
Neural Routing by Memory

- Supplementary Material -

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1 Runtime

In the main paper, we report the theoretical computation cost, i.e., the number of FLOPs. Here we report the actual runtime on ImageNet (224×224) using Xeon 8255C CPU. ResNet-18, ResNet-50, and EfficientNet-b0 cost 25.1ms, 51.6ms, and 30.2ms per image, respectively. Corresponding RMNs ($N = 8$), without CA: 26.4ms, 54.2ms, 33.0ms; with CA: 27.1ms, 55.2ms, 33.6ms. These results are average runtime on the whole ImageNet validation set. They demonstrate that our method is also efficient in real inference.

2 Batch Size

As we introduced in our main paper, we use batch size 256 for baselines and increase the batch size to 1024 for our RMN. Here we increase the batch size to 1024 for baselines and report the results. From the results on Table 1, it is clear that using batch size 1024 for the baselines leads to accuracies drop and performs lower results than the results of our method.

Benchmark	Method	Batch Size	VGG-16	ResNet-18	ResNet-50	EfficientNet-B0
CIFAR-100	Original	256	73.16	75.62	77.53	78.04
	Original	1024	70.55	73.36	73.02	73.84
	RMN	1024	75.74	77.94	79.06	78.88
Tiny ImageNet	Original	256	63.16	61.78	67.28	67.14
	Original	1024	61.71	60.15	65.34	65.82
	RMN	1024	66.57	66.53	69.93	68.85
ImageNet	Original	256	72.92	70.72	76.08	76.46
	Original	1024	72.76	70.82	76.02	76.53
	RMN	1024	76.16	73.74	78.31	78.08

Table 1: Results of using different batch sizes.

3 Memory Analysis

We train a ResNet-18-based RMN with $N = 4$ on Tiny ImageNet to analyze the memory. After testing, we show each memory’s top K nearest validation images in Figure 1. According to the results, memories mainly focus on low-level features in the first two stages, such as color, texture, and object shape. For example, $m_{1,1}$ mainly focuses on yellow color and $m_{1,4}$ mainly catches mixed colors

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