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In this supplementary material, we provide additional details regarding the main manuscript. More specifically:

- In Sec. 1, we provide further explanation of the datasets, protocols and metrics.
- In Sec. 2, we provide the detailed hyperparameters of different continual learning settings.
- In Sec. 3, we provide additional experiments and results.

1. Datasets, Protocols and Metrics

In Sec. 1.1, we present the statistical information for the datasets used in our experiments. In Sec. 1.2, we describe the continual learning protocols that are commonly used in the literature. Finally, in Sec. 1.3, we introduce the evaluation metrics used to measure the performance comprehensively.

1.1. Datasets statistics

- Split-CIFAR-100 (Task-IL). The CIFAR100 dataset [8] comprises 60,000 32×32 images belonging to 100 classes. In task-incremental learning setting, Split-CIFAR-100 splits the original CIFAR-100 [8] into 10 tasks, 10 disjoint classes per task.
- *CIFAR-100 (Class-IL)*. In the class-incremental learning setting, we divide the classes into mutually exclusive sets. The first task consists of *B* classes, and each subsequent task consists of *C* classes.
- *ImageNet-100 (Class-IL)*. ImageNet-100 [13] is the subset of ImageNet1000 [3] containing 100 classes [13]. These classes are selected from the first 100 classes after a random shuffle with seed 1,993 [19]. Each image is represented by 224×224 pixels.
- *OfficeHome (Domain-IL)*. OfficeHome [16] consists of images from four different domains: Artistic images, Clip

Art, Product images and Real-World images. For each domain, the dataset contains images of 65 object categories found typically in Office and Home settings. Each image is represented by 224×224 pixels.

We use the official categories provided by the respective dataset creators for all datasets, which can be accessed through the dataset resources [3, 8, 16]. These categories are also presented in Fig. 1, Fig. 3, and Fig. 2 for CIFAR100, ImageNet100, and OfficeHome, respectively.

1.2. Continual Learning Protocols

In continual learning (CL), the model is trained in a taskby-task manner. We define a sequence of tasks denoted by $\mathcal{D} = \{\mathcal{D}_1, \dots, \mathcal{D}_T\}$. The *t*-th task, denoted by $\mathcal{D}_t = \{(\boldsymbol{x}_i^t, y_i^t)\}_{i=1}^{n_t}$, comprises tuples consisting of an input sample $\boldsymbol{x}^t \in \mathcal{X}_t$ and its corresponding label $y^t \in \mathcal{Y}_t$. Depending on the target set and the number of training samples, CL protocols can be divided into four common categories:

- Task-incremental learning where the target set of test sample x^t is Y_t.
- Class-incremental learning where the target set of test sample x^t is ∪^t_{i=1} Y_i.
- *Few-shot Class-incremental learning* where the target set of test sample x^t is ∪^t_{i=1} Y_i and the n_t(t > 1) of training set is limited.
- Domain-incremental learning where each task shares the same target set, *i.e.*, \$\mathcal{Y}_1 = \mathcal{Y}_2 = \dots = \mathcal{Y}_T\$.

1.3. Evaluation Metrics

Formally, suppose the model is conducted for N tasks and let $A_{i,j}$ denote the classification accuracy evaluated on the test set of the task *i* after the incremental learning of the *j*-th task is $A_{i,j}$. Our method is extensively evaluated by three commonly used metrics:

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		B=50, C=1	0		B=50, C=	5		B=50, C=	2
Method	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$
Oracle	77.6	77.6	-	77.6	77.6	-	77.6	77.6	-
w/ Ours	78.0	78.0	-	78.0	78.0	-	78.0	78.0	-
Distillation-based methods									
LUCIR [5]	65.9 ± 1.7	55.8 ± 1.7	24.9 ± 1.7	60.9 ± 1.1	51.4 ± 0.4	26.7 ± 1.5	52.9 ± 0.5	42.5 ± 1.5	34.0 ± 0.6
w/ Ours	67.5±0.8	57.1±1.5	22.5 ± 0.6	62.1±1.9	53.2±2.0	22.4±1.6	53.5 ± 1.2	43.4±1.6	31.2±0.5
	(+1.6)±1.2	(+1.3)	(-2.4)	(+1.2)	(+1.8)	(-4.3)	(+0.6)	(+0.9)	(-2.8)
BiC [17]	63.5 ± 0.9	51.2 ± 0.5	16.2 ± 1.0	57.0 ± 0.1	45.0 ± 0.9	15.9 ± 1.0	44.6 ± 0.0	33.2 ± 0.8	11.1 ± 0.7
w/ Ours	64.7±0.9	52.4±0.8	11.8±1.0	58.6±0.5	46.3±0.9	14.5 ± 0.8	46.7 ± 0.6	35.1±0.9	6.3±0.8
	(+1.2)	(+1.2)	(-4.4)	(+1.6)	(+1.3)	(-1.4)	(+2.1)	(+1.9)	(-4.8)
Rectification-based methods									
CwD [15]	66.9 ± 0.3	57.4 ± 0.8	23.4 ± 0.9	62.3 ± 0.8	52.5 ± 0.7	26.9 ± 0.6	56.3 ± 0.4	44.7 ± 0.8	36.2 ± 0.5
w/ Ours	68.0±0.4	58.4±0.2	22.8±0.9	63.3±1.0	53.6±0.5	26.0±0.5	58.3±0.2	46.1±0.5	34.1±0.3
	(+1.1)	(+1.0)	(-0.6)	(+1.0)	(+1.1)	(-0.9)	(+2.0)	(+1.4)	(-2.1)
IL2M [2]	65.7 ± 0.1	55.9 ± 0.3	25.2 ± 0.7	$59.9{\scriptstyle\pm0.6}$	49.9 ± 0.1	29.7 ± 0.2	52.5 ± 0.8	42.0 ± 0.3	35.3 ± 0.6
w/ Ours	68.5±0.2	59.2±0.6	21.2±0.2	60.8±0.9	49.8±0.7	29.4 ±0.5	54.0±0.4	45.7±0.5	29.2±0.3
	(+2.8)	(+3.3)	(-4.0)	(+0.9)	(-0.1)	(-0.3)	(+1.5)	(+3.7)	(-6.1)

Table 1. Results on class-incremental experiments on CIFAR100 of Average accuracy (%), last phase accuracy (%) and forgetting rate \mathcal{F} (%) with and without language-guided representation at various CL settings. *B* denotes the number of classes at initial task, *C* denotes the number of classes in each task after the initial one.

		<i>K</i> =4			K=8			K=16			K=32	
Method	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow ight)$
Buffer size	= 0											
LUCIR [5]	$13.9{\scriptstyle \pm 0.4}$	$7.3{\pm}0.6$	$40.9{\scriptstyle \pm 0.4}$	$23.1{\scriptstyle \pm 0.8}$	$10.7{\scriptstyle\pm1.0}$	$52.3{\scriptstyle \pm 0.6}$	$30.9{\scriptstyle \pm 0.3}$	$12.8{\scriptstyle \pm 0.1}$	$53.1{\scriptstyle \pm 0.1}$	$32.3{\scriptstyle \pm 0.3}$	$12.9{\scriptstyle \pm 0.8}$	$57.4{\scriptstyle \pm 0.8}$
w/ Ours	$13.9{\scriptstyle \pm 0.2}$	6.0 ±0.9	$\textbf{30.2}{\scriptstyle \pm 0.5}$	$\textbf{36.9}{\scriptstyle \pm 0.4}$	$12.7{\scriptstyle\pm0.5}$	$\textbf{38.1}{\scriptstyle \pm 0.3}$	$\textbf{45.4}{\scriptstyle \pm 0.8}$	$20.0{\scriptstyle \pm 0.9}$	$\textbf{35.9}{\scriptstyle \pm 0.2}$	$46.3{\scriptstyle \pm 0.6}$	$20.4{\scriptstyle \pm 0.5}$	$41.6{\scriptstyle \pm 0.1}$
	(+0.0)	(-1.3)	(-10.7)	(+13.8)	(+2.0)	(-14.2)	(+14.5)	(+7.2)	(-17.2)	(+14.0)	(+7.5)	(-15.8)
Buffer size	= 1											
LUCIR [5]	$39.1{\scriptstyle \pm 0.2}$	$15.2{\pm}0.3$	$29.1{\scriptstyle \pm 0.9}$	$40.2{\scriptstyle \pm 0.1}$	$18.7{\scriptstyle \pm 0.5}$	$35.0{\pm}0.4$	$31.1{\scriptstyle \pm 0.8}$	$19.2{\scriptstyle \pm 0.4}$	$31.7{\scriptstyle \pm 0.4}$	$38.7{\scriptstyle\pm0.9}$	$23.9{\scriptstyle \pm 0.0}$	$37.9{\scriptstyle \pm 0.3}$
w/ Ours	$41.6{\scriptstyle \pm 0.2}$	$19.3{\scriptstyle \pm 0.9}$	$10.6{\scriptstyle \pm 0.2}$	$44.9{\scriptstyle\pm0.8}$	$21.8{\scriptstyle\pm0.8}$	$13.3{\scriptstyle \pm 0.2}$	$\textbf{38.9}{\scriptstyle \pm 0.3}$	$\textbf{24.7}{\scriptstyle \pm 0.2}$	$13.8{\scriptstyle \pm 0.5}$	$\textbf{44.9}{\scriptstyle \pm 0.6}$	$\textbf{29.2}{\scriptstyle \pm 0.3}$	$18.9{\scriptstyle \pm 0.9}$
	(+2.5)	(+4.1)	(-18.5)	(+4.7)	(+3.1)	(-21.7)	(+7.8)	(+5.5)	(-17.9)	(+6.2)	(+5.3)	(-19.0)

Table 2. Results on few-shot class-incremental experiments on ImageNet100 under B = 50, C = 10.

• *Last-step accuracy (Last)* which measures the overall performance at last:

$$Last = \frac{1}{N} \sum_{i=1}^{N} A_{i,N} \tag{1}$$

• Average incremental accuracy (Avg) which measure the performance evolution along the learning trajectory:

$$Avg = \frac{1}{N} \sum_{j=1}^{N} \left(\frac{1}{j} \sum_{i=1}^{j} A_{i,j}\right)$$
(2)

• *Forgetting rate (Forget)* which measures the degree of forgetting on learned tasks:

$$Forget = \frac{1}{N-1} \sum_{i=1}^{N-1} \max\{A_{i,1}, \cdots, A_{i,N-1}\} - A_{i,N}$$
(3)

Besides, following [12], we perform a subspace similarity analysis to measure the representation drifting. Given the

input from the same task, let $\mathbf{F}_t, \mathbf{F}_{t'} \in \mathbb{R}^{n \times d}$ denote the output of the encoder after the *t*-th task and after the *t'*-th task (t' > t), respectively. We compute the PCA decomposition of \mathbf{F}_t , *i.e.*, the eigenvectors (v_1, v_2, \cdots) of $\mathbf{F}_t^{\top} \mathbf{F}_t$. Let $\mathbf{V}_{k,t}$ are the top-*k* principal directions of \mathbf{F}_t , and $\mathbf{V}_{k,t'}$ the corresponding matrix for $\mathbf{F}_{t'}$. The representation drifting from the *t*-th task to the *t'*-th can be defined as:

$$\operatorname{RepreDrift}_{k}(\mathbf{F}_{t}, \mathbf{F}_{t'}) = 1 - \frac{1}{k} \|\mathbf{V}_{k,t}^{T}\mathbf{V}_{k,t'}\|_{F}^{2}.$$
 (4)

 $\frac{1}{k} \| \mathbf{V}_{k,t}^T \mathbf{V}_{k,t'} \|_F^2$ measures the similarity of the subspaces spanned by \mathbf{F}_t and $\mathbf{F}_{t'}$. The smaller the similarity between the subspaces at task t and t', the greater the representation drifting.

2. Hyperparameter details

We provide the detailed hyperparameters of classincremental learning, task-incremental learning, and domainincremental experiments in Sec. 2.1, Sec. 2.2 and Sec. 2.3, respectively.

#	Template	Avg (†)	Last (†)	$\mathcal{F}\left(\downarrow\right)$
1	Baseline	65.9%	55.8%	24.9%
2 3 4	<pre>{object} a photo of a {object} Templates ensemble [11]</pre>	67.5% 67.5% 67.2%	57.1% 57.5% 57.9%	22.5% 22.5% 21.7%

Table 3. Comparison with different prompting techniques on CIFAR-100 under class-incremental setting B = 50, C = 10.

2.1. Class-incremental learning

For CNN-based methods [2, 5, 9, 15, 17], we employ the SGD optimizer [14] with an initial learning rate of 0.1, a momentum of 0.9, and a batch size of 128. In the experiments performed on CIFAR100, all models are trained for 160 epochs within each task, with the learning rate decreased by a factor of 10 at the 80-th and 120-th epochs. For ImageNet100, all models are trained for 90 epochs within each task, with the learning rate reduced by a factor of 10 at the 30-th and 60-th epochs.

For ViT-based methods such as DyTox [4], we follow the original hyperparameters. We train the model for 500 epochs per task with Adam [6] with a learning rate of 5e-4, including 5 epochs of warmup. At the end of each task (except the first), we finetune the model for 20 epochs with a learning rate of 5e-5 on a balanced dataset.

2.2. Task-incremental learning

The learning rate starts from 1e-4 and decays at epochs 30 and 60 with a multiplier of 0.1. The total epochs are 80. The batch size is set to 32. The regularization coefficient of EWC [7], MAS [1] and SI [18] are set to 100, 0.1 and 10, respectively.

2.3. Domain-incremental learning

We use the Adam [6] optimizer with an initial learning rate 0.001, and a batch size of 128. The epochs are 80 and the learning rate is decay by 10 at the 40-th and 60-th epochs. The regularization coefficients of EWC [7], MAS [1], SI [18] and GEM [10] are set to 100, 0.1, 0.3 and 5, respectively.

3. Additional Experiments Analysis

In Sec. 3.1 and Sec. 3.2, we present additional results on class-incremental learning and few-shot class-incremental learning experiments, respectively. Moreover, in Sec. 3.3, we offer an analysis of the prompting technique.

3.1. Class-incremental Learning

In the main manuscript, Table 1 presents the results of classincremental learning (CIL) experiments on CIFAR100 under the setting where the number of base classes (B) equals the number of incremental classes (C). To provide further insights, we supplement additional results under the setting where B = 50 in Tab. 1. The results show that our proposed method consistently and significantly improves the performance across all metrics under the B = 50 setting. These results provide further evidence of the effectiveness of our approach in various CIL settings.

3.2. Few-shot Class-incremental Learning

The results of few-shot class-incremental learning are displayed in Figure 7 of the main manuscript. To provide more quantitative results, we also present them in Tab. 2. It is evident that our proposed approach consistently achieves significant performance gains, with or without buffers. These findings provide further evidence that our method facilitates effective knowledge transfer from the initial well-learned task.

3.3. Prompting Technique

Prompting [11] is a widely used technique to transfer knowledge from pretrained language models. In Tab. 3, we compare three different settings for prompting. In setting #1, we used the category name as input without any additional templates. In setting #2, we used the template a photo of a {object}. Finally, in setting #3 [11], we averaged the results of 80 different templates. Our results show that the use of templates can slightly ease the forgetting, which we attribute to the fact that the template ensemble enhances the stability of the generated features and reduces the effect of noise. These findings highlight the robustness and generalizability of our approach.

apple	clock	lion	plate	pepper
aquarium	cloud	lizard	рорру	table
fish	cockroach	lobster	porcupine	tank
baby	couch	man	possum	telephone
bear	crab	maple	rabbit	television
beaver	crocodile	tree	raccoon	tiger
bed	cup	motorcycle	ray	tractor
bee	dinosaur	mountain	road	train
beetle	dolphin	mouse	rocket	trout
bicycle	elephant	mushroom	rose	tulip
bottle	flatfish	oak	sea	turtle
bowl	forest	tree	seal	wardrobe
boy	fox	orange	shark	whale
bridge	girl	orchid	shrew	willow
bus	hamster	otter	skunk	tree
butterfly	house	palm	skyscraper	wolf
camel	kangaroo	tree	snail	woman
can	computer	pear	snake	worm
castle	keyboard	pickup	spider	
caterpillar	lamp	truck	squirrel	
cattle	lawn	pine	streetcar	
chair	mower	tree	sunflower	
chimpanzee	leopard	plain	sweet	

Figure 1. The categories of CIFAR100.

Alarm	Eraser	Monitor	Screwdriver
Clock	Exit Sign	Мор	Shelf
Backpack	Fan	Mouse	Sink
Batteries	File	Mug	Sneakers
Bed	Cabinet	Notebook	Soda
Bike	Flipflops	Oven	Speaker
Bottle	Flowers	Pan	Spoon
Bucket	Folder	Paper Clip	TV
Calculator	Fork	Pen	Table
Calendar	Glasses	Pencil	Telephone
Candles	Hammer	Postit	ToothBrush
Chair	Helmet	Notes	Toys
Clipboards	Kettle	Printer	Trash Can
Computer	Keyboard	Push Pin	Webcam
Couch	Knives	Radio	
Curtains	Lamp Shade	Refrigerator	
Desk Lamp	Laptop	Ruler	
Drill	Marker	Scissors	

Figure 2. The categories of OfficeHome.

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eastern hog-nosed snake rooster wardrobe corkscrew isopod beaver acorn goldfinch Siamese cat chiffonier bittern bird screw Cairn Terrier valley lens cap Brittany dog Appenzeller Sennenhund entertainment center Greater Swiss Mountain Dog Band-Aid dhole sea anemone ice cream threshing machine bell or wind chime sunglasses can opener microphone quail brussels griffon computer keyboard hand-held computer eel Norwegian Elkhound mailbox leopard mitten Cocker Spaniel split-rail fence dowitcher tennis ball Afghan Hound parking meter snow leopard spiny lobster monarch butterfly hook drumstick toilet paper sawmill

silver salmon remote control chain mail swim trunks / shorts white stork teddy bear moped horse chestnut seed holster ping-pong ball purse indigo bunting wolf spider lighthouse sturgeon toaster Arctic fox doormat southern black widow high-speed train vending machine cricket insect longhorn beetle African rock python red wine assault rifle carbonara CRT monitor candy store academic gown cannon music speaker African wild dog farm plow koala crutch Groenendael dog Norwich Terrier cardboard box / carton combination lock candle Windsor tie pan flute rose hip small white butterfly space shuttle Chow Chow wool ring binder alligator lizard

Figure 3. The categories of ImageNet100.

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