

# Efficient and Accurate CNN Models at Edge Compute Platforms

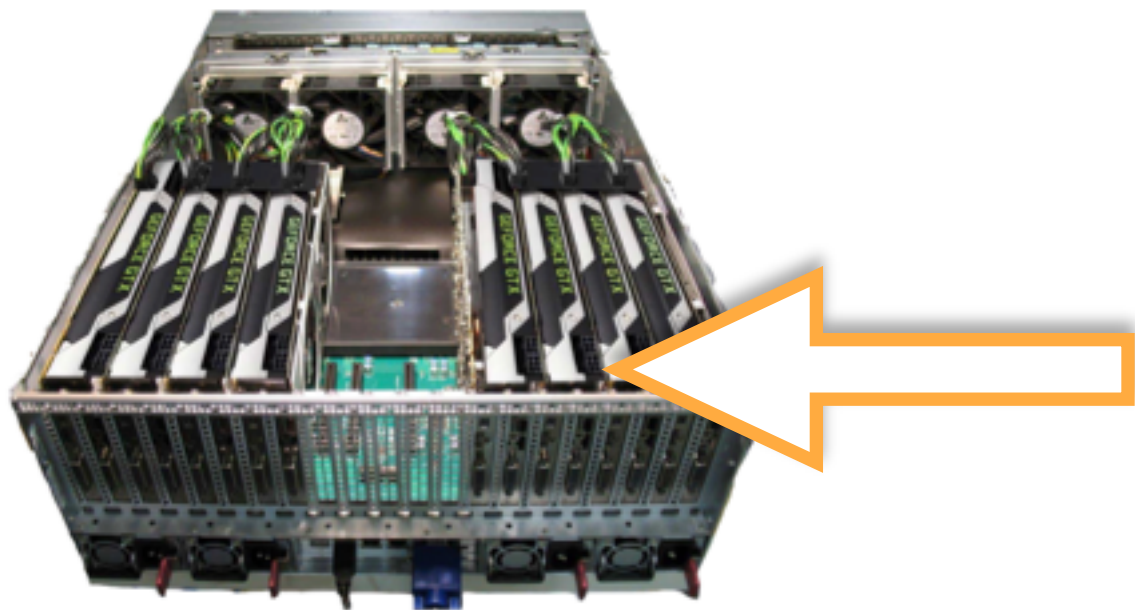
Mohammad Rastegari  
September 2018

**XNOR.AI**

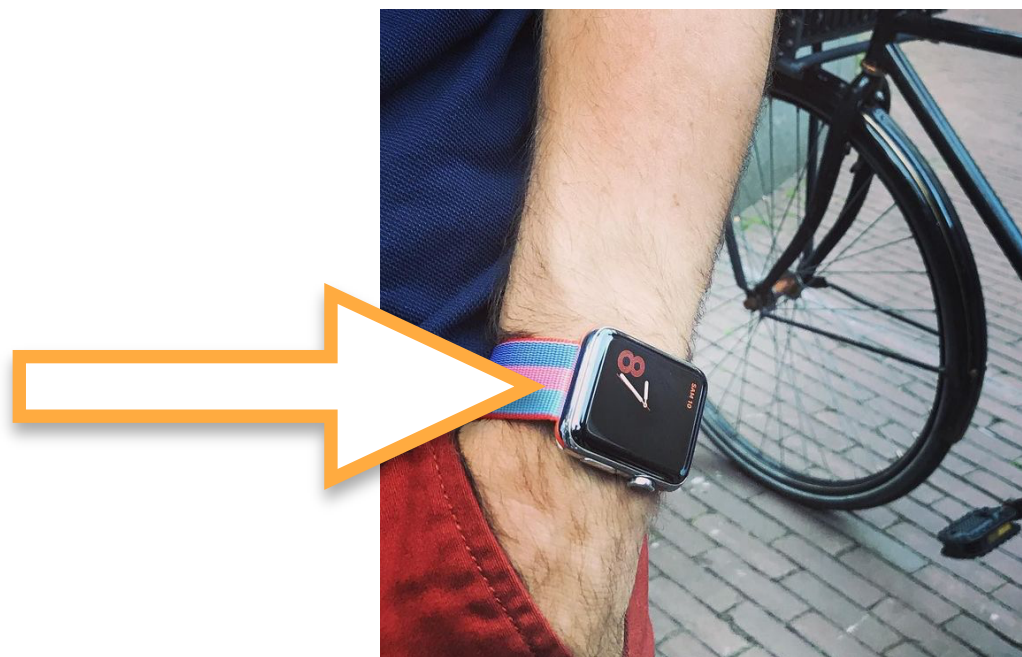
**AI is confined to the cloud  
far from the users at the edge**

# Bridging the growing divide between AI models dependent on the cloud and devices running at the edge

Deep learning models reliant on the cloud



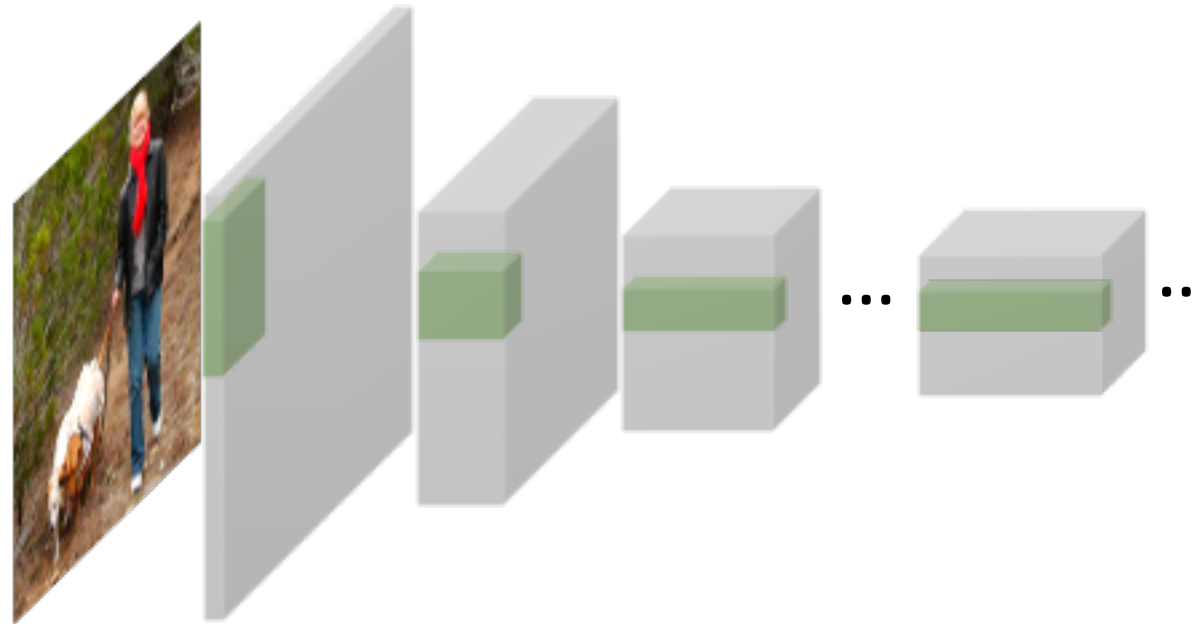
Growing demand for edge devices



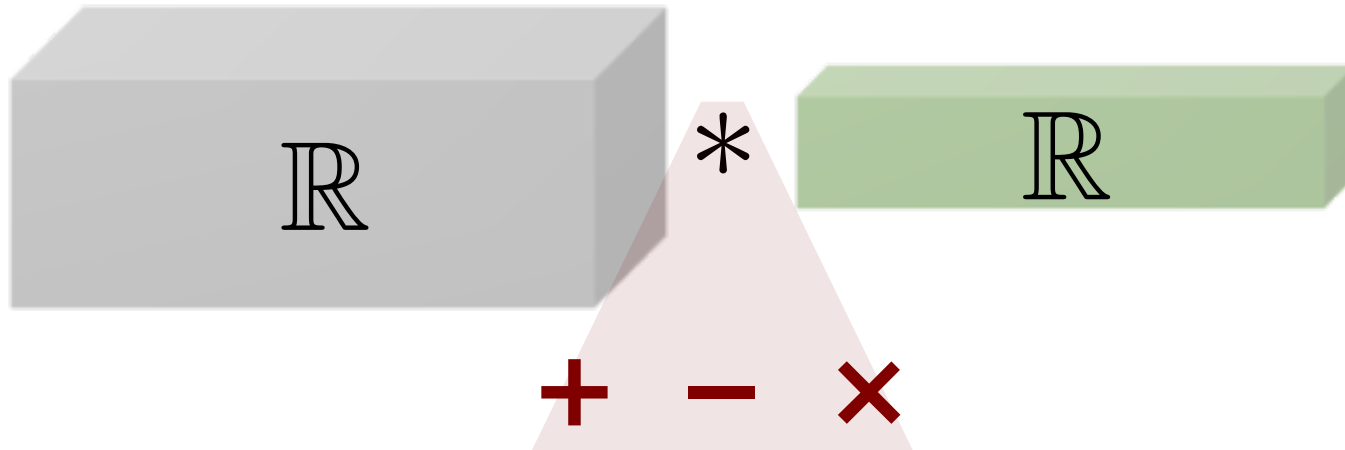
# Intelligent cameras that preserve privacy, security and bandwidth at home



# Convolutional Neural Networks



# GPU !



*Number of Operations :*

- AlexNet  $\rightarrow$  1.5B FLOPs
- VGG  $\rightarrow$  19.6B FLOPs

*Inference time on CPU :*

- AlexNet  $\rightarrow$   $\sim$ 3 fps
- VGG  $\rightarrow$   $\sim$ 0.25 fps

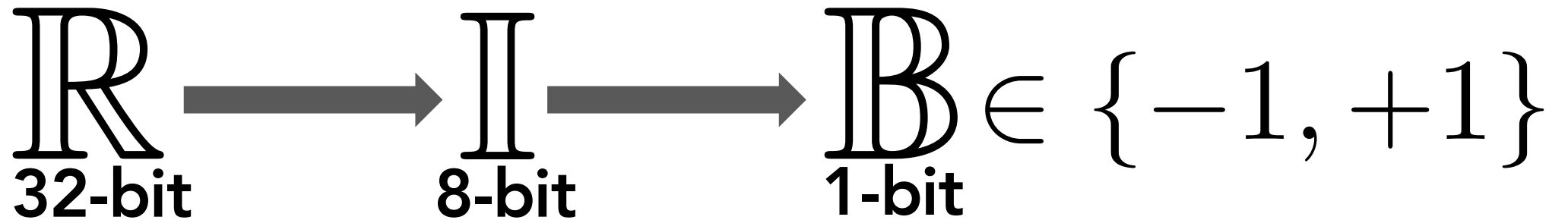
# Solutions

- Lower Precision (Quantization)
  - Fixed point, binary (XNOR-Net)
- Sparse Models
  - Lookup based CNN, Factorizations
- Compact Network Design
  - Mobile Net
- How to improve the accuracy?
  - Label Refinery

# Lower Precision

## Reducing Precision

- Saving Memory
- Saving Computation



$\{-1, +1\}$	$\{0, 1\}$
MUL	XNOR
ADD, SUB	Bit-Count (popcount)

# Why Binary?

- Binary Instructions

- AND, OR, XOR, XNOR, PoPCount (Bit-Count)

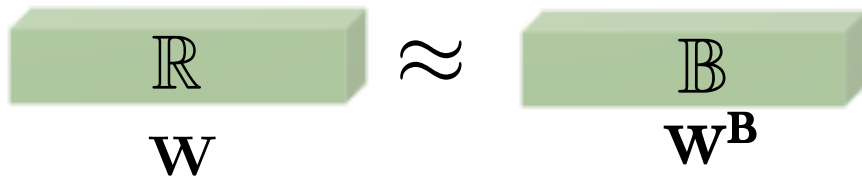
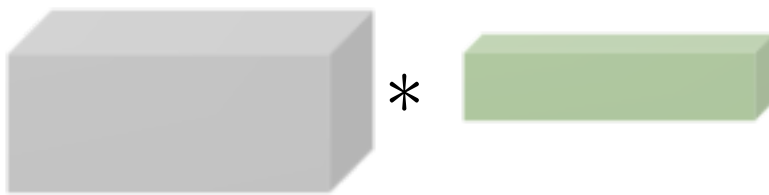


- Low Power Device



- Easy to Implement in hardware

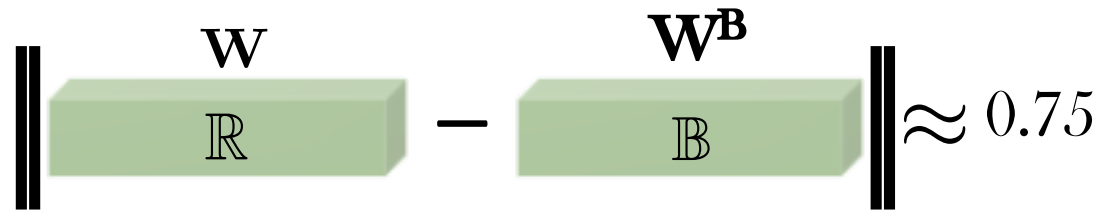




$$\mathbf{W}^{\mathbf{B}} = \text{sign}(\mathbf{W})$$

# Quantization Error

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



The diagram illustrates the quantization error. It features two light green rectangular blocks. The first block is labeled with  $W$  above it and  $\mathbb{R}$  inside it. The second block is labeled with  $W^B$  above it and  $\mathbb{B}$  inside it. A minus sign is placed between the two blocks. To the left of the first block is a double vertical bar, and to the right of the second block is another double vertical bar. To the right of the second double vertical bar is the approximation symbol  $\approx$  followed by the value 0.75.

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

# Optimal Scaling Factor

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

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

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

# Binary Input and Binary Weight (XNOR-Net)

$$\underbrace{\underbrace{\begin{matrix} \text{R} \\ \mathbf{X} \end{matrix}}_{\mathbf{Y}} \odot \underbrace{\begin{matrix} \text{R} \\ \mathbf{W} \end{matrix}}_{\mathbf{Y}^{\mathbf{B}}}}_{\mathbf{Y}} \approx \underbrace{\beta \alpha}_{\gamma} \underbrace{\begin{matrix} \text{B} \\ \mathbf{X}^{\mathbf{B}} \end{matrix} \odot \begin{matrix} \text{B} \\ \mathbf{W}^{\mathbf{B}} \end{matrix}}_{\mathbf{Y}^{\mathbf{B}}}$$

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

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

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

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

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

How to train a CNN with binary filters?

The diagram illustrates the approximation of a real-valued convolution operation with binary filters. It shows the following components and operations:

- A gray 3D block labeled  $\mathbb{R}$  (input) is convolved with a green 3D block labeled  $\mathbb{R}$  (filter).
- This is approximated by a large bracketed expression:  $\left[ \begin{array}{c} \text{gray block } \mathbb{B} \\ \text{sign}(\mathbf{X}) \end{array} * \begin{array}{c} \text{green block } \mathbb{B} \\ \text{sign}(\mathbf{W}) \end{array} \right]$ .
- The result of the bracketed expression is then element-wise multiplied ( $\odot$ ) by a gray 3D block labeled  $\beta$ .
- The final result is element-wise multiplied ( $\odot$ ) by a gray 3D block labeled  $\alpha$ .

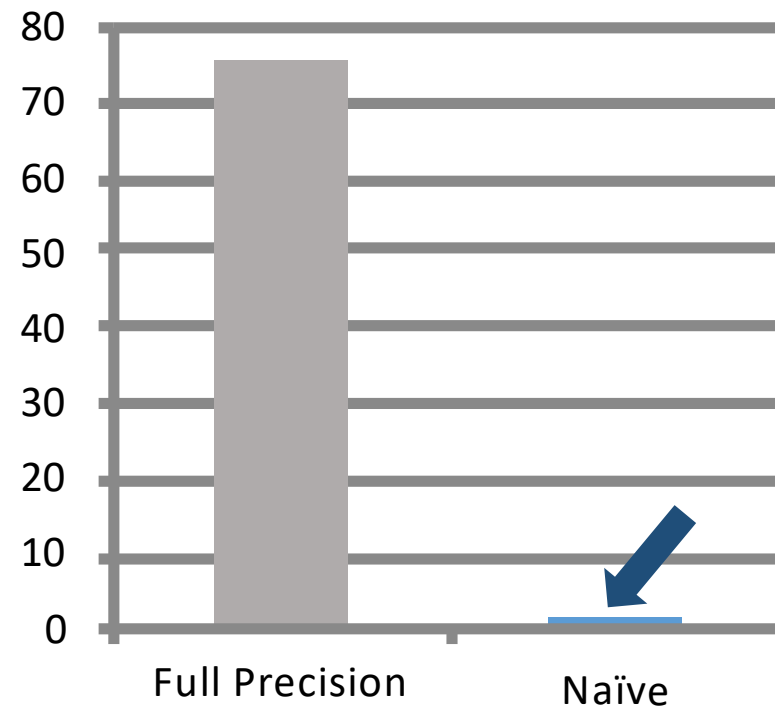
$$\mathbb{R} * \mathbb{R} \approx \left[ \begin{array}{c} \mathbb{B} \\ \text{sign}(\mathbf{X}) \end{array} * \begin{array}{c} \mathbb{B} \\ \text{sign}(\mathbf{W}) \end{array} \right] \odot \beta \odot \alpha$$

# Training Binary Weight Networks

## *Naive Solution:*

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

ResNet-50 Top-1 (%) ILSVRC2012



$\mathbf{W}$



Binarization

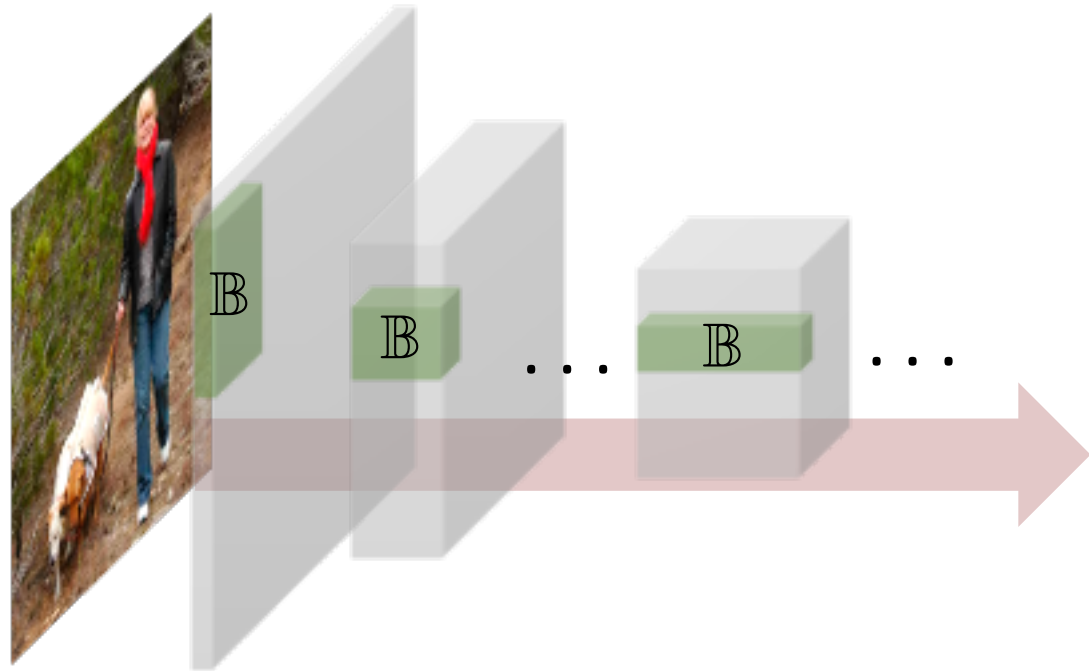
$\mathbf{W}^{\mathbf{B}}$



$\mathbf{W}$



Binarization



Person  
Dog

# Binary Weight Network

*Train for binary weights:*

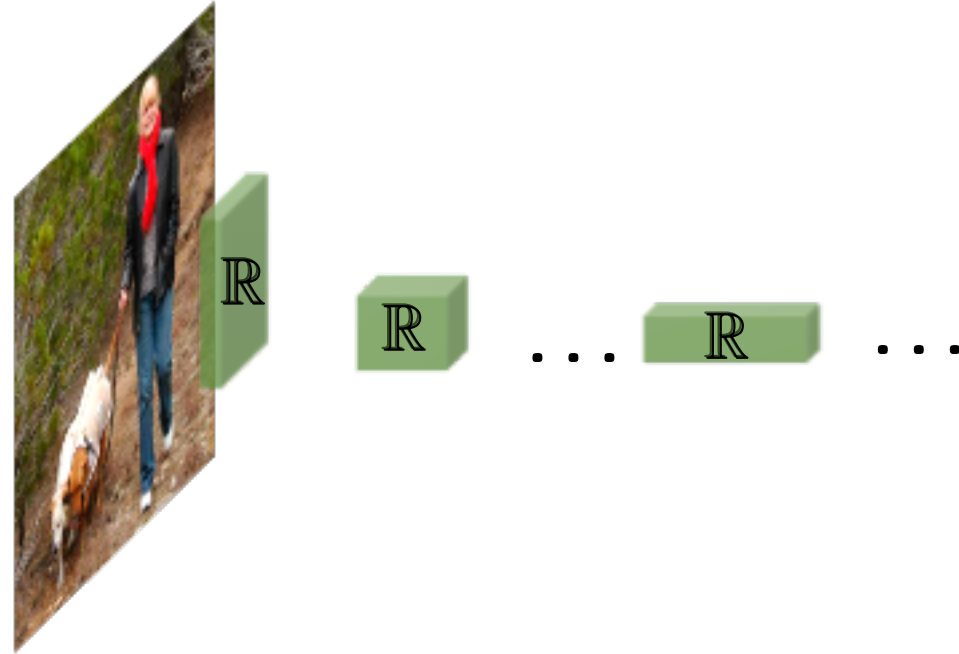
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



# Binary Weight Network

*Train for binary weights:*

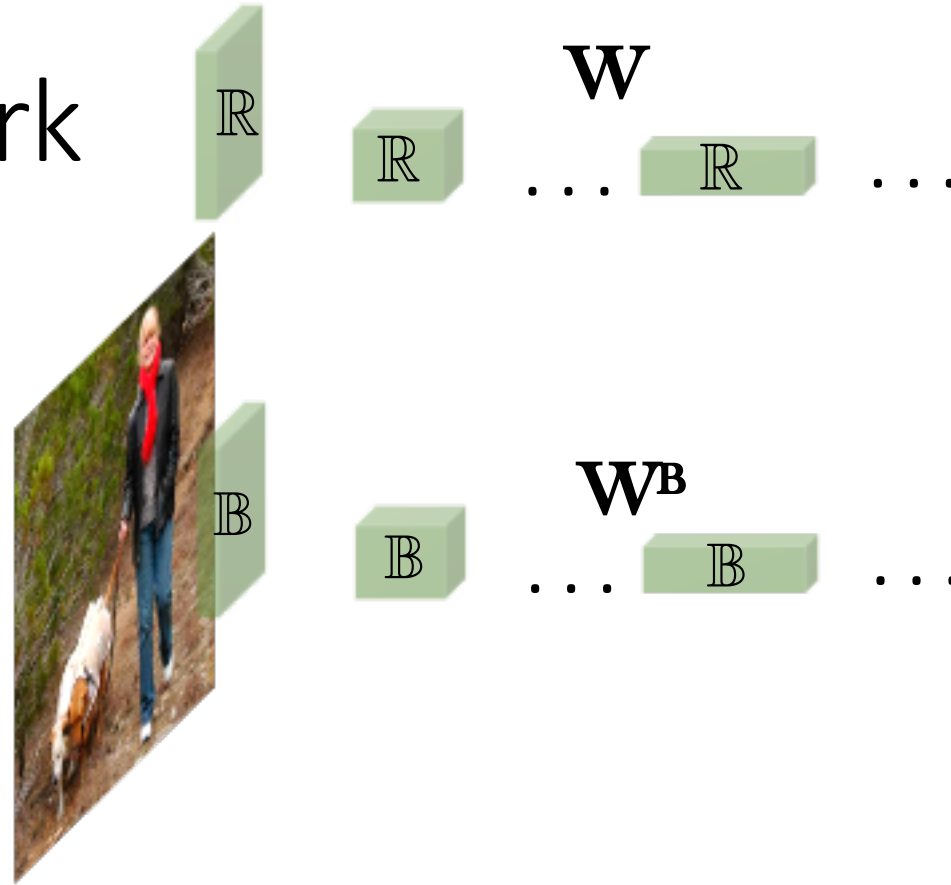
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



# Binary Weight Network

*Train for binary weights:*

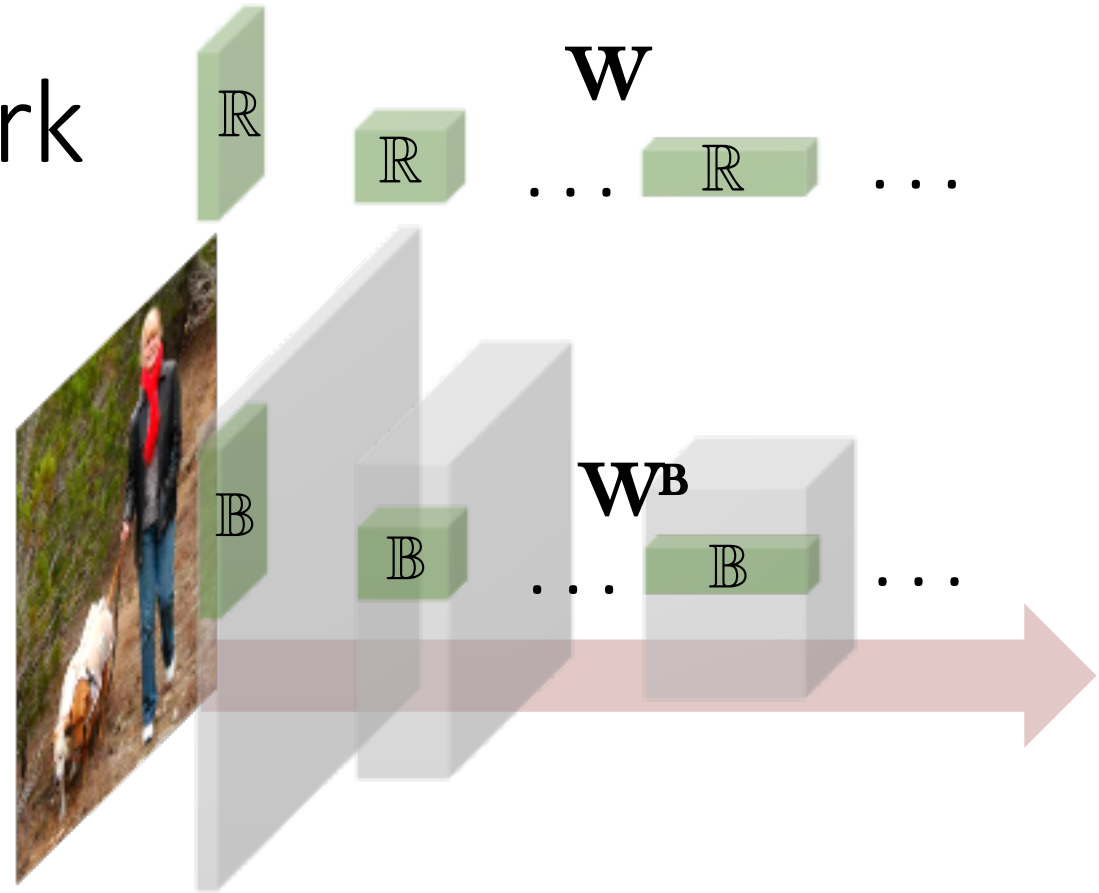
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



# Binary Weight Network

*Train for binary weights:*

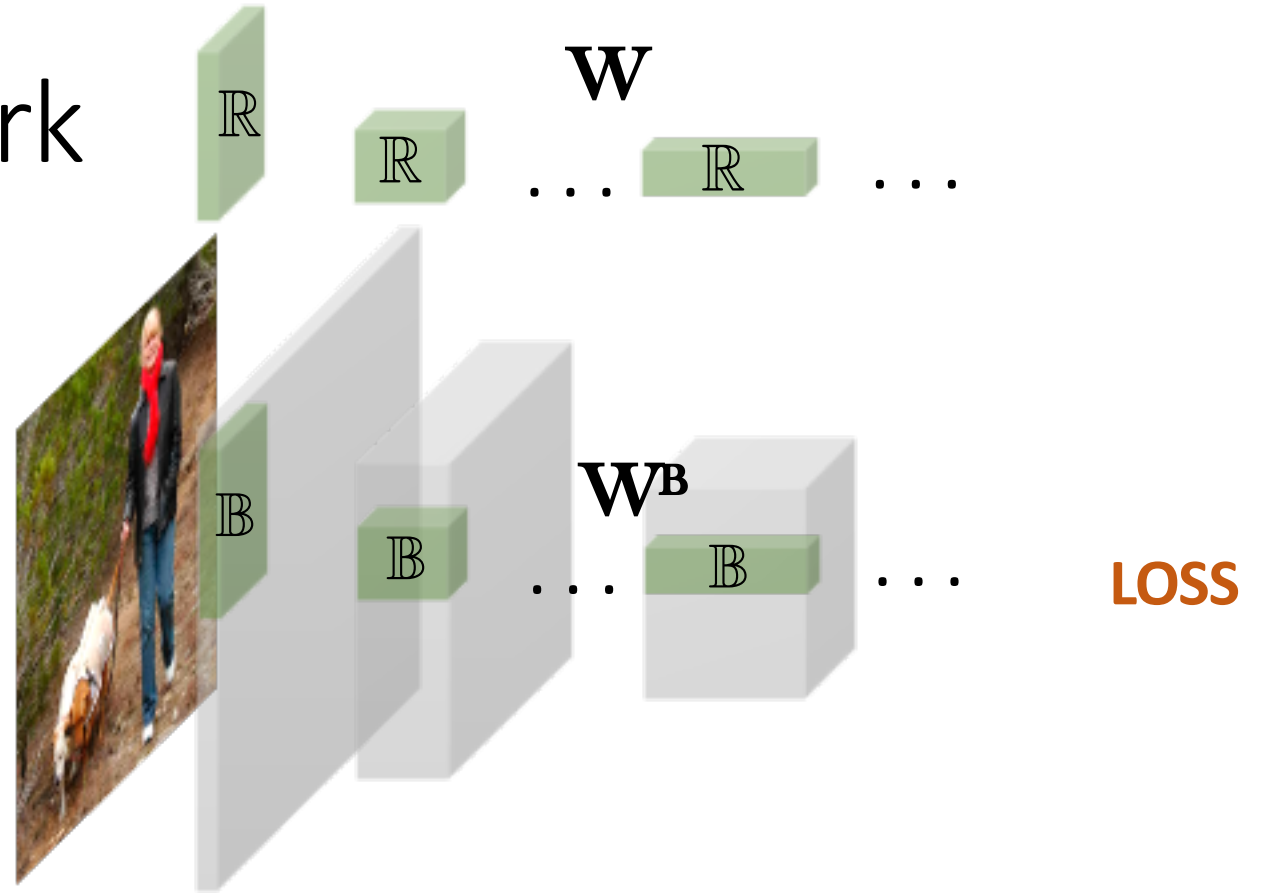
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



# Binary Weight Network

*Train for binary weights:*

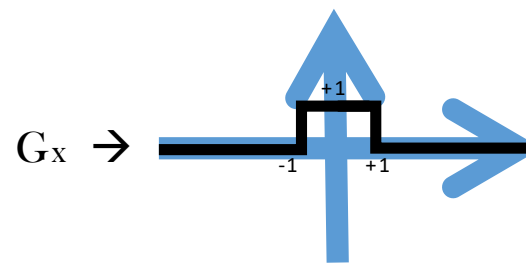
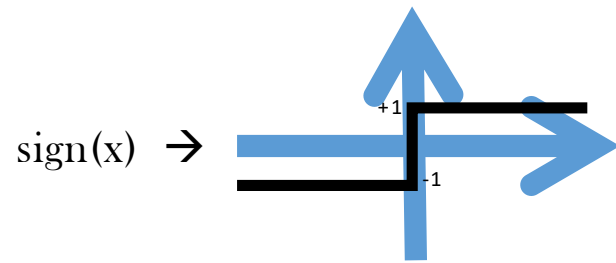
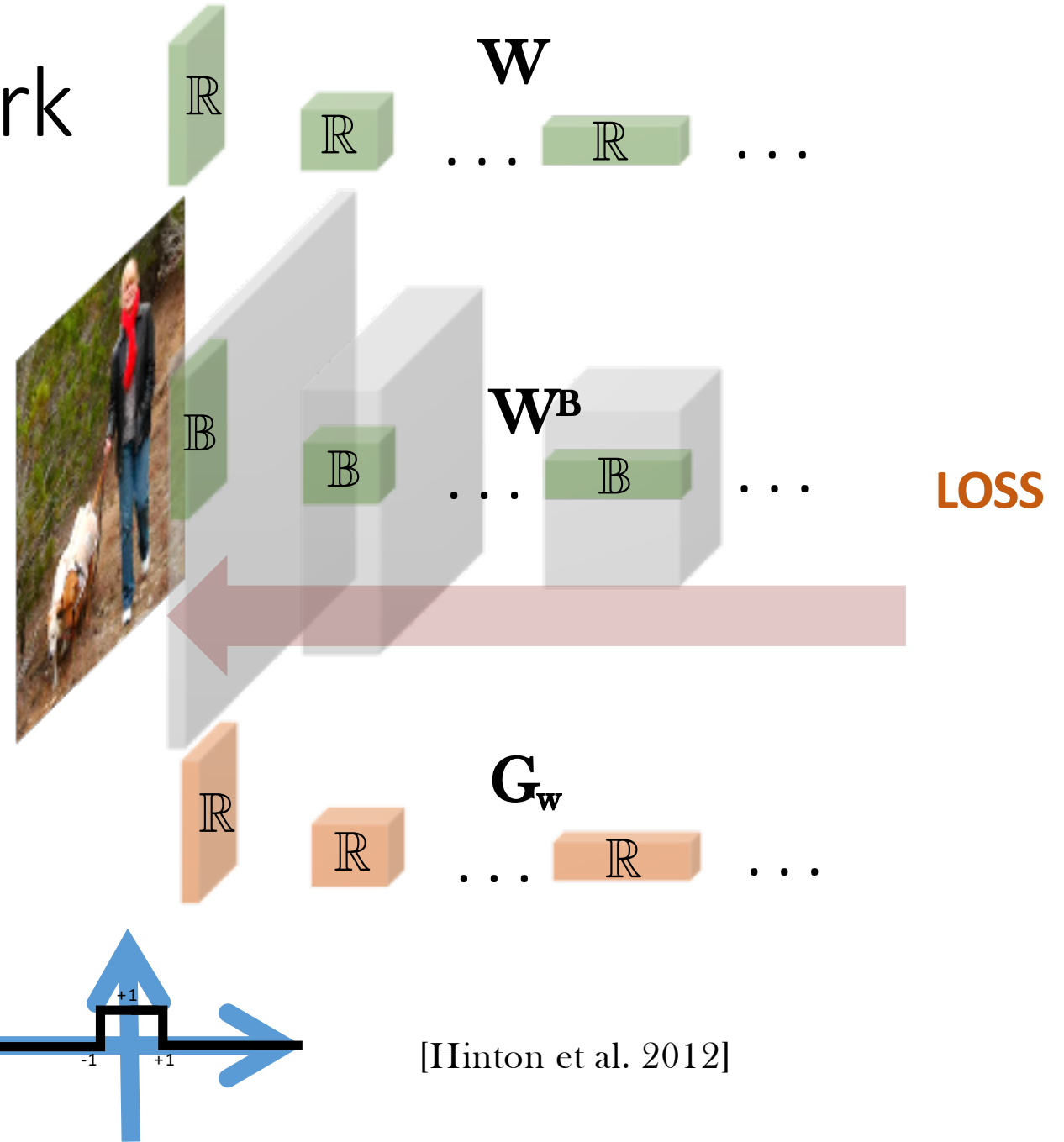
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



# Binary Weight Network

*Train for binary weights:*

1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} = \text{Backward pass with } \alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )

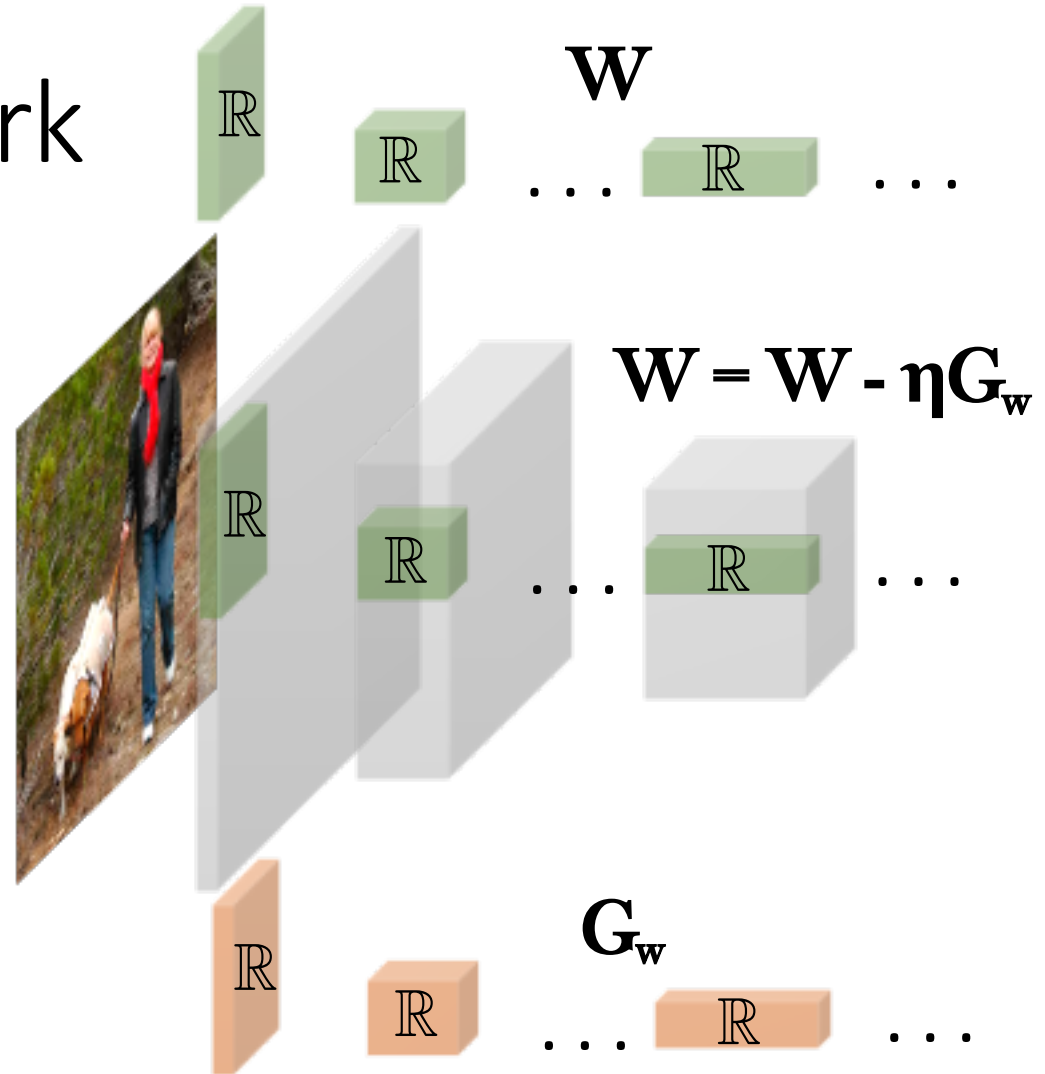


[Hinton et al. 2012]

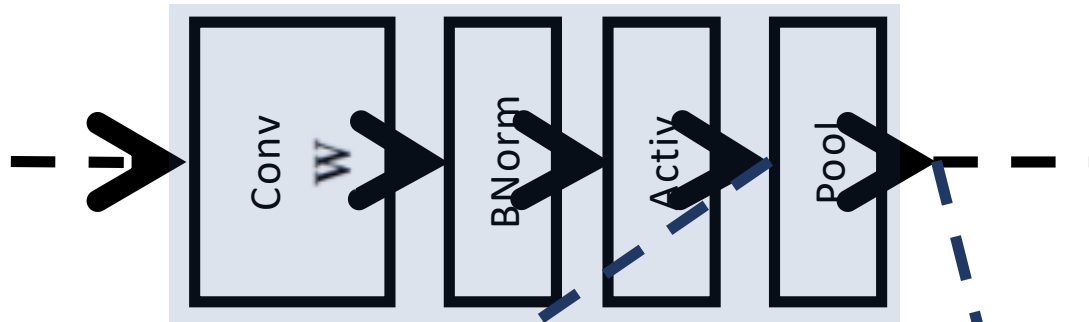
# Binary Weight Network

*Train for binary weights:*

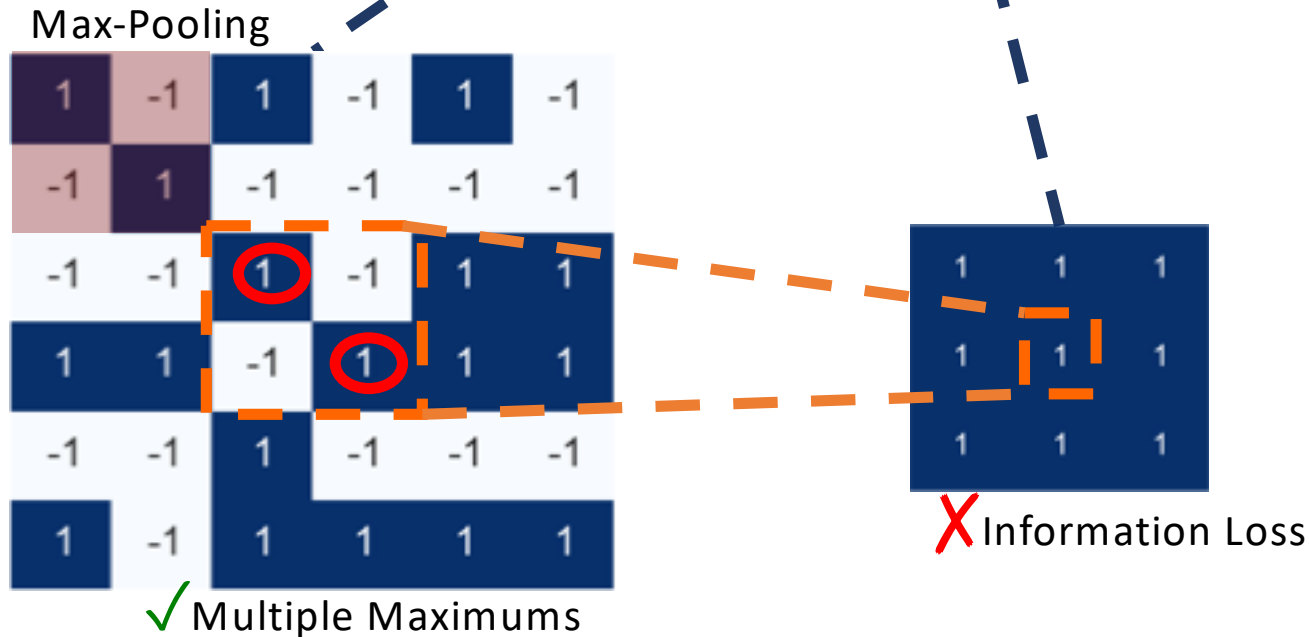
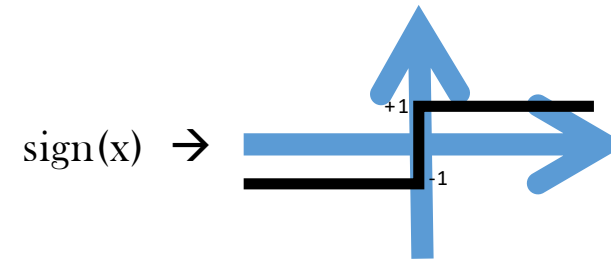
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_{\ell_1}}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} =$  Backward pass with  $\alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )



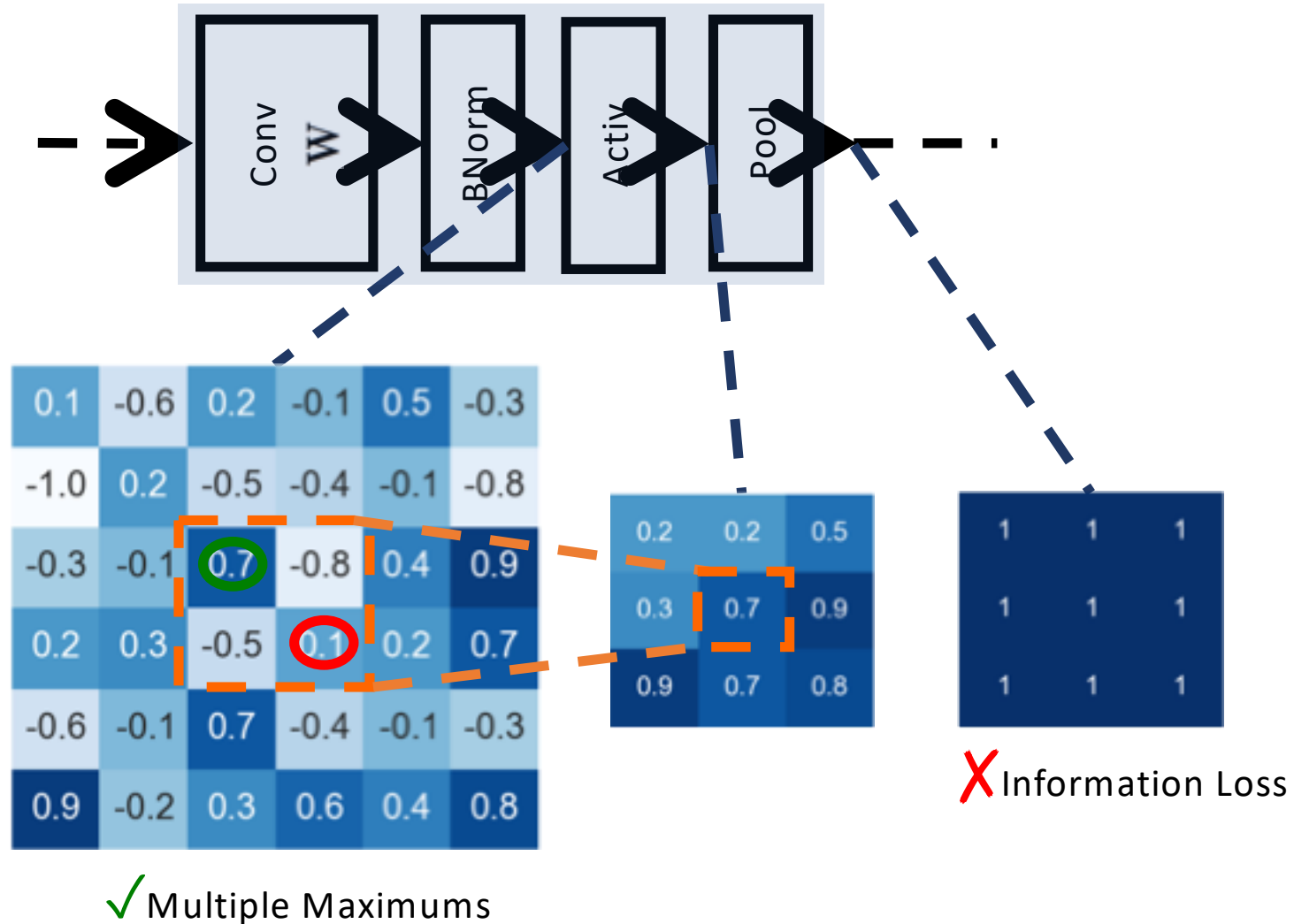
# Network Structure in XNOR-Networks



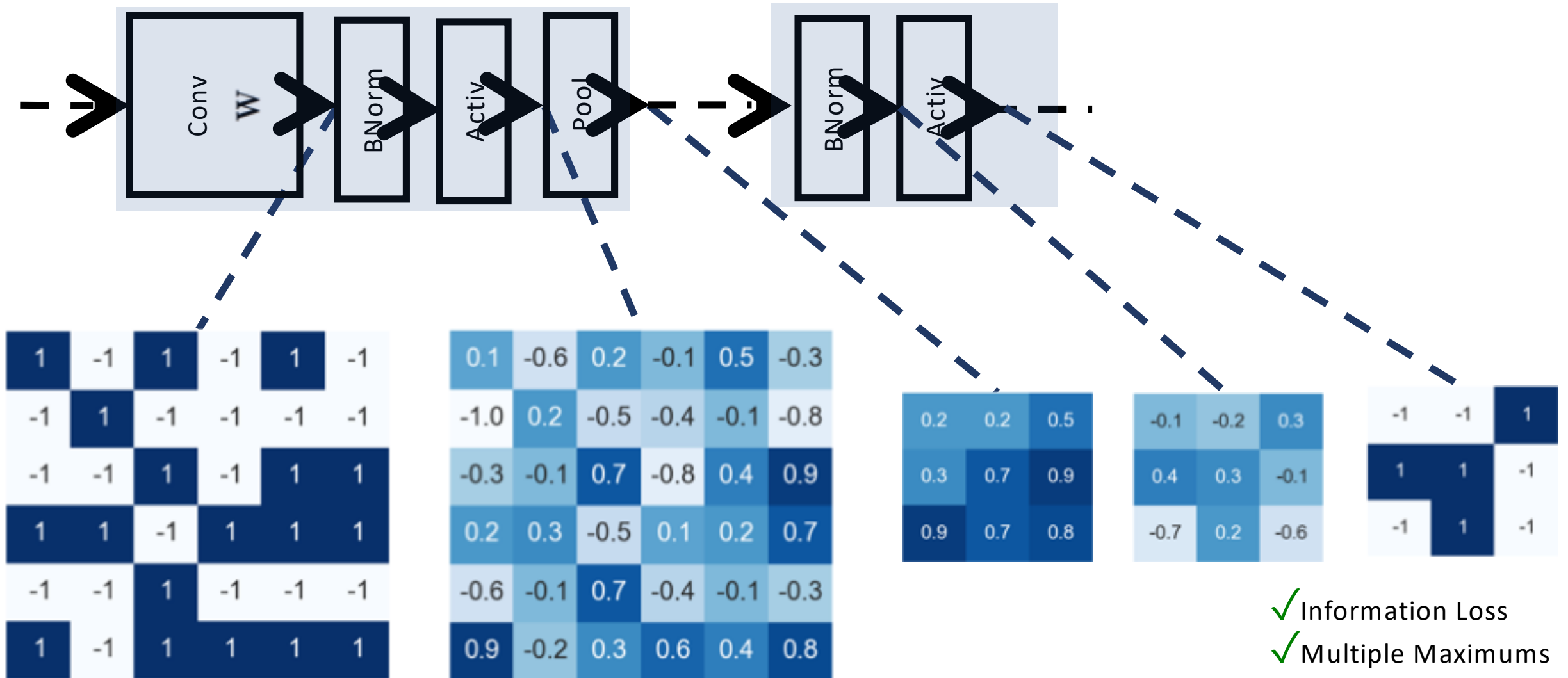
A typical block in CNN



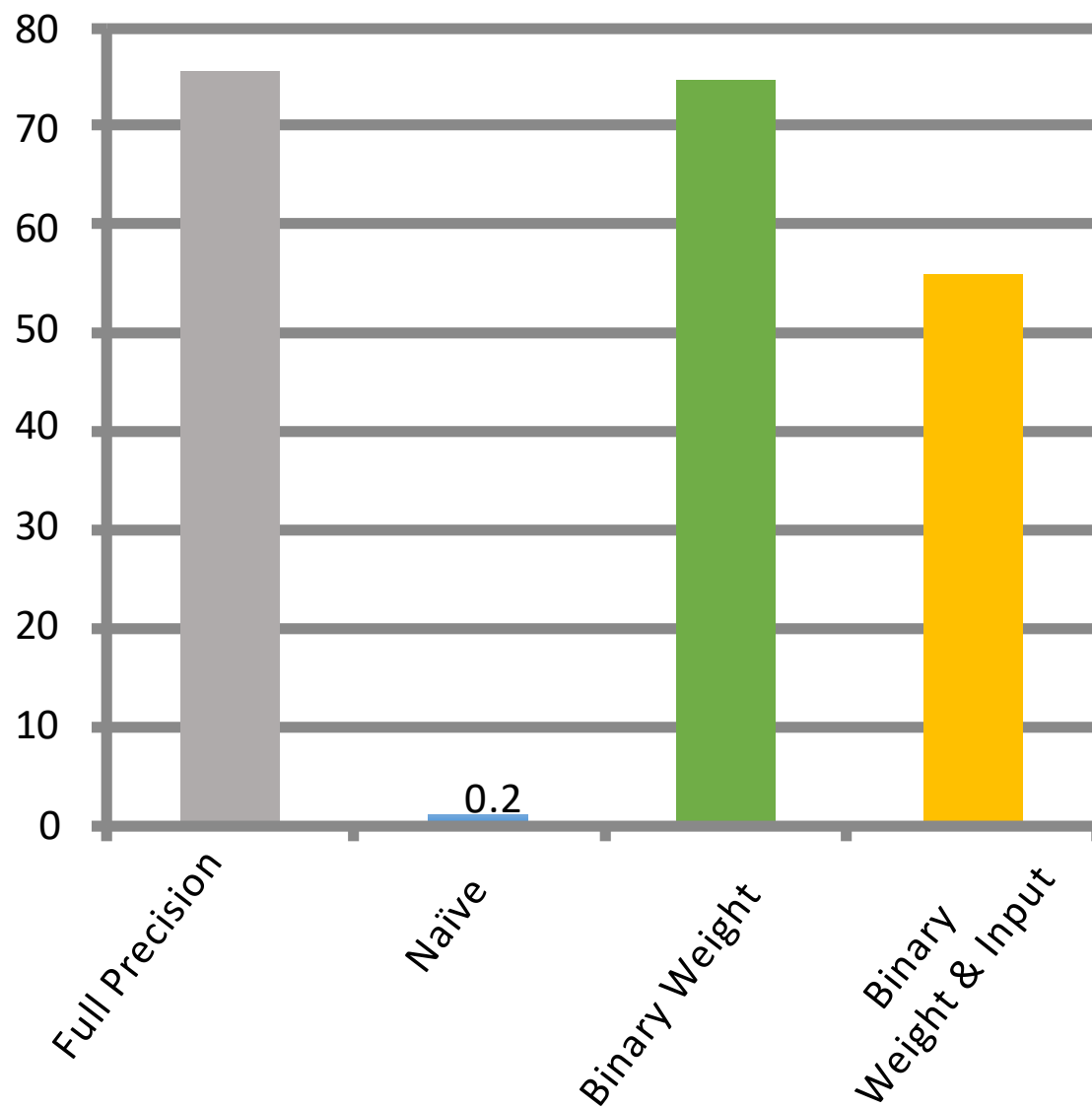
# Network Structure in XNOR-Networks



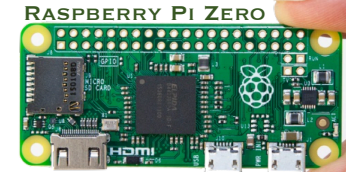
# Network Structure in XNOR-Networks



ReNet-50 Top-1 (%) ILSVRC2012



# XNOR.AI

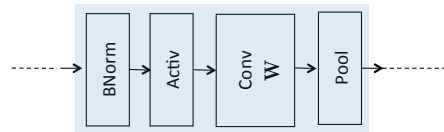


\$5



$$\mathbf{R} * \mathbf{R} \approx \left[ \mathbf{B}_{\text{sign}(\mathbf{X})} * \mathbf{B}_{\text{sign}(\mathbf{W})} \right] \odot \beta \odot \alpha$$

Xnor.ai IP



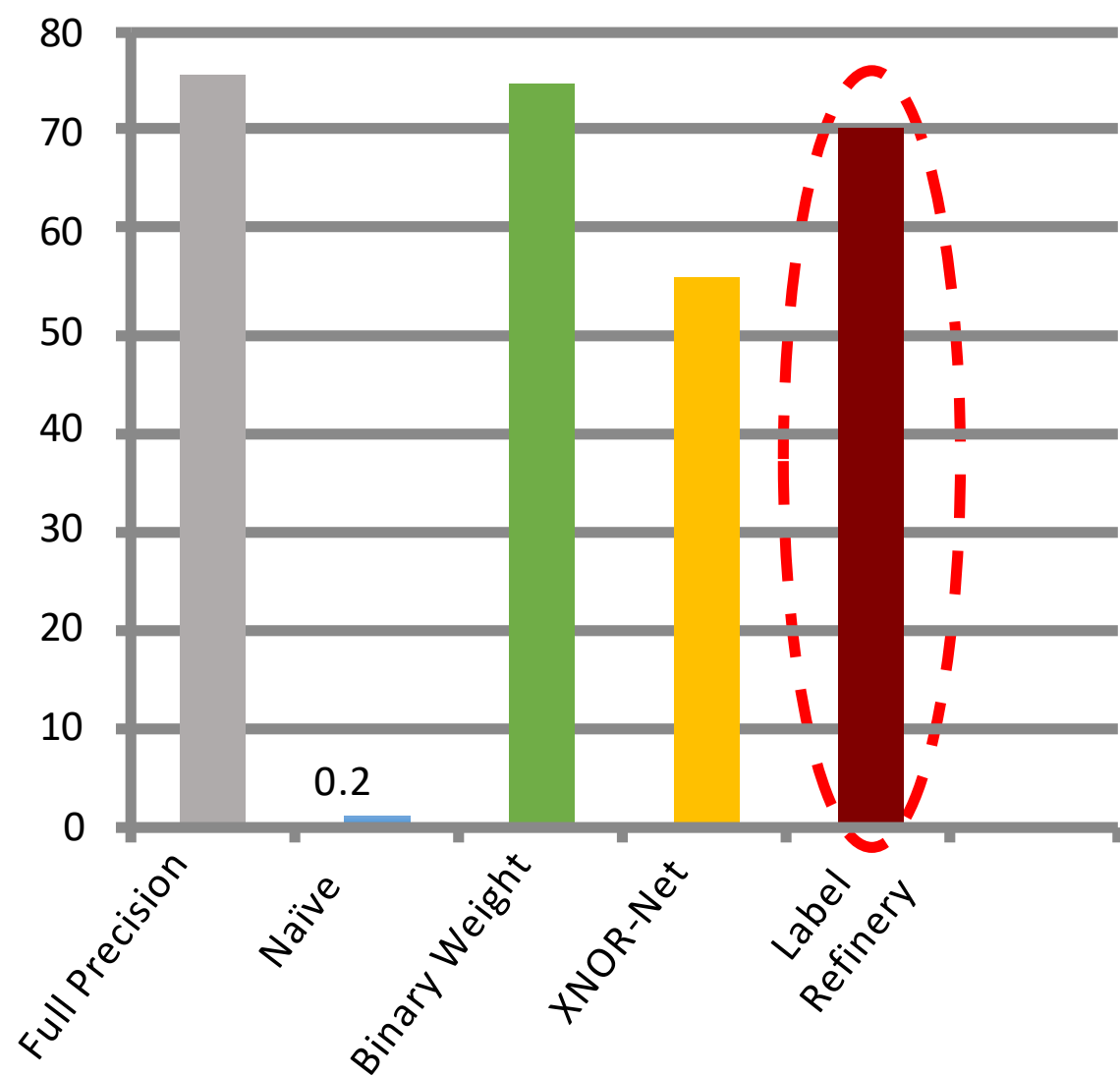
1. Randomly initialize  $\mathbf{W}$
2. For  $iter = 1$  to  $N$
3. Load a random input image  $\mathbf{X}$
4.  $\mathbf{W}^B = \text{sign}(\mathbf{W})$
5.  $\alpha = \frac{\|\mathbf{W}\|_1}{n}$
6. Forward pass with  $\alpha, \mathbf{W}^B$
7. Compute loss function  $\mathbf{C}$
8.  $\frac{\partial \mathbf{C}}{\partial \mathbf{W}} = \text{Backward pass with } \alpha, \mathbf{W}^B$
9. Update  $\mathbf{W}$  ( $\mathbf{W} = \mathbf{W} - \frac{\partial \mathbf{C}}{\partial \mathbf{W}}$ )

Machine Learning

Code Optimization

Computer Architecture

ResNet-50 Top-1 (%) ILSVRC2012

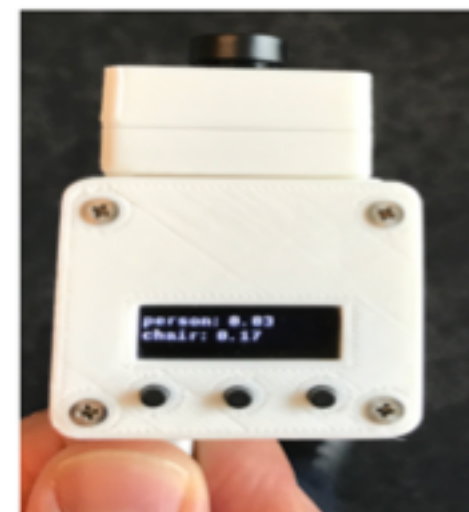


# State-of-the-Art AI: all the way to Pi Zero

XNOR \$5 deep learning machine...  
... on Raspberry Pi Zero

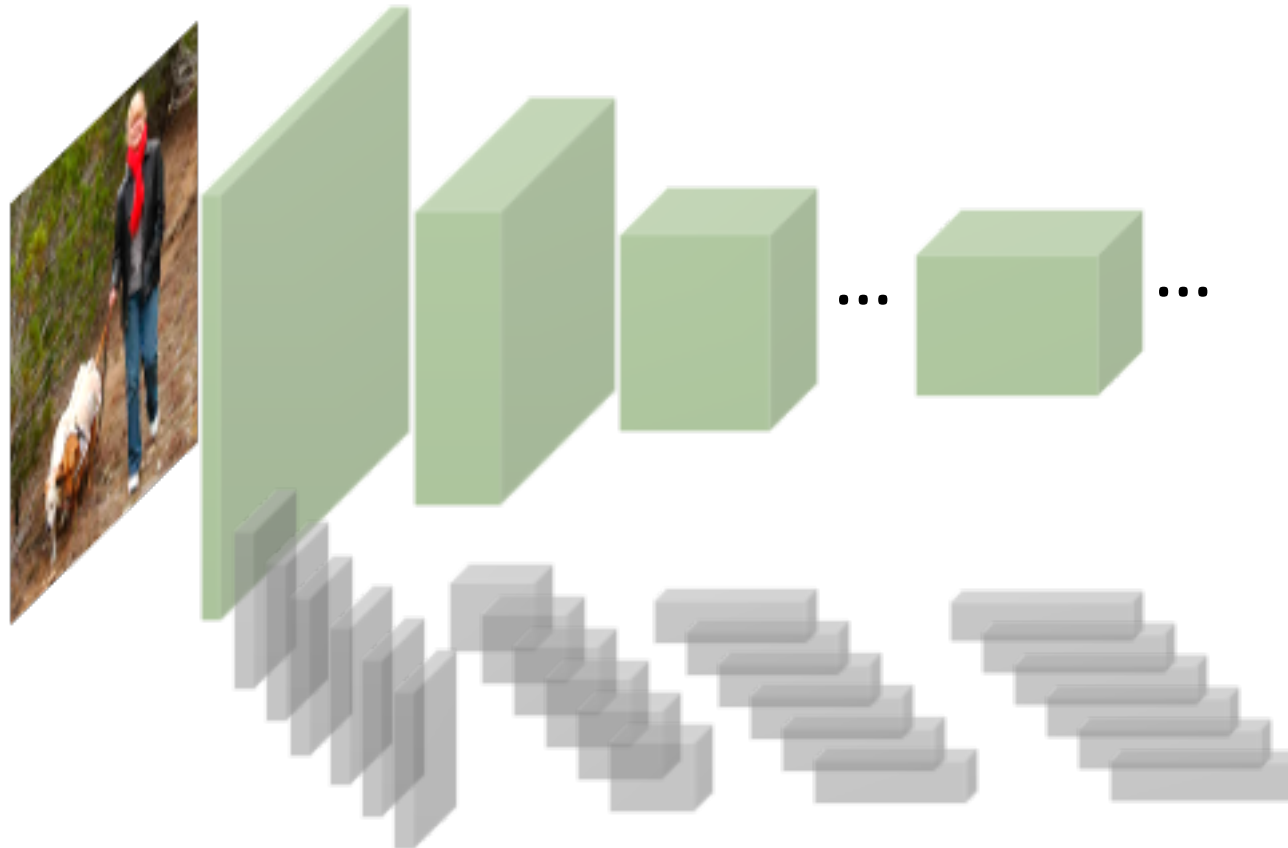


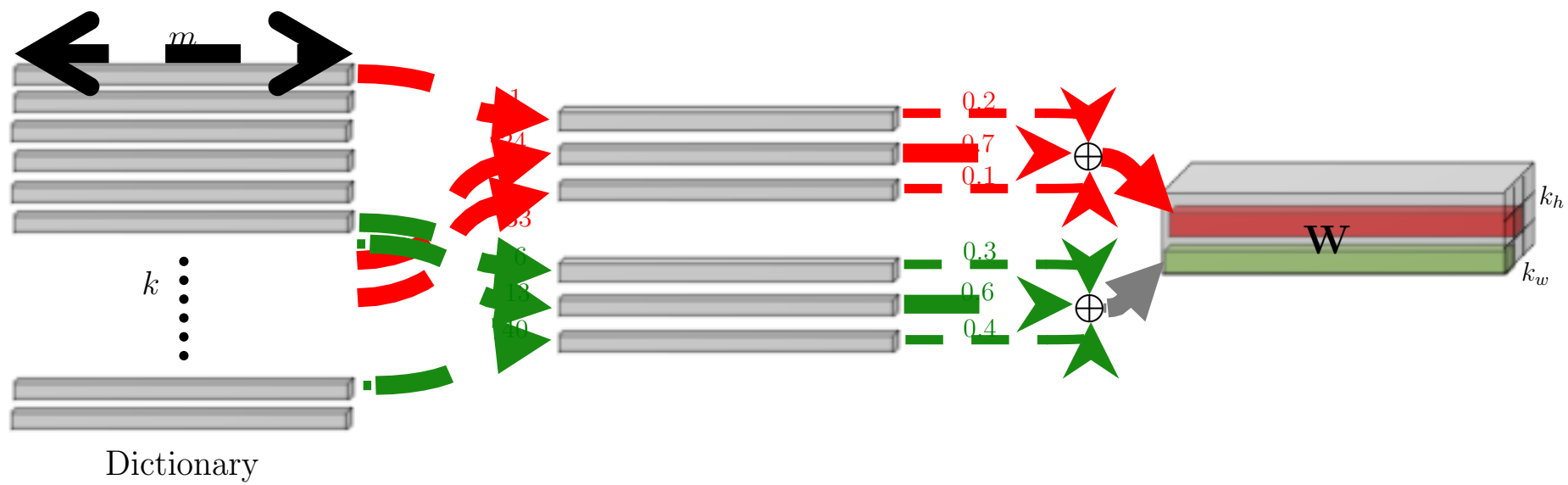
Modular AI at Edge

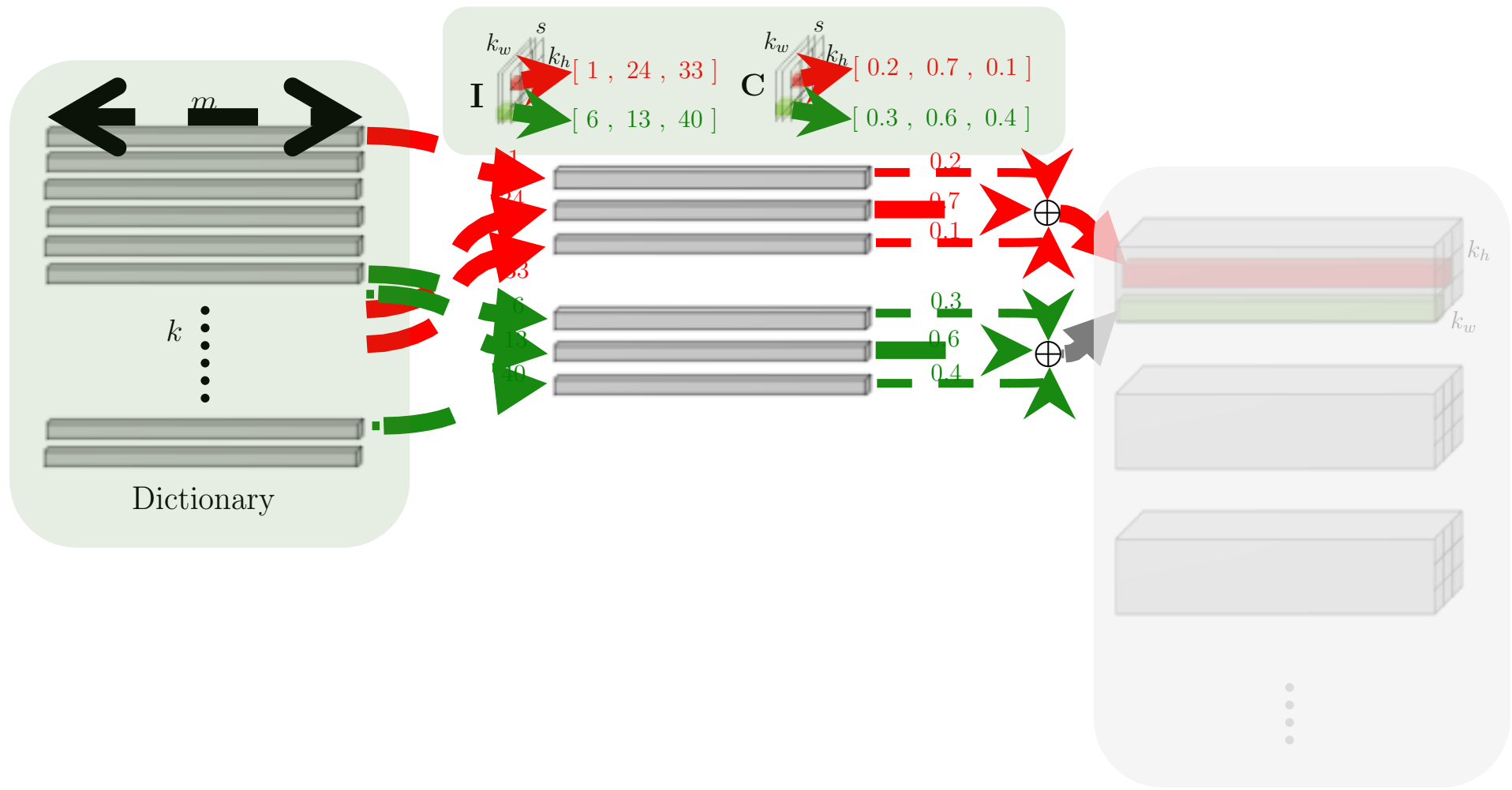


# Lookup Based CNN

[LCNN Bagherinezhad et al, CVPR 2017]

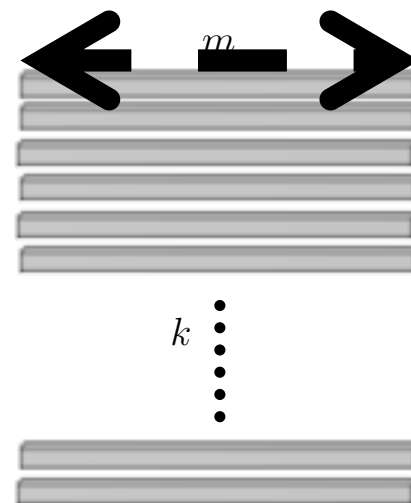
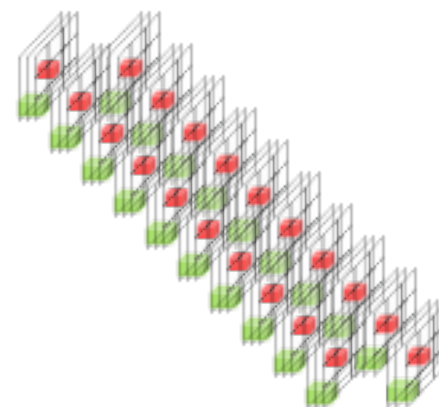
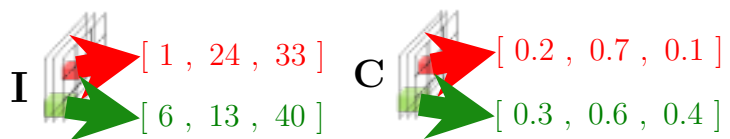
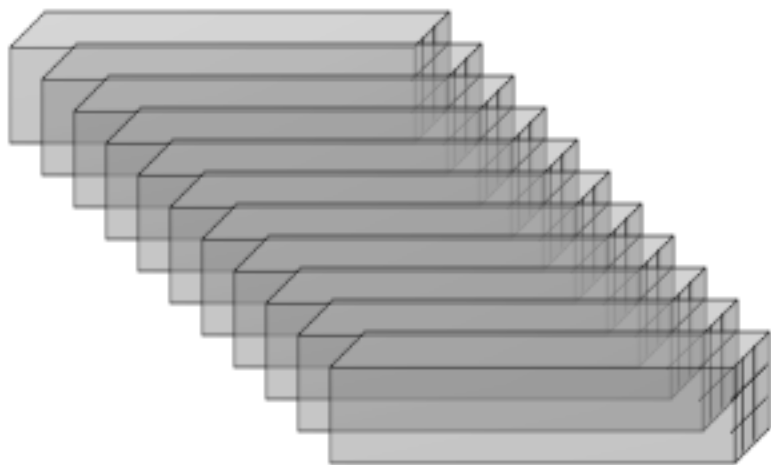




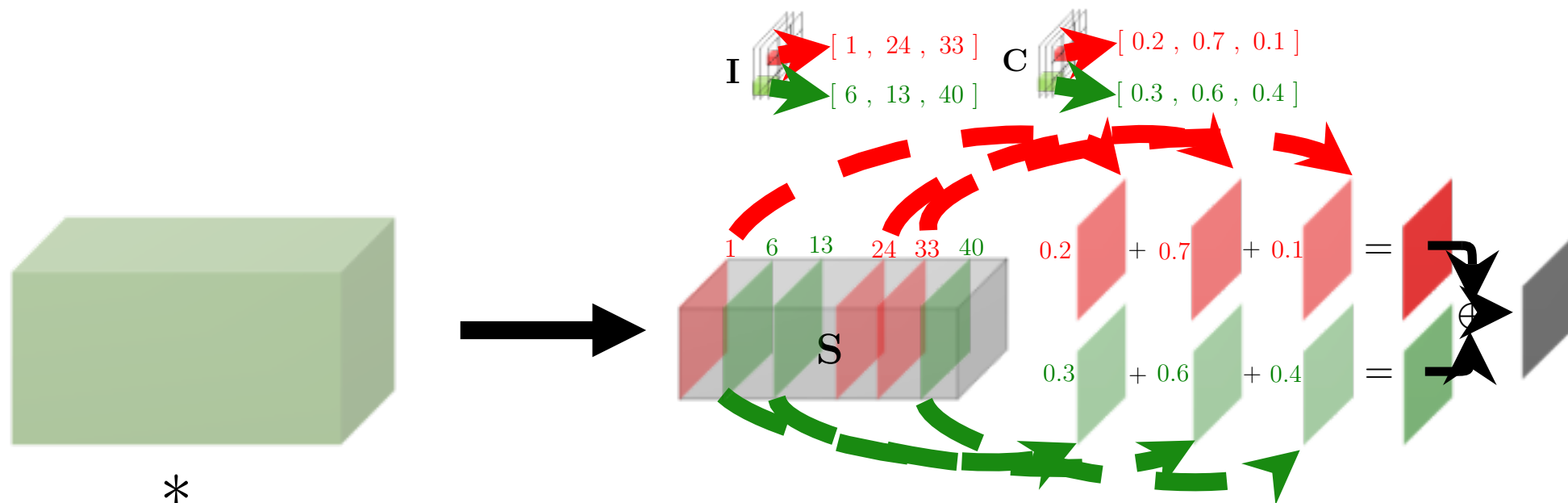




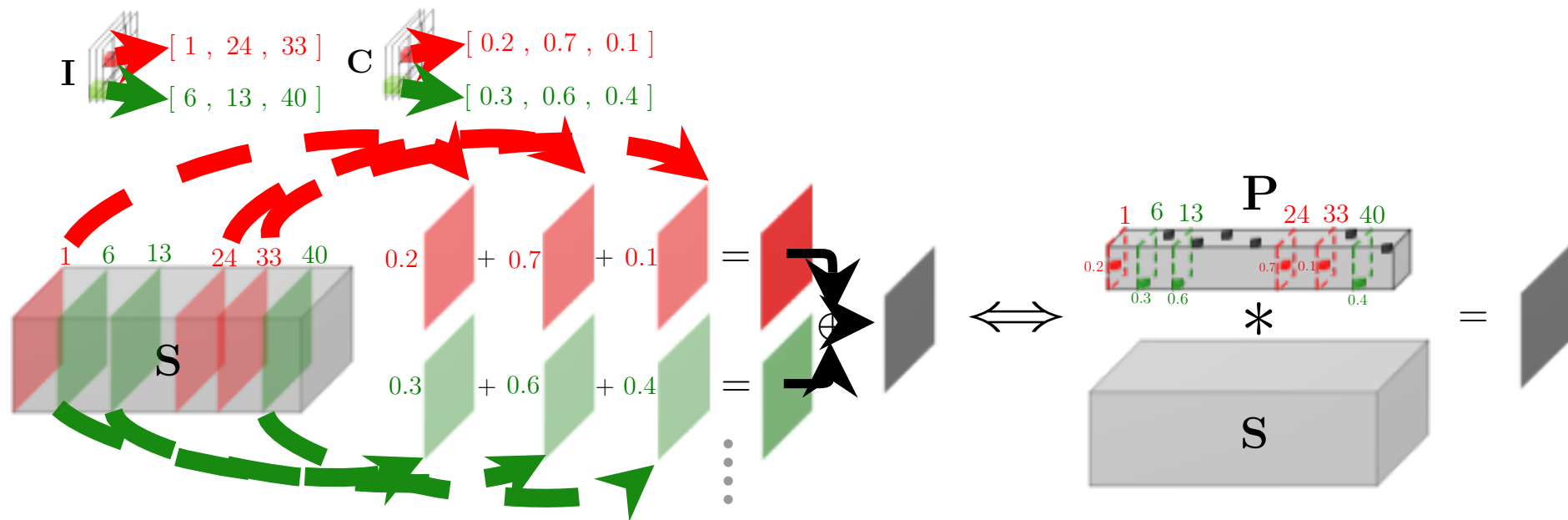
\*

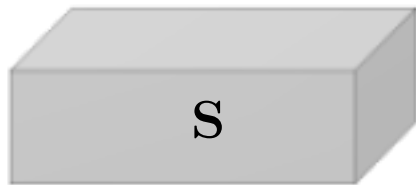


Dictionary



How to train the discrete indexing?!!!!

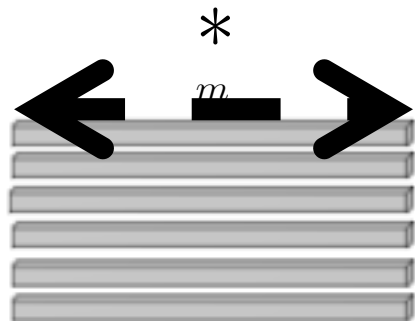




\*



**P**



$k$   $\vdots$



Dictionary

$$\frac{\partial(L + \lambda \|\mathbf{P}\|_{\ell_1})}{\partial \mathbf{P}} = \frac{\partial L}{\partial \mathbf{P}} + \lambda \text{sign}(\mathbf{P})$$

# ImageNet Classification Result

## AlexNet

Model	speedup	Top-1	Top-5
CNN	1.0x	56.6	80.2
XNOR-Net[2]	8.0x	44.2	69.2
LCNN-fast	<b>37.6x</b>	44.3	68.7
LCNN-accurate	3.2x	<b>55.1</b>	<b>78.1</b>

## ResNet-18

Model	speedup	Top-1	Top-5
CNN	1.0x	69.3	90.0
XNOR-Net[2]	10.6x	51.2	73.2
LCNN-fast	<b>29.2x</b>	51.8	76.8
LCNN-accurate	5x	<b>62.2</b>	<b>84.6</b>

**How to improve the accuracy of  
compact models?**

# Components in a Supervised Learning System

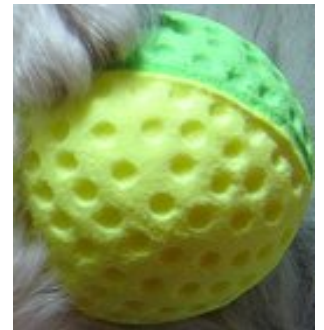
- Data
  - ImageNet, MSCOCO, SUN, ...
  - Data Augmentations
- Model
  - SVM, CNN
  - Optimization Techniques (SGD, ADAM, RMSProp, ...)
- Label
  - ?!!

# Challenges with current labeling paradigm

- Incomplete



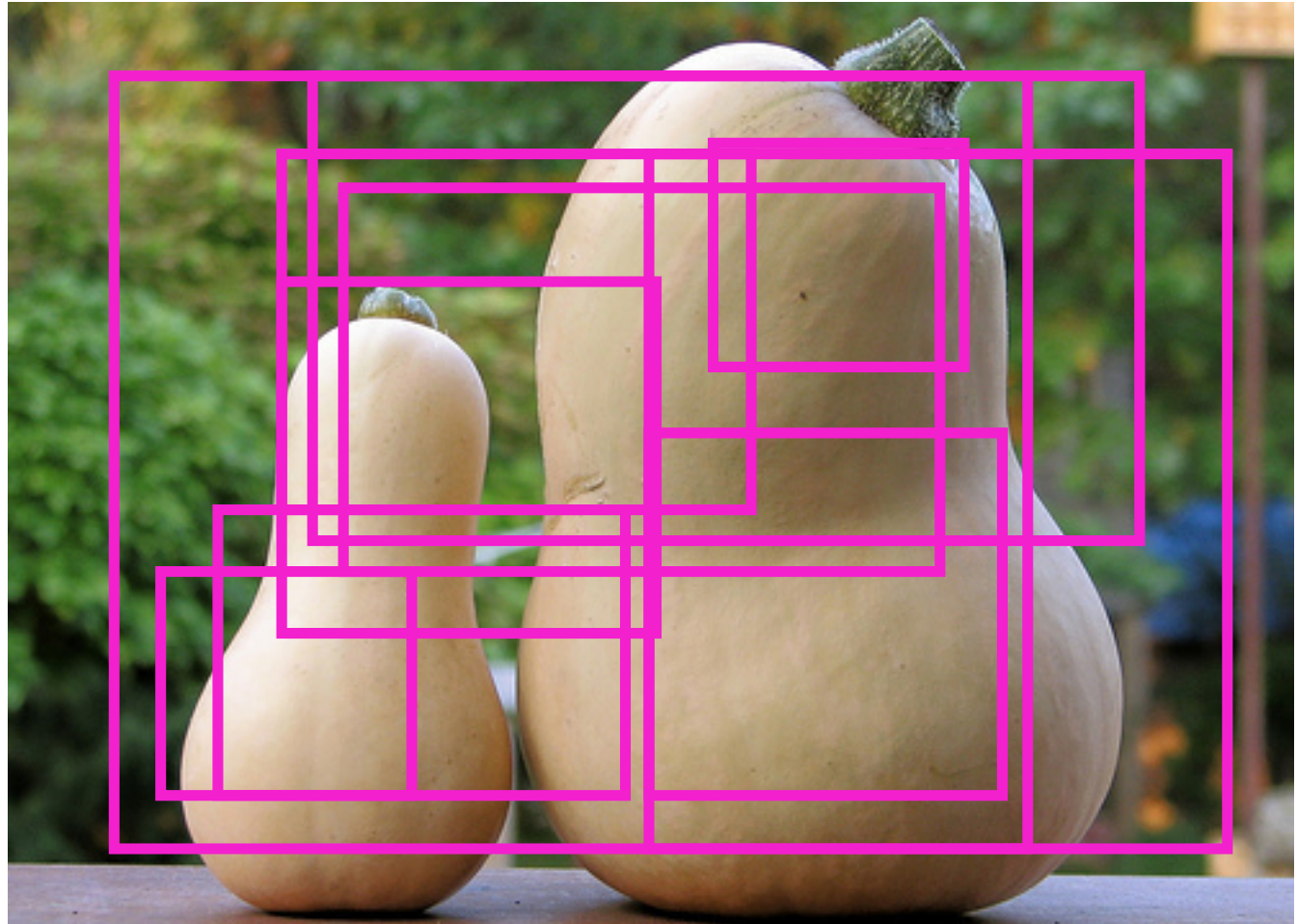
Persian Cat



ball

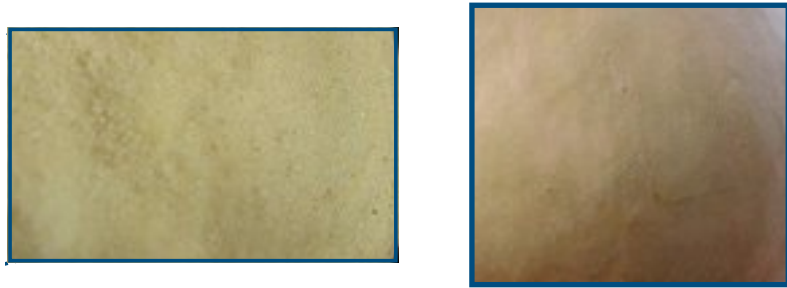
# Challenges with current labeling paradigm

- Random cropping



# Challenges with current labeling paradigm

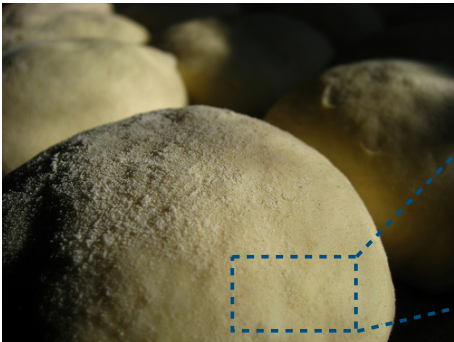
- Inconsistent



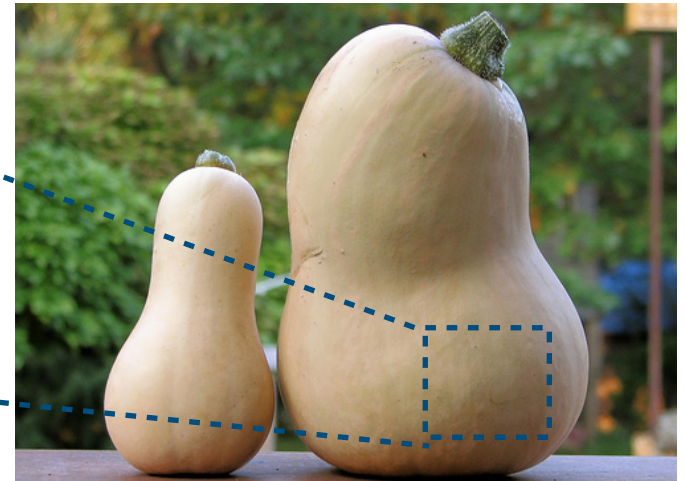
# Challenges with current labeling paradigm

- Inconsistent

Dough



Butternut Squash



# Challenges with current labeling paradigm

- Taxonomy dependency

chrysanthemum dog



silky terrier



Car mirror



Same amount of penalization

# Labels should be:

- Soft



Cat → 80%  
Ball → 20%

- Informative

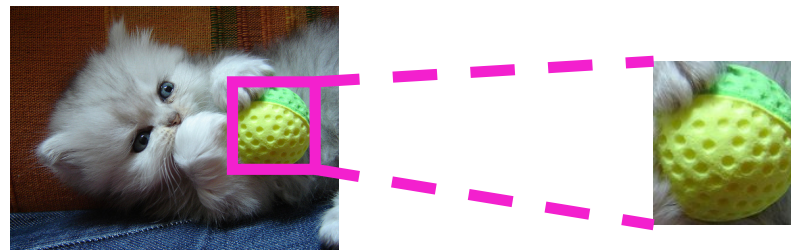


Dog --> 60%  
Cat --> 10%  
Bear --> 30%



Dog --> 60%  
Cat --> 30%  
Bear --> 10%

- Dynamic



Cat → 1 %  
Ball → 99%

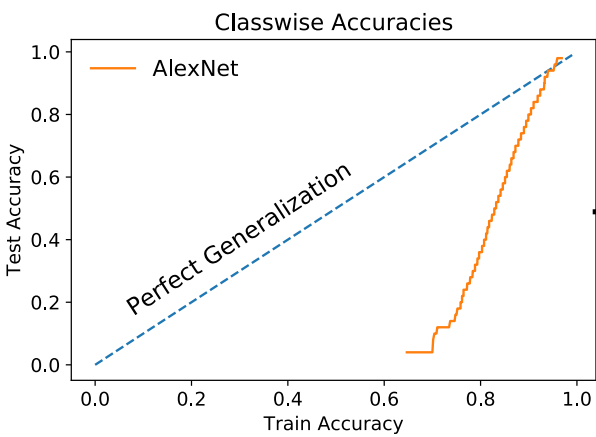
# Label Refinery

[Bagherinezhad et al, 2018]

burrito

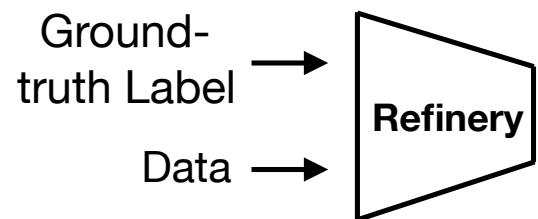
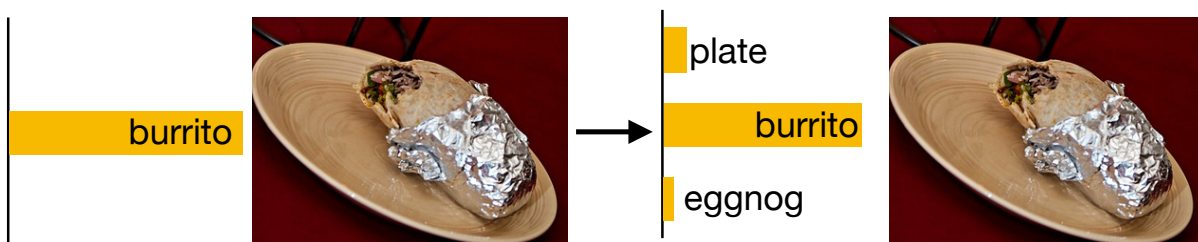


**Top-1: 57.93**



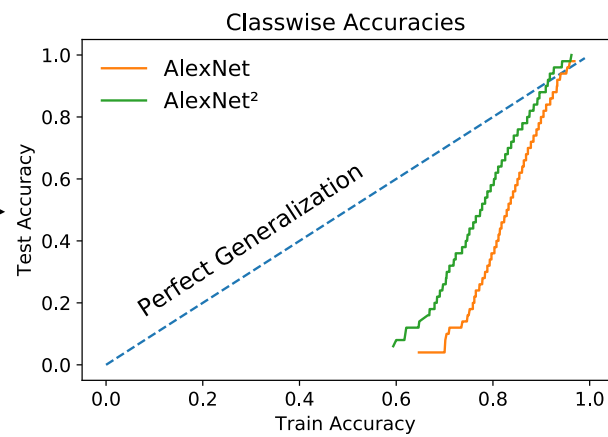
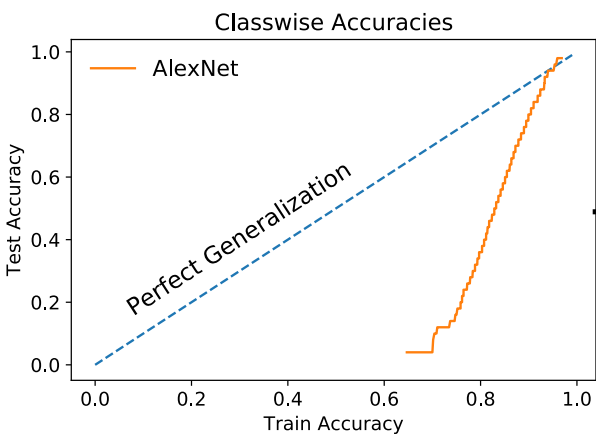
# Label Refinery

[Bagherinezhad et al, 2018]



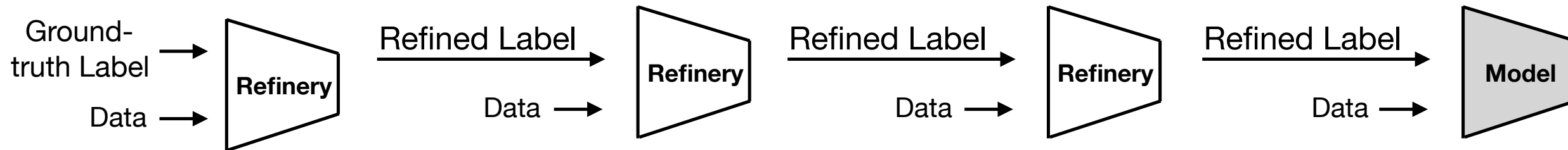
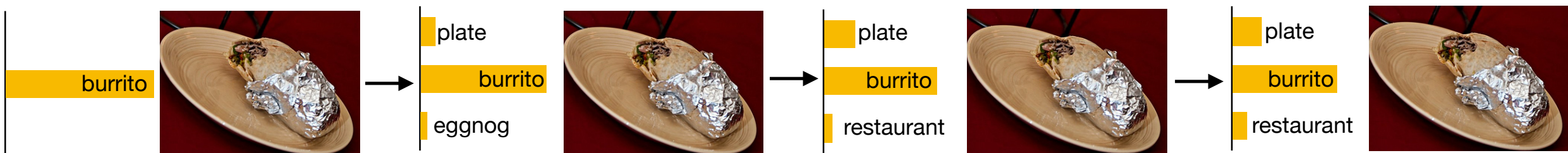
**Top-1: 57.93**

**Top-1: 59.97**



# Label Refinery

[Bagherinezhad et al, 2018]

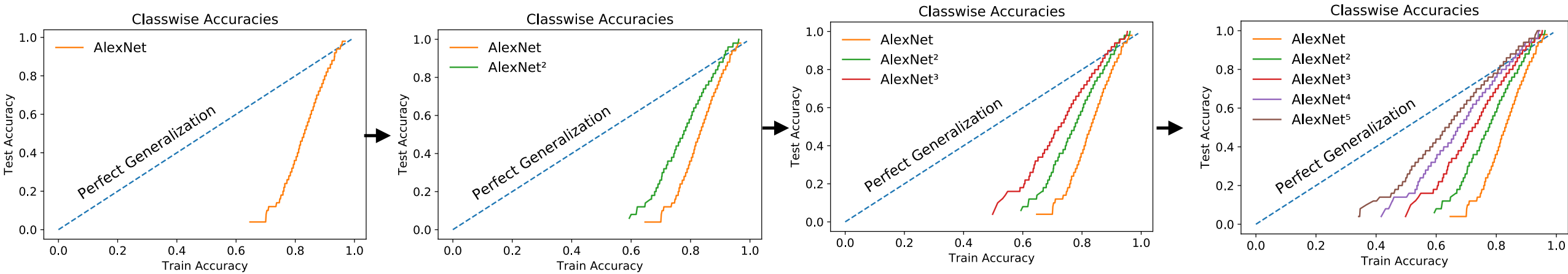


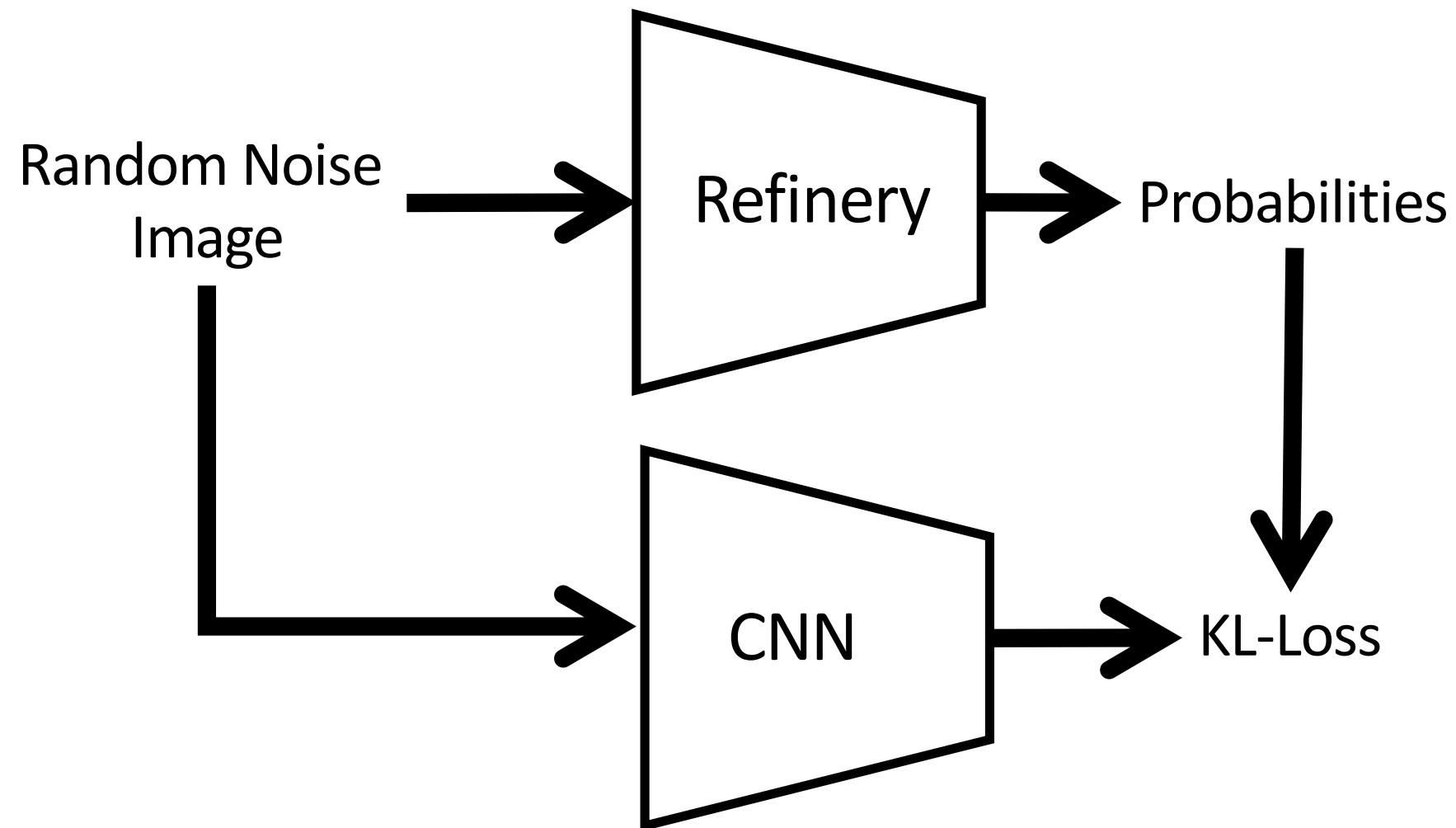
**Top-1: 57.93**

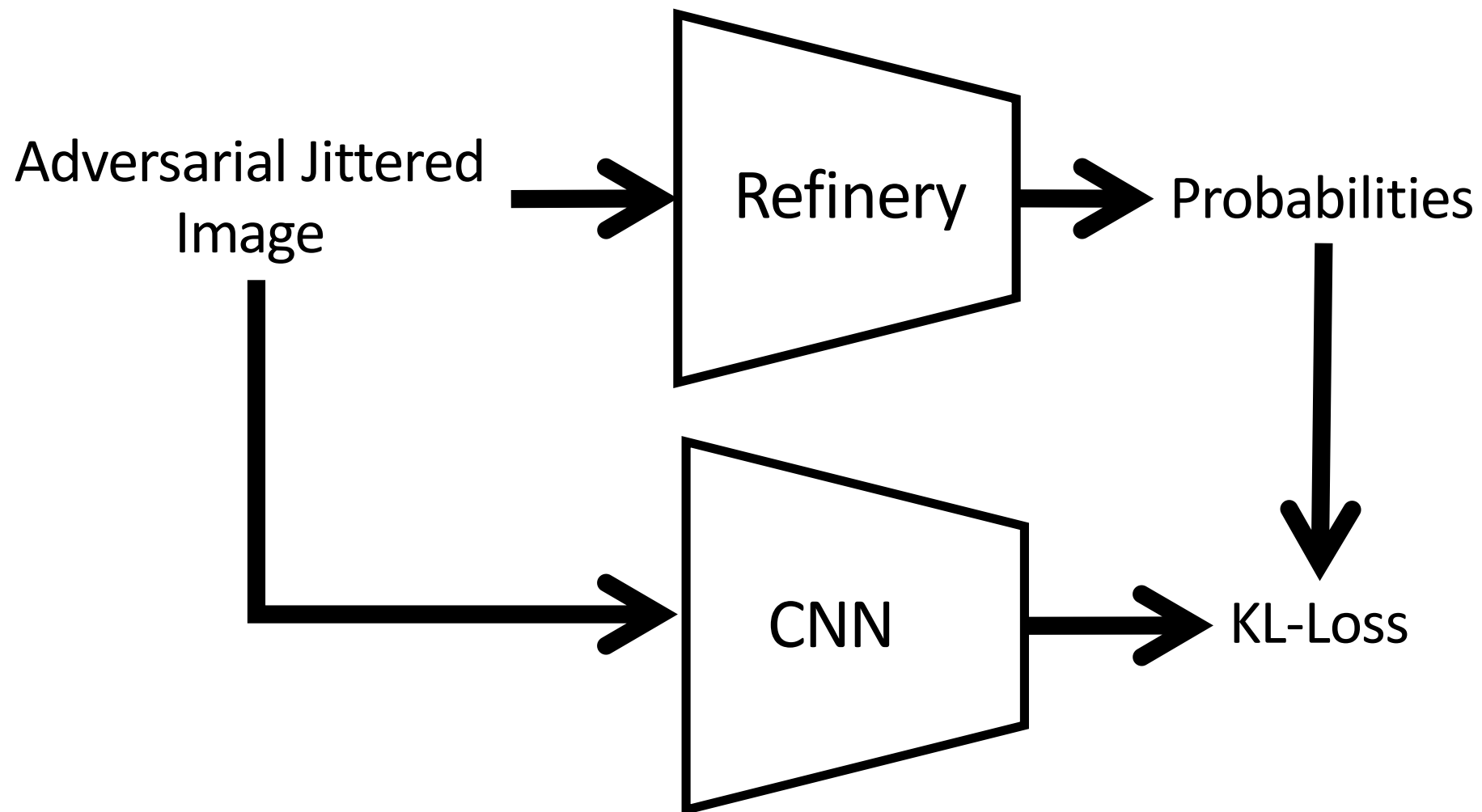
**Top-1: 59.97**

**Top-1: 60.87**

**Top-1: 61.22**







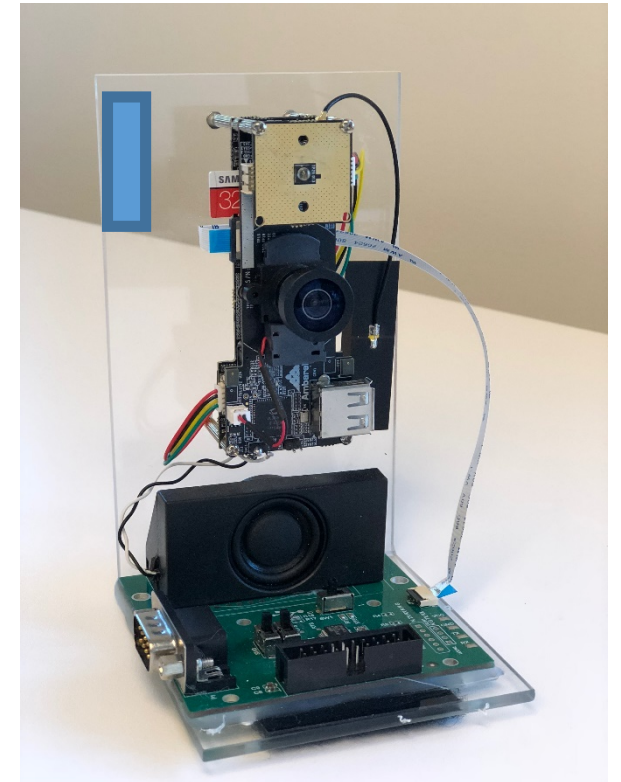
Model	Paper Number		Our Impl.		Label Refinery	
	Top-1	Top-5	Top-1	Top-5	Top-1	Top-5
AlexNet [8]	59.3	81.8	57.93	79.41	<b>66.28<sup>†</sup></b>	<b>86.13<sup>†</sup></b>
MobileNet [28]	70.6	N/A	68.53	88.14	<b>73.39</b>	<b>91.07</b>
MobileNet0.75 [28]	68.4	N/A	65.93	86.28	<b>70.92</b>	<b>89.68</b>
MobileNet0.5 [28]	63.7	N/A	63.03	84.55	<b>66.66<sup>†</sup></b>	<b>87.07<sup>†</sup></b>
MobileNet0.25 [28]	50.6	N/A	50.65	74.42	<b>54.62<sup>†</sup></b>	<b>77.92<sup>†</sup></b>
ResNet-50 [5]	N/A	N/A	75.7	92.81	<b>76.5</b>	<b>93.12</b>
ResNet-34 [5]	N/A	N/A	73.39	91.32	<b>75.06</b>	<b>92.35</b>
ResNet-18 [5]	N/A	N/A	69.7	89.26	<b>72.52</b>	<b>90.73</b>
ResNetXnor-50 [32]	N/A	N/A	63.1	83.61	<b>70.34</b>	<b>89.18</b>
VGG16 [6]	73	91.2	70.1	88.54	<b>75</b>	<b>92.22</b>
VGG19 [6]	72.7	91	71.39	89.44	<b>75.46</b>	<b>92.52</b>
Darknet19 [33]	72.9	91.2	70.6	89.13	<b>74.47</b>	<b>91.94</b>

# Low Power AI



S5L

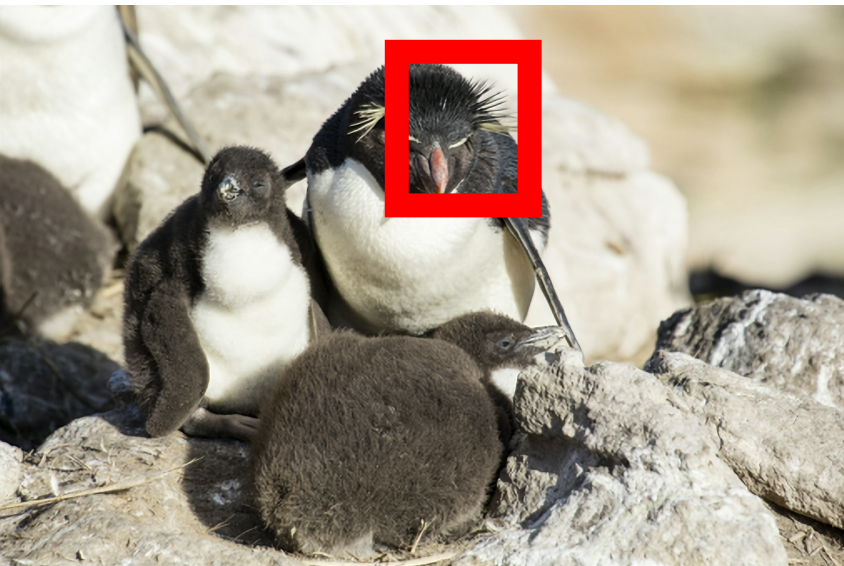
- Very low power (~2x lower than Pi Zero)
- Standard AI model for object detection
  - 1 fps
- XNOR AI Model for object detection
  - 26 fps



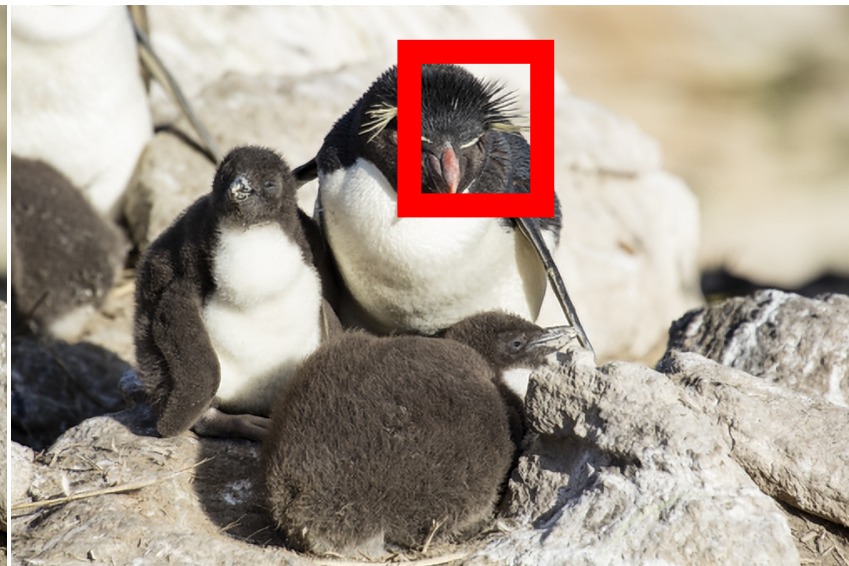
# XNOR model on DeepLens



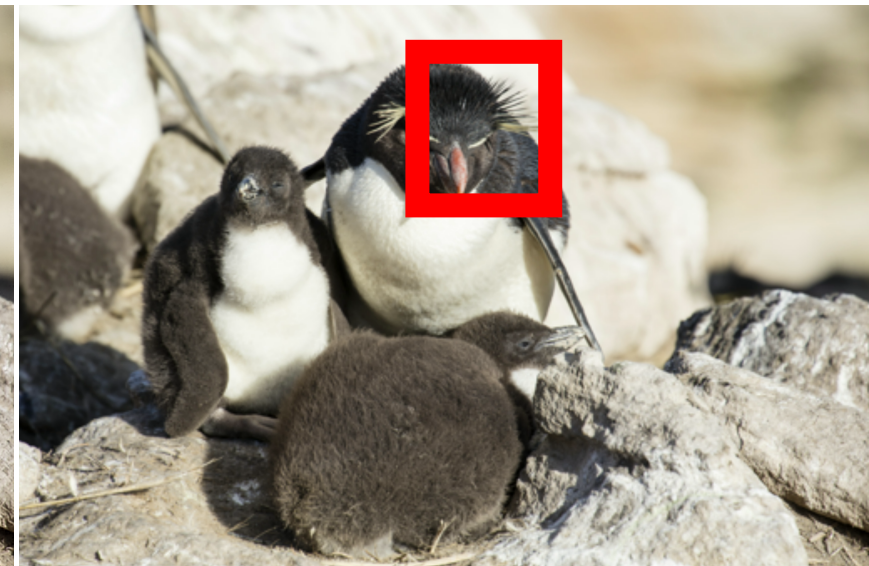
Full Precision Network



XNOR.AI



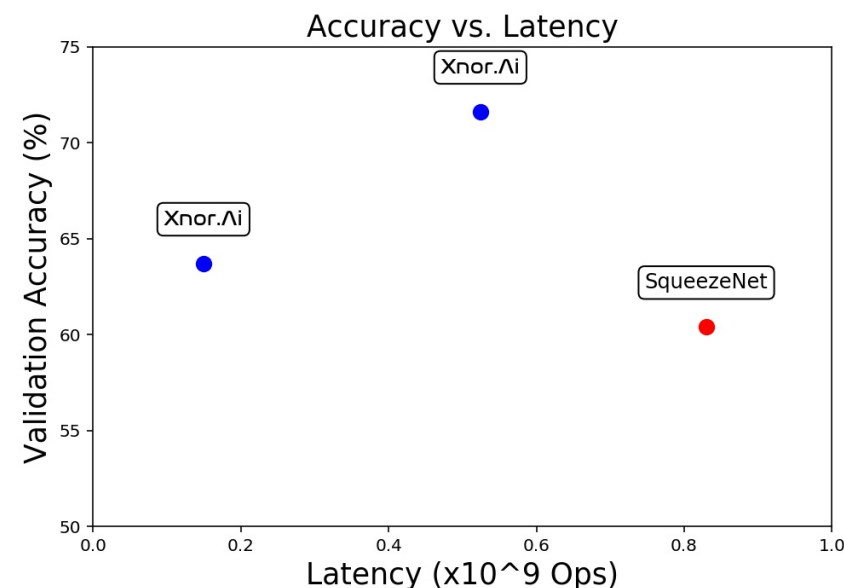
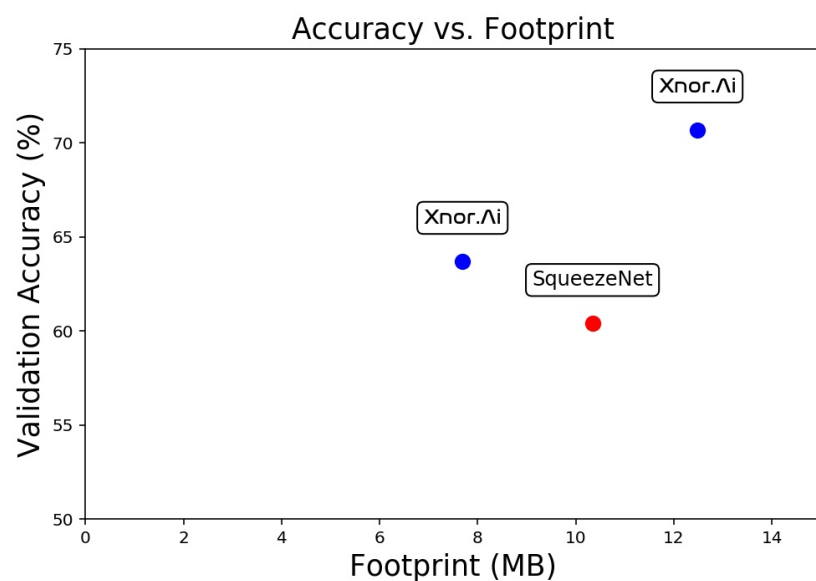
Bilinear



# Thank you !!!

Learn more  
[www.xnor.ai](http://www.xnor.ai)

# Competitive analysis: XNOR-Net models Vs SqueezeNet



## Benchmarked results

XNOR.AI solutions are 2.5X faster than squeeze net at the same accuracy on a core i7 770K 4.2GHz Intel CPU

Private & confidential