SWADES: Unsupervised Source Free Domain Adaptation

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Problem Statement

- Problem Statement
- Related Work
- Proposed Approach
- Experiments and Results
- Ablation and Analysis
- Conclusion

Problem statement (A)



Source dataset (GTA) Images and GT



Target dataset Images in the wild

Richter et al., Playing for Data: Ground Truth from Computer Games

Problem statement (B)



Related Work

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Trade-off in existing methods





Improve test time adaptation performance without adding additional architectures.

Kurmi et al., Domain Impression: A Source Data Free Domain Adaptation Method

Related Work (A) TENT



Wang et al., Tent: Fully Test-time Adaptation by Entropy Minimization

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Contributions and Re-use

Contributions*

- Novel method to add mask on Source network for Domain Adaptation.
- Explore the intersection of unsupervised domain adaptation and sparse neural networks

Re-use from prior art

• Test time adaptation via unsupervised loss



Experiments And Results

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Experiment Setup



SVHN to MNIST

Backbones

• VGG 11, VGG 16, VGG 19

Setup

- Developed our own codebase (PyTorch)
- Chose best hyperparameters for TENT and Swades
- Used W&B for experiment tracking

Experimental Setup (Baselines)

Source on Target

- 1. Performance of the pre-trained source network on target domain
- 2. This is our performance lower bound

Test-time entropy minimization

- 1. Method explained in <u>Wang et al.</u>,
- 2. We implemented TENT with VGG backbones and verified our implementation with the official codebase

Accuracy on target domain

SVHN TO MNIST WITH VGG



Ablation and Analysis

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What if we binarize the masks?

Can we find a sparse sub-network within source trained network, that already performs well on target???

And that too without using labels.



Binary mask initialization and training

Given source trained network and sparsity, p = 90% Initialize Scores : scores[i] = weight_value[i] Binarize Masks : mask[i] = 1 if scores[i].abs() in p percentile Update scores and mask :

For each batch :

- Sparse Forward -> Compute Entropy
- Dense Backward -> Compute gradient
- scores[i] = scores[i] learning_rate x gradient[i]
- scores -> Binarize Masks



Binary masks found, achieve better test-time adaptation (1 epoch) accuracy than TENT and SWADES



Binary masks trained for 10 epochs comparison with TENT and SWADES



At lower sparsity levels initialized masks do not get updated for VGG19



Why don't the masks get updated for VGG19 at lower sparsity levels as in VGG11 ??

The difference lies in the weight distribution of pre-trained models



Only 1-2% of the weights define the network function in VGG19

Let us assume that the sparsity level is low, ~50%

- (> 98%) of weights are ~ 0,
- mask initialized by thresholding weight-magnitude

Sparse networks at initialization are functionally equivalent to the dense network. (all non-zero weights are in subnet)

*** To update the network function, non-zero weights must 0.4 be removed.

*** Initial non-zero scores/weights are so few and apart that training scores may not bridge the gap enough.

Therefore, no change in masks and network function, hence accuracy same as dense source network on target.



Sparsity threshold hypothesis for overparametrized networks

Once the sparsity and corresponding threshold are high enough :

High magnitude non-zero weights can move freely in and out of the subnetwork changing the network function.



In VGG11 a lot more initial scores lie close to the threshold, so they can easily cross the barrier



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Synthesis of results, what can we claim ??

- 1. Adding more updatable parameters by adding masks improves adaptation performance (TENT vs Swades) [Ref slide: 15]
 - 1. without terribly increasing the architecture complexity
 - 2. the compute requirements
- 2. There do exist a series of subnets within the source network [Ref: slide 19, 20]
 - 1. that can be found using an unsupervised loss
 - 2. achieve high target performance

Future work

- 1. Validate the sparsity threshold hypothesis
- 2. Experimentation on more complex datasets (CIFAR10-C, ImageNet-C, VisDA)
- 3. Experiments on FLOP efficient networks (MobileNet, EfficientNet)
- 4. Layer-wise ablation and masking

Challenges

- 1. Access to certain network architectures to validate TENT implementation
- 2. Limited compute resources
- 3. Consolidating and prioritizing experiments (ideas flowing in all directions, but not enough resources or time)

Thank you

Code will be available (mid December) : <u>https://github.com/ShreyasMalakarjunPatil/Swades-SFDA</u> **Results** will be available here : <u>https://wandb.ai/swades</u>

Why Comic Sans?

https://www.bdadyslexia.org.uk/advice/employers/creating-adyslexia-friendly-workplace/dyslexia-friendly-style-guide

Appendix

Optimal Sparsity Hypothesis for highly over-parametrized networks and SWADES-Binarization

Given a highly over-parametrized network (ex. Vgg19) trained on source dataset (ex. SVHN), target dataset (ex. MNIST) and consider the binary masks based adapting algorithm,

There exists an optimal sparsity level, S_optimal such that,

- 1. If Sparsity < S_optimal, adaptation accuracy = source on target accuracy, due to stark difference in weight values and inability of training process to bridge the gap.
- 2. If Sparsity = S_optimal, adaptation accuracy -> Best, providing enough (>0) weight values to adapt network function.
- 3. If Sparsity > S_optimal, adaptation accuracy < Best, due to unavailability of weights to learn the required function.

Appendix 1: Results Cifar10 \rightarrow Cifar10c

Entropy Minimization on Cifar10C source on target Resnet18 **TENT Resnet18** Swades Resnet18



Note : Due to computational resource constraints we were unable to optimize the hyper-parameters, therefore these results may not be indicative of improvements.