



# One Pass ImageNet

Huiyi Hu, Ang Li, Daniele Calandriello, Dilan Gorur

## In a nutshell

Traditional multi-epoch setup:

- 90-epoch ResNet50: 76% top-1 accuracy
- Not efficient and require full access to all data

### The One Pass Imagenet (OPIN) benchmark:

how well can we learn in a single epoch/pass of Imagenet with limited replay memory?

### Motivation

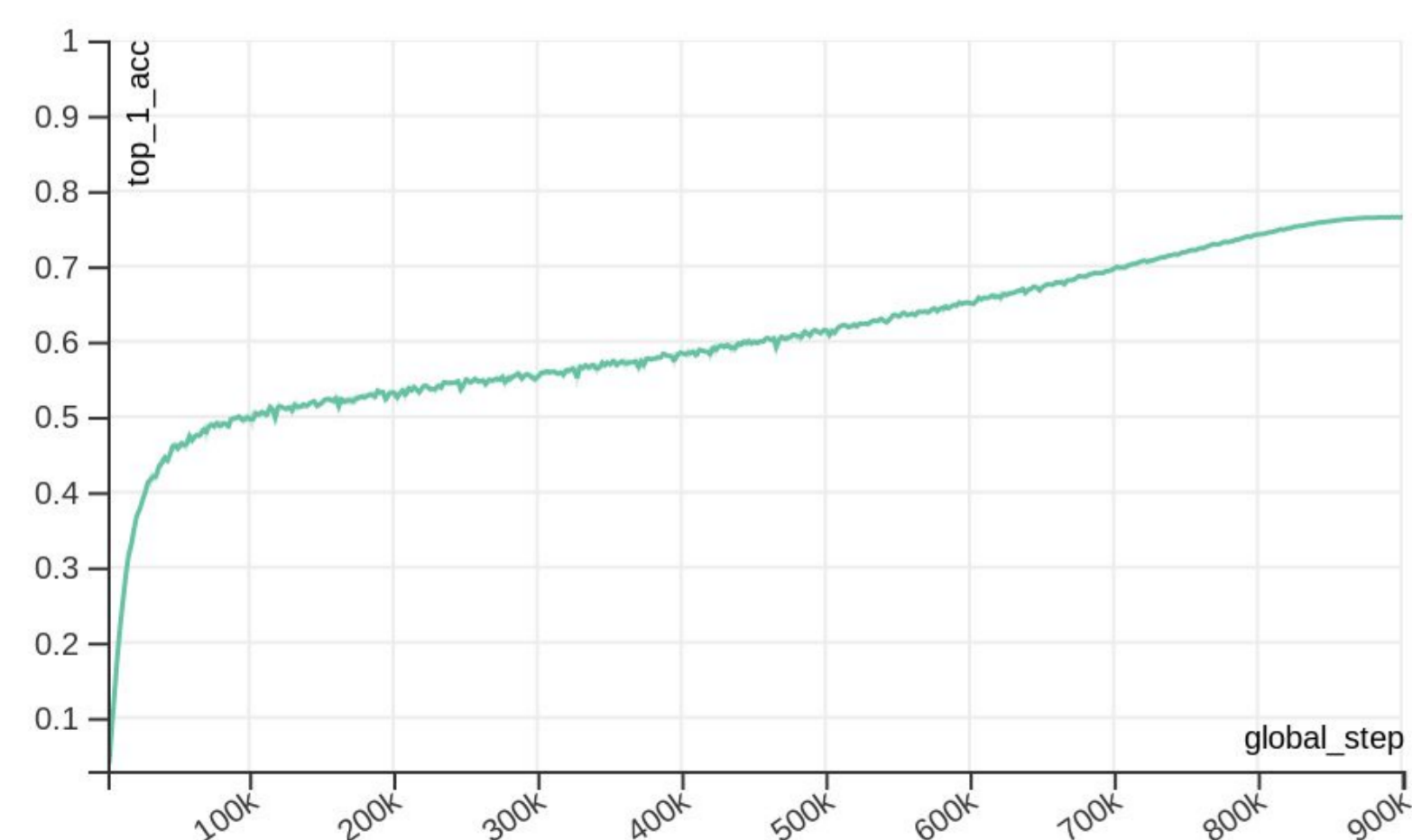
- Streaming data is common in real world with constraints on storage.
- Real world data is large scale. Imagenet is a first step towards that.
- Study accuracy/memory/compute trade-off
- One pass has implicit non-stationarity

	Accuracy (%) ↑	Storage (%) ↓	Compute (%) ↓
<b>Multi-epoch (90 epochs)</b>	76.9	100	100
<b>One-Pass (Naive)</b>	30.6	0	1.1
<b>One-Pass (Prioritized Replay)</b>	65.0	10	10

## Problem Setup

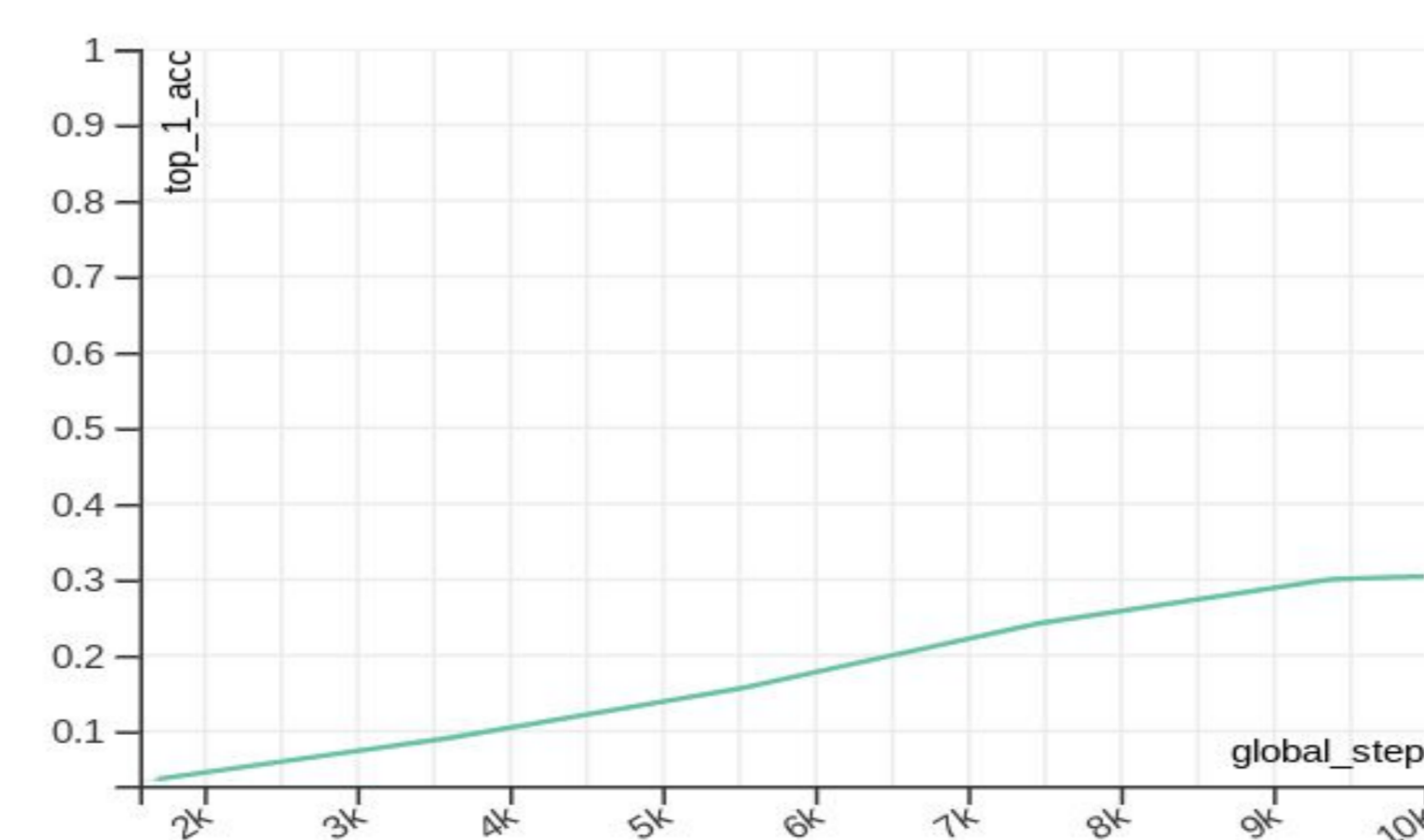
- One pass of Imagenet (train from random initialization)
- Multi-metrics: top-1 accuracy, replay memory, compute
- Random ordering of data

**North star:**  
90-epoch training



90 epochs for 76% accuracy

**Naive baseline:**  
1-epoch training (without replay)



1 epoch for 30% accuracy

## Ingredients of a baseline

### Replay buffer

- Backend: Reverb server
- k replay steps with augmentation (effectively k+1 epoch of compute)

### Priority Sampling

- Uniform is very hard to beat!
- Error-based Priority Replay (EPR) with decay schedule

$$P(x, y) = 1 - \alpha e^{-\ell(x, y; \theta)}$$

### Importance Weight

- Priority sampling from Replay changes its data distribution from  $p(x)$  to  $q(x)$
- To compensate for the change such that

$$\mathbb{E}_q[w(x)\ell(x; \theta)] = \mathbb{E}_p[\ell(x; \theta)]$$

- we **re-weight** the loss on replay samples with:

$$w(x) \propto 1/Priority(x)$$

## Experiments

- Trade-offs of accuracy / compute / memory
- Uniform replay sampling is a strong baseline. Priority replay brings small improvement:  
64.7% → 65.0% with std 0.07%
- Performance saturates as compute/ memory increase. Still room for improving the utilization of extra compute/ memory.
- Comparison to regular multi-epoch performance at 2, 4, 6, 9 epochs.

Effective Epochs	Computation	Storage (Prioritized Replay)			Multi-epoch 100% Storage
		1 %	5 %	10 %	
2	2/90 ≈ 2.2%	44.7	45.1	45.7	46.1
4	4/90 ≈ 4.4%	55.5	57.1	57.2	59.0
6	6/90 ≈ 6.7%	58.9	61.3	62.2	64.1
9	9/90 = 10%	59.3	63.2	65.0	68.2

## Open questions

- Introduce explicit distributional shift?
- One pass learning starting from a pre-trained model?
- How to better utilize the extra memory and compute?
- What's a good sampling scheme for efficient learning?