

SMASH: One-Shot Model Architecture Search through Hypernetworks

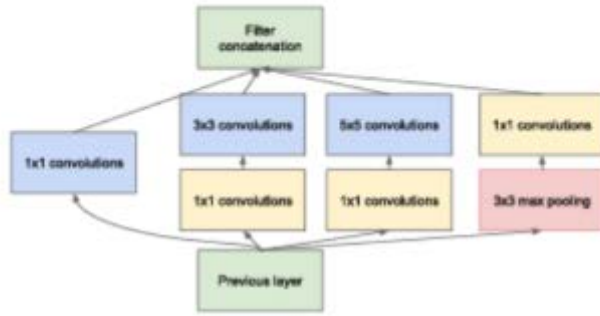
Andrew Brock



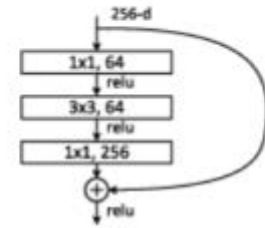
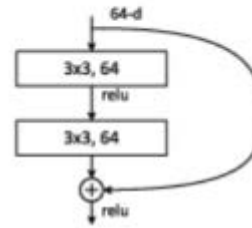
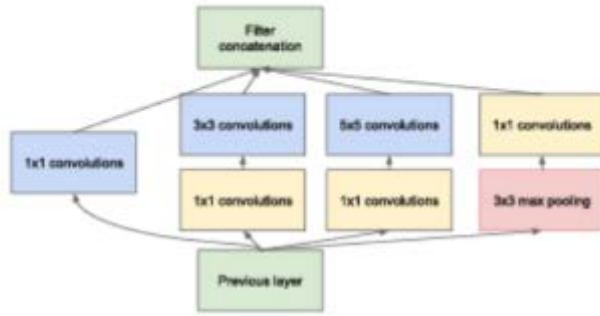
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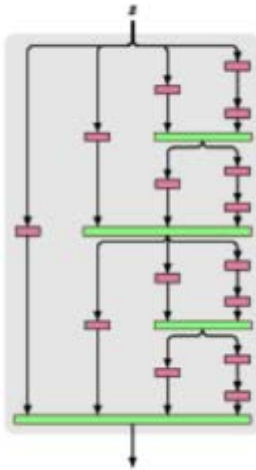
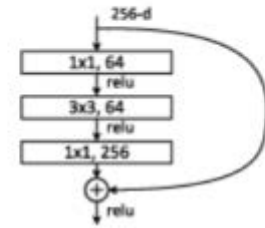
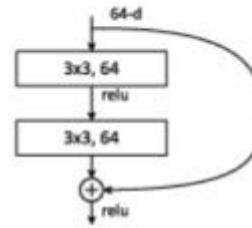
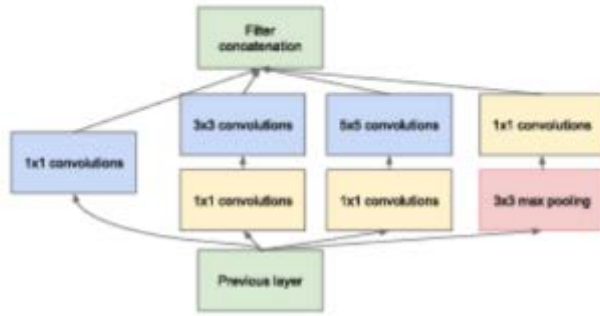
Designing Neural Nets is Hard!



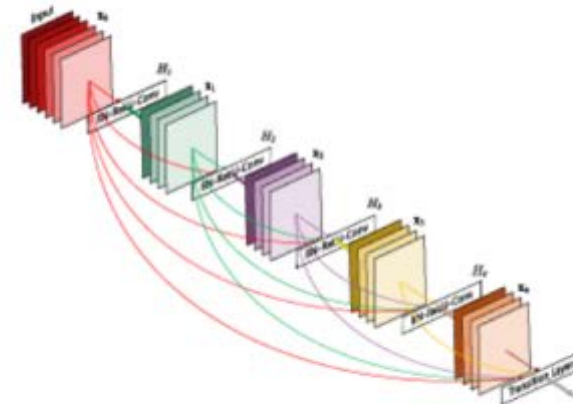
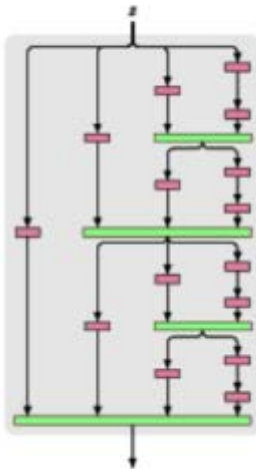
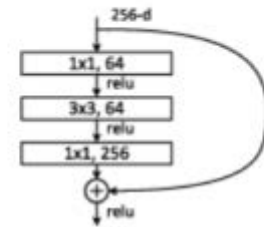
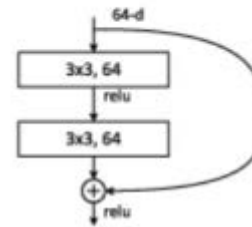
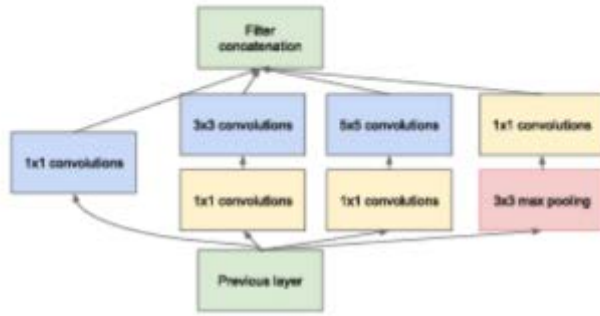
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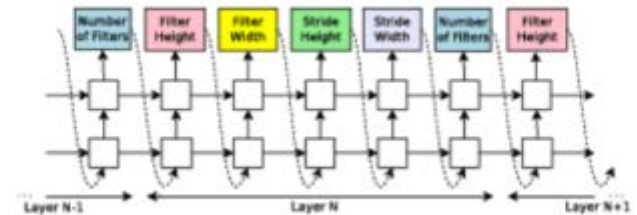
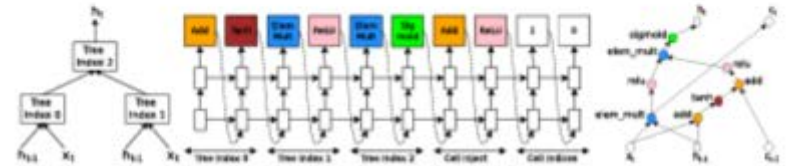
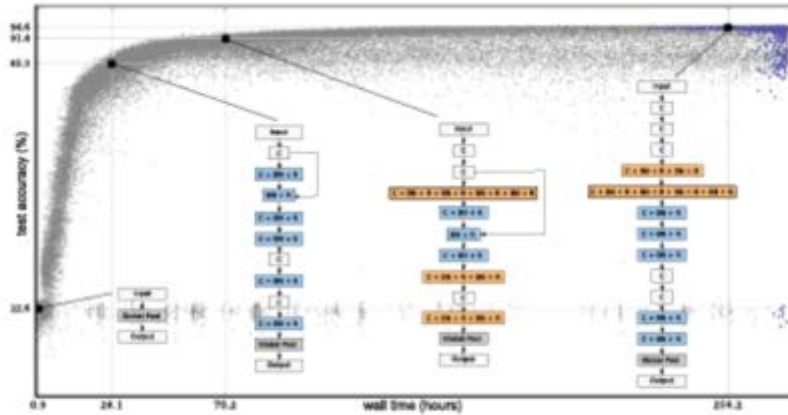
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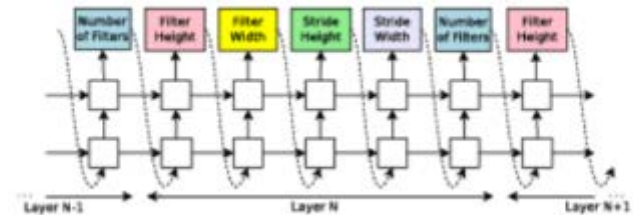
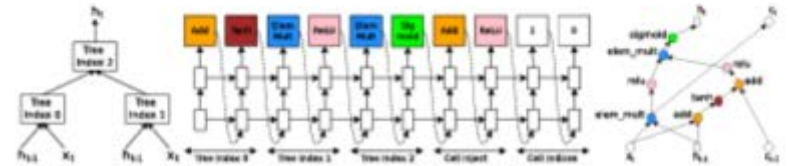
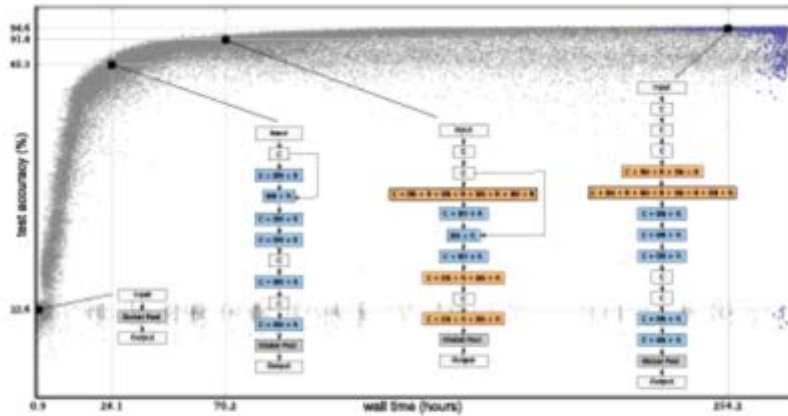
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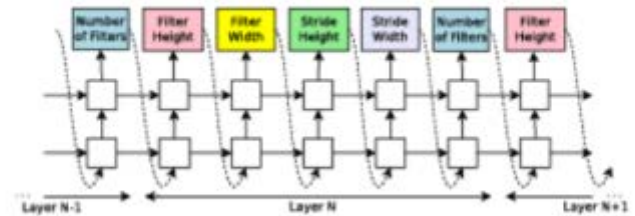
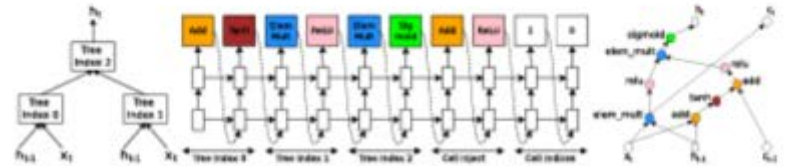
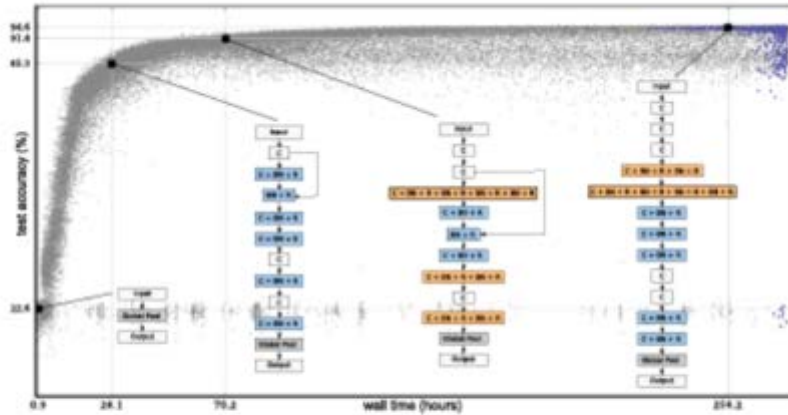
We *can* automate it...



But it can get expensive



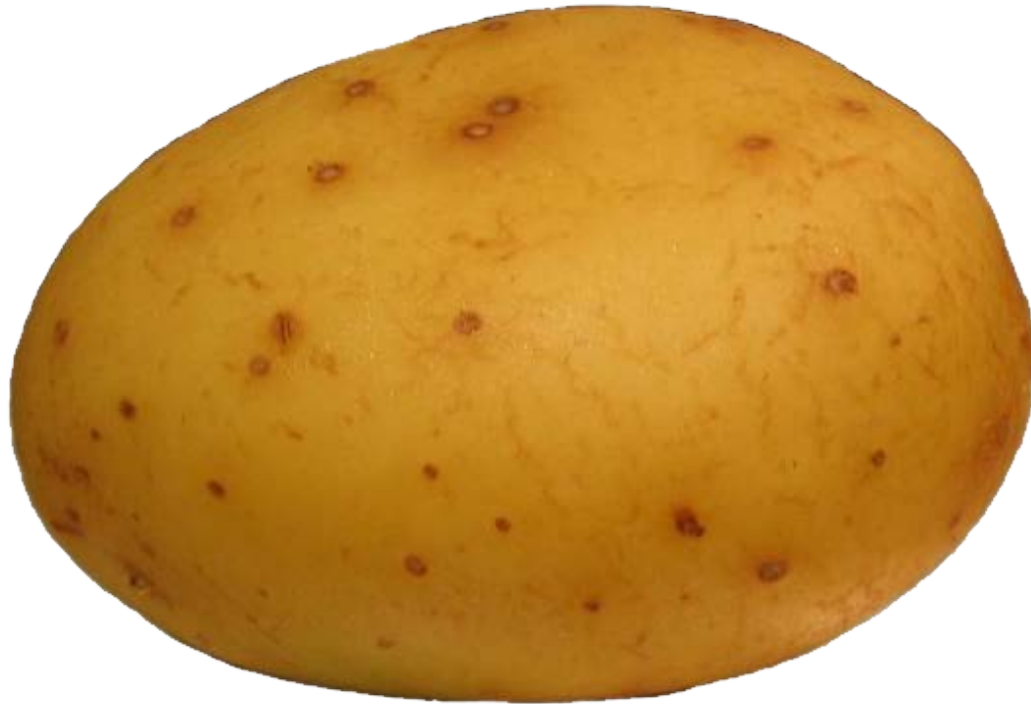
But it can get expensive



Reducing the cost



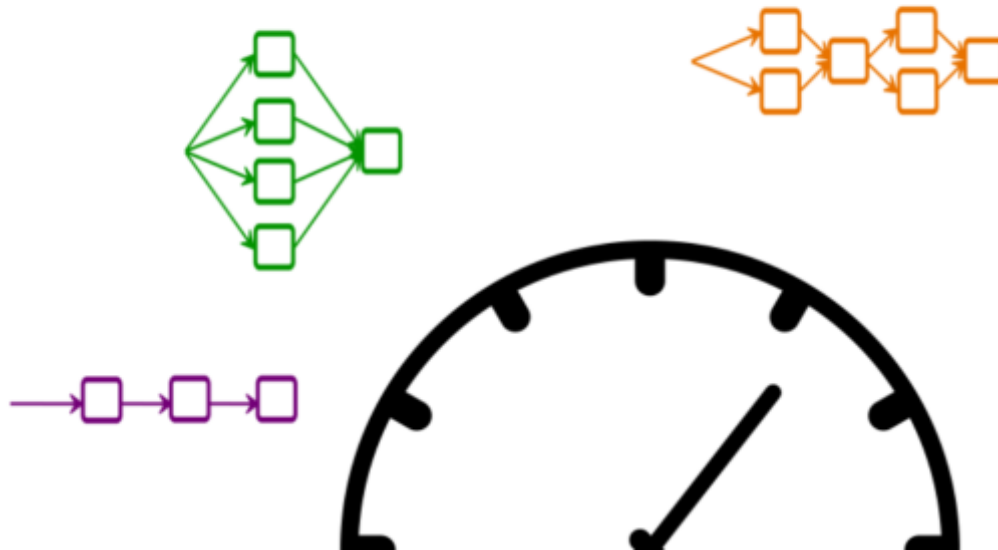
Reducing the cost



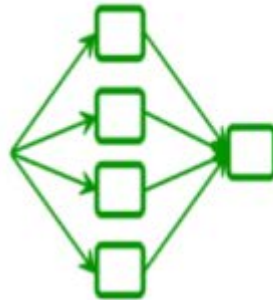
Reducing the cost



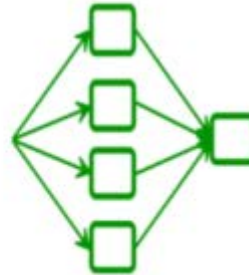
Reducing the cost



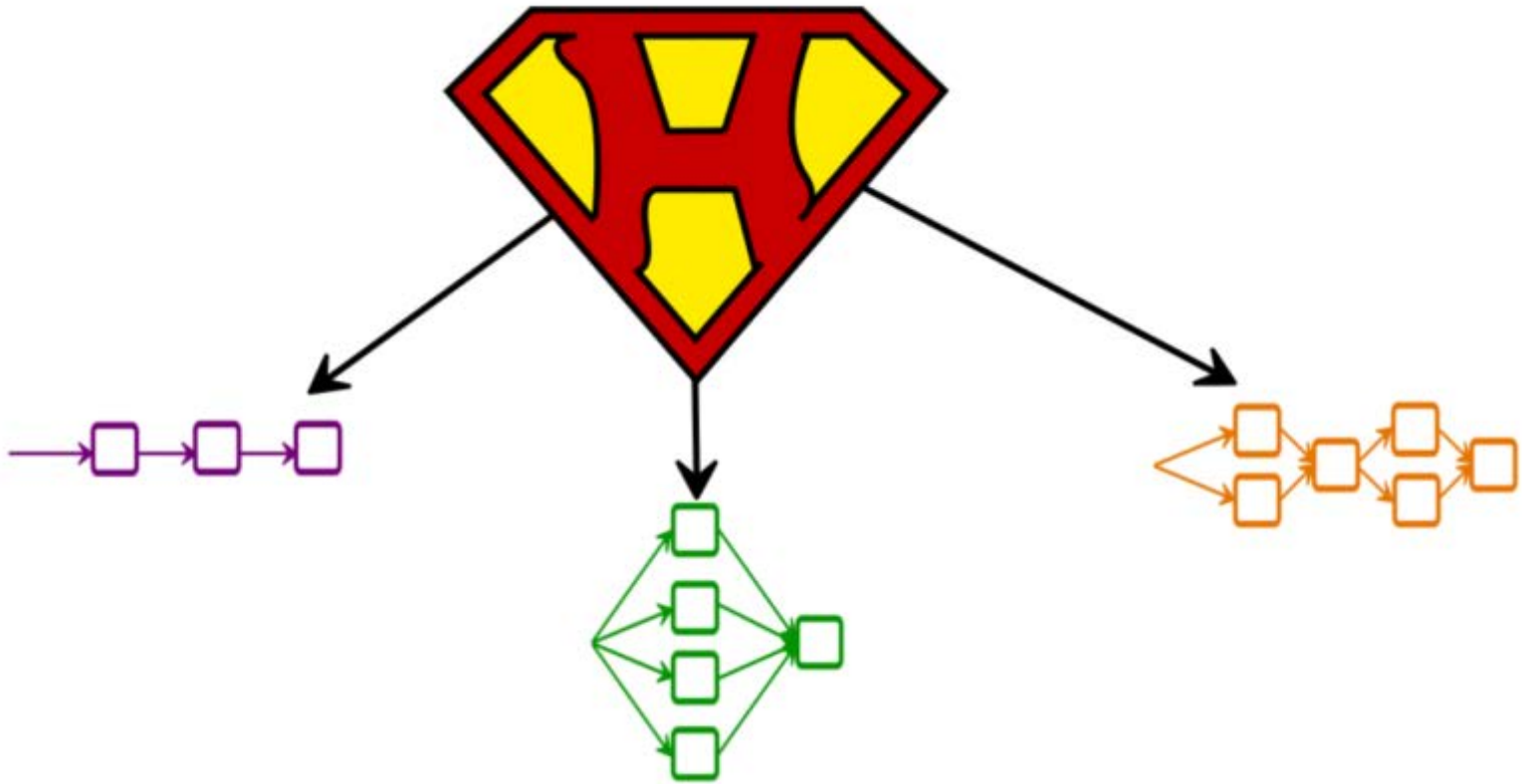
Reducing the cost



Meta-Modeling



Meta-Modeling



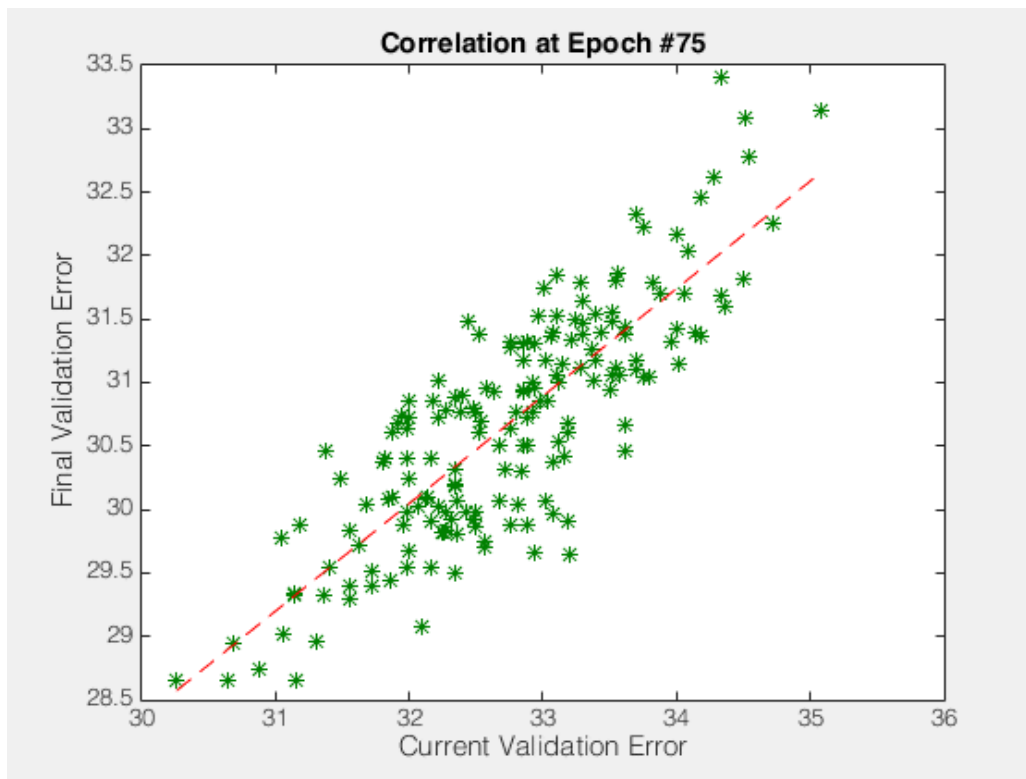
How's it work?

- Sample a random architecture
- Generate weights conditioned on that architecture,
 $W=H(c)$
- Train the whole thing end-to-end

How's it work?

-Fully Convolutional Hypernet

-Weights need only be “close to optimal”

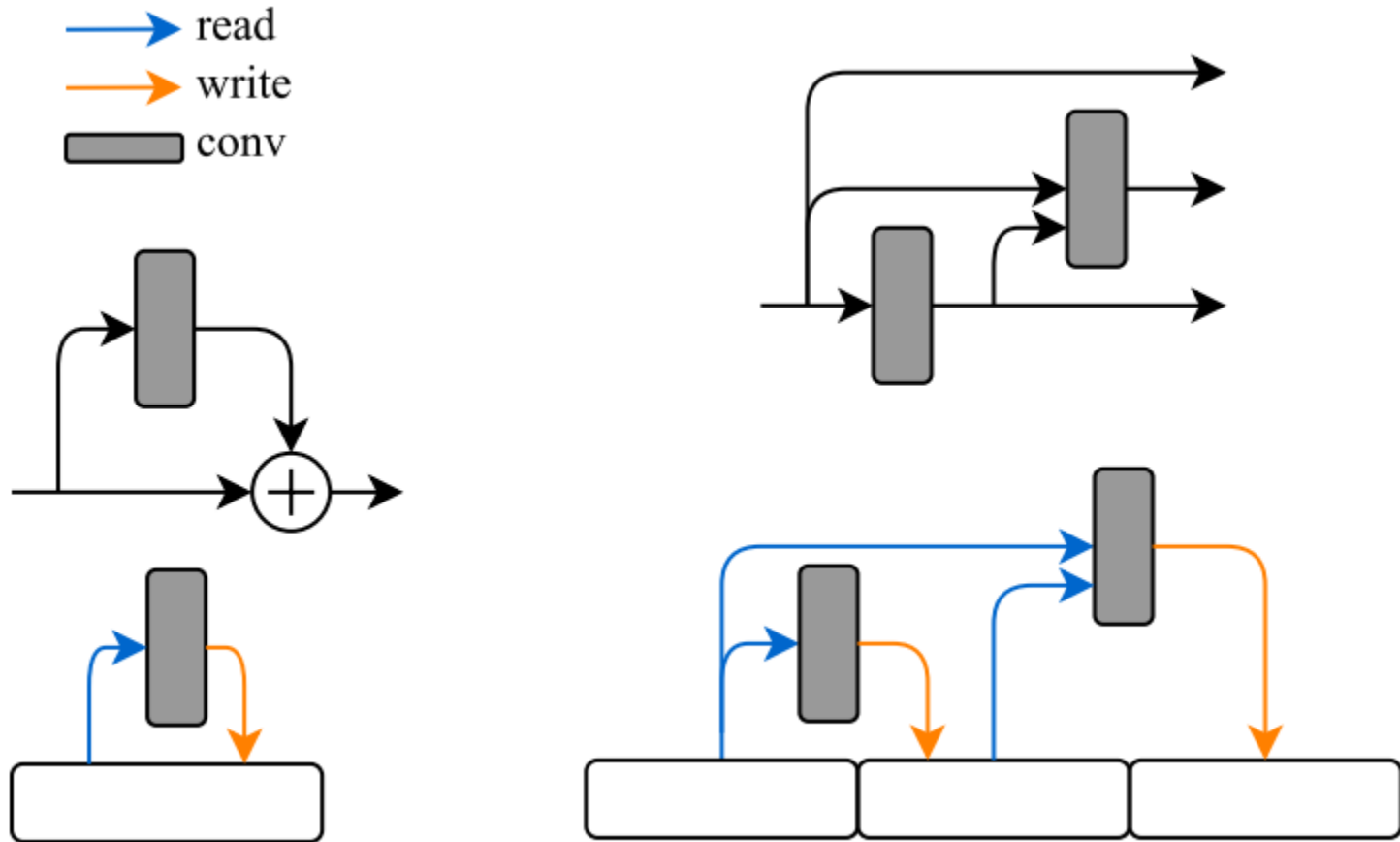


How's it work?

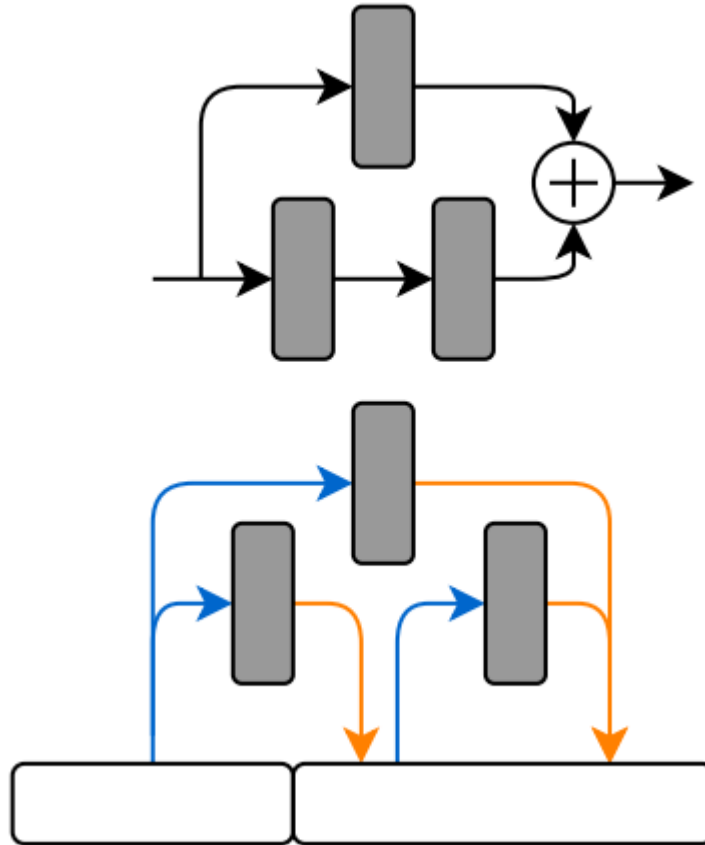
Okay, great.

But how do we sample random architectures?

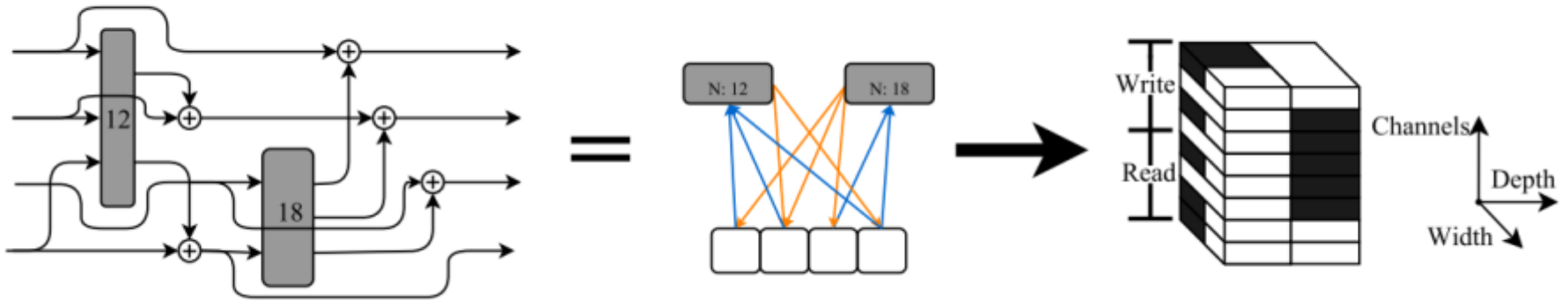
Memory-Bank View



Memory-Bank View



Encoding an Architecture

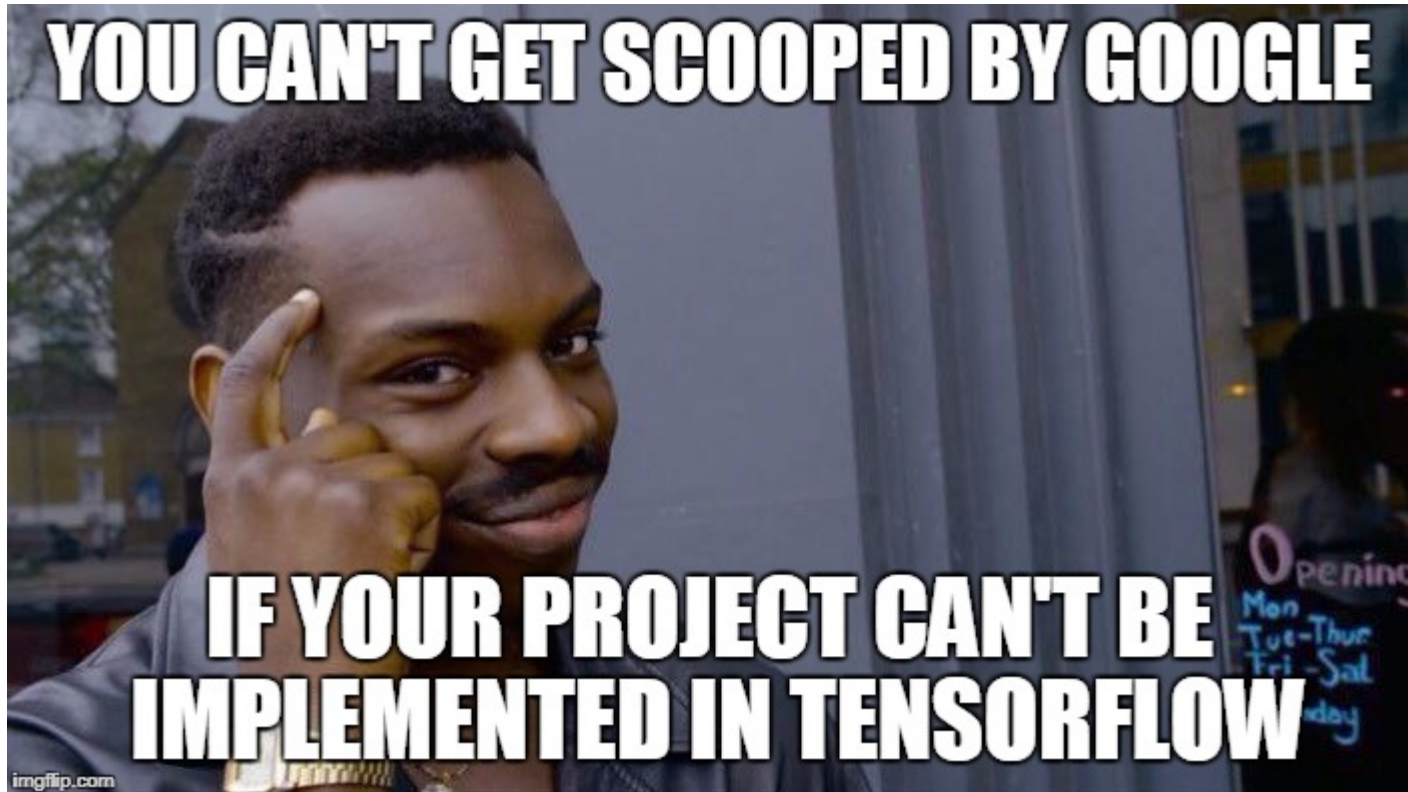


Encoding an Architecture

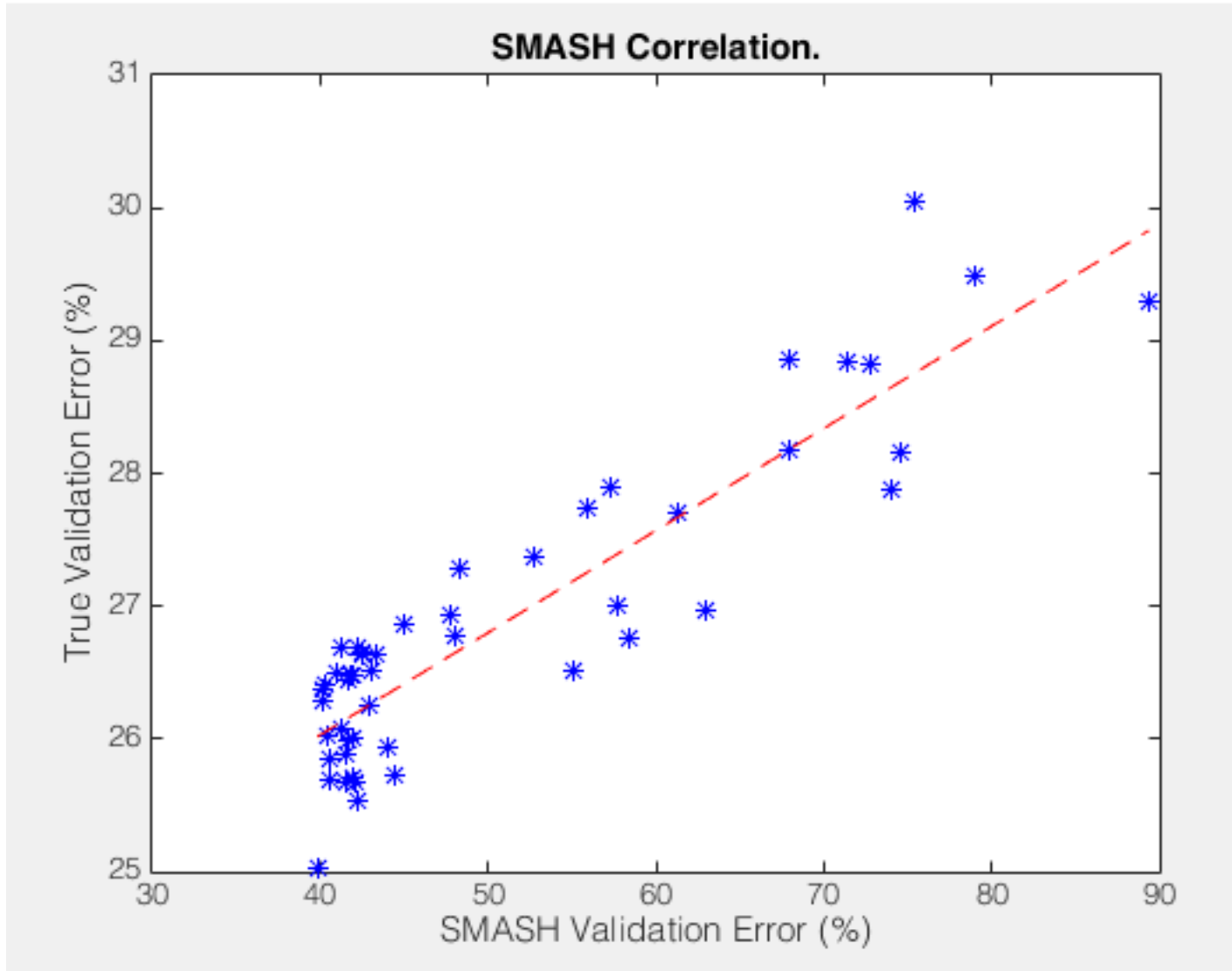
```
self.hyperconv(embedding).squeeze(0)\
    .transpose(0,1)\
    .contiguous()\
    .view(self.N_max, int((slice_index + 1) * self.depth_compression * self.N))\
    .index_select(1, V(torch.LongTensor([i for item in
    [range(q, (slice_index + 1) * self.depth_compression * self.N, slice_index + 1) for q in range(slice_index + 1)] for i in item]).cuda()))\
    .transpose(0,1)\
    .unsqueeze(2).unsqueeze(3)\
    .contiguous()
```

Implementation

PYTORCH



Evaluation



Evaluation

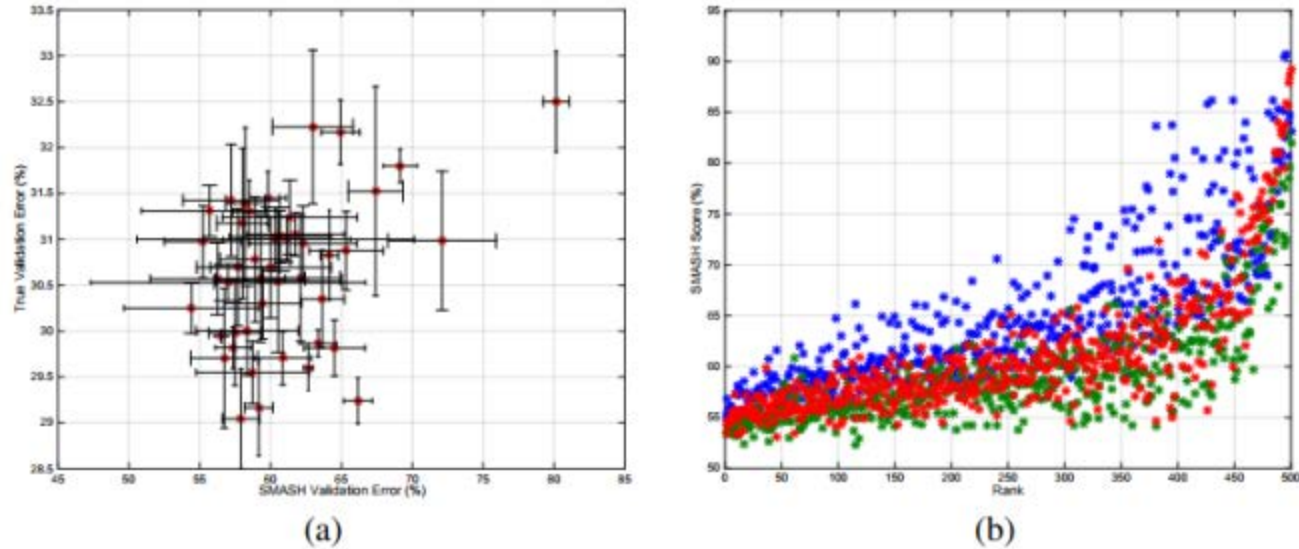


Figure 5: (a) SMASH correlation with a crippled HyperNet. Error bars represent 1 standard deviation. (b) SMASH scores vs. rank using average scores from three HyperNets with different seeds.

Evaluation: Mapping C to W

-Perturbing c without changing the architecture reduces SMASH scores

Evaluation: Mapping C to W

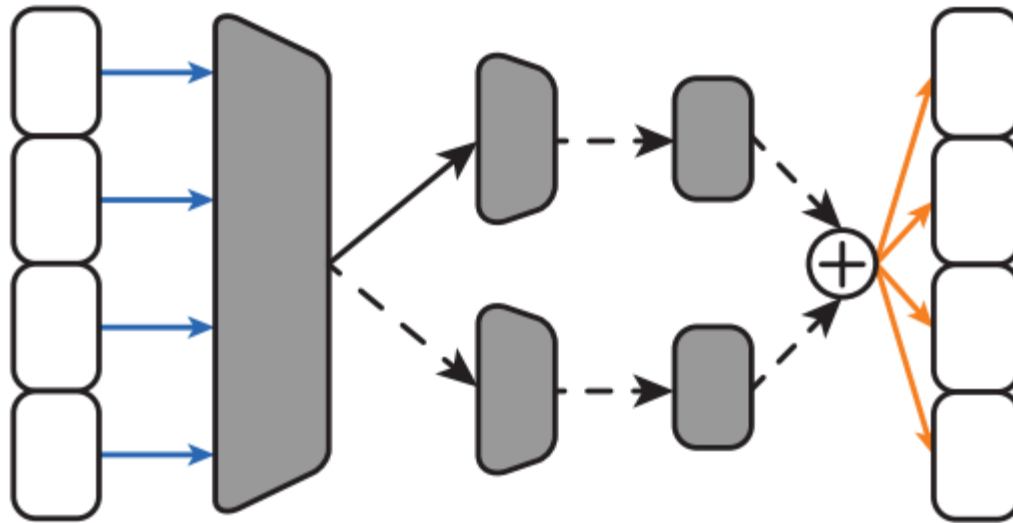
-Perturbing c without changing the architecture reduces SMASH scores

-If the net really has learned a good mapping $W=H(c)$, does dE/dc provide a meaningful gradient for the architecture?

Evaluation: Mapping C to W

- Perturbing c without changing the architecture reduces SMASH scores
- If the net really has learned a good mapping $W=H(c)$, does dE/dc provide a meaningful gradient for the architecture?
- Architectural gradient descent by proxy

Evaluation



Evaluation

Table 1: Error rates (%) on CIFAR-10 and CIFAR-100 with standard data augmentation (+).

Method	Depth	Params	C10+	C100+
FractalNet [20]	21	38.6M	5.22	23.30
with Dropout/Drop-path	21	38.6M	4.60	23.73
Wide ResNet [43]	16	11.0M	4.81	22.07
	28	36.5M	4.17	20.50
DenseNet-BC ($k = 24$) [15]	250	15.3M	3.62	17.60
DenseNet-BC ($k = 40$)	190	25.6M	3.46	17.18
Shake-Shake [11]	26	26.2M	2.86	15.85
Neural Architecture Search w/ RL[44]	39	32.0M	3.84	-
NASNet-A	20	3.3M	3.41	-
MetaQNN [3]	9	11.18M	6.92	27.14
Large-Scale Evolution [26]	-	5.4M	5.40	-
	-	40.4 M	-	23.7
CGP-CNN [38]	-	1.68M	5.98	-
SMASHv1	116	4.6M	5.53	22.07
SMASHv2	211	16M	4.03	20.60

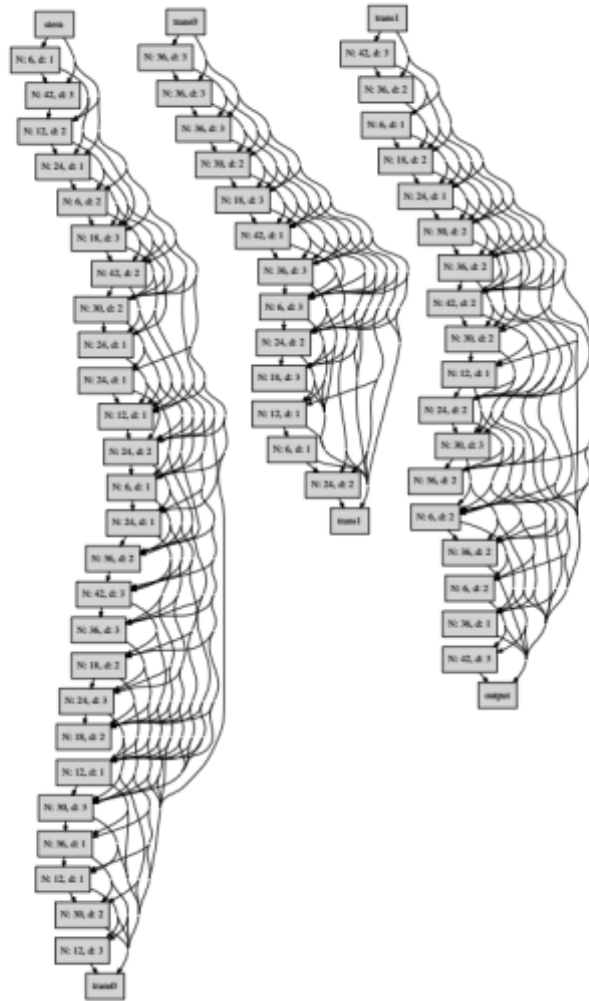
Table 2: Error rates (%) on STL-10.

Model	Params	Error
WRN-40-4	8.95M	35.02 ± 1.14
WRN-28-10	36.5M	36.69 ± 2.06
SMASHv2	16.2M	41.52 ± 2.10
SMASHv2 (3x3)	4.38M	37.76 ± 0.58

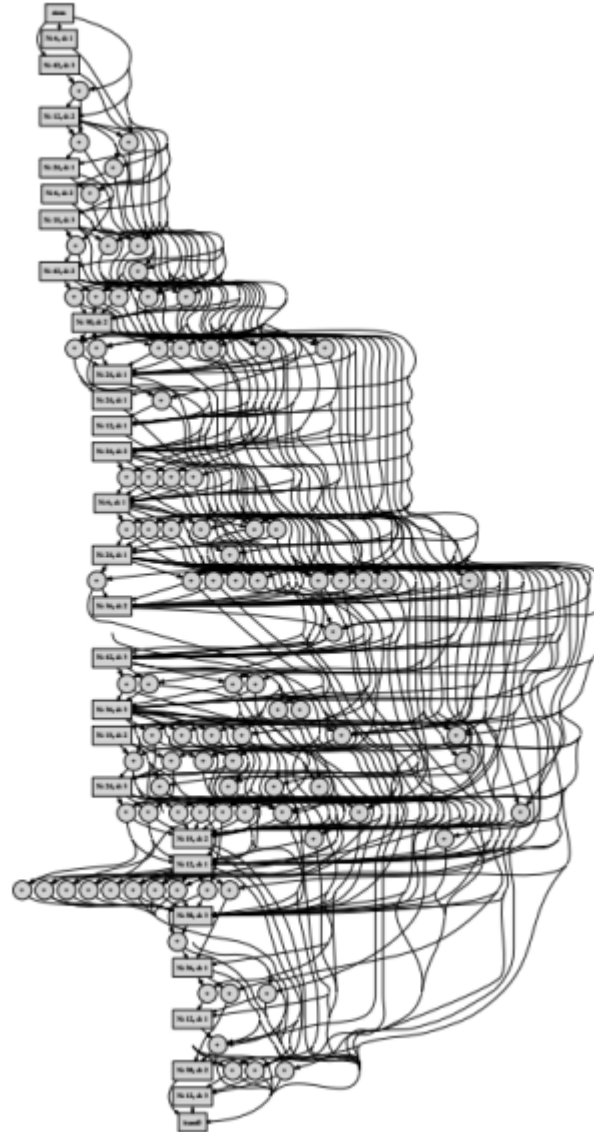
Table 3: Error rates (%) on Imagenet32x32.

Model	Params	Top-1	Top-5
WRN-28-2	1.6M	56.92	30.92
WRN-28-5	9.5M	45.36	21.36
WRN-28-10	37.1M	40.96	18.87
SMASHv2	16.2M	38.62	16.33

What does a SMASH net look like?



What does a SMASH net look like?



What's Next?

- More rigorous investigation of HyperNet capacity
- Different search spaces
- Better sampling (RNN-based)
- Harder problems!

Thanks!

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