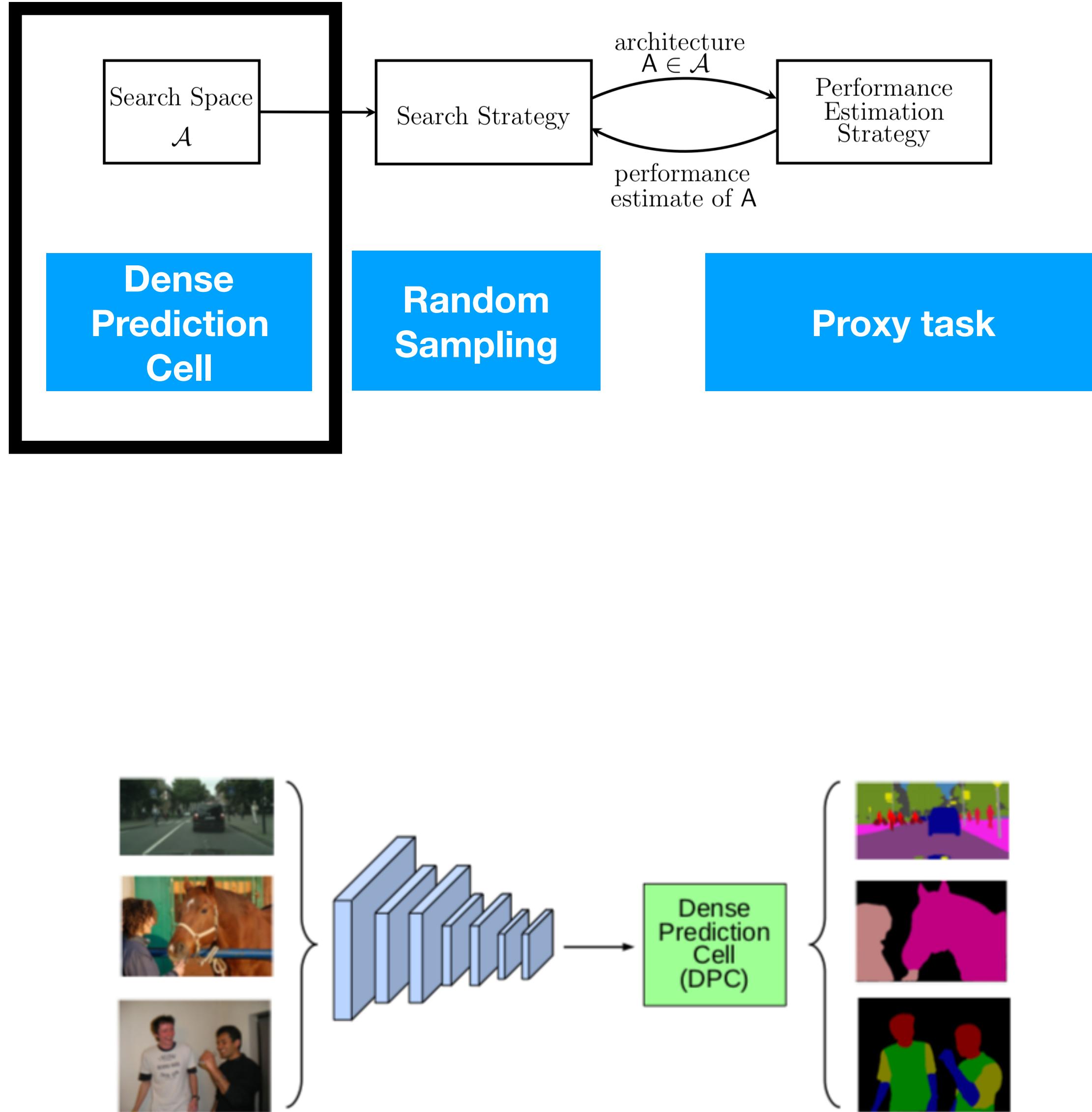


4.2×10^{11} search space

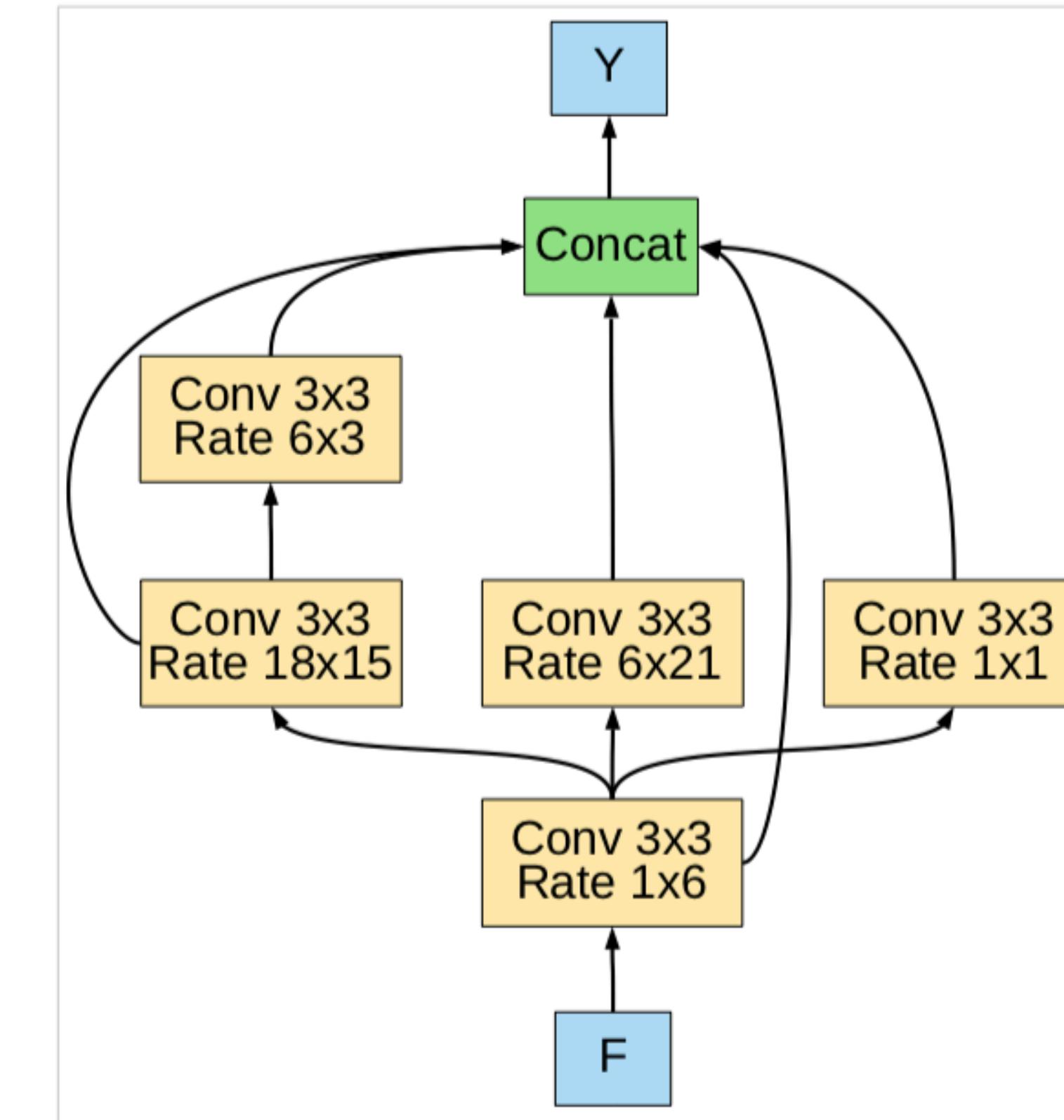
- 3x3 dilated convolution



- Average spatial pyramid pooling
(downsample, conv1x1, upsample)



4.2×10^{11} search space



Background

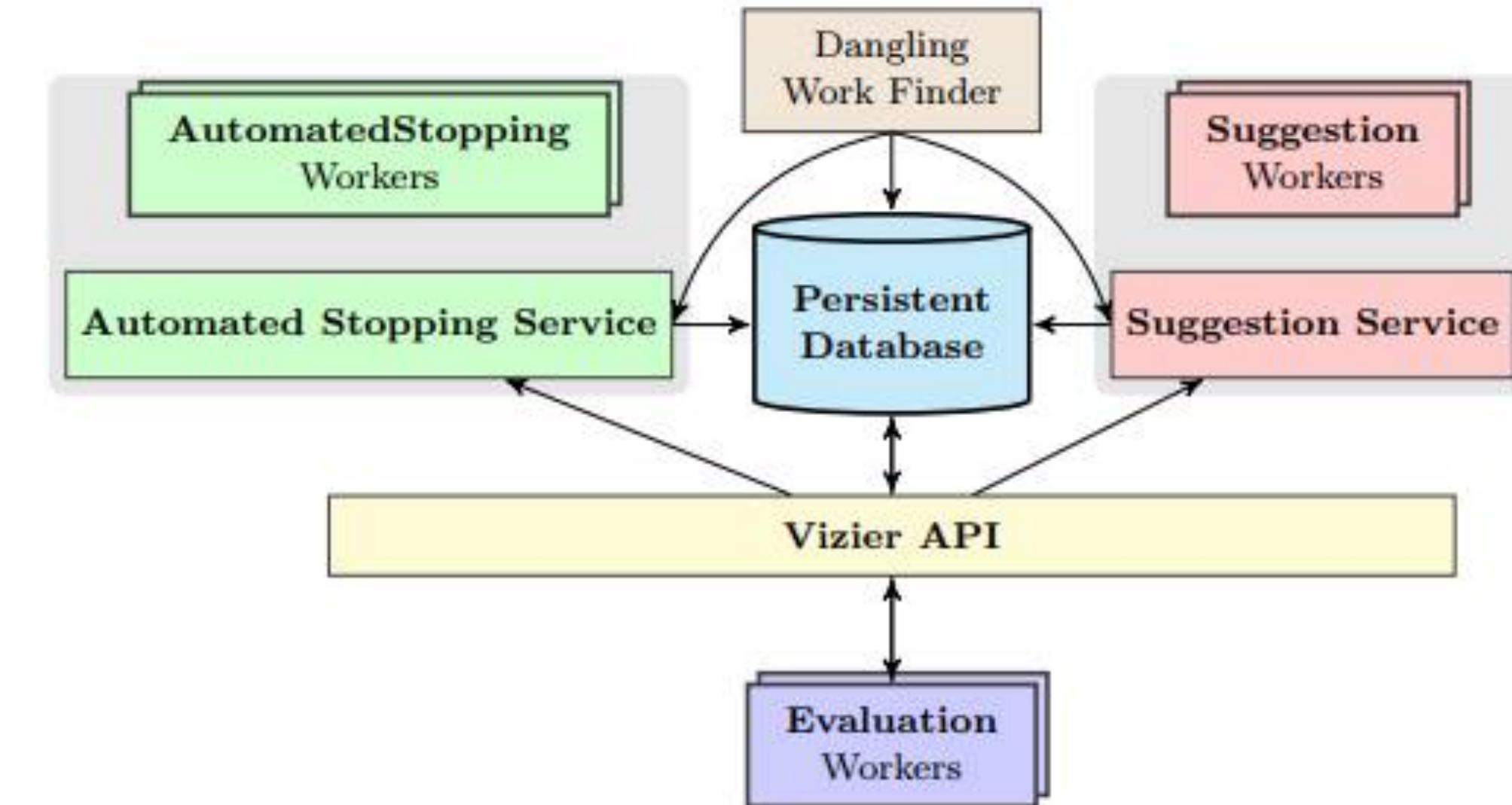
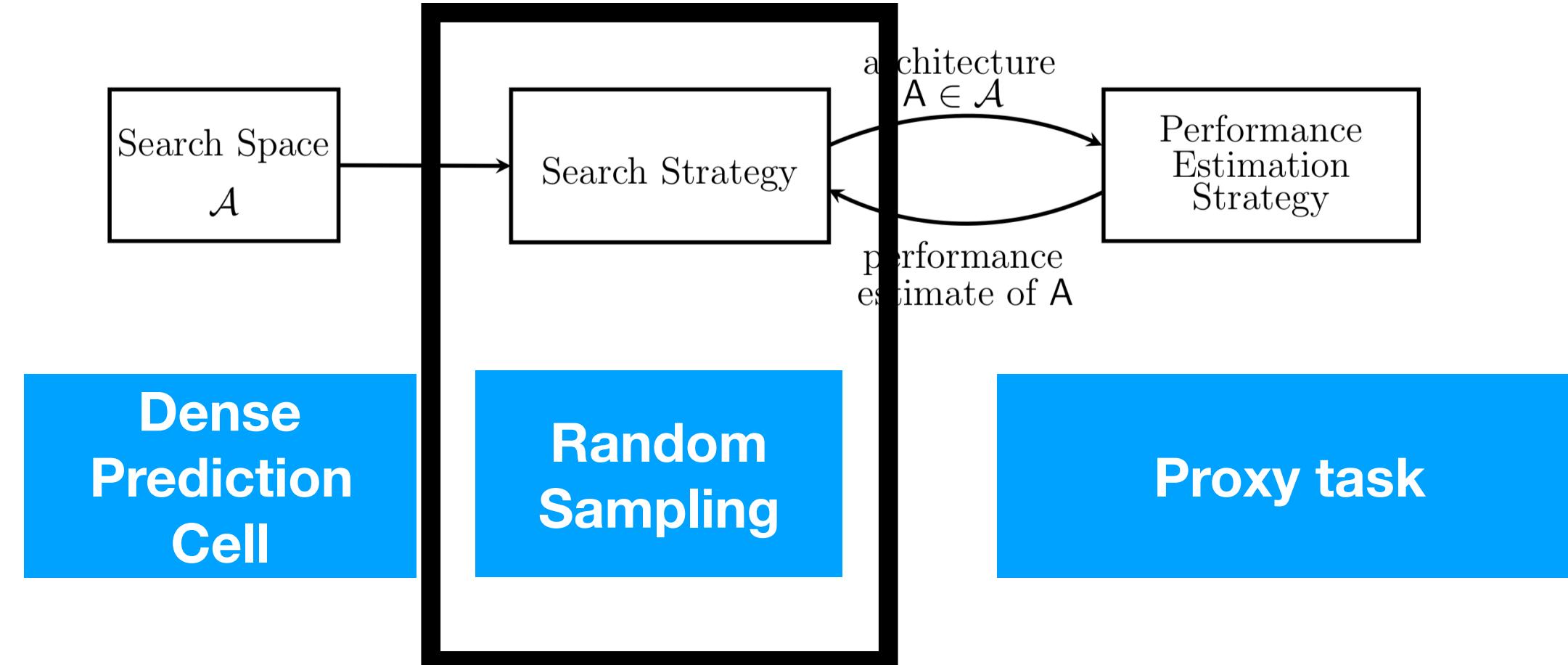
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Our search space size is on the order of 10^{11} and we adopt the *random search* algorithm implemented by Vizier [30], which basically employs the strategy of sampling points b uniformly at random as well as sampling some points b near the currently best observed architectures. We refer the interested readers to [30] for more details. Note that the *random search* algorithm is a simple yet powerful method. As highlighted in [101], random search is competitive with reinforcement learning and other learning techniques [52].

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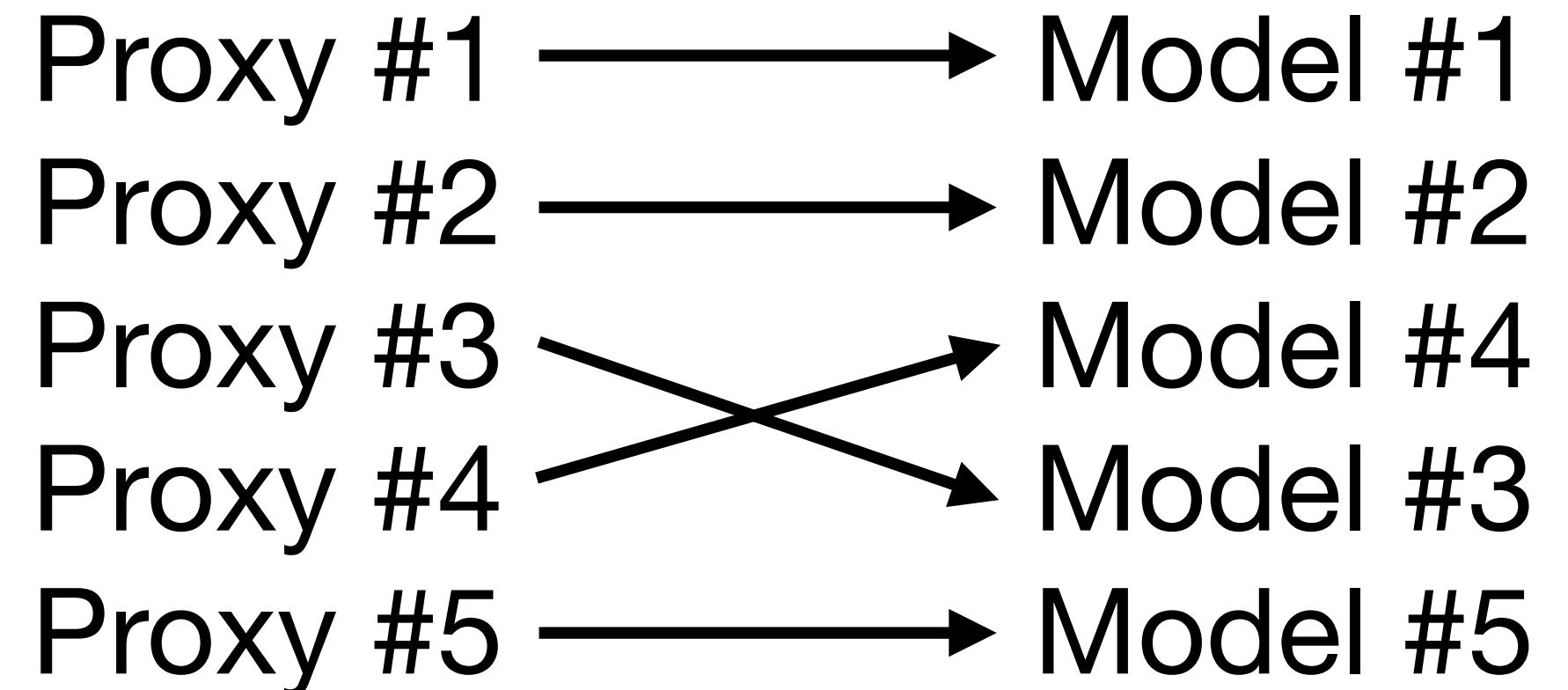
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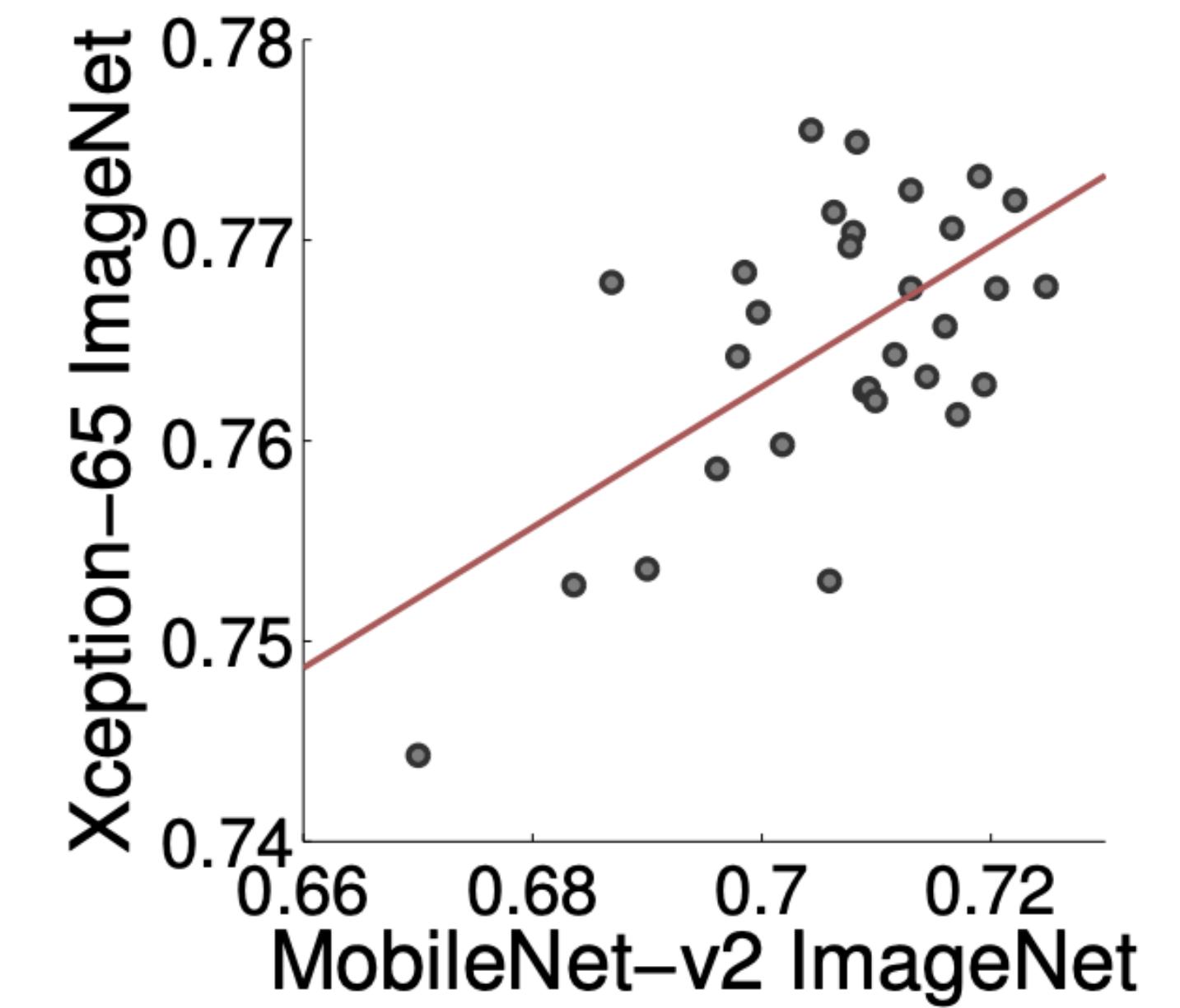
Faster NAS using proxy tasks

- **IDEA:** Estimate architecture performance using a proxy task
- The better the proxy task is, the more efficient search is
- Key contribution of this paper is task-specific proxy tasks



Proxy task 1: Train using MobileNet

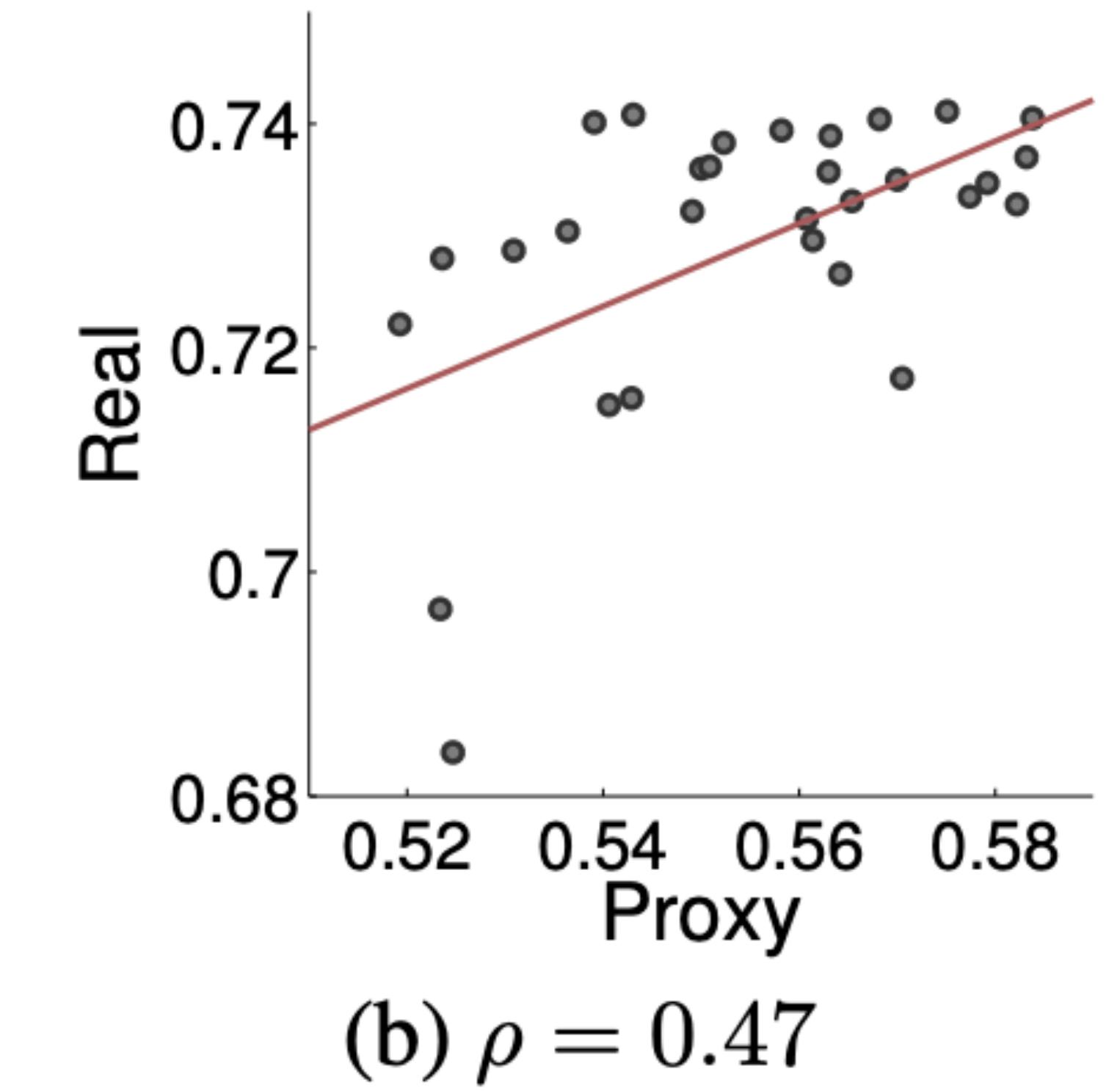
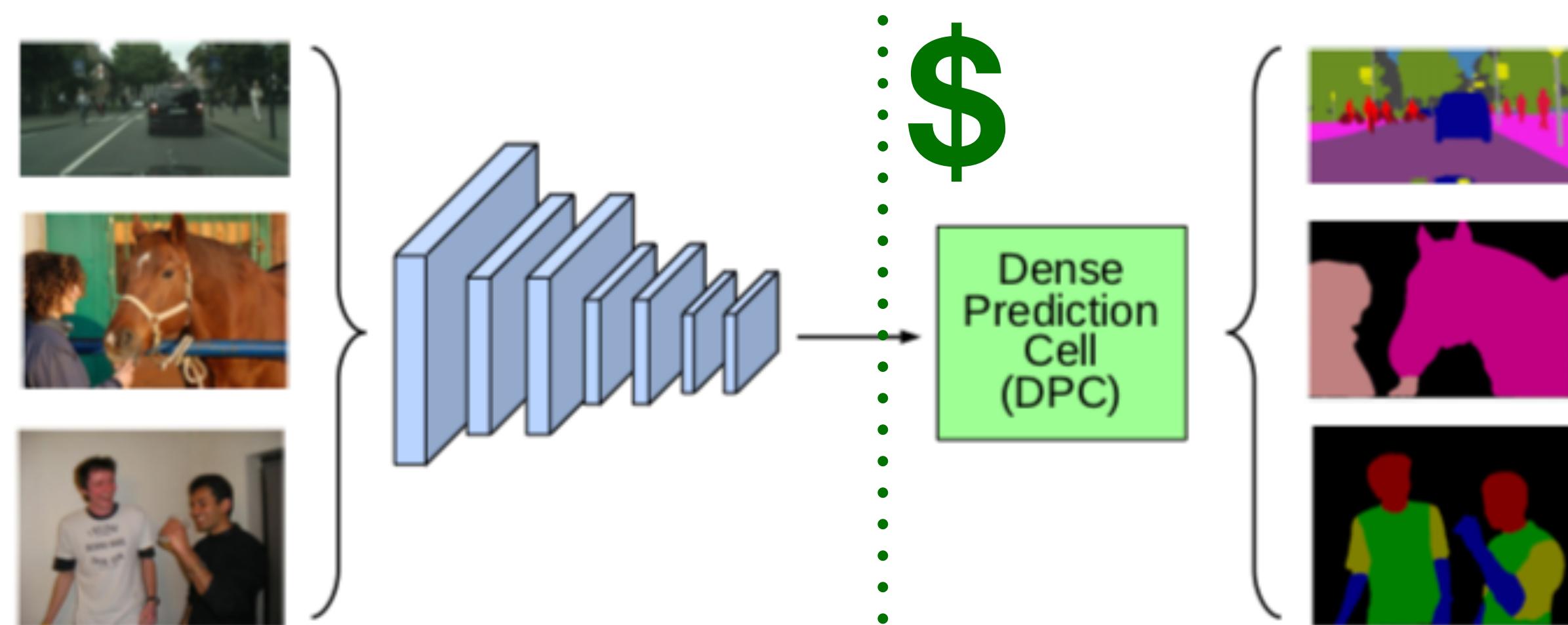
- **Predict final accuracy by using a smaller classification network**
 - *Xception*: 21% top-1 error, 22M params
 - *MobileNet v2*: 28% top 1 error, 3.4M params



(a) $\rho = 0.36$

Proxy task 2: Cache activations

Cache classification network activations and
only train new layers (freeze gradient)



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Cityscapes Semantic Segmentation



Network Backbone	Module	Params	MAdds	mIOU (%)
MobileNet-v2	ASPP [12]	0.25M	2.82B	73.97
	DPC	0.36M	3.00B	75.38
Modified Xception	ASPP [12]	1.59M	18.12B	80.25
	DPC	0.81M	6.84B	80.85

Table 1: Cityscapes *validation* set performance (labeling IOU) across different network backbones (output stride = 16). ASPP is the previous state-of-the-art system [12] and DPC indicates this work. Params and MAdds indicate the number of parameters and number of multiply-add operations in each multi-scale context module.

Method	road	sidewalk	building	wall	fence	pole	light	sign	vege.	terrain	sky	person	rider	car	truck	bus	train	mbike	bicycle	mIOU
PSPNet [97]	98.7	86.9	93.5	58.4	63.7	67.7	76.1	80.5	93.6	72.2	95.3	86.8	71.9	96.2	77.7	91.5	83.6	70.8	77.5	81.2
Mapillary Research [6]	98.4	85.0	93.7	61.8	63.9	67.7	77.4	80.8	93.7	71.9	95.6	86.7	72.8	95.7	79.9	93.1	89.7	72.6	78.2	82.0
DeepLabv3+ [14]	98.7	87.0	93.9	59.5	63.7	71.4	78.2	82.2	94.0	73.0	95.9	88.0	73.3	96.4	78.0	90.9	83.9	73.8	78.9	82.1
DPC	98.7	87.1	93.8	57.7	63.5	71.0	78.0	82.1	94.0	73.3	95.4	88.2	74.5	96.5	81.2	93.3	89.0	74.1	79.0	82.7

Table 2: Cityscapes *test* set performance across leading competitive models.

Person-part identification

Method	head	torso	u-arms	l-arms	u-legs	l-legs	bkg	mIOU
Liang <i>et al.</i> [47]	82.89	67.15	51.42	48.72	51.72	45.91	97.18	63.57
Xia <i>et al.</i> [89]	85.50	67.87	54.72	54.30	48.25	44.76	95.32	64.39
Fang <i>et al.</i> [25]	87.15	72.28	57.07	56.21	52.43	50.36	97.72	67.60
DPC	88.81	74.54	63.85	63.73	57.24	54.55	96.66	71.34

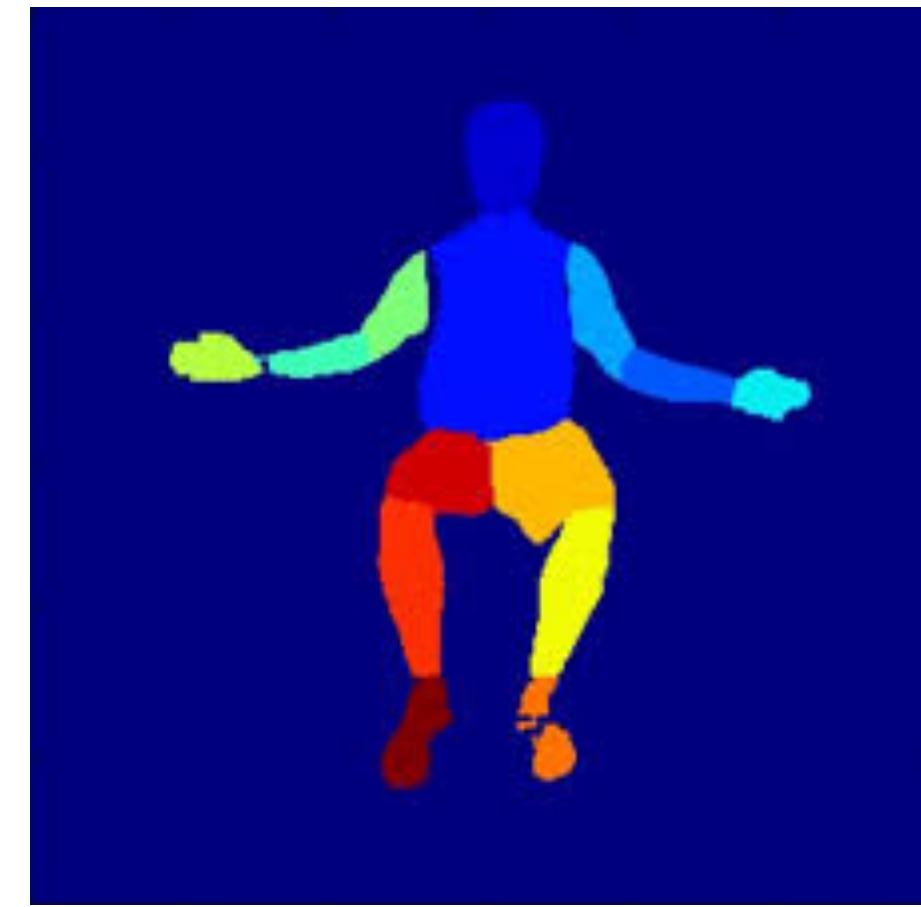
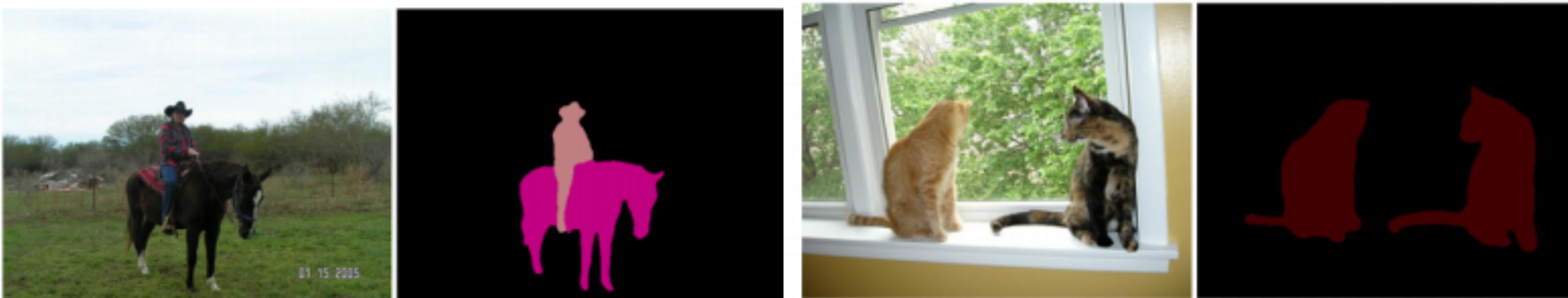


Table 3: PASCAL-Person-Part *validation* set performance.

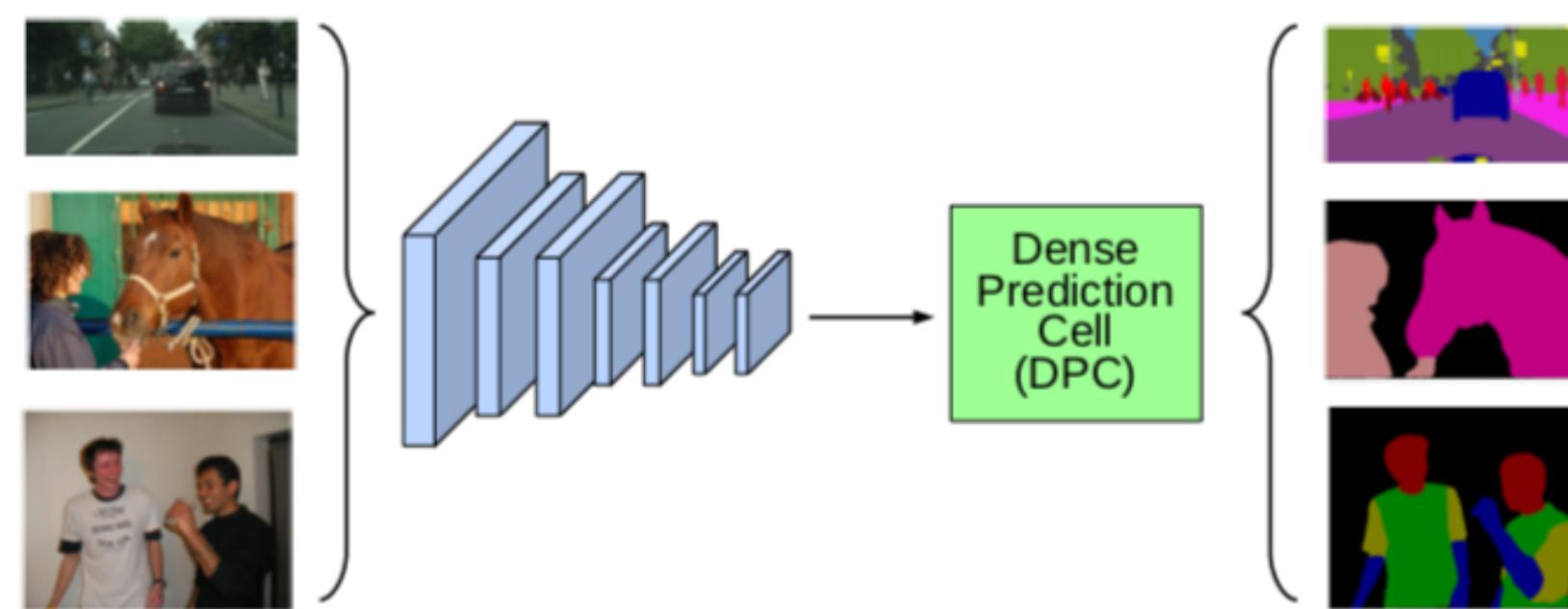
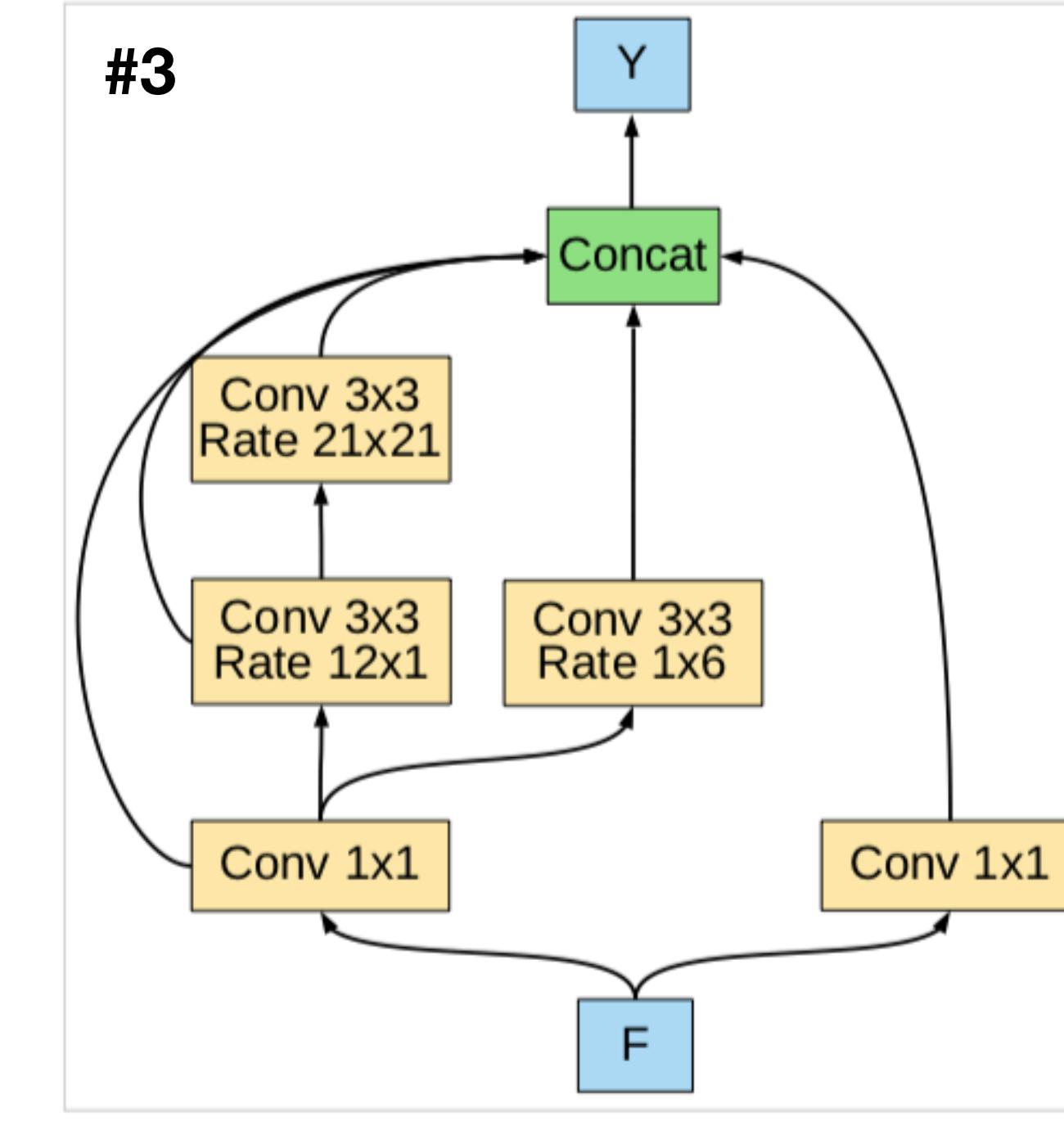
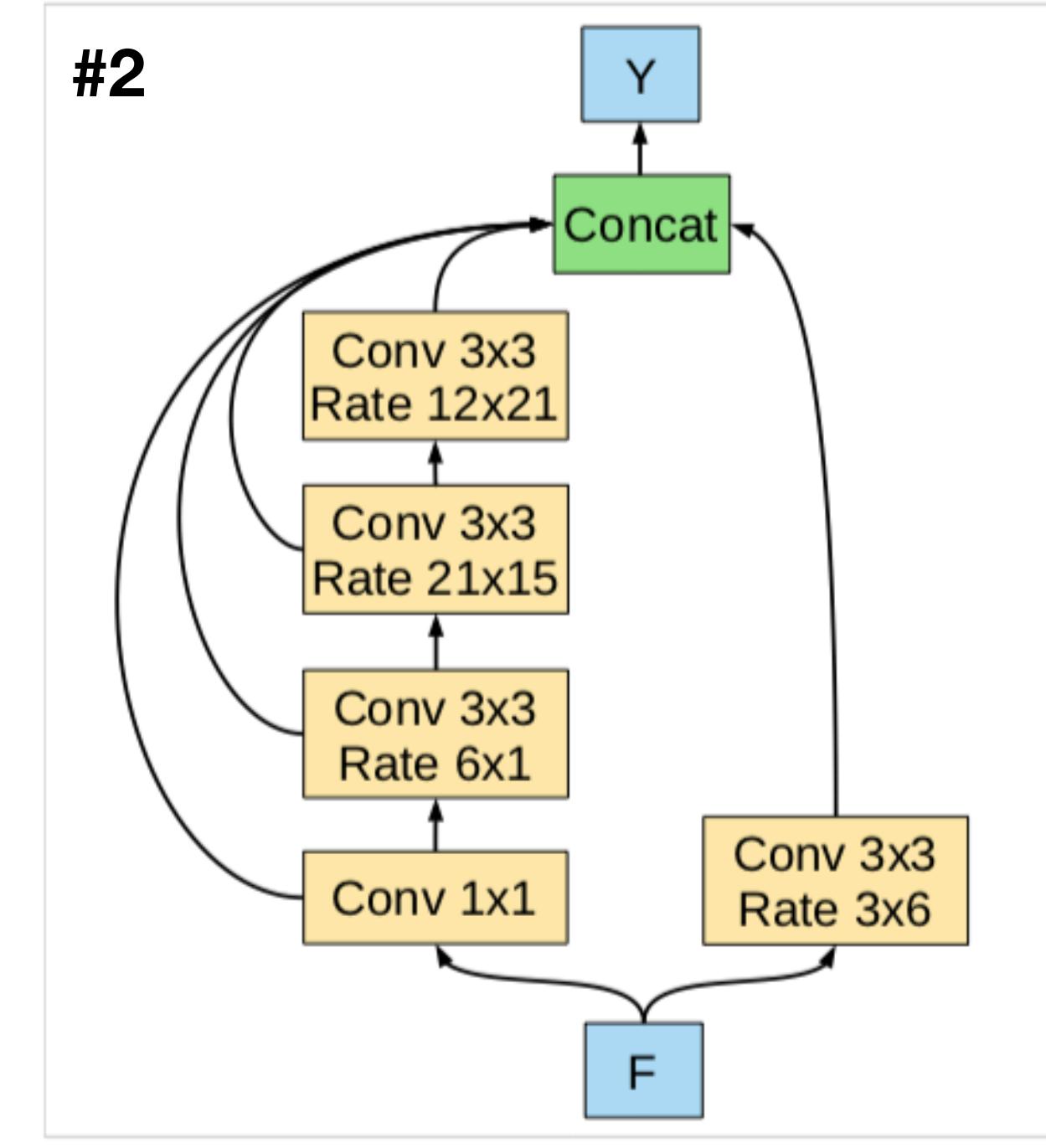
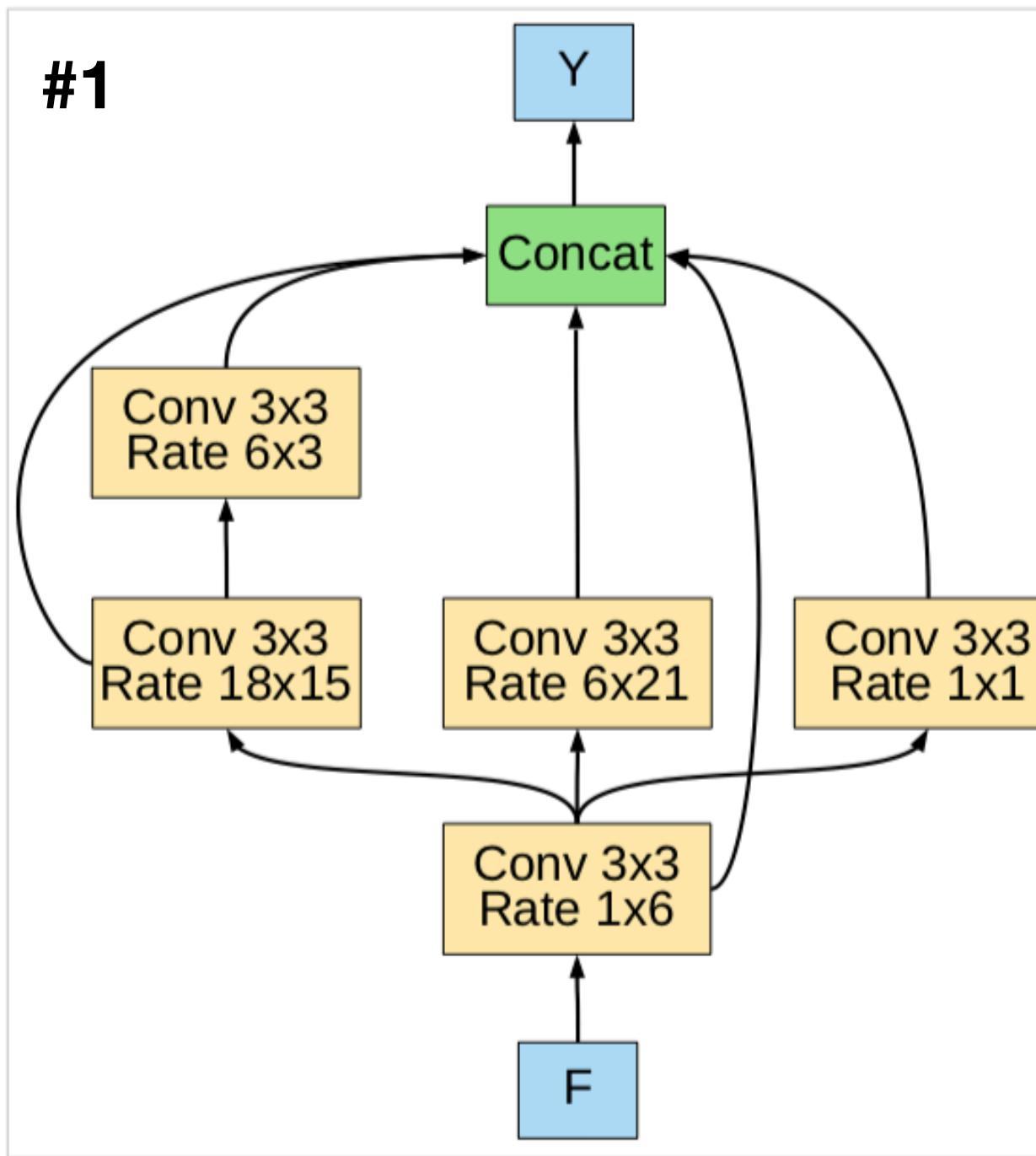
PASCAL VOC scene understanding

Method	aero	bike	bird	boat	bottle	bus	car	cat	chair	cow	table	dog	horse	mbike	person	plant	sheep	sofa	train	tv	mIOU
EncNet [95]	95.3	76.9	94.2	80.2	85.3	96.5	90.8	96.3	47.9	93.9	80.0	92.4	96.6	90.5	91.5	70.9	93.6	66.5	87.7	80.8	85.9
DFN [93]	96.4	78.6	95.5	79.1	86.4	97.1	91.4	95.0	47.7	92.9	77.2	91.0	96.7	92.2	91.7	76.5	93.1	64.4	88.3	81.2	86.2
DeepLabv3+ [14]	97.0	77.1	97.1	79.3	89.3	97.4	93.2	96.6	56.9	95.0	79.2	93.1	97.0	94.0	92.8	71.3	92.9	72.4	91.0	84.9	87.8
ExFuse [96]	96.8	80.3	97.0	82.5	87.8	96.3	92.6	96.4	53.3	94.3	78.4	94.1	94.9	91.6	92.3	81.7	94.8	70.3	90.1	83.8	87.9
MSCI [48]	96.8	76.8	97.0	80.6	89.3	97.4	93.8	97.1	56.7	94.3	78.3	93.5	97.1	94.0	92.8	72.3	92.6	73.6	90.8	85.4	88.0
DPC	97.4	77.5	96.6	79.4	87.2	97.6	90.1	96.6	56.8	97.0	77.0	94.3	97.5	93.2	92.5	78.9	94.3	70.1	91.4	84.0	87.9

Table 4: PASCAL VOC 2012 *test* set performance.



Dense Prediction Cells learned



Some discussion points

- What are **new application areas** for NAS?
 - Ideas? object detection, speech generation, GANs?
- Does NAS **un-democratize ML**?
 - Google leads the training compute arms race
- Will the NAS workload influence how **hardware should look**?
- Seems like significant domain knowledge is necessary to develop SoTA NAS methods — is NAS most useful as a research productivity tool?