



# CMSC 5743

## Efficient Computing of Deep Neural Networks

### Mo04: Binary/Ternary Network

Bei Yu

CSE Department, CUHK

[byu@cse.cuhk.edu.hk](mailto:byu@cse.cuhk.edu.hk)

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2024 Fall

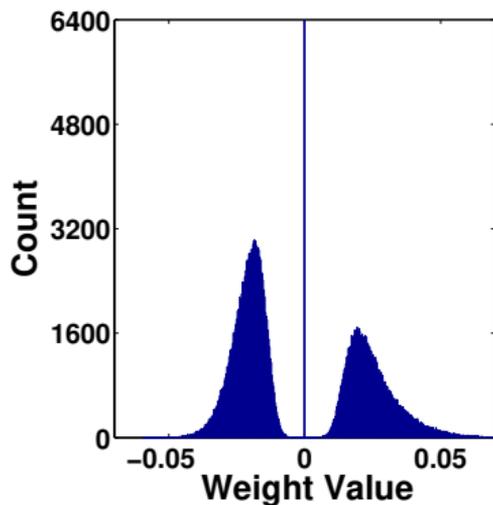


## These slides contain/adapt materials developed by

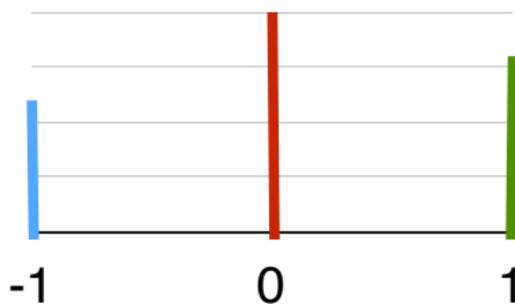
- Ritchie Zhao et al. (2017). “Accelerating binarized convolutional neural networks with software-programmable FPGAs”. In: *Proc. FPGA*, pp. 15–24
- Mohammad Rastegari et al. (2016). “XNOR-NET: Imagenet classification using binary convolutional neural networks”. In: *Proc. ECCV*, pp. 525–542



## Binary / Ternary Net: Motivation



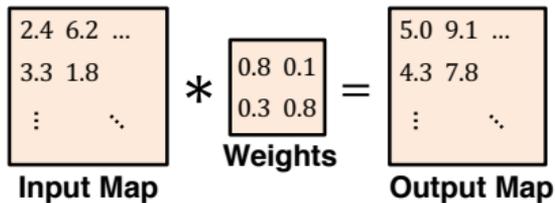
$\Rightarrow$





# Binarized Neural Networks (BNN)

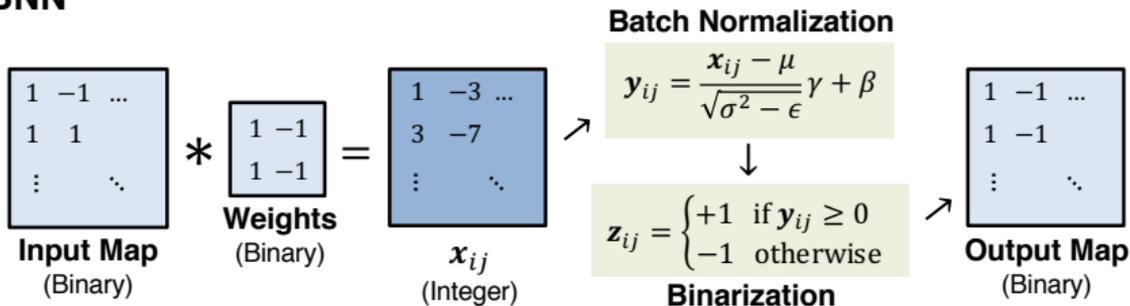
## CNN



## Key Differences

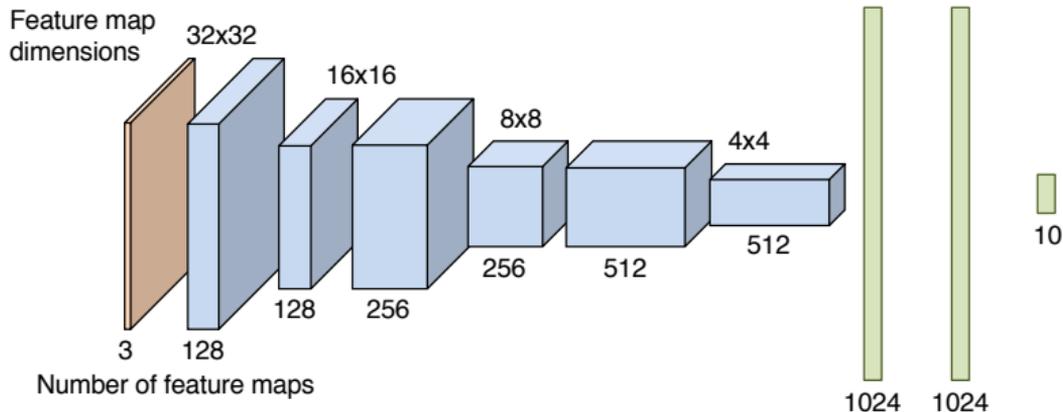
1. Inputs are binarized (-1 or +1)
2. Weights are binarized (-1 or +1)
3. Results are binarized after **batch normalization**

## BNN





## BNN CIFAR-10 Architecture [2]



- ▶ 6 conv layers, 3 dense layers, 3 max pooling layers
- ▶ All conv filters are 3x3
- ▶ First conv layer takes in floating-point input
- ▶ **13.4 Mbits total model size** (after hardware optimizations)

[2] M. Courbariaux et al. **Binarized Neural Networks: Training Deep Neural Networks with Weights and Activations Constrained to +1 or -1**. *arXiv:1602.02830*, Feb 2016.



# Advantages of BNN

## 1. Floating point ops replaced with binary logic ops

$b_1$	$b_2$	$b_1 \times b_2$
+1	+1	+1
+1	-1	-1
-1	+1	-1
-1	-1	+1

$b_1$	$b_2$	$b_1 \text{ XOR } b_2$
0	0	0
0	1	1
1	0	1
1	1	0

- Encode  $\{+1, -1\}$  as  $\{0, 1\}$   $\rightarrow$  multiplies become XORs
- Conv/dense layers do dot products  $\rightarrow$  XOR and popcount
- Operations can map to LUT fabric as opposed to DSPs

## 2. Binarized weights may reduce total model size

- Fewer bits per weight may be offset by having more weights



# BNN vs CNN Parameter Efficiency

Architecture	Depth	Param Bits (Float)	Param Bits (Fixed-Point)	Error Rate (%)
ResNet [3] (CIFAR-10)	164	51.9M	13.0M*	11.26
BNN [2]	9	-	13.4M	11.40

\* Assuming each float param can be quantized to 8-bit fixed-point

## ► Comparison:

- Conservative assumption: ResNet can use 8-bit weights
- BNN is based on VGG (less advanced architecture)
- BNN seems to hold promise!

[2] M. Courbariaux et al. **Binarized Neural Networks: Training Deep Neural Networks with Weights and Activations Constrained to +1 or -1**. *arXiv:1602.02830*, Feb 2016.

[3] K. He, X. Zhang, S. Ren, and J. Sun. **Identity Mappings in Deep Residual Networks**. *ECCV 2016*.



- ① Minimize the Quantization Error
- ② Improve Network Loss Function
- ③ Reduce the Gradient Error



- 1 Minimize the Quantization Error
- 2 Improve Network Loss Function
- 3 Reduce the Gradient Error



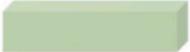
 * 	Operations	Memory	Computation
$\mathbb{R}$ * $\mathbb{R}$	+ - x	1x	1x

Binary Weight Networks

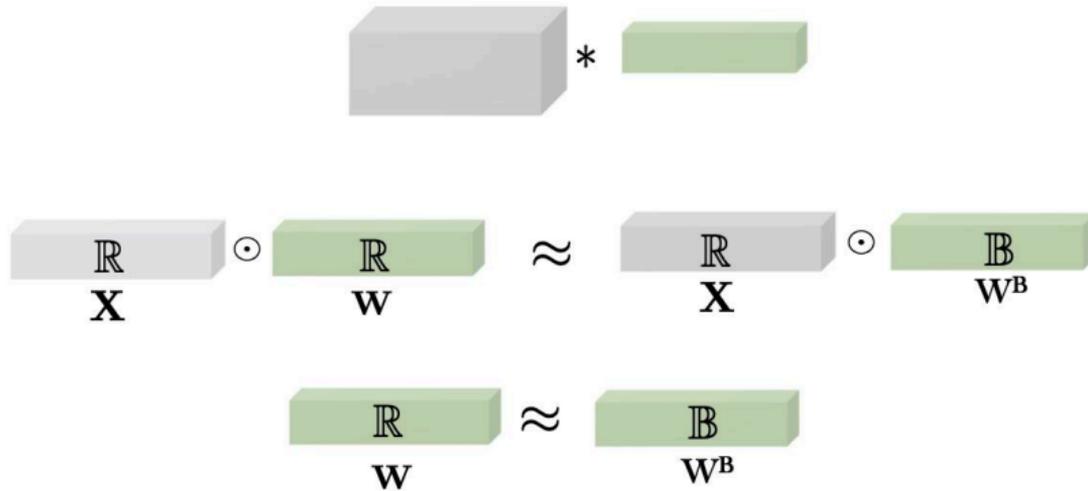
XNOR-Networks

<sup>1</sup>Mohammad Rastegari et al. (2016). "XNOR-NET: Imagenet classification using binary convolutional neural networks". In: *Proc. ECCV*, pp. 525–542.



 * 	Operations	Memory	Computation
$\mathbb{R} * \mathbb{R}$	+ - x	1x	1x
$\mathbb{R} * \mathbb{B}$	+ -	~32x	~2x
$\mathbb{B} * \mathbb{B}$	XNOR Bit-count	~32x	~58x

<sup>1</sup>Mohammad Rastegari et al. (2016). "XNOR-NET: Imagenet classification using binary convolutional neural networks". In: *Proc. ECCV*, pp. 525–542.



$$\text{W}^{\text{B}} = \text{sign}(\text{W})$$

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# Quantization Error

$$W^B = \text{sign}(W)$$

$$\left\| \begin{array}{c} W \\ R \end{array} - \begin{array}{c} W^B \\ B \end{array} \right\| \approx 0.75$$



# Optimal Scaling Factor

$$\begin{array}{c} \mathbb{R} \\ \mathbf{W} \end{array} \approx \alpha \begin{array}{c} \mathbb{B} \\ \mathbf{W}^{\mathbb{B}} \end{array}$$

$$\alpha^*, \mathbf{W}^{\mathbb{B}*} = \arg \min_{\mathbf{W}^{\mathbb{B}}, \alpha} \{ \|\mathbf{W} - \alpha \mathbf{W}^{\mathbb{B}}\|^2 \}$$

$$\begin{array}{l} \mathbf{W}^{\mathbb{B}*} = \text{sign}(\mathbf{W}) \\ \alpha^* = \frac{1}{n} \|\mathbf{W}\|_{\ell_1} \end{array}$$



## How to train a CNN with binary filters?

$$\mathbb{R} * \mathbb{R} \approx (\mathbb{R} * \mathbb{B}) \alpha$$

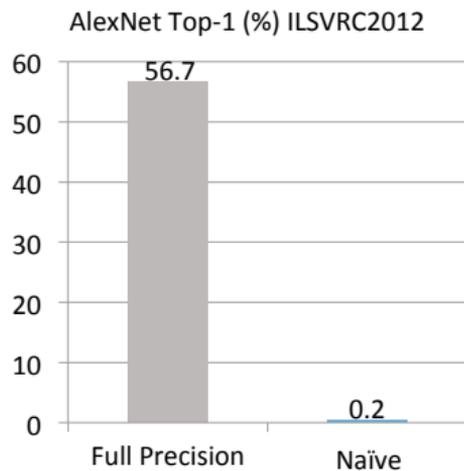
<sup>1</sup>Mohammad Rastegari et al. (2016). “XNOR-NET: Imagenet classification using binary convolutional neural networks”. In: *Proc. ECCV*, pp. 525–542.



# Training Binary Weight Networks

## *Naive Solution:*

1. Train a network with real value parameters
2. Binarize the weight filters



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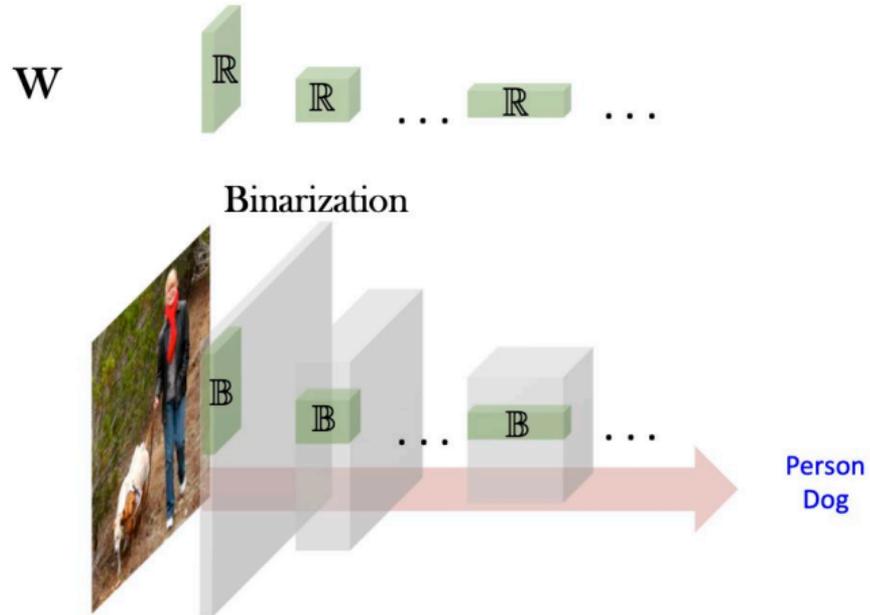


Binarization



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# Binary Weight Network

*Train for binary weights:*

1. Randomly initialize  $W$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $X$
4.  $W^B = \text{sign}(W)$
5.  $\alpha = \frac{\|W\|_{l1}}{n}$
6. Forward pass with  $\alpha, W^B$
7. Compute loss function  $C$
8.  $\frac{\partial C}{\partial W} =$  Backward pass with  $\alpha, W^B$
9. Update  $W$  ( $W = W - \frac{\partial C}{\partial W}$ )



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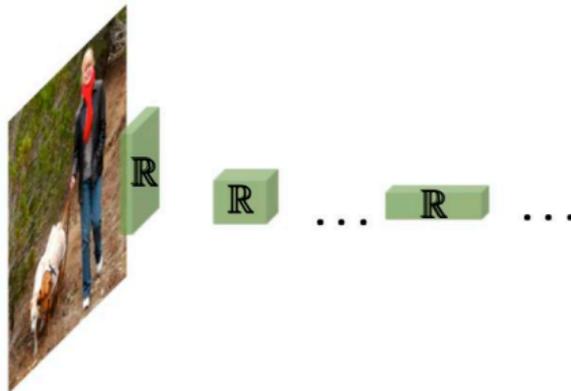


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W

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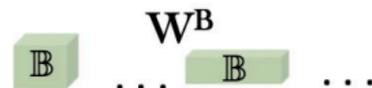




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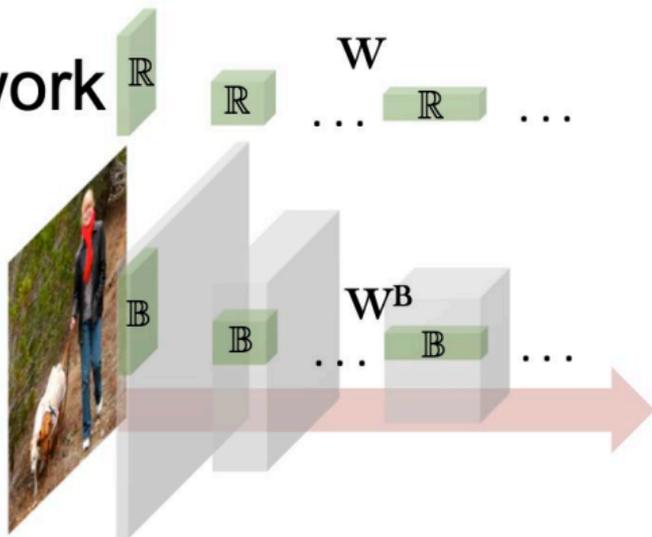




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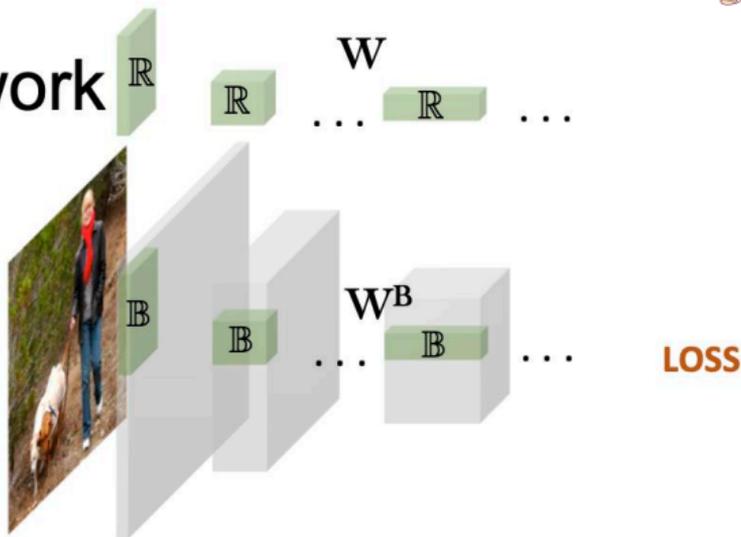




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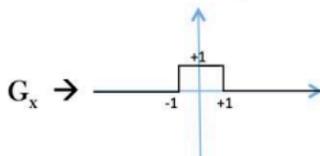
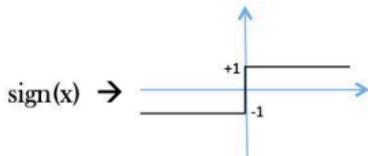
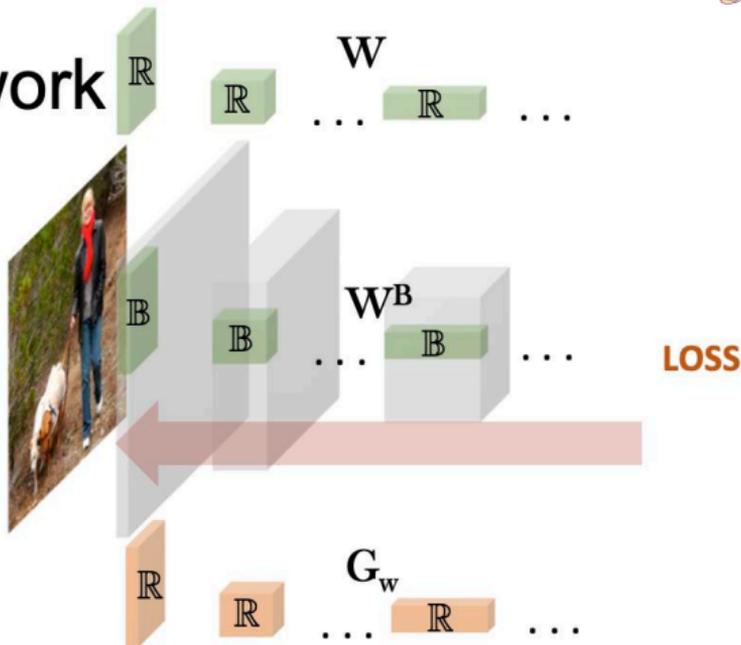




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[Hinton et al. 2012]

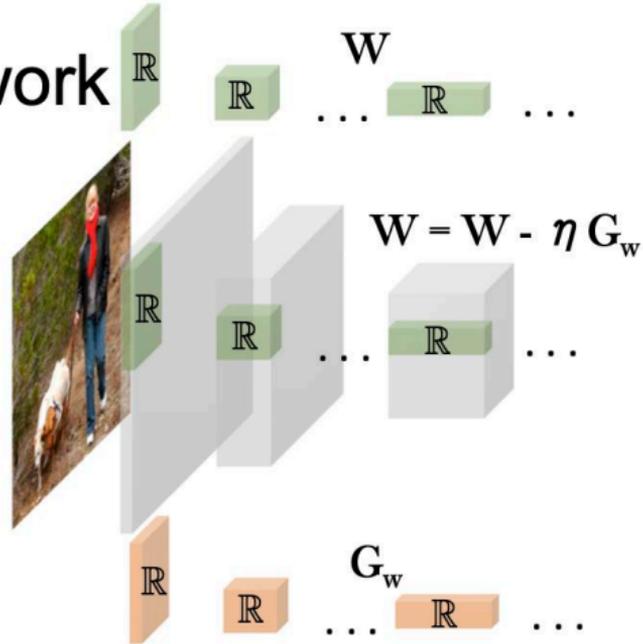
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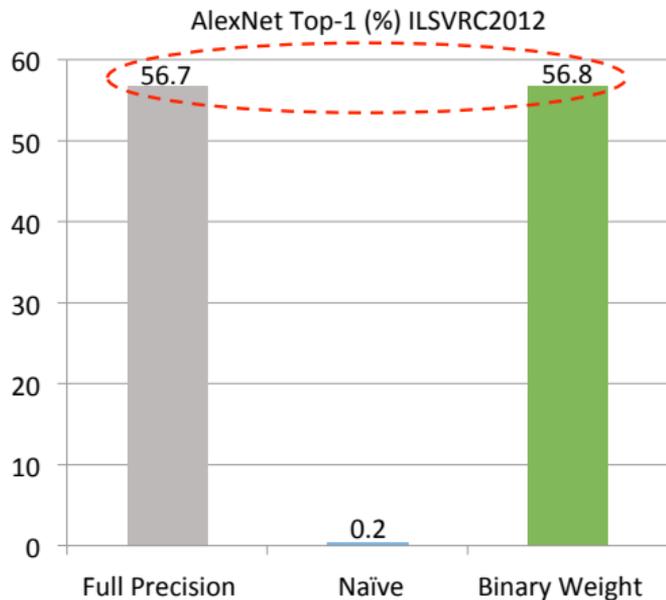
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$\mathbb{R} * \mathbb{B}$	+ -	$\sim 32x$	$\sim 2x$
$\mathbb{B} * \mathbb{B}$ XNOR-Networks	XNOR Bit-count	$\sim 32x$	$\sim 58x$

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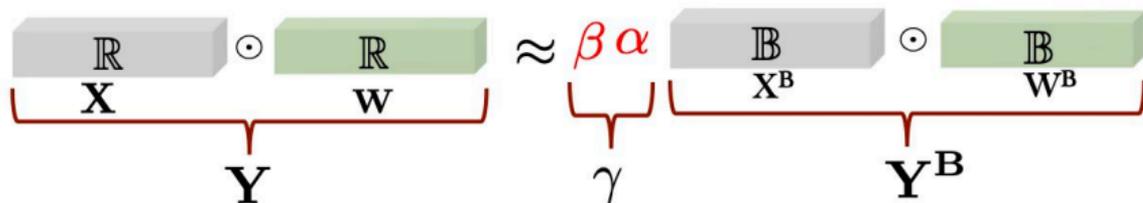
# Binary Input and Binary Weight (XNOR-Net)

$$\begin{array}{c} \mathbb{R} \\ \mathbf{X} \end{array} \odot \begin{array}{c} \mathbb{R} \\ \mathbf{W} \end{array} \approx \beta \begin{array}{c} \mathbb{B} \\ \mathbf{X}^{\mathbb{B}} \end{array} \odot \alpha \begin{array}{c} \mathbb{B} \\ \mathbf{W}^{\mathbb{B}} \end{array}$$

<sup>1</sup>Mohammad Rastegari et al. (2016). "XNOR-NET: Imagenet classification using binary convolutional neural networks". In: *Proc. ECCV*, pp. 525–542.



# Binary Input and Binary Weight (XNOR-Net)



$$\mathbf{Y} \approx \gamma \mathbf{Y}^B$$

$$\mathbf{Y}^{B*}, \gamma^* = \arg \min_{\mathbf{Y}^B, \gamma} \|\mathbf{Y} - \gamma \mathbf{Y}^B\|^2$$

$$\mathbf{Y}^{B*} = \text{sign}(\mathbf{Y}) \quad \gamma^* = \frac{1}{n} \|\mathbf{Y}\|_{\ell_1}$$

$$\mathbf{X}^{B*} = \text{sign}(\mathbf{X}) \quad \mathbf{W}^{B*} = \text{sign}(\mathbf{W})$$

$$\alpha^* = \frac{1}{n} \|\mathbf{W}\|_{\ell_1} \quad \beta^* = \frac{1}{n} \|\mathbf{X}\|_{\ell_1}$$

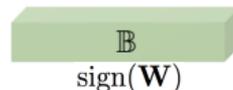
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(1) Binarizing Weights

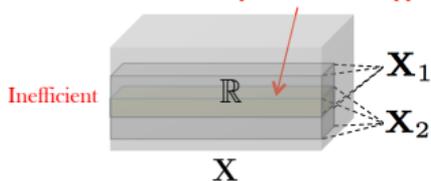


$$\frac{1}{n} \|\mathbf{W}\|_{\ell_1} = \alpha$$

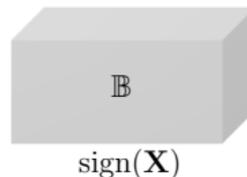


(2) Binarizing Input

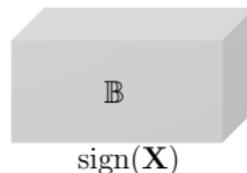
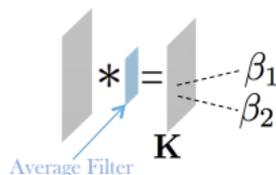
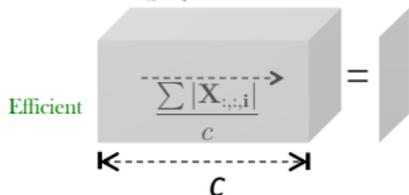
Redundant computation in overlapping areas



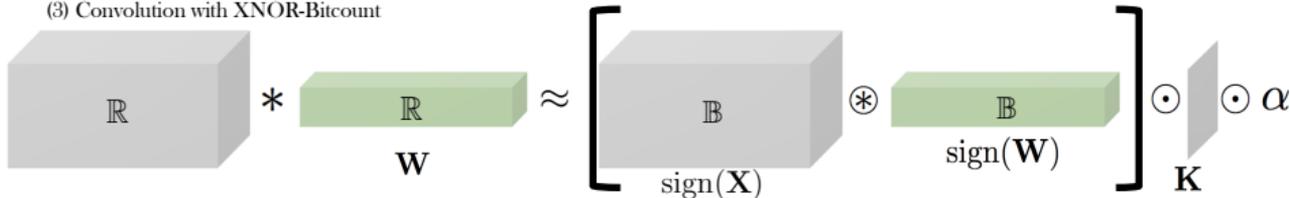
$$\frac{1}{n} \|\mathbf{X}_1\|_{\ell_1} = \beta_1$$
$$\frac{1}{n} \|\mathbf{X}_2\|_{\ell_1} = \beta_2$$



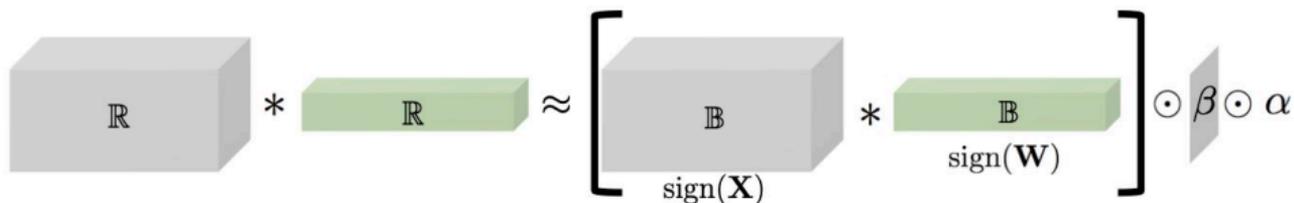
(2) Binarizing Input



(3) Convolution with XNOR-Bitcount

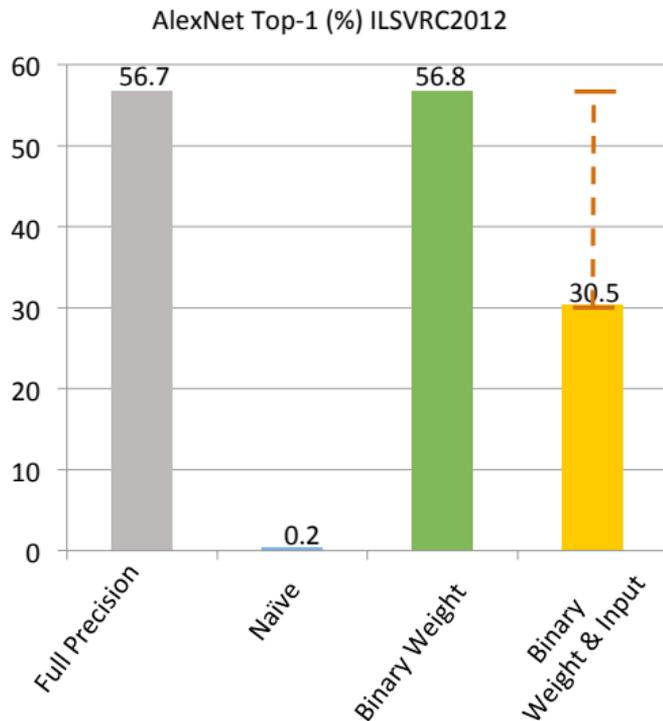


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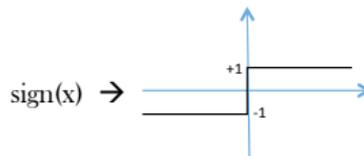
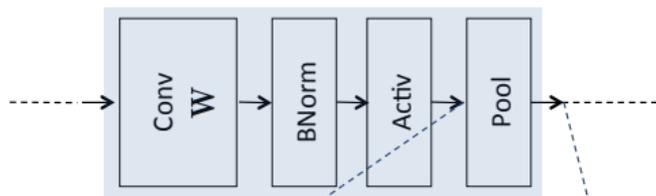


1

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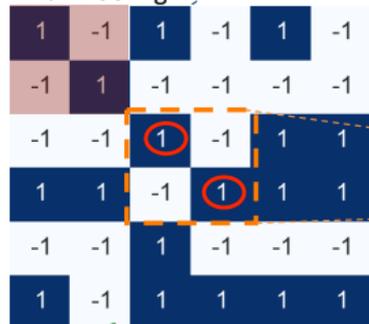


# Network Structure in XNOR-Networks

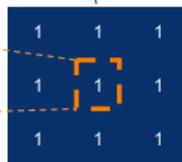


A typical block in CNN

Max-Pooling



✓ Multiple Maximums

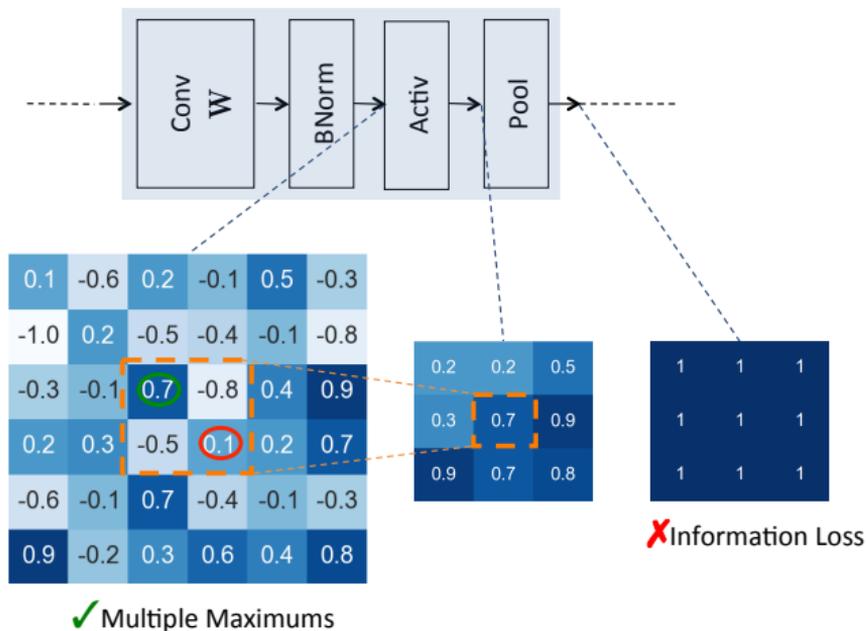


✗ Information Loss

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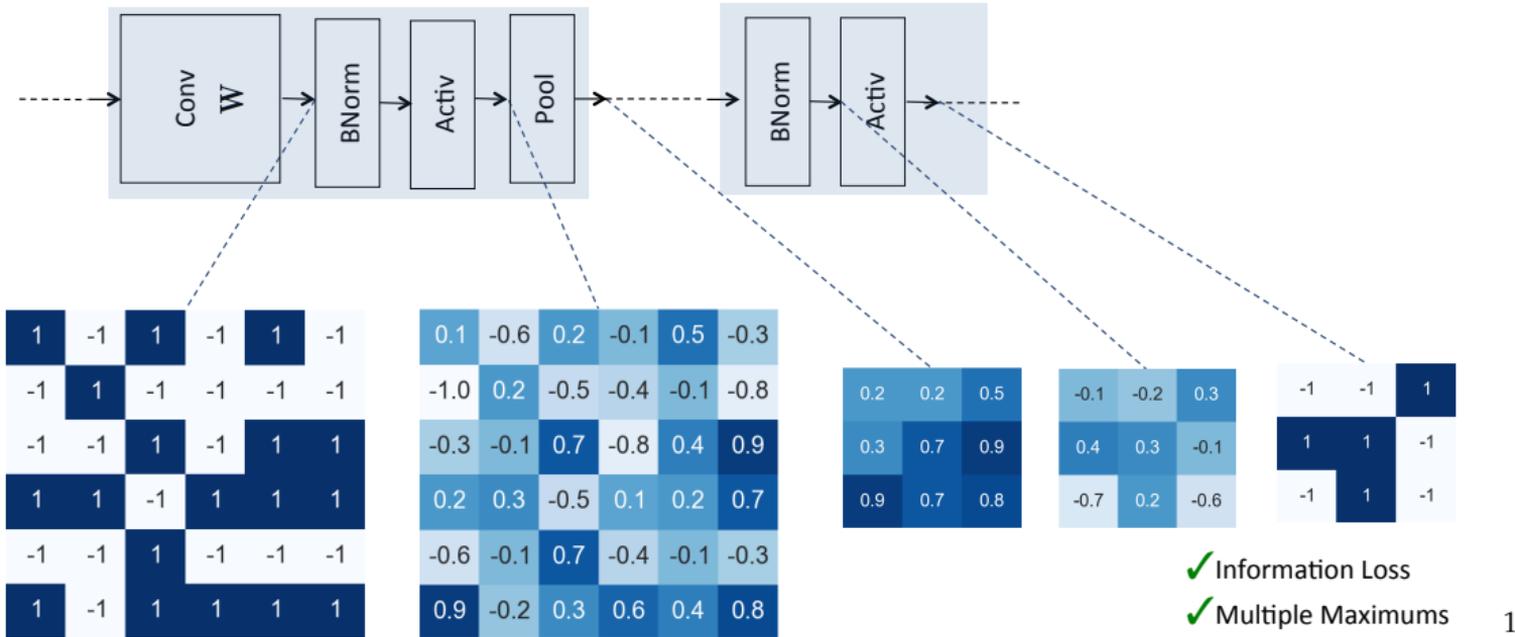
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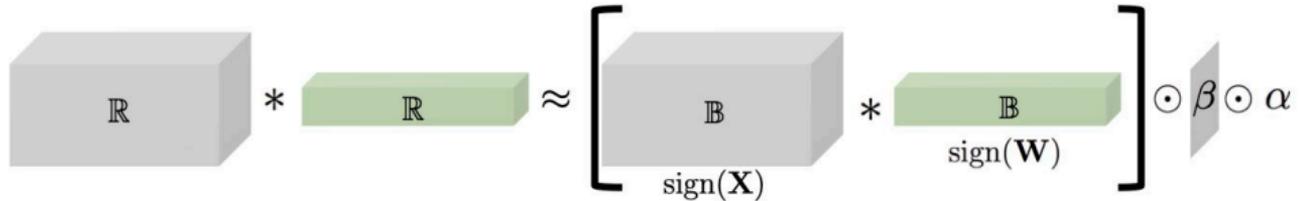
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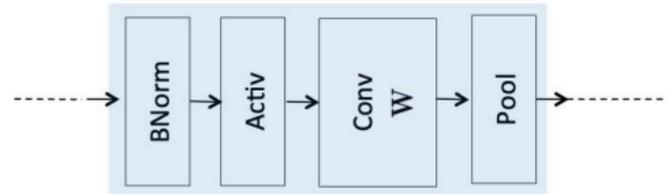
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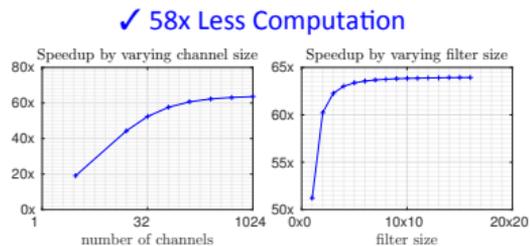
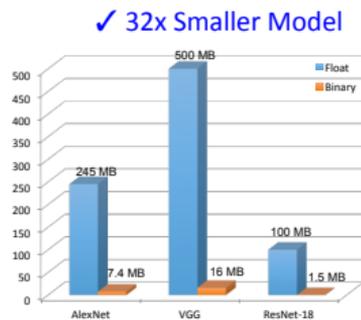
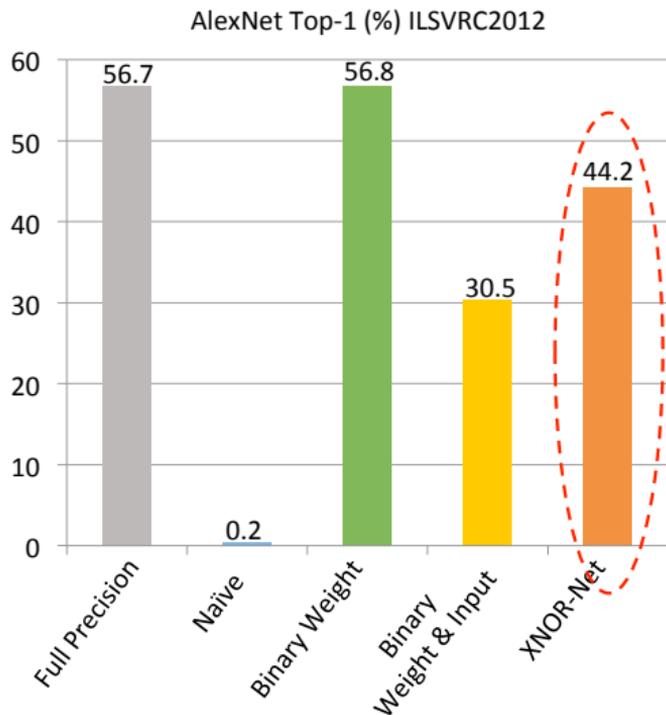


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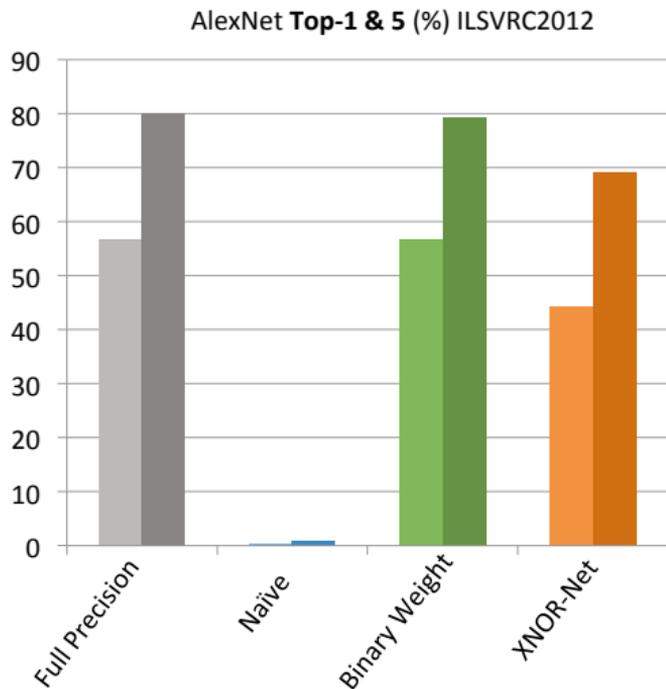


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## Motivation

- Naive methods (Matthieu Courbariaux, Yoshua Bengio, and Jean-Pierre David (2015). “Binaryconnect: Training deep neural networks with binary weights during propagations”. In: *Advances in neural information processing systems*, pp. 3123–3131, Matthieu Courbariaux, Itay Hubara, et al. (2016). “Binarized neural networks: Training deep neural networks with weights and activations constrained to +1 or -1”. In: *arXiv preprint arXiv:1602.02830*) suffer the accuracy loss

## Intuition

- Quantized parameter should approximate the full precision parameter as closely as possible



# DoReFa-net: Training low bitwidth convolutional neural networks with low bitwidth gradients



## Contribution

- Succeeded in quantizing gradients to numbers with bitwidth less than 8 bits during the backward pass
- Creating DoReFa-Net which has arbitrary bitwidth in weights, activations and gradients
- Explore the the configuration space of bitwidth for weights, activations and gradients for DoReFa-Net



## Weights Quantization

- Weights binarization



## Activations Quantization

- Assume the output of the previous layer has passed through a bounded activation function  $h$ , which ensures  $r \in [0, 1]$

$$f_{\alpha}^k(r) = \text{quantize}_k(r)$$

## Gradient Quantization

- Gradients are unbounded and may have significantly larger value range than activations

$$f_{\gamma}^k(dr) = 2 \max_0(|dr|) [\text{quantize}_k[\frac{dr}{2 \max_0(|dr|)} + \frac{1}{2} + N(k)] - \frac{1}{2}]$$

$$N(k) = \frac{\sigma}{2^k - 1} \text{ where } \sigma \sim \text{Uniform}(-0.5, 0.5)$$



Read the paper<sup>2</sup> if you want to learn the specific details of the algorithm

DOREFA-NET: TRAINING LOW BITWIDTH CONVOLUTIONAL NEURAL NETWORKS WITH LOW BITWIDTH GRADIENTS

Shuchang Zhou, Yuxin Wu, Zekun Ni, Xinyu Zhou, He Wen, Yuheng Zou  
Megvii Inc.  
{zsc, wyx, nzk, zxy, wenhe, zouyuheng}@megvii.com

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<sup>2</sup>Shuchang Zhou et al. (2016). “Dorefa-net: Training low bitwidth convolutional neural networks with low bitwidth gradients”. In: *arXiv preprint arXiv:1606.06160*.



# Towards Accurate Binary Convolutional Neural Network



## Contribution

- Approximate full-precision weights with the linear combination of multiple binary weight bases
- Introduce multiple binary activations



## Weights Binarization

- Weights tensors in one layer:  $W \in \mathbb{R}^{w \times h \times c_{in} \times c_{out}}$

$$B_1, B_2, \dots, B_M \in \{-1, +1\}^{w \times h \times c_{in} \times c_{out}}$$

$$W \approx \alpha_1 B_1 + \alpha_2 B_2 + \dots + \alpha_M B_M$$

$$B_i = F_{u_i}(W) = \text{sign}(\bar{W} + u_i \text{std}(W)), i = 1, 2, \dots, M$$

where  $\bar{W} = W - \text{mean}(W)$ ,  $u_i$  is a shift parameter (e.g.  $u_i = -1 + (i - 1) \frac{2}{M-1}$ )  
 $\alpha$  can be calculated via  $\min_{\alpha} J(\alpha) = \|W - B\alpha\|^2$



## Forward and Backward

- Forward

$$B_1, B_2, \dots, B_M = F_{u_1}(W), F_{w_2}(W), \dots, F_{u,u}(W)$$

$$\text{solve } \min_{\alpha} J(\alpha) = \|W - B\alpha\|^2 \text{ for } \alpha$$

$$O = \sum_{m=1}^M \alpha_m \text{Conv}(B_m, A)$$

- Backward

$$\frac{\partial c}{\partial W} = \frac{\partial c}{\partial O} \left( \sum_{m=1}^M \alpha_m \frac{\partial O}{\partial B_m} \frac{\partial B_m}{\partial W} \right) \stackrel{STE}{=} \frac{\partial c}{\partial O} \left( \sum_{m=1}^M \alpha_m \frac{\partial O}{\partial B_m} \right) = \sum_{m=1}^M \alpha_m \frac{\partial c}{\partial B_m}$$



## Multiple Binary Activations

- Bounded Activation Function

$$h(x) \in [0, 1]$$

$$h_r(x) = \text{clip}(x + v, 0, 1)$$

where  $v$  is a shift parameter

- Binarization Function

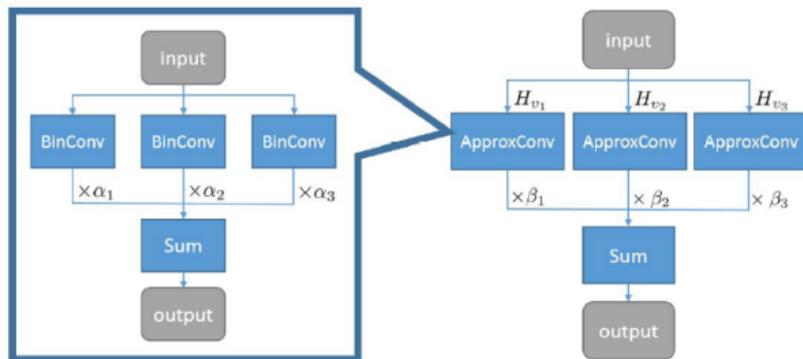
$$H_v(\mathbf{R}) := 2\mathbb{I}_{h_v(\mathbf{R}) \geq 0.5} - 1$$

$$A_1, A_2, \dots, A_N = H_{v_1}(R), H_{v_2}(R), \dots, H_{v_N}(R)$$

$$R \approx \beta_1 A_1 + \beta_2 A_2 + \dots + \beta_N A_N$$

where  $R$  is the real-value activation

- $A_1, A_2, \dots, A_N$  is the base to represent the real-valued activations



- ApproxConv is expected to approximate the conventional full-precision convolution with linear combination of binary convolutions
- The right part is the overall block structure of the convolution in ABC-Net. The input is binarized using different functions  $H_{v1}, H_{v2}, H_{v3}$

$$\text{Conv}(\mathbf{W}, \mathbf{R}) \approx \text{Conv} \left( \sum_{m=1}^M \alpha_m \mathbf{B}_m, \sum_{n=1}^N \beta_n \mathbf{A}_n \right) = \sum_{m=1}^M \sum_{n=1}^N \alpha_m \beta_n \text{Conv}(\mathbf{B}_m, \mathbf{A}_n)$$



Read the paper<sup>3</sup> if you want to learn the specific details of the algorithm

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**Towards Accurate Binary Convolutional Neural Network**

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Xiaofan Lin      Cong Zhao      Wei Pan\*  
DJI Innovations Inc, Shenzhen, China  
{xiaofan.lin, cong.zhao, wei.pan}@dji.com

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<sup>3</sup>Xiaofan Lin, Cong Zhao, and Wei Pan (2017). “Towards accurate binary convolutional neural network”. In: *Advances in Neural Information Processing Systems*, pp. 345–353.



- ① Minimize the Quantization Error
- ② Improve Network Loss Function
- ③ Reduce the Gradient Error



## Motivation

- Only focusing on the **local layers** can hardly promise the exact final output passed through a series of layers.
- It is highly required that the network training should **globally** take the **binarization** as well as the **task-specific objective** into account.

## Intuition

- Finding the desired loss function contribute to **guide the learning of parameter with restriction**



# Training binary neural networks with real-to-binary convolutions

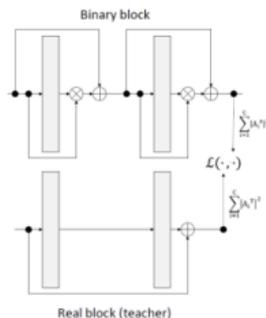


## Contribution

- Use an attention matching strategy called "a sequence of teacher-student pairs", so that the real-valued network can more closely guide the binary network during optimization
- Use the real-valued activations of the binary network to compute scale factors that are used to re-scale the activations right after the application of the binary convolution.



- Proposed Real-to-Bin Block



Supervision is injected at the end of each binary block

## Loss Term

- Compare attention maps between real-valued and binary network
- Gradients do not have to travel the whole network and suffer degradation

$$\mathcal{L}_{att} = \sum_{j=1}^{\mathcal{J}} \left\| \frac{Q_s^j}{\|Q_s^j\|_2} - \frac{Q_T^j}{\|Q_T^j\|_2} \right\| \text{ where } Q^j = \sum_{i=1}^c |A_i|^2$$



## Progressive Teacher-Student

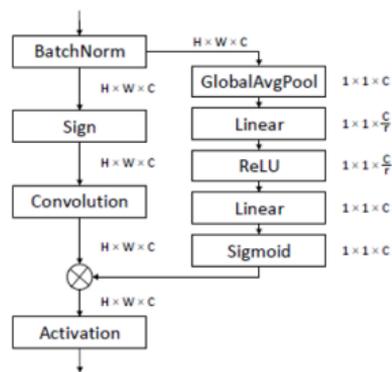
- Step1  
teacher: real-valued network with standard ResNet architecture  
student: real-valued network with the same architecture as the binary ResNet-18
- Step2  
teacher: student network from step1  
student: binary ResNet-18 with binary activations and real-valued weights
- Step3  
teacher: student network from step2  
student: binary ResNet-18 with binary activations and binary weights



## Data-driven Channel Rescaling

- To solve limited representation problem
- Rely on the full-precision activation signal to predict the scaling factors used to re-scale the output of the binary convolution channel-wise

$$\mathcal{A} * \mathcal{W} \approx (\text{sign}(\mathcal{A}) \otimes \text{sign}(\mathcal{W})) \odot \alpha \odot G(\mathcal{A}; \mathcal{W}_G)$$



The proposed data-driven channel re-scaling approach.



Read the paper<sup>4</sup> if you want to learn the specific details of the  
algorithm

TRAINING BINARY NEURAL NETWORKS WITH REAL-  
TO-BINARY CONVOLUTIONS

Brais Martinez<sup>1</sup>, Jing Yang<sup>1,2,\*</sup>, Adrian Bulat<sup>1\*</sup> & Georgios Tzimiropoulos<sup>1,2</sup>

<sup>1</sup> Samsung AI Research Center, Cambridge, UK

<sup>2</sup> Computer Vision Laboratory, The University of Nottingham, UK  
{brais.a, adrian.bulat, georgios.t}@samsung.com

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<sup>4</sup>Brais Martinez et al. (2020). “Training binary neural networks with real-to-binary convolutions”.  
In: *arXiv preprint arXiv:2003.11535*.



- ① Minimize the Quantization Error
- ② Improve Network Loss Function
- ③ Reduce the Gradient Error



## Motivation

- Although STE is often adopted to estimate the gradients in BP, there exists obvious gradient mismatch between the gradient of the binarization function
- With the restriction of STE, the parameters outside the range of  $[-1 : +1]$  will not be updated.



Bi-real net: Enhancing the performance of 1-bit CNNs with improved representational capability and advanced training algorithm



## Naive Binarization Function

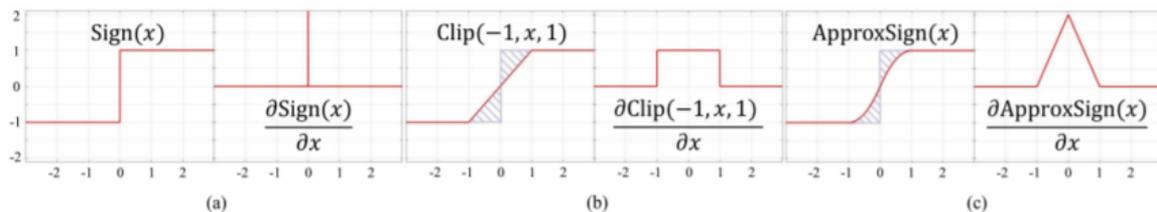
- Recall the partial derivative calculation in back propagation

$$\frac{\partial \mathcal{L}}{\partial \mathbf{A}_r^{l,t}} = \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial \mathbf{A}_b^{l,t}}{\partial \mathbf{A}_r^{l,t}} = \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial \text{Sign}(\mathbf{A}_r^{l,t})}{\partial \mathbf{A}_r^{l,t}} \approx \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial F(\mathbf{A}_r^{l,t})}{\partial \mathbf{A}_r^{l,t}}$$

- Sign* function is a non-differentiable function, so  $F$  is an approximation differentiable function of *Sign* function



$$\frac{\partial \mathcal{L}}{\partial \mathbf{A}_r^{l,t}} = \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial \mathbf{A}_b^{l,t}}{\partial \mathbf{A}_r^{l,t}} = \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial \text{Sign}(\mathbf{A}_r^{l,t})}{\partial \mathbf{A}_r^{l,t}} \approx \frac{\partial \mathcal{L}}{\partial \mathbf{A}_b^{l,t}} \frac{\partial F(\mathbf{A}_r^{l,t})}{\partial \mathbf{A}_r^{l,t}}$$



## Approximation of Sign function

- Naive Approximation  $F(x) = \text{clip}(x, 0, 1)$ , see fig(b)
- More Precious Approximation in Bi-Real, see fig(c)

$$\text{Approxsign}(x) = \begin{cases} -1, & \text{if } x < -1 \\ 2x + x^2, & \text{if } -1 \leq x < 0 \\ 2x - x^2, & \text{if } 0 \leq x < 1 \\ 1, & \text{otherwise} \end{cases} \quad \frac{\partial \text{Approxsign}(x)}{\partial x} = \begin{cases} 2 + 2x, & \text{if } -1 \leq x < 0 \\ 2 - 2x, & \text{if } 0 \leq x < 1 \\ 0, & \text{otherwise} \end{cases}$$



Read the paper<sup>5</sup> if you want to learn the specific details of the algorithm

**Bi-Real Net: Enhancing the Performance of 1-bit CNNs With Improved Representational Capability and Advanced Training Algorithm**

Zechun Liu<sup>1</sup>, Baoyuan Wu<sup>2</sup>, Wenhan Luo<sup>2</sup>, Xin Yang<sup>3\*</sup>, Wei Liu<sup>2</sup>, and Kwang-Ting Cheng<sup>1</sup>

<sup>1</sup> Hong Kong University of Science and Technology

<sup>2</sup> Tencent AI lab

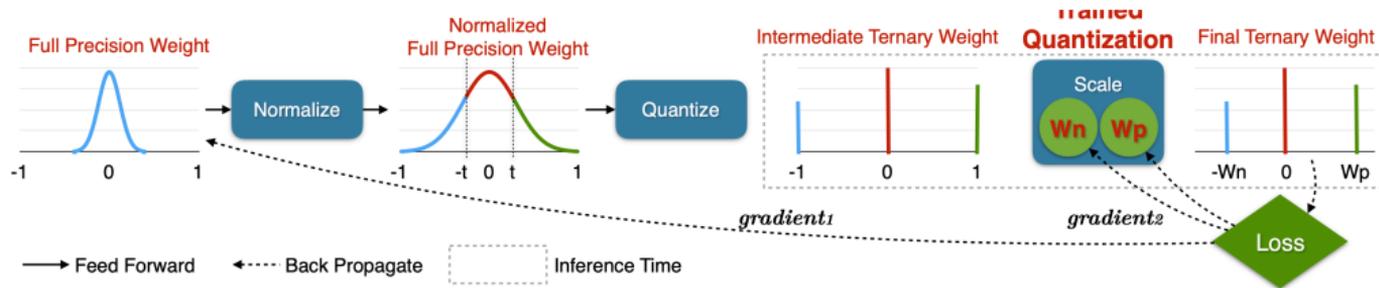
<sup>3</sup> Huazhong University of Science and Technology

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<sup>5</sup>Zechun Liu et al. (2018). “Bi-real net: Enhancing the performance of 1-bit cns with improved representational capability and advanced training algorithm”. In: *Proceedings of the European conference on computer vision (ECCV)*, pp. 722–737.

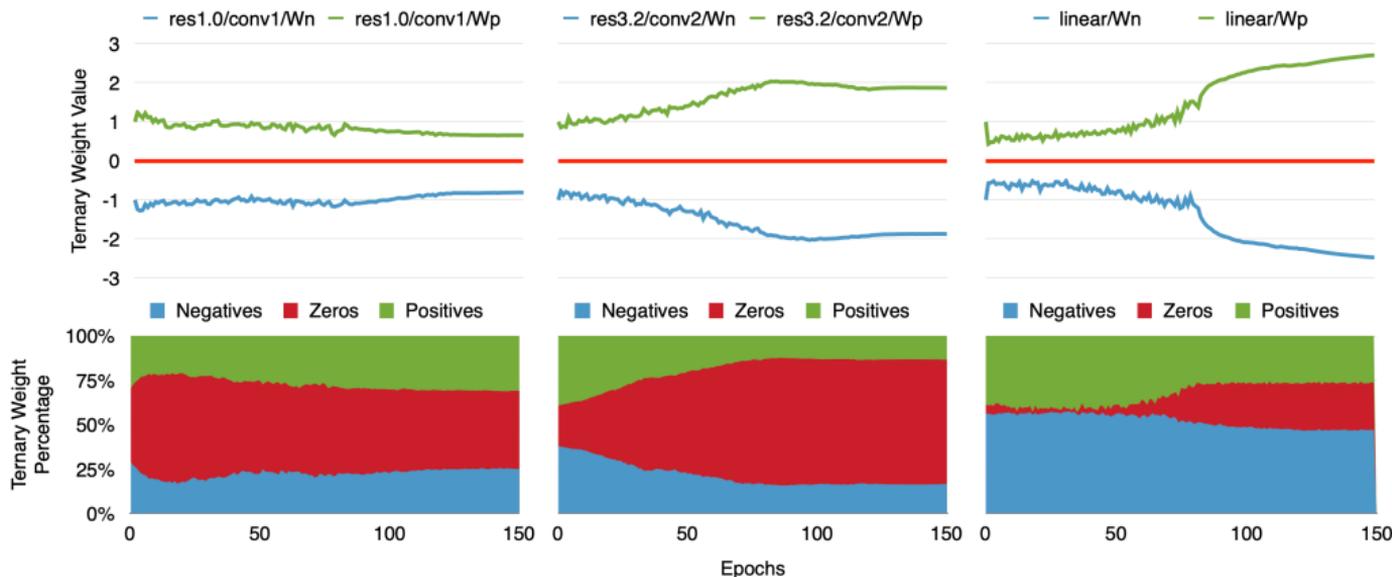


# Trained ternary quantization



Overview of the trained ternary quantization procedure.

<sup>6</sup>Chenzhuo Zhu et al. (2017). "Trained ternary quantization". In: *Proc. ICLR*.



Ternary weights value (above) and distribution (below) with iterations for different layers of ResNet-20 on CIFAR-10.

<sup>6</sup>Chenzhuo Zhu et al. (2017). "Trained ternary quantization". In: *Proc. ICLR*.



- Hyeonuk Kim et al. (2017). “A Kernel Decomposition Architecture for Binary-weight Convolutional Neural Networks”. In: *Proc. DAC*, 60:1–60:6
- **SPEED-2018-PACT**
- Dongqing Zhang et al. (2018). “Lq-nets: Learned quantization for highly accurate and compact deep neural networks”. In: *Proceedings of the European conference on computer vision (ECCV)*, pp. 365–382
- Aojun Zhou et al. (2017). “Incremental network quantization: Towards lossless cnns with low-precision weights”. In: *arXiv preprint arXiv:1702.03044*
- Zhaowei Cai et al. (2017). “Deep learning with low precision by half-wave gaussian quantization”. In: *Proceedings of the IEEE conference on computer vision and pattern recognition*, pp. 5918–5926