

# HFP: Hardware-Aware Filter Pruning for Deep Convolutional Neural Networks Acceleration

*Fang Yu<sup>1,2</sup>, Chuanqi Han<sup>1,2</sup>, Pengcheng Wang<sup>1,2</sup>, Ruoran Huang<sup>1,2</sup>,  
Xi Huang<sup>1</sup>, Li Cui<sup>1\*</sup>*

<sup>1</sup>*Institute of Computing Technology, Chinese Academy of Sciences,*

<sup>2</sup>*University of Chinese Academy of Sciences*



中科院计算所

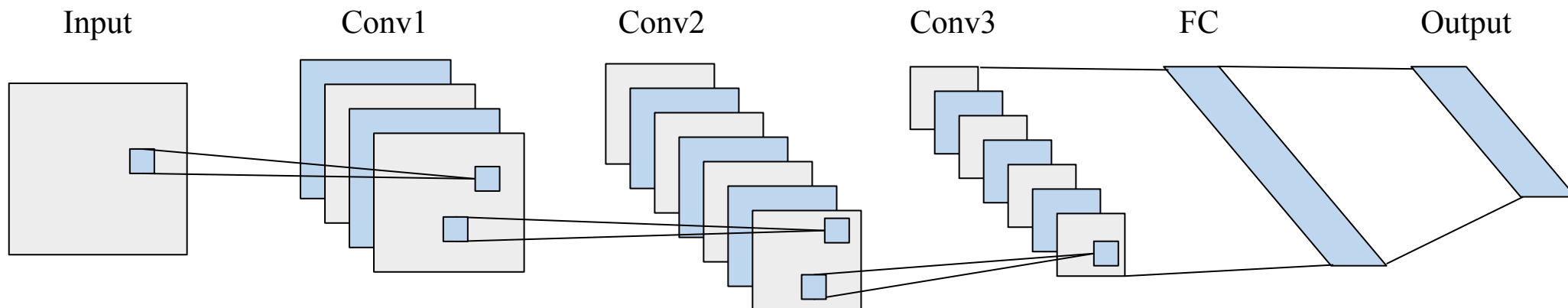
Institute of Computing Technology



中国科学院大学

University of Chinese Academy of Sciences

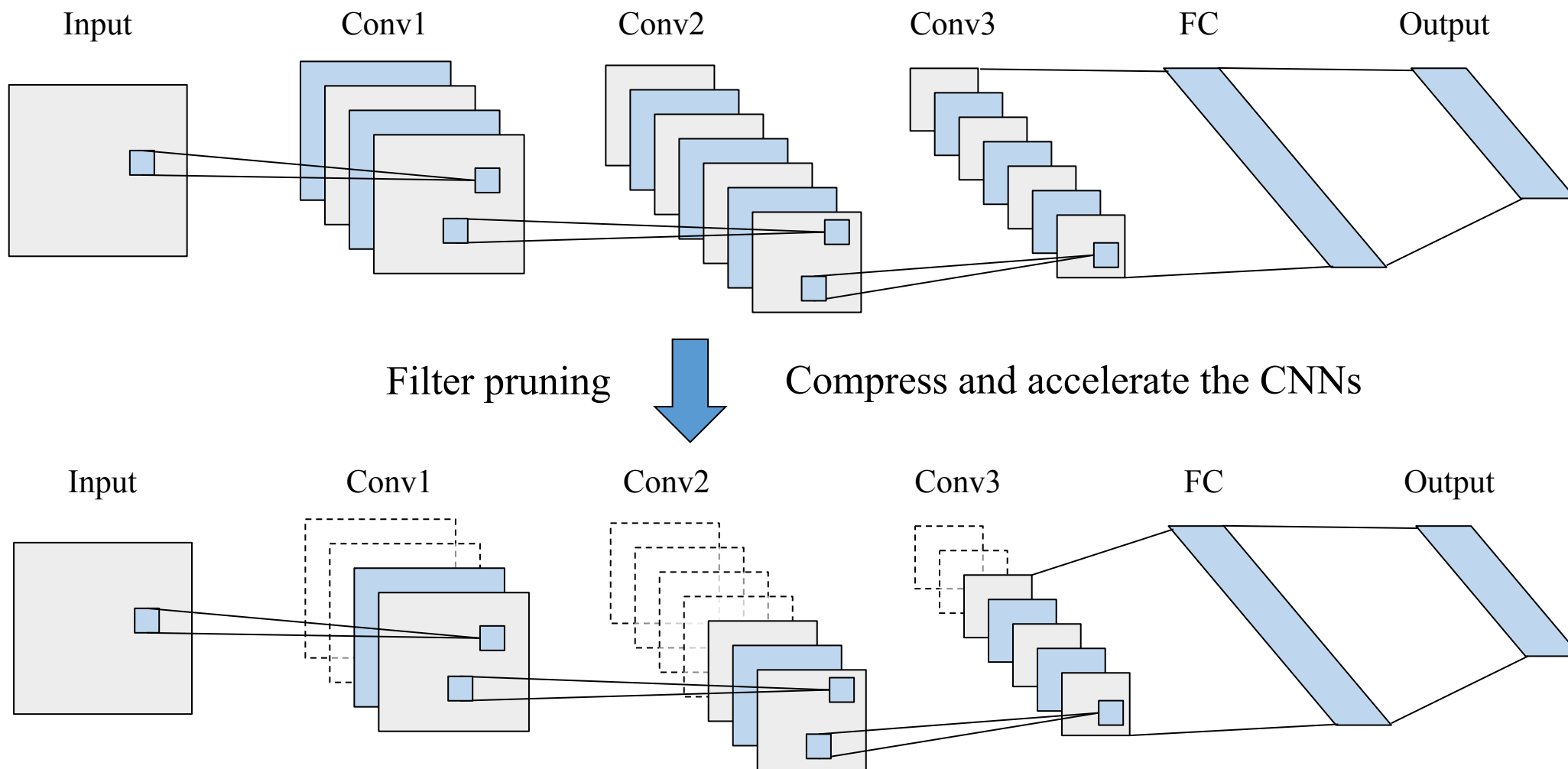
# Background



- Burden of CNNs
  - Computationally demanding and memory intensive
  - Burden to be deployed on the hardware devices

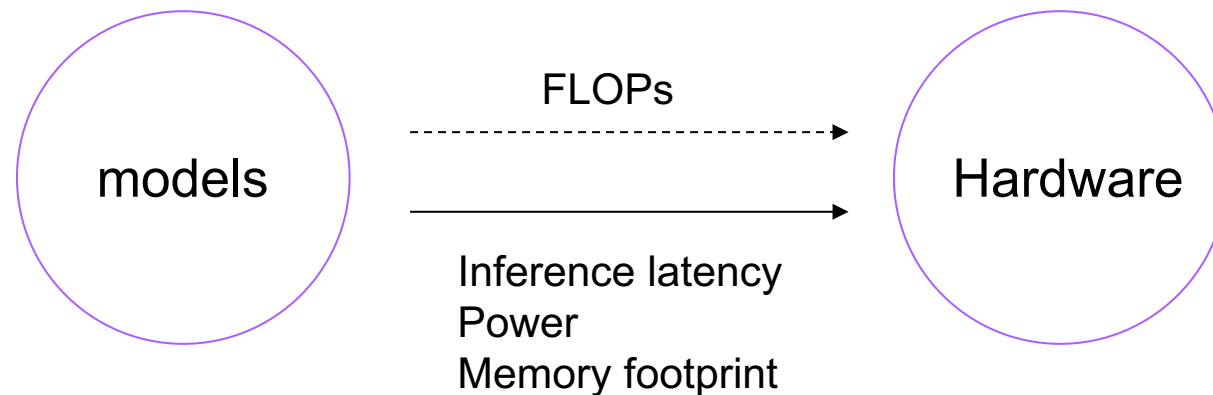
- Benefit of filter pruning
  - Reduces the FLOPs and storage usage
  - Accelerates the CNNs inference

# Background



# Background

- The majority of pruning approaches prune networks by defining the important filters or training the networks with a sparsity prior loss.
- However, these pruning methods cannot prune a network while respecting a actual budget on the target hardware, such as latency, power or energy.
- These works adopt hardware-agnostic metrics such as floating-point operations (FLOPs) to estimate the CNNs' efficiency.



# Hardware-aware Filter Pruning

- We propose a hardware-aware filter pruning (HFP) method which can directly control the latency of pruned networks on the hardware platform.
- In our method, we propose a greedy pruning criterion based on information gain to evaluate the filter importance, which efficiently simplifies the pruning optimization problem.
- We propose the *Opti-Trim* pruning framework, which can decrease the accuracy degradation of pruning process and accelerate the pruning procedure.

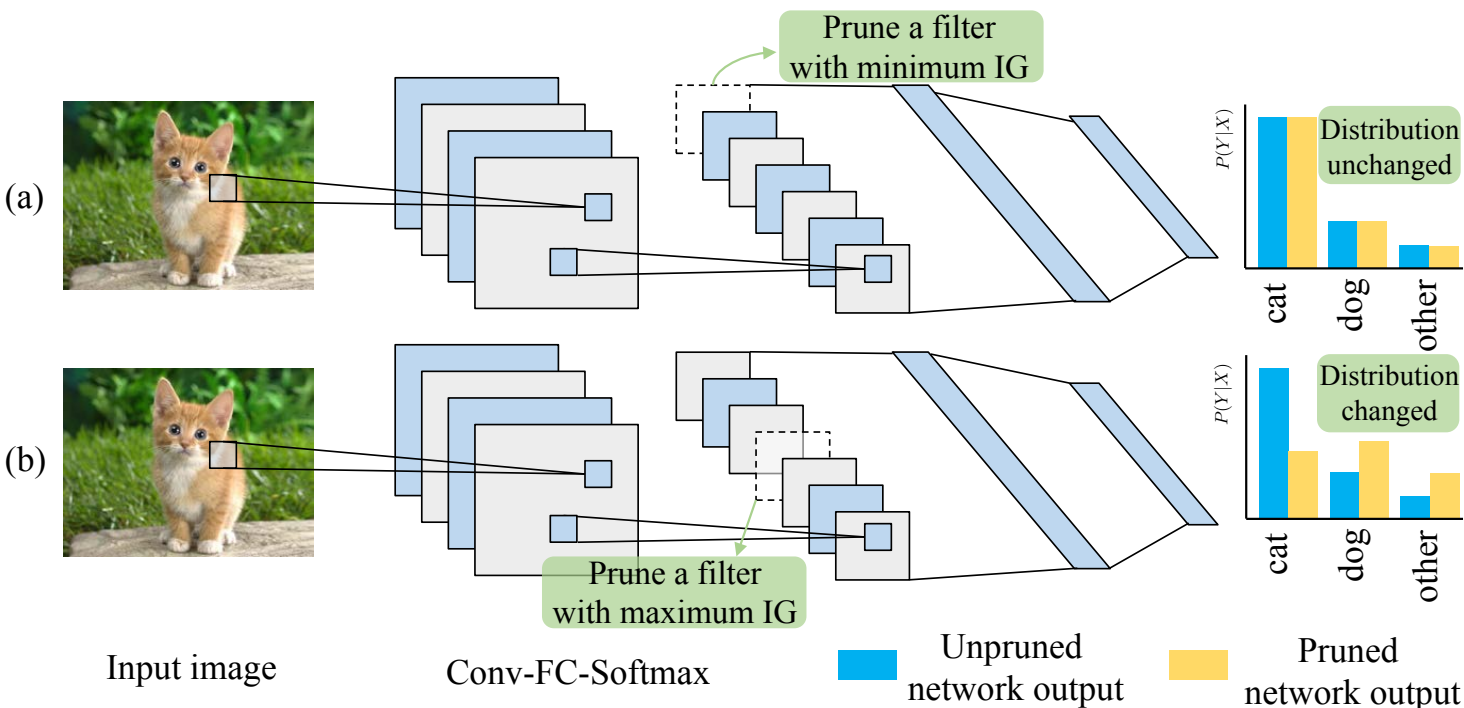
# Problem formulation

- For classification task, to minimize the accuracy drop while meeting the budget of latency on hardware, we define the pruning problem as:

$$\begin{aligned} k^* = \arg \min_k \mathcal{L}_{CE}(Y, P(Y|X, \theta_k^+)) \\ \text{s.t. } \text{LAT}(\theta_{k^*}^+) < \text{Bud}, \end{aligned} \quad (1)$$

where  $L_{CE}$  is cross-entropy loss,  $\text{LAT}(\cdot)$  evaluates the actual latency of pruned network consumed on the hardware, and Bud is the budget about latency.

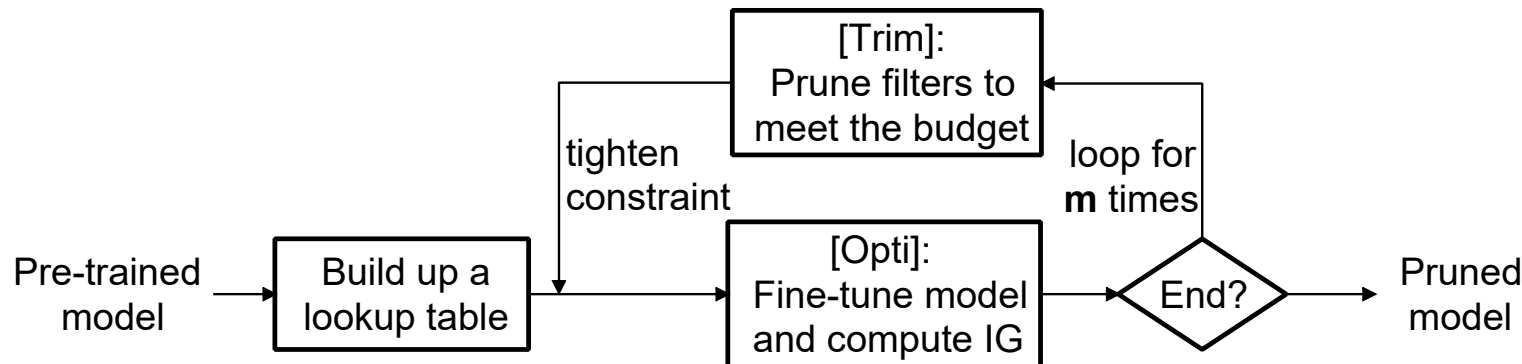
# Greedy pruning via information gain



- The information gain (IG) of filter quantifies the influence of filter removal on class probability distribution of network output
- The more information gain of a certain filter, the more information is gained by this filter.
- Filters with the minimum IG carry little information, whose removal will not incur much information loss.

# Opti-Trim pruning framework

- To decrease the accuracy degradation of pruning process and accelerate the pruning procedure, we proposed Opti-Trim pruning framework.
  - Opti phase: fine-tune the pruned network using L1 group regularization and compute the IG of filters
  - Trim phase: prune filters, achieve the budget on hardware and tighten the resource constraint
  - The Opti and Trim phase alternately work  $m$  times.



## Algorithm 1: Algorithm Description of HFP

**Input:** Pre-trained network:  $\Theta$ ; Desired budget: Bud;  
Iteration number:  $m$ ; Training set:  $\{X, Y\}$   
**Output:** Pruned network:  $\theta_k^+$

/\* Initialization \*/

- 1 Build up a lookup table on the target hardware;
- 2 Obtain the base latency  $B$ ;
- 3 Obtain  $\Delta = (B - \text{Bud})/m$ ;

/\* Opti-Trim pruning framework \*/

- 4 **for**  $i \in [0, m]$  **do**
  - /\* Opti phase \*/
  - 5 **foreach**  $\{x, y\} \in \{X, Y\}$  **do**
    - 6 Fine-tune the remaining filters in the network via Eq. (9);
    - 7 Calculate the IG of filter via Eq. (6) or Eq. (7);
  - 8 **end**
  - /\* Trim phase \*/
  - 9 **repeat**
    - 10 Prune a filter with the minimum IG across all layers;
    - 11 Obtain the current latency  $\text{LAT}(\theta_k^+)$  of pruned network via Eq. (8);
  - 12 **until**  $\text{LAT}(\theta_k^+) < B - i * \Delta$ ;
- 13 **end**



# Experiment on VGG-16

TABLE I  
RESULTS OF PRUNING VGG-16 ON CIFAR-10

Uniform Baselines			HFP	
Ratio	Accuracy	Latency	Accuracy	Latency
1×	93.73%	1.68ms	-	-
0.75×	92.80%	1.45ms	<b>93.93%</b>	1.25ms
0.5×	91.89%	0.78ms	<b>93.36%</b>	0.81ms
0.25×	89.06%	0.42ms	<b>91.04%</b>	0.45ms

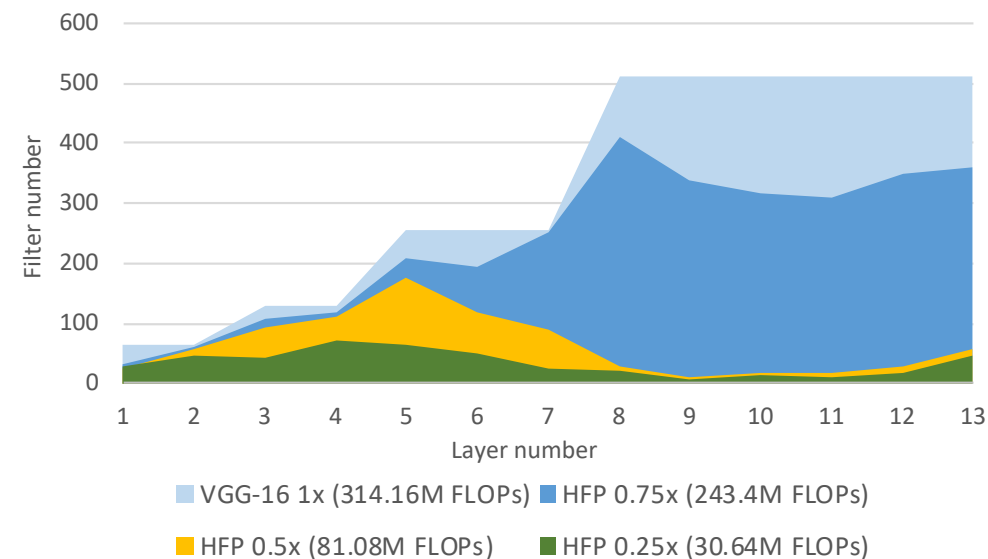
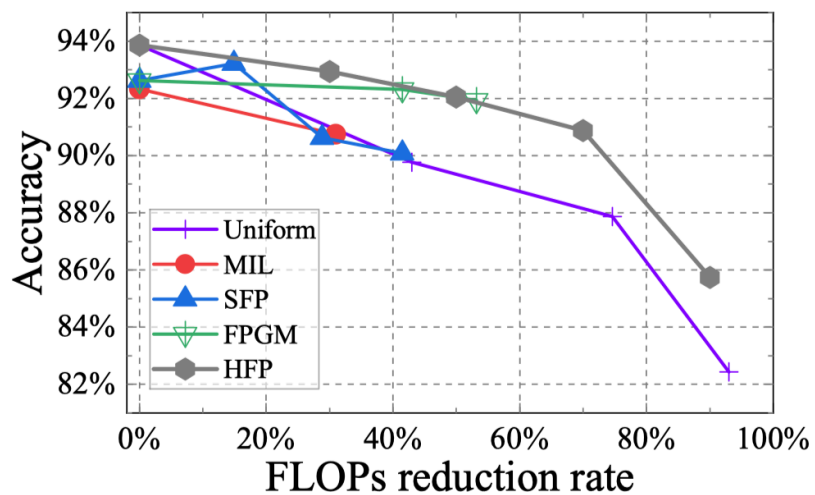
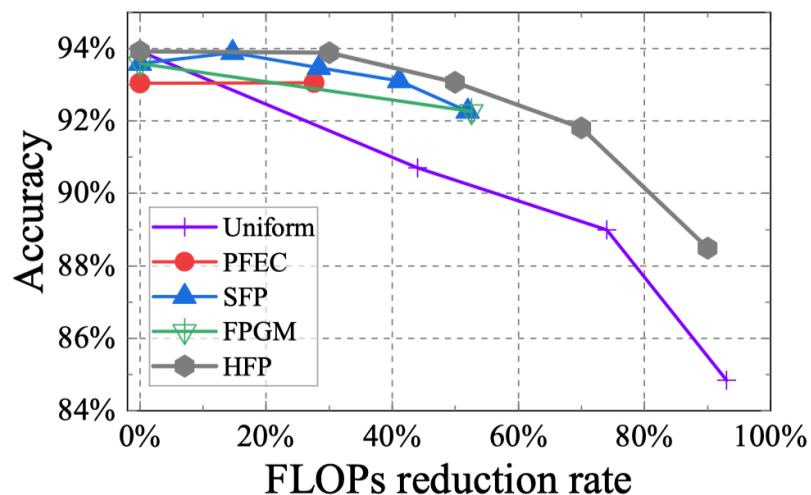


Fig.1. Number of filters at each layer of pruned VGG-16 on CIFAR-10.

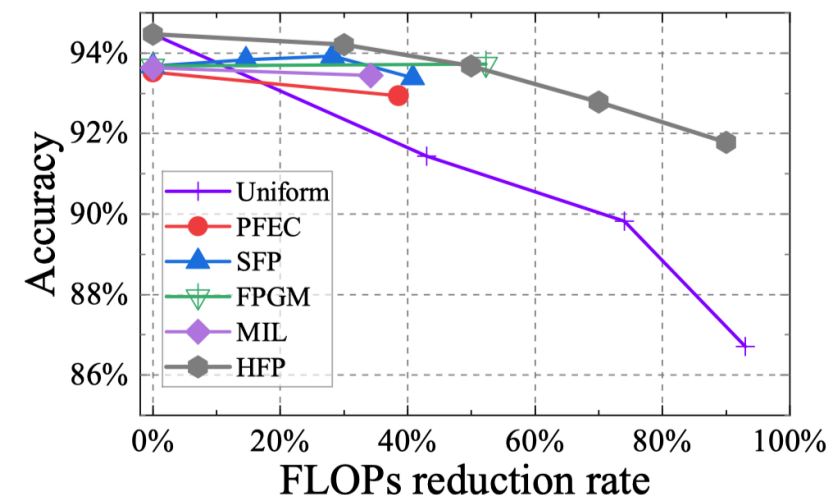
# Experiment on ResNet



(a) Results of pruning ResNet-32



(b) Results of pruning ResNet-56



(c) Results of pruning ResNet-110

Fig.2. Comparison with MIL [37], PFEC [14], SFP [16], FPGM [6] and uniform baselines varying different FLOPs reduction rates on CIFAR-10.

# Thank you for your attention!