Xiangyu Zhang MEGVII Research



Advances in AutoML

2

Search for Detection Systems

#### Advances in AutoML

1

2

#### Search for Detection Systems

# Introduction

#### ✤ AutoML

- A meta-approach to generate machine learning systems  $\bigcirc$
- Automatically search vs. manually design  $\bigcirc$

#### AutoML for Deep Learning

- Neural architecture search (NAS)
- Hyper-parameters turning  $\bigcirc$
- Loss function  $\bigcirc$
- Data augmentation  $\bigcirc$
- Activation function  $\bigcirc$
- Backpropagation

. . .







# **Revolution of AutoML**











# **Revolution of AutoML (cont' d)**







# **Revolution of AutoML (cont' d)**

#### ✤ Literature

○ 200+ since 2017







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#### LITERATURE ON NEURAL ARCHITECTURE SEARCH

The following list considers papers related to neural architecture search. It is by no means a complete list. If you miss a paper on the list, please let us know.

Update (Dec 2018): Since the list is already quite long by now, we will highlight papers accepted at conferences and journals in the future. This should hopefully provide some guidance towards high-quality papers.

- Architecture Search (and Hyperparameter Optimization):
  - Surrogate-Assisted Evolutionary Deep Learning Using an End-to-End Random Forest-based Performance Predictor (Sun et al. 2019; accepted by IEEE Transactions on Evolutionary Computation) https://ieeexplore.ieee.org/document/8744404
  - Adaptive Genomic Evolution of Neural Network Topologies (AGENT) for State-to-Action Mapping in Autonomous Agents (Behjat et al. 2019; accepted and presented in ICRA 2019) https://arxiv.org/abs/1903.07107
  - Densely Connected Search Space for More Flexible Neural Architecture Search (Fang et al. 2019) https://arxiv.org/abs/1906.09607
  - SwiftNet: Using Graph Propagation as Meta-knowledge to Search Highly Representative Neural Architectures (Cheng et al. 2019) https://arxiv.org/abs/1906.08305
  - Transfer NAS: Knowledge Transfer between Search Spaces with Transformer Agents (Borsos et al. 2019) https://arxiv.org/abs/1906.08102
  - XNAS: Neural Architecture Search with Expert Advice (Nayman et al. 2019) https://arxiv.org/abs/1906.08031
  - A Study of the Learning Progress in Neural Architecture Search Techniques (Singh et al. 2019)







# **Revolution of AutoML (cont' d)**

#### ✤ Literature

○ 200+ since 2017



Past 5 years 🔻
<b>^^</b>



![](_page_7_Picture_6.jpeg)

# **Recent Advances in AutoML (1)**

## Surpassing handcraft models

NASNet  $\bigcirc$ 

![](_page_8_Picture_3.jpeg)

- RNN controller + policy gradient  $\bigcirc$
- Flexible search space  $\bigcirc$
- Proxy task needed Ο

Zoph et al. Learning Transferable Architectures for Scalable Image Recognition Zoph et al. Neural Architecture Search with Reinforcement Learning

![](_page_8_Picture_9.jpeg)

![](_page_8_Figure_10.jpeg)

![](_page_8_Picture_11.jpeg)

# **Recent Advances in AutoML (2)**

## Search on the target task

#### o MnasNet

#### Keynotes

- Search directly on ImageNet
- Platform aware search
- Very costly (thousands of TPU-days)

Tan et al. MnasNet: Platform-Aware Neural Architecture Search for Mobile

![](_page_9_Picture_8.jpeg)

![](_page_9_Figure_9.jpeg)

# **Recent Advances in AutoML (3)**

## Weight Sharing for Efficient Search & Evaluation

- ENAS  $\bigcirc$
- **One-shot methods**  $\bigcirc$

#### Keynotes

- Super network
- Finetuning & inference only instead of retraining  $\bigcirc$
- Inconsistency in super net evaluation Ο

Pham et al. Efficient Neural Architecture Search via Parameter Sharing Bender et al. Understanding and Simplifying One-Shot Architecture Search Guo et al. Single Path One-Shot Neural Architecture Search with Uniform Sampling

![](_page_10_Figure_10.jpeg)

# **Recent Advances in AutoML (4)**

- Gradient-based methods
  - DARTS  $\bigcirc$
  - SNAS, FBNet, ProxylessNAS, ...  $\bigcirc$

![](_page_11_Figure_4.jpeg)

#### Keynotes

- Joint optimization of architectures and weights
- Weight sharing implied  $\bigcirc$
- Sometimes less flexible  $\bigcirc$

Liu et al. DARTS: Differentiable Architecture Search Xie et al. SNAS: Stochastic Neural Architecture Search Cai et al. ProxylessNAS: Direct Neural Architecture Search on Target Task and Hardware Wu et al. FBNet: Hardware-Aware Efficient ConvNet Design via Differentiable Neural Architecture Search

![](_page_11_Picture_11.jpeg)

![](_page_11_Figure_12.jpeg)

![](_page_11_Picture_13.jpeg)

# **Recent Advances in AutoML (5)**

#### Performance Predictor

- Neural Architecture Optimization  $\bigcirc$
- ChamNet  $\bigcirc$

![](_page_12_Picture_4.jpeg)

- Architecture encoding  $\bigcirc$
- Performance prediction models  $\bigcirc$
- Cold start problem Ο

50 Luo et al. Neural Architecture Optimization Dai et al. ChamNet: Towards Efficient Network Design through Platform-Aware Model Adaptation

![](_page_12_Picture_10.jpeg)

![](_page_12_Figure_11.jpeg)

![](_page_12_Picture_12.jpeg)

# **Recent Advances in AutoML (6)**

- Hardware-aware Search
  - Search with complexity budget
  - Quantization friendly  $\bigcirc$
  - Energy-aware search  $\bigcirc$

![](_page_13_Picture_5.jpeg)

. . .

- Complexity-aware loss & reward  $\bigcirc$
- Multi-target search
- Device in the loop  $\bigcirc$

Wu et al. Mixed Precision Quantization of ConvNets via Differentiable Neural Architecture Search V eniat et al. Learning Time/Memory-Efficient Deep Architectures with Budgeted Super Networks Wang et al. HAQ: Hardware-Aware Automated Quantization with Mixed Precision

![](_page_13_Picture_10.jpeg)

![](_page_13_Figure_11.jpeg)

![](_page_13_Picture_12.jpeg)

# **Recent Advances in AutoML (7)**

## AutoML in Model Pruning

- NetAdapt
- AMC  $\bigcirc$
- MetaPruning  $\bigcirc$

#### Keynotes

- Search for the pruned architecture  $\bigcirc$
- Hyper-parameters like channels, spatial size, ...

Yang et al. NetAdapt: Platform-Aware Neural Network Adaptation for Mobile Applications He et al. AMC: AutoML for Model Compression and Acceleration on Mobile Devices Liu et al. MetaPruning: Meta Learning for Automatic Neural Network Channel Pruning

![](_page_14_Picture_10.jpeg)

Model Compression by Human Labor Consuming, Sub-optimal

![](_page_14_Figure_12.jpeg)

Automated, Higher Compression Rate, Faster

![](_page_14_Figure_14.jpeg)

# **Recent Advances in AutoML (8)**

#### Handcraft + NAS

- Human-expert guided search (IRLAS)  $\bigcirc$
- Boosting existing handcraft models (EfficientNet,  $\bigcirc$ MobileNet v3)

![](_page_15_Picture_4.jpeg)

- Very competitive performance  $\bigcirc$
- Efficient
- Search space may be restricted Ο

Howard et al. Searching for MobileNetV3 Tan et al. EfficientNet: Rethinking Model Scaling for Convolutional Neural Networks Guo et al. IRLAS: Inverse Reinforcement Learning for Architecture Search

![](_page_15_Picture_9.jpeg)

![](_page_15_Picture_10.jpeg)

![](_page_15_Figure_11.jpeg)

# **Recent Advances in AutoML (9)**

#### Various Tasks

- **Object Detection**  $\bigcirc$
- Semantic Segmentation  $\bigcirc$
- Super-resolution  $\bigcirc$
- Face Recognition  $\bigcirc$

. . . .

Liu et al. Auto-DeepLab: Hierarchical Neural Architecture Search for Semantic Image Segmentation Chu et al. Fast, Accurate and Lightweight Super-Resolution with Neural Architecture Search Ramachandra et al. Searching for Activation Functions Alber et al. Backprop Evolution

![](_page_16_Picture_7.jpeg)

## Not only NAS, search for everything!

- Activation function  $\bigcirc$
- Loss function  $\bigcirc$

. . .

- Data augmentation  $\bigcirc$
- Backpropagation  $\bigcirc$

![](_page_16_Picture_13.jpeg)

# **Recent Advances in AutoML (10)**

## Rethinking the Effectiveness of NAS

- Random search  $\bigcirc$
- Random wire network  $\bigcirc$

![](_page_17_Picture_4.jpeg)

- Reproducibility  $\bigcirc$
- Search algorithm or search space?  $\bigcirc$
- Baselines  $\bigcirc$

Search Space

Continuous & Discrete

Unstructured & Structured

Cell Block Meta-Architecture

Li et al. Random Search and Reproducibility for Neural Architecture Search Xie et al. Exploring Randomly Wired Neural Networks for Image Recognition

![](_page_17_Picture_14.jpeg)

![](_page_17_Figure_15.jpeg)

# **Summary: Trends and Challenges**

#### **Trends**

- Efficient & high-performance algorithm  $\bigcirc$
- Flexible search space  $\bigcirc$
- **Device-aware optimization**  $\bigcirc$
- Multi-task / Multi-target search  $\bigcirc$

![](_page_18_Picture_6.jpeg)

- Trade-offs between efficiency, performance and flexibility  $\bigcirc$
- Search space matters!  $\bigcirc$
- Fair benchmarks  $\bigcirc$
- Pipeline search

![](_page_18_Picture_11.jpeg)

### Efficiency

![](_page_18_Figure_14.jpeg)

#### Performance

![](_page_18_Picture_16.jpeg)

![](_page_18_Picture_17.jpeg)

![](_page_18_Picture_18.jpeg)

![](_page_19_Picture_1.jpeg)

Advances in AutoML

#### Search for Detection Systems

- Components to search
  - Image preprocessing  $\bigcirc$
  - Backbone  $\bigcirc$
  - Feature fusion  $\bigcirc$
  - Detection head & loss function  $\bigcirc$

![](_page_20_Picture_6.jpeg)

![](_page_20_Picture_7.jpeg)

![](_page_20_Picture_9.jpeg)

![](_page_20_Picture_10.jpeg)

- Components to search
  - Image preprocessing Ο
  - Backbone  $\bigcirc$

. . .

- Feature fusion  $\bigcirc$
- Detection head & loss function  $\bigcirc$

![](_page_21_Figure_6.jpeg)

![](_page_21_Picture_8.jpeg)

![](_page_21_Picture_9.jpeg)

- Components to search
  - Image preprocessing  $\bigcirc$
  - Backbone Ο
  - Feature fusion  $\bigcirc$
  - **Detection head & loss function**  $\bigcirc$

![](_page_22_Figure_6.jpeg)

![](_page_22_Figure_7.jpeg)

![](_page_22_Picture_9.jpeg)

![](_page_22_Picture_10.jpeg)

- Components to search
  - Image preprocessing  $\bigcirc$
  - Backbone  $\bigcirc$
  - **Feature fusion** Ο
  - Detection head & loss function  $\bigcirc$

. . .

![](_page_23_Picture_7.jpeg)

![](_page_23_Picture_9.jpeg)

![](_page_23_Picture_10.jpeg)

- Components to search
  - Image preprocessing  $\bigcirc$
  - Backbone  $\bigcirc$

. . .

- Feature fusion  $\bigcirc$
- **Detection head & loss function** 0

![](_page_24_Picture_6.jpeg)

![](_page_24_Picture_8.jpeg)

![](_page_24_Picture_9.jpeg)

# **Search for Detection Systems**

![](_page_25_Figure_1.jpeg)

Chen et al. DetNAS: Backbone Search for Object Detection

![](_page_25_Picture_4.jpeg)

# Augmentation **Feature Fusion**

![](_page_25_Picture_6.jpeg)

# **Challenges of Backbone Search**

- Similar to general NAS, but ...
  - Controller & evaluator loop
  - Performance evaluation is very slow
- Detection backbone evaluation involves a costly pipeline
  - ImageNet pretraining  $\bigcirc$
  - Finetuning on the detection dataset (e.g. COCO)  $\bigcirc$
  - Evaluation on the validation set  $\bigcirc$

![](_page_26_Figure_8.jpeg)

![](_page_26_Picture_9.jpeg)

![](_page_26_Picture_10.jpeg)

![](_page_26_Figure_11.jpeg)

# **Related Work: Single Path One-shot NAS**

Decoupled weight training and architecture optimization

$$w_{a} = \operatorname{argmin} \mathcal{L}_{\operatorname{train}} \left( \mathcal{N}(a, w) \right),$$
  
$$a^{*} = \operatorname{argmax} \operatorname{ACC}_{\operatorname{val}} \left( \mathcal{N}(a, w_{a}) \right),$$
  
$$a \in \mathcal{A}$$

![](_page_27_Picture_3.jpeg)

$$W_{\mathcal{A}} = \underset{W}{\operatorname{argmin}} \mathbb{E}_{a \sim \Gamma(\mathcal{A})} \left[ \mathcal{L}_{\operatorname{train}}(\mathcal{N}(a, W(a)$$

Guo et al. Single Path One-Shot Neural Architecture Search with Uniform Sampling

![](_page_27_Picture_6.jpeg)

![](_page_27_Figure_7.jpeg)

))],

![](_page_27_Picture_9.jpeg)

# Pipeline

## Single-pass approach

• Pretrain and finetune super net only once

![](_page_28_Figure_3.jpeg)

![](_page_28_Picture_4.jpeg)

Step3: Evolutionary search on the trained supernet

![](_page_28_Picture_6.jpeg)

# **Search Space**

### Single path super net

- 20 (small) or 40 (large) choice blocks  $\bigcirc$
- 4 candidates for each choice block  $\bigcirc$
- Search space size: 4<sup>20</sup> or 4<sup>40</sup>  $\bigcirc$

![](_page_29_Figure_5.jpeg)

![](_page_29_Picture_6.jpeg)

![](_page_29_Figure_7.jpeg)

![](_page_29_Picture_8.jpeg)

# **Search Algorithm**

#### Evolutionary search

- Sample & reuse the weights from super net  $\bigcirc$
- Very efficient  $\bigcirc$

![](_page_30_Figure_4.jpeg)

## MEGUI町视

#### Algorithm 1 Evolutionary Architecture Search

**Input**: supernet weights  $W_A$ , population size P, architecture constraints C, max iteration T, validation dataset  $D_{val}$ **Output**: the architecture with highest validation accuracy under architecture constraints

1:  $P_0 := Initialize\_population(P, C);$ 2: n := P/2;# Crossover number 3: m := P/2;# Mutation number 4: prob := 0.1;# Probability to mutate 5: Topk :=  $\emptyset$ ; 6: **for** i = 1 : T **do**  $ACC_{i-1} := Inference(W_{\mathcal{A}}, D_{val}, P_{i-1});$ 7: Topk :=  $Update\_Topk(Topk, P_{i-1}, ACC_{i-1});$ 8:  $P_{crossover} := Crossover(Topk, n, C);$  $P_{mutation} := Mutation(Topk, m, prob, C);$ 10:  $P_i := P_{crossover} \cup P_{mutation};$ 11: 12: **end for** 13: **return** the entry with highest accuracy in Topk;

![](_page_30_Picture_10.jpeg)

![](_page_30_Figure_11.jpeg)

![](_page_30_Figure_12.jpeg)

# Results

## High performance

- Significant improvements over commonly used backbones (e.g. ResNet 50) with fewer FLOPs  $\bigcirc$
- Best classification backbones may be suboptimal for object detection  $\bigcirc$

ruble 2. main result comparisons.								
	ImageNe	et Classification	Object Detection with FPN on COCO					
Backbone	FLOPs	Accuracy	mAP	$AP_{50}$	$AP_{75}$	$AP_s$	$AP_m$	$AP_l$
ResNet-50	3.8G	76.15	37.3	58.2	40.8	21.0	40.2	49.4
ShuffleNetv2-40	1.3G	77.18	39.2	60.8	42.4	23.6	42.3	52.2
ResNet-101	7.6G	77.37	40.0	61.4	43.7	23.8	43.1	52.2
DetNASNet	1.3G	77.20	40.0	61.5	43.6	23.3	42.5	53.8
DetNASNet (3.8)	3.8G	78.44	42.0	63.9	45.8	24.9	45.1	56.8

![](_page_31_Figure_7.jpeg)

![](_page_31_Picture_8.jpeg)

#### Table 2. Main result comparisons

Table 3: Ablation studies.

	COCO	(mmAP, %)	VOC	(mAP, %)
)	FPN	RetinaNet	FPN	RetinaNet
	34.8	32.1	80.6	79.4
_	35.1	31.2	78.5	76.5
	35.9	32.8	81.1	79.9
	36.4	33.3	81.5	80.1

# Results

- Search cost
  - Super nets greatly speed up search progress!

#### Table 5: Computation cost for each step on COCO.

		Supernet pre-training	Supernet fine-tuning	Search on the supernet
	DotNAS	$3 \times 10^5$ iterations	$9 \times 10^4$ iterations	$20 \times 50$ models
DeinAS	8 GPUs on 1.5 days	8 GPUs on 1.5 days	20 GPUs on 1 day	
<b>`</b>	.1 11			

\* For the small search space, GPUs are GTX 1080Ti . For the large search space, GPUs are Tesla V100.

![](_page_32_Picture_6.jpeg)

![](_page_32_Picture_7.jpeg)

# **Search for Detection Systems**

![](_page_33_Figure_1.jpeg)

Ghaisi et al. NAS-FPN: Learning Scalable Feature Pyramid Architecture for Object Detection

![](_page_33_Picture_4.jpeg)

![](_page_33_Picture_5.jpeg)

# **Feature Fusion Modules**

#### Multi-scale feature fusion

• Used in state-of-the-art detectors (e.g. SSD, FPN, SNIP, FCOS, ...)

Automatic search vs. manual design

![](_page_34_Figure_4.jpeg)

![](_page_34_Picture_5.jpeg)

![](_page_34_Figure_7.jpeg)

![](_page_34_Picture_8.jpeg)

# **First Glance**

#### Searched architecture

Very different from handcraft structures  $\bigcirc$ 

![](_page_35_Figure_3.jpeg)

![](_page_35_Picture_4.jpeg)

![](_page_35_Picture_5.jpeg)

# Search Space

- Stacking repeated FPN blocks
- For each FPN block, N different merging cells
- For each merging cell, 4-step generations

![](_page_36_Figure_4.jpeg)

![](_page_36_Picture_5.jpeg)

![](_page_36_Figure_6.jpeg)

# **Search Algorithm**

#### Controller

- **RNN-based controller**  $\bigcirc$
- Search with Proximal Policy Optimization (PPO)  $\bigcirc$

## Candidate evaluation

#### Training a light-weight proxy task $\bigcirc$

![](_page_37_Figure_6.jpeg)

![](_page_37_Picture_7.jpeg)

![](_page_37_Picture_8.jpeg)

![](_page_37_Figure_9.jpeg)

# **Architectures During Search**

Many downsamples and upsamples

![](_page_38_Figure_2.jpeg)

![](_page_38_Picture_4.jpeg)

![](_page_38_Figure_7.jpeg)

(c) NAS-FPN / 9.9 AP

![](_page_38_Figure_9.jpeg)

(f) NAS-FPN / 16.8 AP

![](_page_38_Picture_11.jpeg)

![](_page_39_Picture_0.jpeg)

#### State-of-the-art speed/AP trade-off

![](_page_39_Figure_2.jpeg)

![](_page_39_Picture_3.jpeg)

![](_page_39_Picture_4.jpeg)

# **Search for Detection Systems**

Backbone

Zoph et al. Learning Data Augmentation Strategies for Object Detection

![](_page_40_Picture_5.jpeg)

#### **Feature Fusion**

#### Augmentation

Auto-Augment for Detection

![](_page_40_Picture_10.jpeg)

# **Data Augmentation for Object Detection**

## Augmentation pool

- Color distortions  $\bigcirc$
- Geometric transforms  $\bigcirc$
- Random noise (e.g. cutout, drop block, ...)  $\bigcirc$
- Mix-up  $\bigcirc$

. . .

![](_page_41_Picture_6.jpeg)

![](_page_41_Picture_7.jpeg)

![](_page_41_Picture_9.jpeg)

# **Search Space Design**

- Mainly follows AutoAugment
- Randomly sampling from K sub-policies
- For each sub-policy, N image transforms
- Each image transform selected from 22 operations:
  - Color operations  $\bigcirc$
  - Geometric operations  $\bigcirc$
  - Bounding box operations  $\bigcirc$

Cubuk et al. AutoAugment: Learning Augmentation Strategies from Data

![](_page_42_Picture_9.jpeg)

![](_page_42_Picture_13.jpeg)

# Search Space Design (cont' d)

-

Sub-policy

2

3

#### Batch 1

#### Batch 2

![](_page_43_Picture_3.jpeg)

![](_page_43_Picture_4.jpeg)

![](_page_43_Picture_5.jpeg)

![](_page_43_Picture_6.jpeg)

![](_page_43_Picture_7.jpeg)

![](_page_43_Picture_8.jpeg)

Sub-policy 1. (Color, 0.2, 8), (Rotate, 0.8, 10) Sub-policy 2. (BBox\_Only\_ShearY, 0.8, 5)

![](_page_43_Picture_10.jpeg)

Batch 3

Batch 4

![](_page_43_Picture_13.jpeg)

![](_page_43_Picture_14.jpeg)

![](_page_43_Picture_15.jpeg)

![](_page_43_Picture_16.jpeg)

Sub-policy 3. (SolarizeAdd, 0.6, 8), (Brightness, 0.8, 10) Sub-policy 4. (ShearY, 0.6, 10), (BBox\_Only\_Equalize, 0.6, 8) Sub-policy 5. (Equalize, 0.6, 10), (TranslateX, 0.2, 2)

![](_page_43_Picture_18.jpeg)

# **Search Algorithm**

## Very similar to NAS-FPN

#### Controller

- **RNN-based controller**  $\bigcirc$
- Search with Proximal Policy Optimization (PPO)

#### Evaluation

- A small proxy dataset
- Short-time training  $\bigcirc$

![](_page_44_Picture_8.jpeg)

![](_page_44_Picture_9.jpeg)

# Results

#### Significantly outperforms previous state-of-the-arts

Backbone	Baseline	Our result	Difference
ResNet-50	36.7	39.0	+2.3
ResNet-101	38.8	40.4	+1.6
ResNet-200	39.9	42.1	+2.2

Method	mAP
baseline	36.7
baseline + DropBlock [13]	38.4
Augmentation policy with color operations	37.5
+ geometric operations	38.6
+ bbox-only operations	39.0

Architecture	Change	# Scales	mAP	$mAP_{S}$	$\mathrm{mAP}_{\mathrm{M}}$	$mAP_{\rm L}$
MegDet [32]		multiple	50.5	-	-	-
	baseline [14]	1	47.0	30.6	50.9	61.3
AmoebaNet + NAS-FPN	+ learned augmentation	1	48.6	32.0	53.4	62.7
	+ $\uparrow$ anchors, $\uparrow$ image size	1	50.7	34.2	55.5	64.5
	1	I	I	I		

![](_page_45_Picture_5.jpeg)

![](_page_45_Picture_6.jpeg)

# Analysis

#### Better regularization

![](_page_46_Figure_2.jpeg)

![](_page_46_Picture_3.jpeg)

![](_page_46_Figure_4.jpeg)

![](_page_46_Picture_5.jpeg)

# **Future Work**

## More search dimensions

E.g. loss, anchor boxes, assign rules, post-processing, ...  $\bigcirc$ 

## Reducing search cost

#### Joint optimization

![](_page_47_Picture_5.jpeg)

![](_page_47_Picture_7.jpeg)

![](_page_48_Picture_1.jpeg)

![](_page_48_Picture_2.jpeg)