Adventurer: Optimizing Vision Mamba Architecture Designs for Efficiency

Supplementary Material

Appendix

A. Technical Details

Config	Small/Base	Large
input size	128	
optimizer	AdamW	
base learning rate	5e-4	2e-4
weight decay	0.05	0.3
epochs	300	200
optimizer betas	0.9, 0.999	0.9, 0.95
batch size	1024	4096
warmup epochs	5	20
stochastic depth (drop path)	0.1	0.2
layer-wise lr decay	×	
label smoothing	X	
random erasing	×	
Rand Augmentation	×	
repeated augmentation	✓	
ThreeAugmentation	✓	

Table 8. Settings of Stage One

Config	Small/Base	Large
input size	224	
optimizer	AdamW	
base learning rate	5e-4	8e-4
weight decay	0.05	0.3
epochs	100	50
optimizer betas	0.9, 0.999	0.9, 0.95
batch size	1024	4096
warmup epochs	5	20
stochastic depth (drop path)	0.2 (S), 0.4 (B)	0.4
layer-wise lr decay	×	0.9
label smoothing	×	
random erasing	×	
Rand Augmentation	×	
repeated augmentation	✓	
ThreeAugmentation	✓	

Table 9. Settings of Stage Two

We basically follow Mamba-Register's three-stage training strategy [50] which has been found to be able to effectively prevent Mamba's over-fitting and save training time. The detailed configurations of each stage are shown in Table 8, Table 9, and Table 10, respectively. For the Tinysized model, we directly train with the Small/Base's stage-2 recipe for 300 epochs since the training time is short and the tiny model is not easy to get overfit. To train the Large-sized model, we make major modifications of the recipe compared with Mamba-Register to further shorten training time. For all stages, the actually learning rate is calculated

by $base_lr*batchsize/512$; the color jitter factor is set to 0.3; the mixup alpha and cutmix alpha are set to 0.8 and 1.0, respectively.

Config	Small/Base	Large
input size	224	
optimizer	AdamW	
base learning rate	1e-5	2e-5
weight decay	0.1	0.1
epochs	20	50
optimizer betas	0.9, 0.999	0.9, 0.95
batch size	512	512
warmup epochs	5	5
stochastic depth (drop path)	0.4 (S), 0.6 (B)	0.6
layer-wise lr decay	×	0.95
label smoothing	0.1	
random erasing	×	
Rand Augmentation	rand-m9-mstd0.5-inc1	
repeated augmentation	×	
ThreeAugmentation	×	

Table 10. Settings of Stage Three