

# Attention based Evolutionary Approach for Image Classification



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# Introduction

- There is a need for increasingly complex neural network architectures.
- Neural networks are black boxes, which makes it difficult to design their topology for a specific task.
- Existing evolutionary methods are outdated and don't include advanced State-of-the-Art techniques that are guaranteed to improve performance.
- This paper explores the effect the addition of the Convolution Block Attention Module (CBAM) has on the performance of resulting topologies evolved using the CoDeepNEAT algorithm.



# Past Approaches

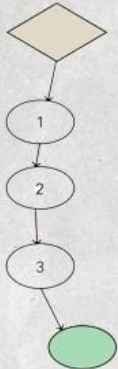
<b>Theory</b>	<b>Description</b>
<b>NEAT</b>	Genetic algorithm to evolve optimal neural networks
<b>Hyper-NEAT</b>	Specialized to evolve large scale structures through CPPNs
<b>Deep-Hyper NEAT</b>	CPPNs in HyperNEAT are augmented with new information, process of mutation is added to HyperNEAT
<b>CoDeepNEAT</b>	Takes advantage of the repetitive structure of DNNs, presence of modules in it allow for various extensions



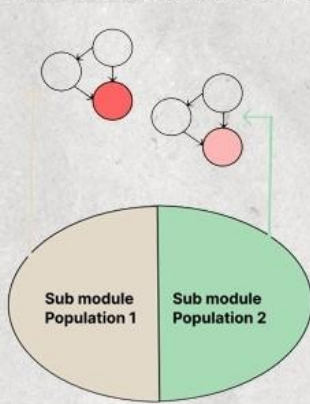


# CoDeepNEAT

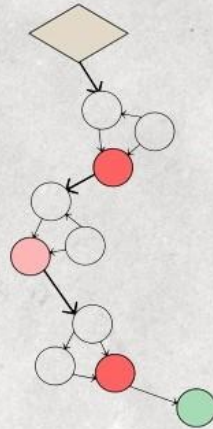
Blueprint



Module



Assembled Network

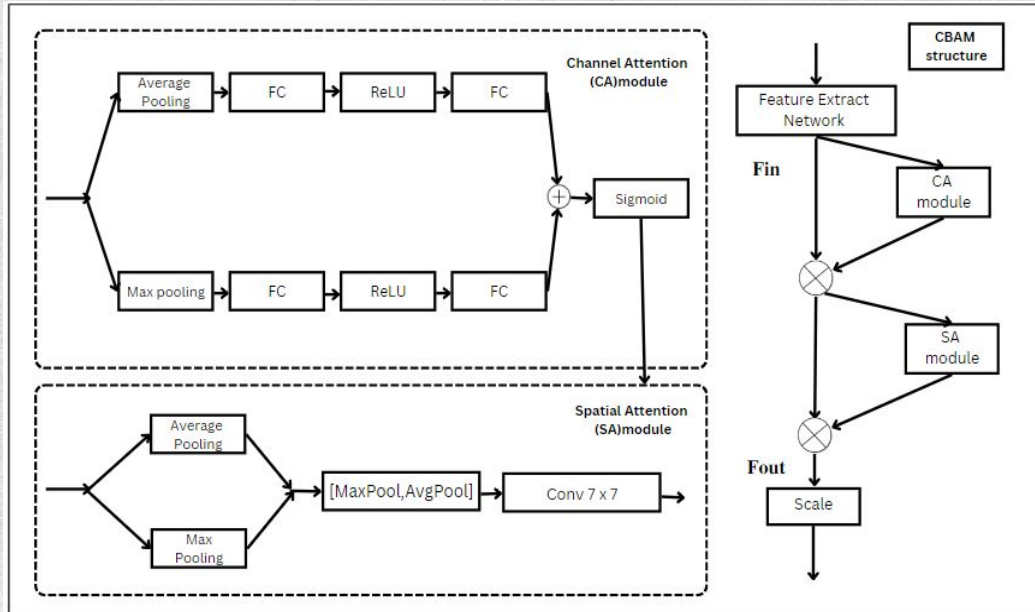


- The CoDeepNEAT algorithm comprises of 2 sets of populations in every generation:
  - 1) Blueprint
  - 2) Module
- The Module represents the deep neural network.
- The Blueprint represents the connections between the modules.





# Convolution Block Attention Module



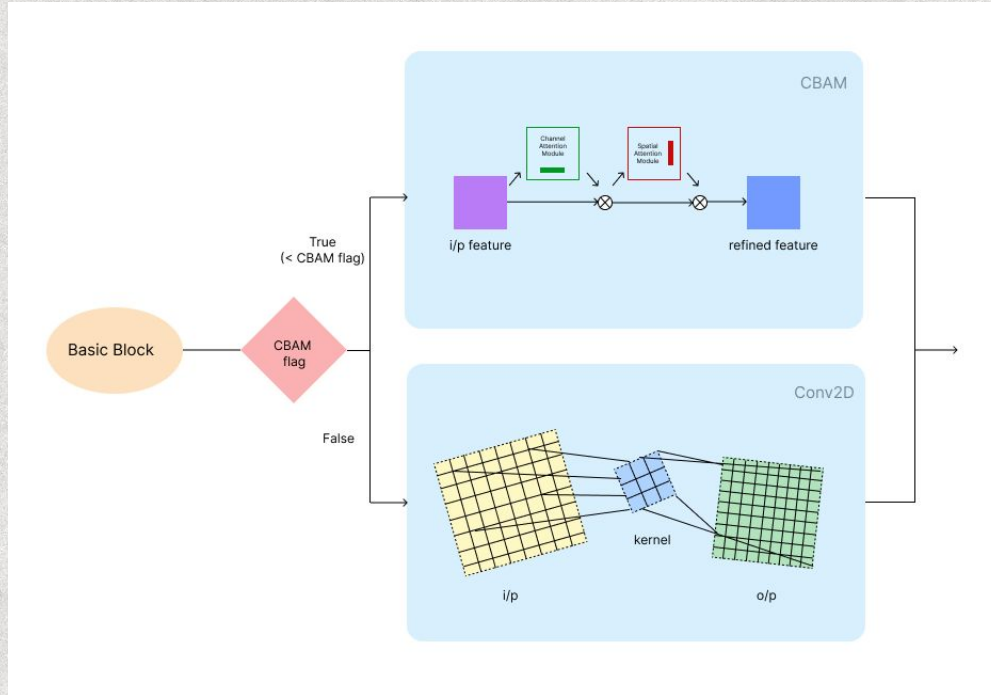
- Channel Attention Map: “What in the given image is meaningful?”
- Spatial Attention Map: “Where in the image the informative part lies?”

$$\mathbf{F}' = \mathbf{M}_c(\mathbf{F}) \otimes \mathbf{F},$$

$$\mathbf{F}'' = \mathbf{M}_s(\mathbf{F}') \otimes \mathbf{F}' ,$$



# Methodology

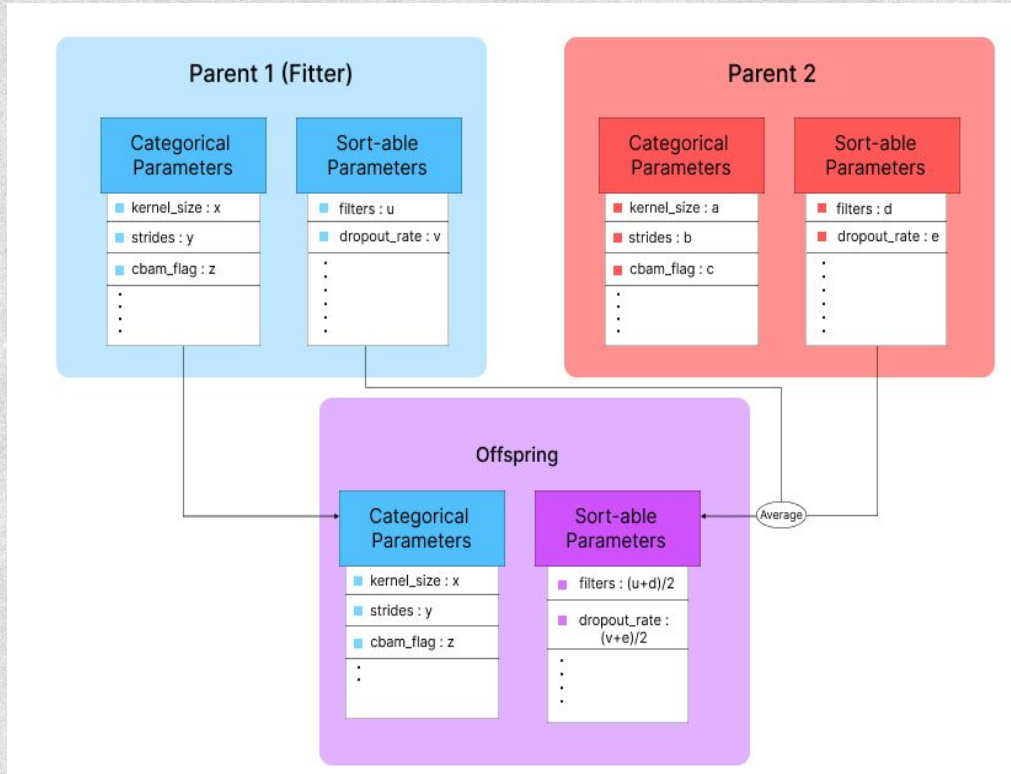


CoDeepNEAT was given a choice between CBAM and the pre-existing Convolution module.





# Crossover



During crossover the parameters of the modules were divided into two types, categorical and sort-able.

# Experimental Setup

**Dataset** : CIFAR-10

**Number of Generations** : 30

**Number of Genomes per Generation** : 100

**Batch Size** : 512

**Epochs** : 8

**Optimizer** : SGD with Nesterov Momentum set to 0.69

**CBAM Flag** : 0.2

**Platform** : Google Colab

**GPU's used** : Tesla P100(16GiB) & Tesla A100(40 GiB)





# Results

Work in Literature	Parameters	Accuracy	Hyperparameter Optimization	Data Augmentation
Aszemi et al.	-	80.62	YES	NO
Zhao et al.	-	86.33	NO	YES
Evangelista et al.	-	84.6	NO	NO
Thite et al.	-	75.59	YES	NO
Real et al.	5.4 M	94.6	-	-
<b>Proposed Approach</b>	<b>2.65 M</b>	<b>87.44</b>	<b>NO</b>	<b>NO</b>



# Conclusion & Future Work

- Evolution can be guided!
- Addition of SOTA techniques to evolutionary algorithms results in better neural network architectures, possibly with fewer model parameters.
- As GPU's/TPU's become cheaper and more available, evolutionary algorithms are likely to be favoured.
- Testing this on Image Captioning tasks.
- Incorporating more SOTA techniques to further boost performance.
- Adapting the algorithm for NLP tasks.



**Thank You For Listening!**  
**Any Questions?**

