

The Goal

### The proposed Local Binary Convolutional Neural Networks (LBCNN) aims at:

- Statistical efficiency
- 1. Significant parameter savings: 9x to 169x in the number of learnable parameters.
- 2. Less prone to overfitting, converges faster, can learn from much fewer training samples.
- Computation efficiency
- 1. Significant model size savings: 9x to 169x.
- 2. Significant computation savings: due to sparse binary convolutions.
- On-par performance with standard CNNs (ImageNet, CIFAR-10, MNIST, SVHN)

# The Inspiration

The **LBCNN** is inspired by the Local Binary Patterns (LBP) descriptor: the LBP is one of the most successful and widely used feature descriptor in computer vision, especially in face recognition.

There are several tuning knobs that lead to different LBP configurations.

- Base  $\mathbf{v} = [2^7, 2^6, 2^5, 2^4, 2^3, 2^2, 2^1, 2^0]$
- Pivot







Activation Weighted sum of all the bit maps

# Local Binary Convolutional Neural Networks

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xujuefei.com/lbcnn.html

$$\underbrace{(1-t)\|\mathbf{x}\|_{2}}_{>0} \ge 1 - 2\exp(-\tilde{c}t^{2}m) \quad (7$$

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### (1) Experiments (small scale): CIFAR-10, MNIST, SVHN

- LBCNN ResNet, CNN ResNet (baseline)

	LBCNN	Baseline	BinaryConnect [6]	BNN [5, 14]	ResNet [12]	Maxout [9]	NIN [23]
MNIST	99.51	99.48	98.99	98.60	/	99.55	99.53
SVHN	94.50	95.21	97.85	97.49	/	97.53	97.65
CIFAR-10	92.99 (93.66 NetEverest)	92.95	91.73	89.85	93.57	90.65	91.19

- Further saving on the model size.

q	16	32	64	128	192	256	384	512
LBCNN	82.74	85.57	88.18	90.70	91.58	92.13	92.96	92.09
LBCNN-share Baseline	82.70 84.13	85.26 86.30	87.85 88.77	90.26 90.86	91.37 91.69	91.72 92.15	92.91 92.93	91.83 91.87

Table: Classification accuracy (%) on CIFAR-10 with 20 convolution layers and 512 LBC filters on LBCNN, LBCNN-share, and CNN baseline.

- (2) Experiments (statistical efficiency):



Layers	AlexNet [21]
Layer 1	$96 \times (11 \times 11 \times 3) = 34$
Layer 2	$256 \times (5 \times 5 \times 48) = 307$
Layer 3	$384 \times (3 \times 3 \times 256) = 884$
Layer 4	$384 \times (3 \times 3 \times 192) = 663$
Layer 5	$256 \times (3 \times 3 \times 192) = 444$
Total	$2,332,704 \ (\sim 2.33M)$

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# The Experiments

We have experimented with a 8848-layer LBCNN (NetEverest), trainable on a single nVidia Titan X GPU.

# Sharing fixed local binary filters across all layers.



• **Prevents over-fitting**. Due to much smaller model complexity. Experiments (L1) are on small-sized CIFAR subset where CNN over-fits. **Converges faster**. Experiments on the FRGC face recognition dataset, and LBCNN converges faster than CNN (R3:10-, 50-, and 100-class).