# On the Expressive Efficiency of Overlapping Architectures of Deep Learning

Or Sharir Amnon Shashua

The Hebrew University of Jerusalem

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## Overlapping vs Non-Overlapping Architectures



Receptive Field > Stride ⇔ Overlapping



### Receptive Field = Stride ⇔ Non-Overlapping

### The Merits of Non-overlapping Architectures

Non-overlapping arch's have theoretical merit:

- Universality: can approximate any func given sufficient resources
- **Optimization:** better convergence guarantees than overlapping arch<sup>1</sup>

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- Non-overlapping arch's are used in some applications, but only few!
- Modern arch's use ever smaller receptive fields, including many non-overlapping layers, but never all layers!

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#### Questions

1) Why are non-overlapping arch's so uncommon?

2) Why is having just a bit of overlapping sufficient for most tasks?

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Expressiveness of Overlapping Architectures

#### Outline

### Expressive Efficiency

#### 2 Convolutional Arithmetic Circuits

#### 3 Theoretical Analysis of ConvACs with Overlaps

#### 4 Experiments on Standard ConvNets

Expressive efficiency compares network arch in terms of their ability to **compactly represent** functions

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A is completely efficient w.r.t. B if  $\mathcal{H}_B$  has zero "volume" inside  $\mathcal{H}_A$ 



### Efficiency – Formal Definition

Network arch A is **exponentially efficient** w.r.t. network arch B if:

- (1)  $\forall$ func realized by  $B \text{ w/size}^1 r_B$  can be realized by  $A \text{ w/size } r_A \in \mathcal{O}(g(r_B))$ , where g is polynomial.
- (2)  $\exists$ func realized by  $A \le r_A$  requiring B to have size  $r_B \in \Omega(f(r_A))$ , where f is super-polynomial.
- A is **completely efficient** w.r.t. B if (2) holds for all of its func but a set of Lebesgue measure zero (in weight space).

<sup>1</sup>Size depends on the measure of interest, e.g. # of neurons or # of parameters

6 / 21

### Example: Efficiency of Depth

#### Empirical Results: deep networks have an advantage



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Theory

### Deep nets are exponentially efficient w.r.t. shallow ones

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Expressiveness of Overlapping Architectures

### Other Works of Our Group

Depth Efficiency:

On the Expressive Power of Deep Learning: A Tensor Analysis N. Cohen, O. Sharir, and A. Shashua Conference on Learning Theory (COLT) 2016

**Convolutional Rectifier Networks as Generalized Tensor Decompositions** 

N. Cohen and A. Shashua International Conference on Machine Learning (ICML) 2016

Inductive Bias of Connectivity Patterns:

Inductive Bias of Deep Convolutional Networks through Pooling Geometry N. Cohen and A. Shashua International Conference on Learning Representations (ICLR) 2017

Boosting Dilated Convolutional Networks with Mixed Tensor Decompositions N. Cohen, R. Tamari and A. Shashua arXiv preprint 2017

Inductive Bias of the Widths of Layers:

Deep Learning and Quantum Entanglement: Fundamental Connections with Implications to Network Design

Y. Levine, D. Yakira, N. Cohen and A. Shashua arXiv preprint 2017

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### Outline



#### 2 Convolutional Arithmetic Circuits

#### 3 Theoretical Analysis of ConvACs with Overlaps

#### 4 Experiments on Standard ConvNets

To address raised Qs, we consider a special case of ConvNets: Convolutional Arithmetic Circuits (ConvACs)

<sup>1</sup>Convolutional Rectifier Networks as Generalized Tensor Decompositions, ICML'16 <sup>2</sup>Deep SimNets, CVPR'16 <sup>3</sup>Tensorial Mixture Models. arXiv'17

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ConvACs are equivalent to hierarchical tensor decompositions:

- May be analyzed w/various mathematical tools
- Tools may be extended to additional types of ConvNets (e.g. ReLU) <sup>1</sup>

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Besides theoretical merits, ConvACs deliver promising results in practice:

- Excel in computationally constrained settings <sup>2</sup>
- Classify optimally under missing data <sup>3</sup>

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### **Baseline Architecture**



Baseline ConvAC architecture:

- 2D ConvNet:  $\operatorname{conv} \longrightarrow L \times (\operatorname{conv} \rightarrow \operatorname{pool}) \longrightarrow \operatorname{dense}$
- 1×1 convolutions, followed by linear activations ( $\sigma(z) = z$ )
- product pooling:  $P\{c_j\} = \prod_j c_j \text{ (non-overlapping windows)}$

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- product pooling:  $P\{c_j\} = \prod_i c_j \text{ (non-overlapping windows)}$
- Limitation: supports only non-overlapping architectures!

#### Generalized Convolutional Arithmetic Circuits

#### Generalizing ConvACs to overlapping arch's:



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#### Generalizing ConvACs to overlapping arch's:



- Generalized Convolution: generalizes 1×1-conv and pooling
- Inspired by All Convolutional Net (pooling via stride > 1)
- Non-overlapping case is equivalent to standard ConvACs

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### Overlapping Architectures Are Just As Expressive

#### Claim

An overlapping arch can replicate any func realizable by a non-overlapping arch of similar size and same sequence of strides

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#### Question

Could it be that overlapping arch's are in fact more expressive?

Theoretical Analysis of ConvACs with Overlaps

### Degree of Overlapping



## **Overlapping Efficiency**

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Almost all func's realizable by an overlapping arch cannot be replicated by a non-overlapping arch unless its size is exponential in the overlapping degree

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#### **<u>Common Case</u>**: alternating $B \times B$ -conv and $2 \times 2$ -pooling



#### Claim

Almost all func's realizable by the above arch, cannot be replicated by a non-overlapping arch unless its size is at least  $M^{\frac{(2B-1)^2}{4}}$ 

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#### Conjecture

Increasing the overlapping degree beyond a certain point brings little to no gains in expressive efficiency!

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Expressiveness of Overlapping Architectures

30/06/17 18 / 21

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#### Concolusions:

- Non-overlapping arch's are uncommon out of lack of efficiency
- Conjecture: Small overlapping degree *might be* all we need

# Thank You

# **Backup Slides**

#### Measure Efficiency via Grid Tensors

- Comparing functions directly can be ill-defined.
- Instead, compare functions via the grid tensors they induce:
  - Denote by  $f(\mathbf{x}_1, \ldots, \mathbf{x}_N)$  the function realized by the network.
  - $f(\cdot)$  may be studied by *discretizing* each  $\mathbf{x}_i$  into one of  $\{\mathbf{v}^{(1)}, \dots, \mathbf{v}^{(M)}\}$ :

$$\mathcal{A}(f)_{d_1\ldots d_N} = f(\mathbf{v}^{(d_1)}\ldots \mathbf{v}^{(d_N)}) \quad , d_1\ldots d_N \in \{1,\ldots,M\}$$

- Efficiency: the minimal size required to induce a given grid-tensor.
- Universality of ConvACs: Any arch can induce any grid tensor, given sufficient number of channels.
- $\Rightarrow$  Efficiency via grid tensors is well-defined!

### **Tensorial Function Spaces**

• We represent instances (images) as *N*-tuples of vectors (patches):

$$X = (\mathbf{x}_1, \ldots, \mathbf{x}_N) \in (\mathbb{R}^s)^N$$

#### Example

32x32 RGB image represented via 5x5 patches around all pixels:



• Let  $f_{\theta_1} \dots f_{\theta_M} : \mathbb{R}^s \to \mathbb{R}$  be a basis of functions over patches, e.g. neurons:

$$f_{\theta_d = (\mathbf{w}_d, b_d)}(\mathbf{x}) = \sigma(\mathbf{w}_d^\top \mathbf{x} + b_d)$$

Denote  $\mathcal{F} = span\{f_{\theta_1}...f_{\theta_M}\}$ 

#### Tensorial Function Spaces (cont')

*F*<sup>⊗N</sup> – extension of *F* from patches to images, i.e. the space of functions over images spanned by:

$$(\mathbf{x}_1,\ldots,\mathbf{x}_N)\mapsto\prod_{i=1}^N f_{\theta_{d_i}}(\mathbf{x}_i) \ , \ d_1\ldots d_N\in[M]$$

(formally known as the tensor product of  $\mathcal{F}$  with itself N times)

• General function  $h \in \mathcal{F}^{\otimes N}$  can be written as:

$$h(\mathbf{x}_1,\ldots,\mathbf{x}_N) = \sum_{d_1\ldots d_N=1}^M \mathcal{A}_{d_1,\ldots,d_N} \prod_{i=1}^N f_{\theta_{d_i}}(\mathbf{x}_i)$$

where  $\mathcal{A} \in \mathbb{R}^{M \times \cdots \times M}$  is the **coefficient tensor** of *h* 

**Tensor** – multi-dimensional array:

$$\mathcal{A}_{d_1...d_N} \in \mathbb{R}$$
 ,  $d_1...d_N \in [M]$ 

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Suppose we would like to draw an entry from tensor  $\mathcal{A}$ :

approach	computation complexity	storage complexity
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Special case N = 2 – low-rank matrix decomposition:



### Tensor Decompositions (cont')

For general order N, tensor decomposition is realized by convolutional arithmetic circuit over coordinate  $(d_1 \dots d_N)$  indicators:



1-1 correspondence between type of tensor decomposition and structure of network (# of layers, pooling schemes, layer widths etc)

### Computing Functions by Decomposing Coefficient Tensors

 $h_1...h_Y$  – functions over images:

$$h_{y}\left(\mathbf{x}_{1},\ldots,\mathbf{x}_{N}\right)=\sum_{d_{1}\ldots d_{N}=1}^{M}\mathcal{A}_{d_{1},\ldots,d_{N}}^{y}\prod_{i=1}^{N}f_{\theta_{d_{i}}}(\mathbf{x}_{i})$$

With tensor decomposition applied to  $\mathcal{A}^{\gamma}$ , functions  $h_{\gamma}$  are computed by convolutional arithmetic circuit over  $\{f_{\theta_d}(\mathbf{x}_i)\}_{d \in [M], i \in [N]}$  (representation):



#### Again:

1-1 correspondence between decomposition type and network structure

# CP (CANDECOMP/PARAFAC) Decomposition ↔ Shallow Convolutional Arithmetic Circuit

Classic **CP** decomposition of coefficient tensors  $\mathcal{A}^{y}$ :

$$\mathcal{A}^{\mathcal{Y}} = \sum_{\gamma=1}^{r_0} a_{\gamma}^{1,1,\mathcal{Y}} \cdot \underbrace{\mathbf{a}^{0,1,\gamma} \otimes \mathbf{a}^{0,2,\gamma} \otimes \cdots \otimes \mathbf{a}^{0,N,\gamma}}_{\text{rank-1 tensor}} (rank(\mathcal{A}^{\mathcal{Y}}) \leq r_0)$$

corresponds to shallow network (single hidden layer, global pooling):



## Hierarchical Tucker Decomposition ←→ Deep Convolutional Arithmetic Circuit

**Hierarchical Tucker decomposition** of coefficient tensors  $\mathcal{A}^{y}$ :

$$\begin{aligned} \phi^{1,j,\gamma} &= \sum_{\alpha=1}^{r_0} a_{\alpha}^{1,j,\gamma} \cdot \mathbf{a}^{0,2j-1,\alpha} \otimes \mathbf{a}^{0,2j,\alpha} \\ & \dots \\ \phi^{l,j,\gamma} &= \sum_{\alpha=1}^{r_{l-1}} a_{\alpha}^{l,j,\gamma} \cdot \phi^{l-1,2j-1,\alpha} \otimes \phi^{l-1,2j,\alpha} \\ & \dots \\ \mathcal{A}^{y} &= \sum_{\alpha=1}^{r_{L-1}} a_{\alpha}^{L,1,y} \cdot \phi^{L-1,1,\alpha} \otimes \phi^{L-1,2,\alpha} \end{aligned}$$

corresponds to deep network ( $L = \log_2 N$  hidden layers, size-2 pooling):



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