

The Role of Permutation Invariance in Linear Mode Connectivity of Neural Networks

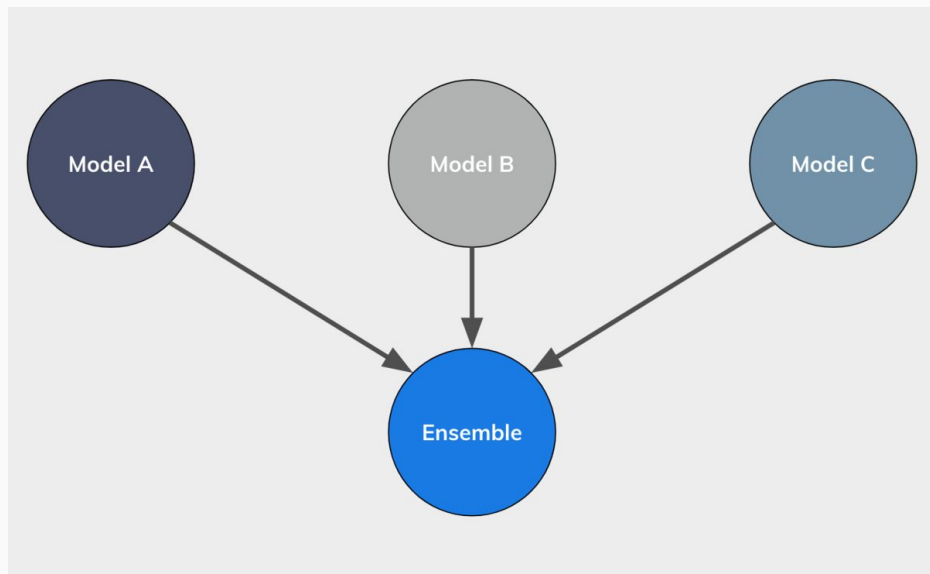
Rahim Entezari, Hanie Sedghi, Olga Saukh, Behnam Neyshabur



Motivation

Form an ensemble model

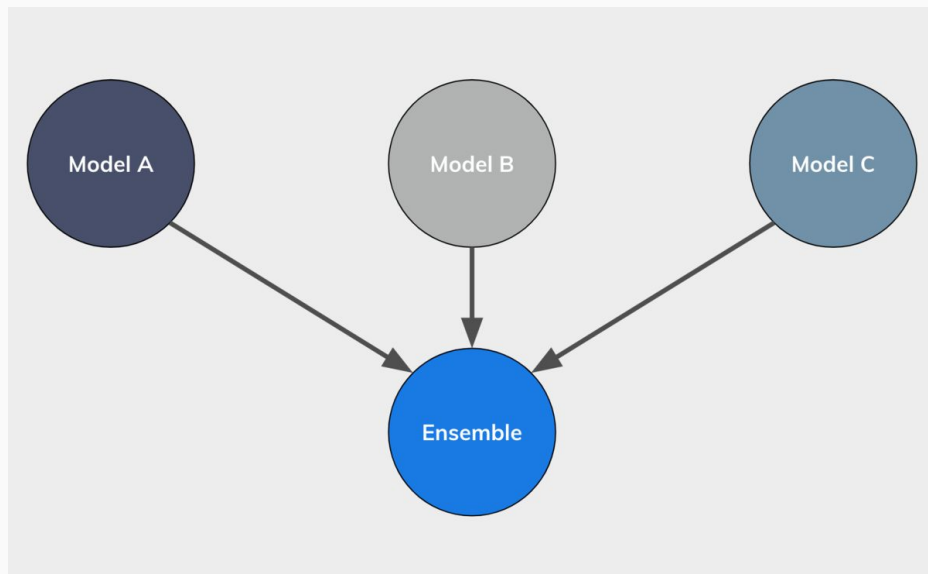
- In output space
- In weight space



Motivation

Form an ensemble model

- In output space
- **In weight space (Embedded ML)**

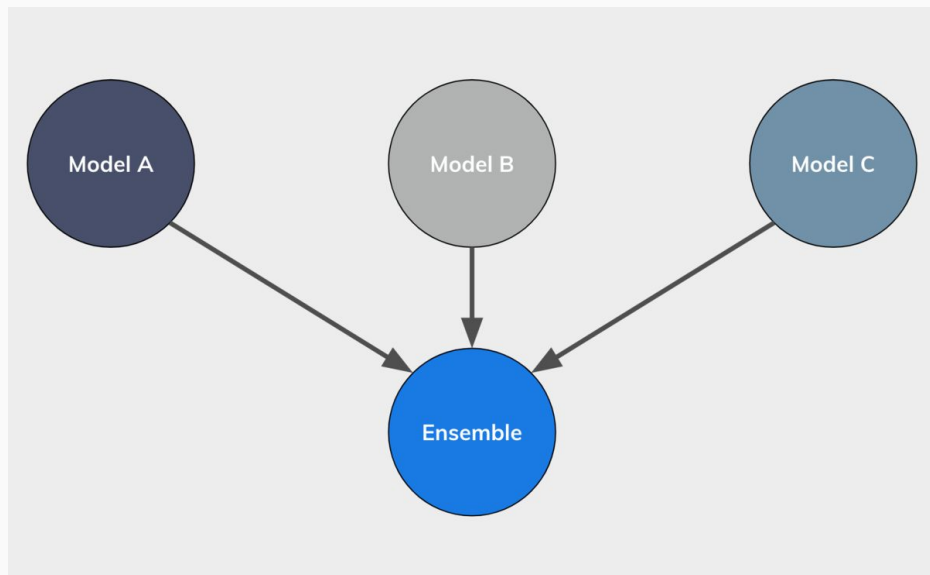


Motivation

Ensemble by weight averaging

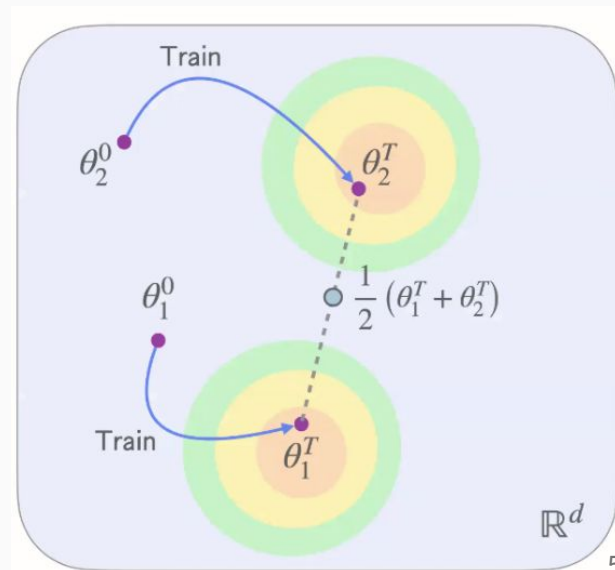
requirements:

1. Functionally diverse solutions
2. Residing in one basin



Linear Mode Connectivity

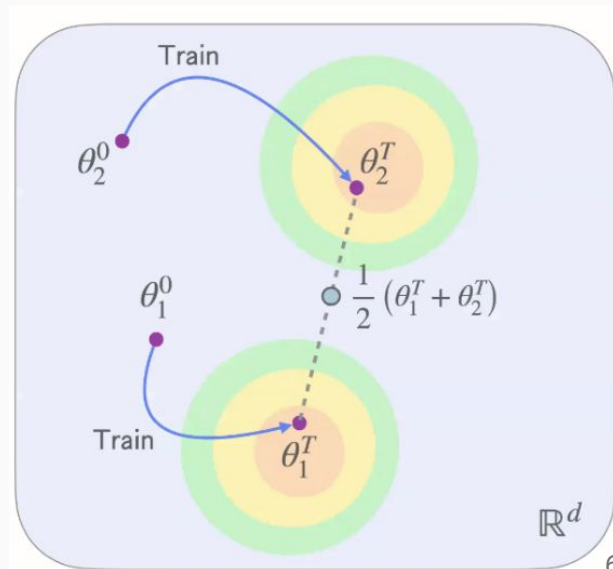
Functionally different solutions:



Linear Mode Connectivity

Functionally different solutions:

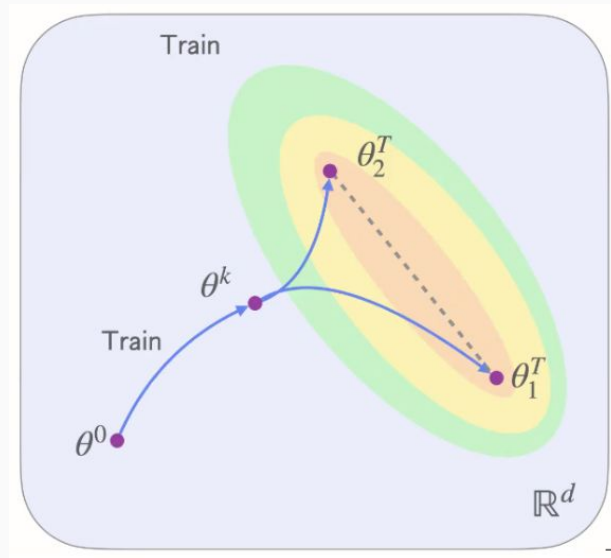
Weight space averaging fails



Linear Mode Connectivity

Same basin:

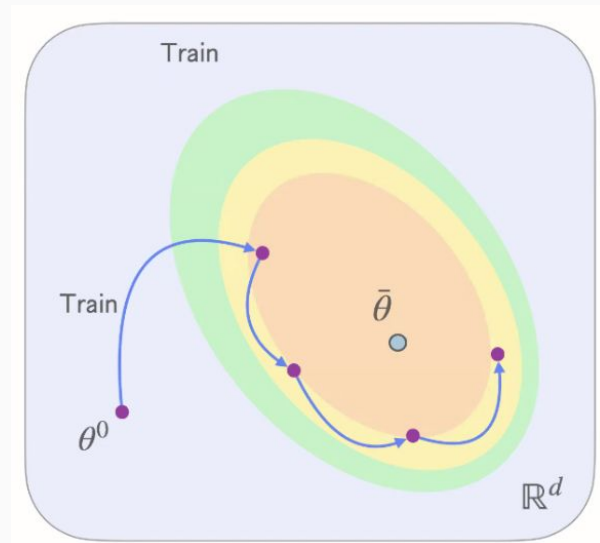
When part of training trajectory is shared, the solutions are **linearly mode connected** (Frankle et al., 2019) .



Stochastic Weight Averaging

Same basin:

e.g. SWA (Izmailov et al., 2018)

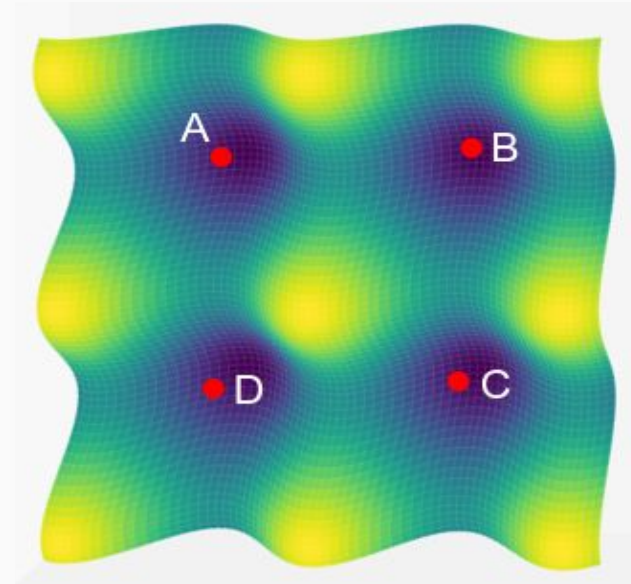


Question

Is there any way to make different solutions in one basin?

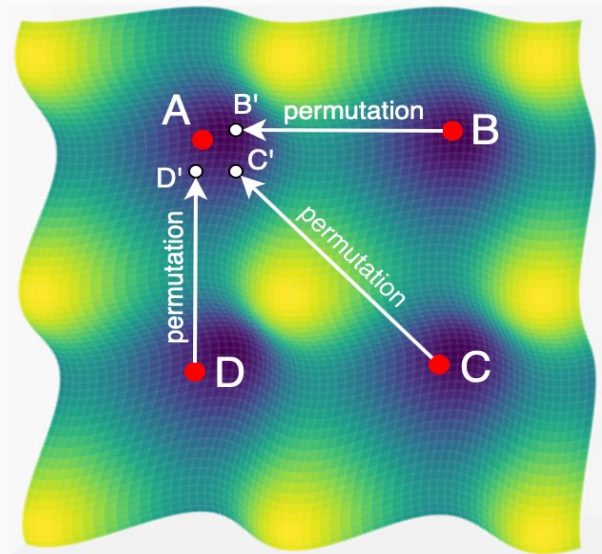
Conjecture

A, B, C, and D are minimas in different basins with barriers between pairs.



Conjecture

Taking permutations into account, there is likely no barrier in the linear interpolation between SGD solutions.



Part 1:

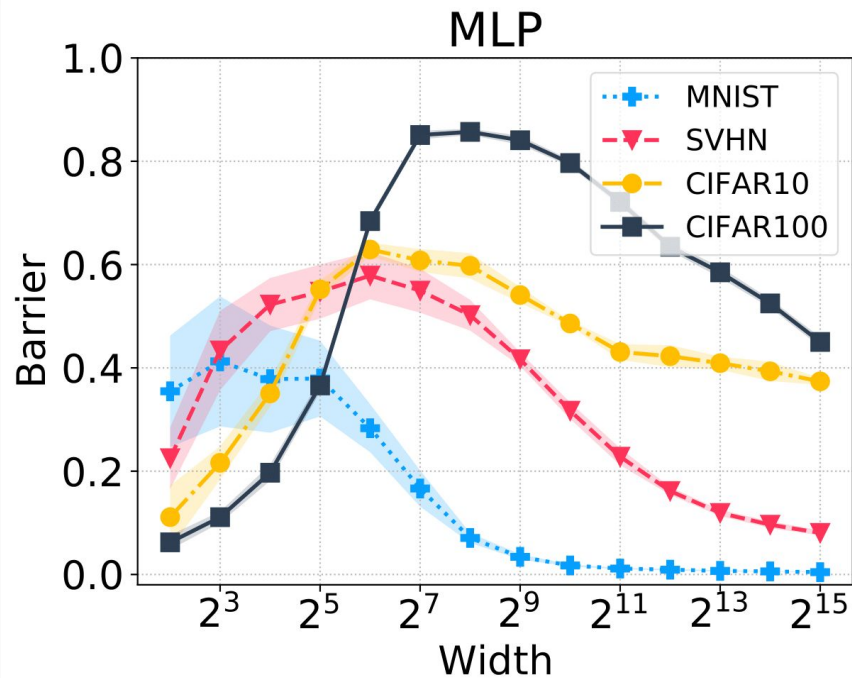
Observations over loss landscape shape

Barrier

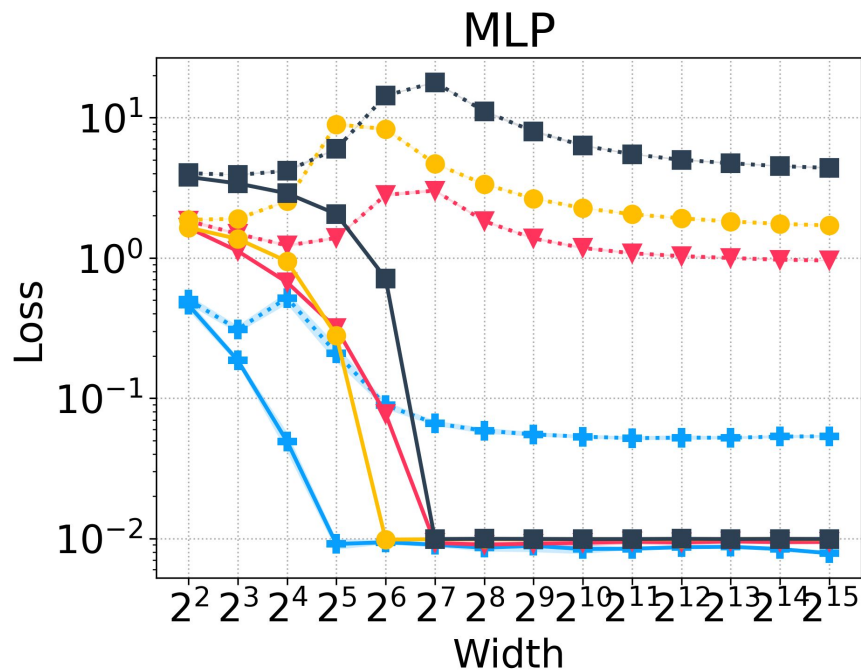
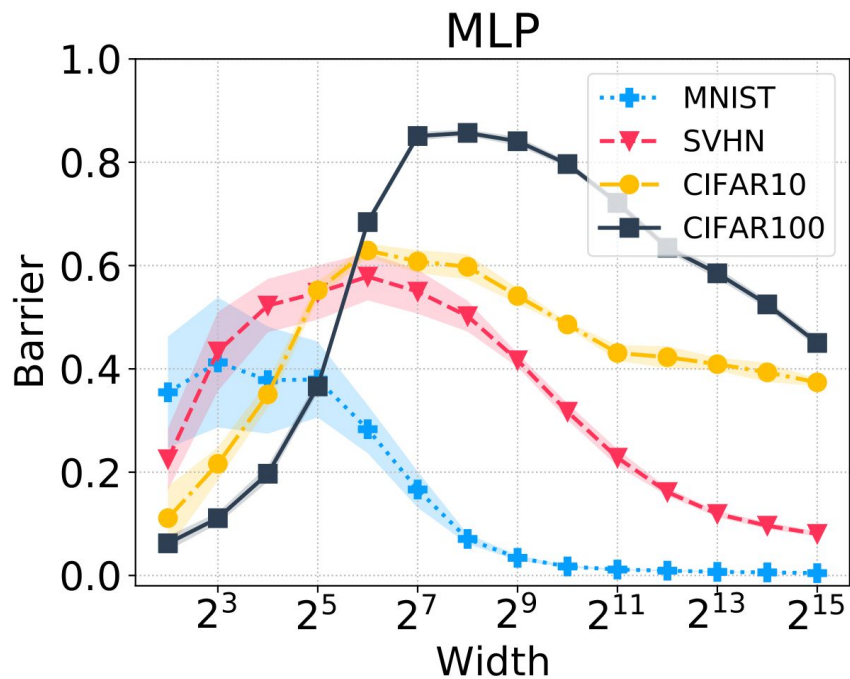
$$B(\theta_1, \theta_2) = \sup_{\alpha} [[\mathcal{L}(\alpha\theta_1 + (1 - \alpha)\theta_2)] - [\alpha\mathcal{L}(\theta_1) + (1 - \alpha)\mathcal{L}(\theta_2)]]$$

Effect of **Width** on barrier size

As the width increases, the barrier first increases and then decreases

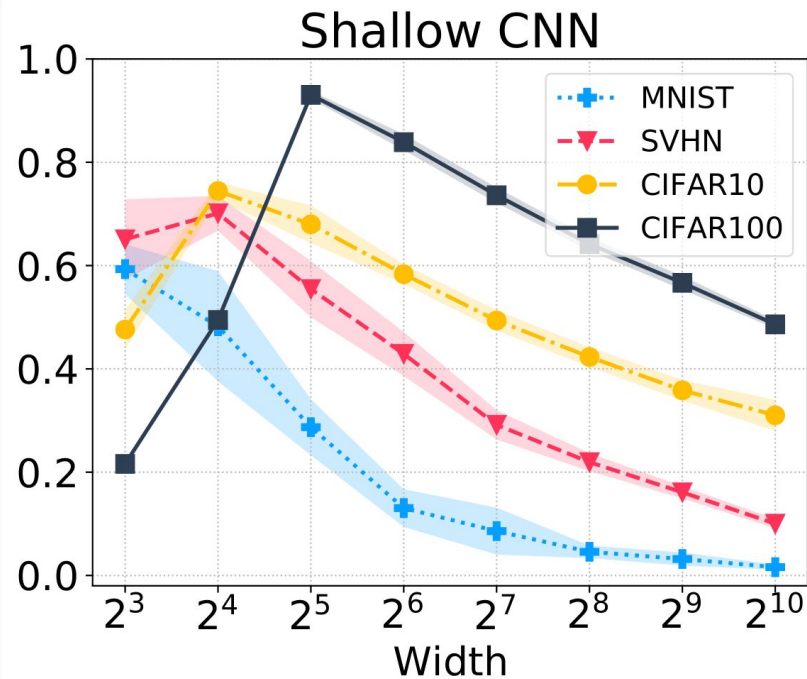


Deep Double Descent in Barrier



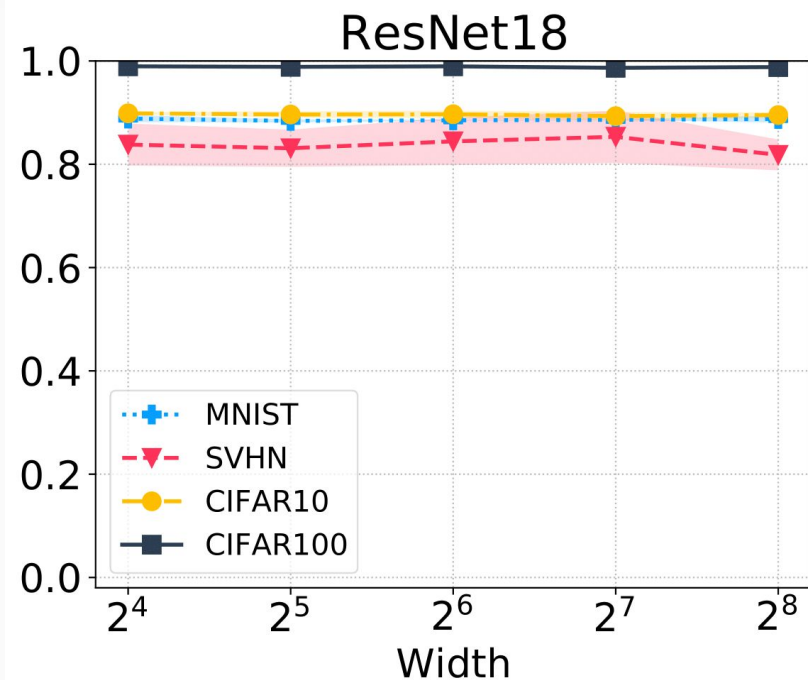
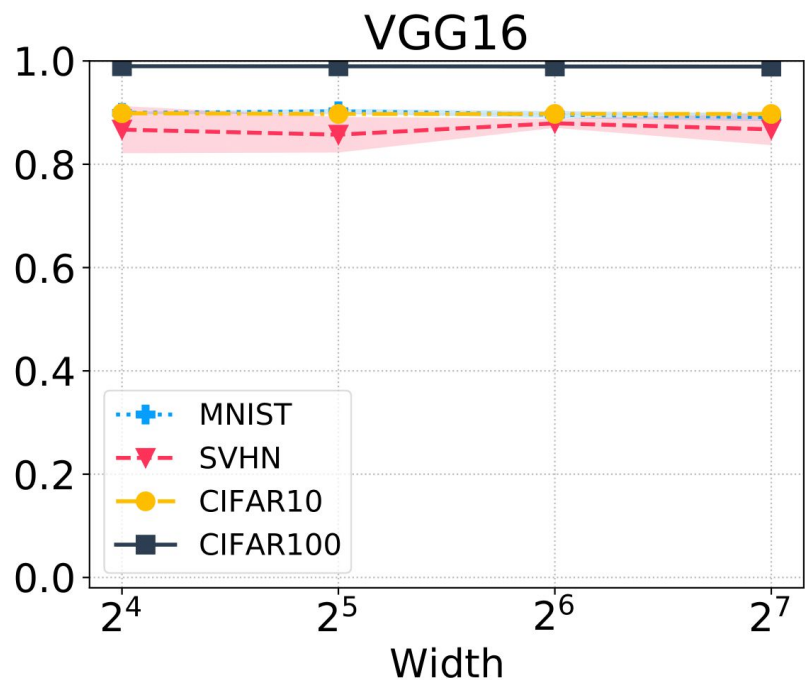
Effect of **Width** on barrier size

As the width increases, the barrier first increases and then decreases



Effect of **Width** on barrier size:

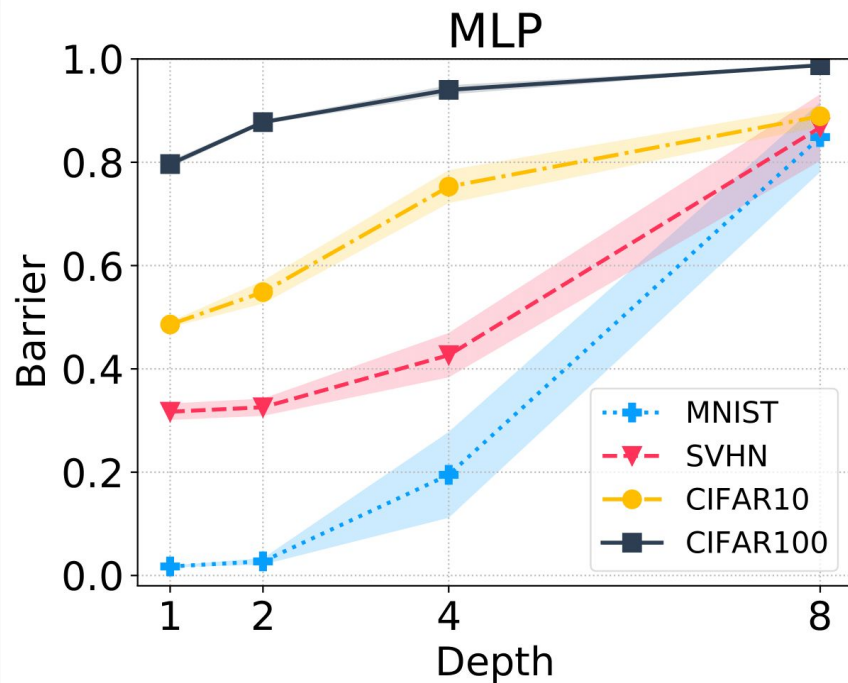
Barrier saturates at high level in deeper models



Effect of **Depth** on barrier size

Low barrier when number of layers are low

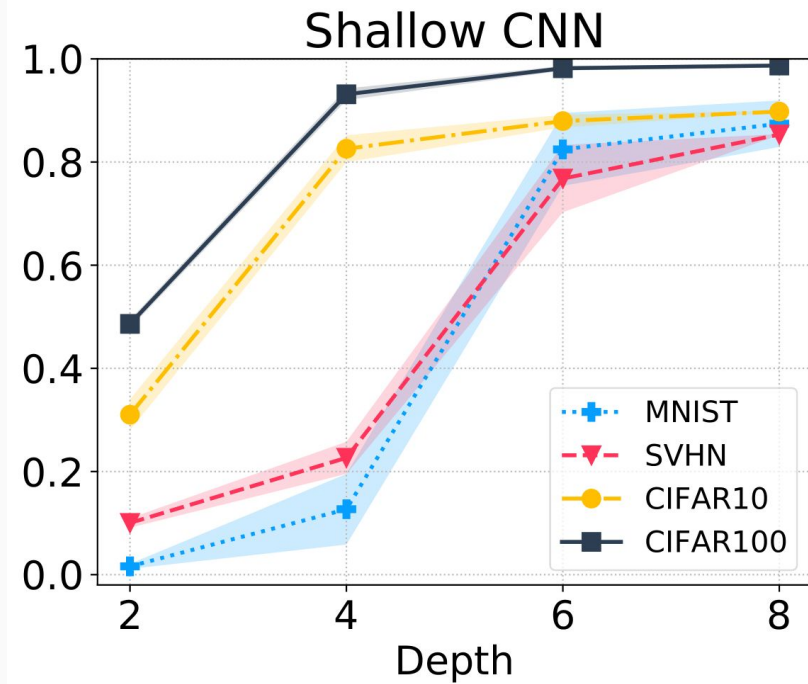
Fast and significant barrier increase as more layers are added



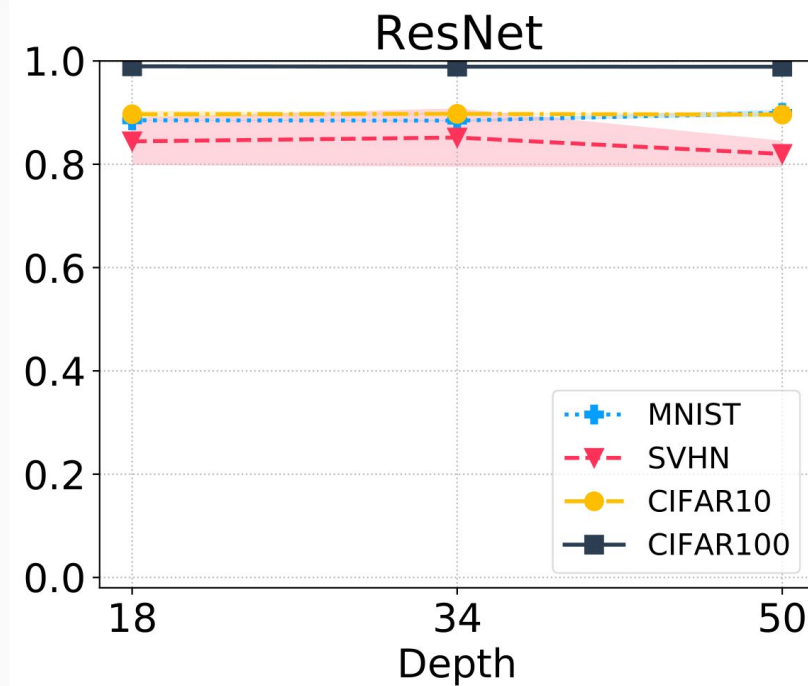
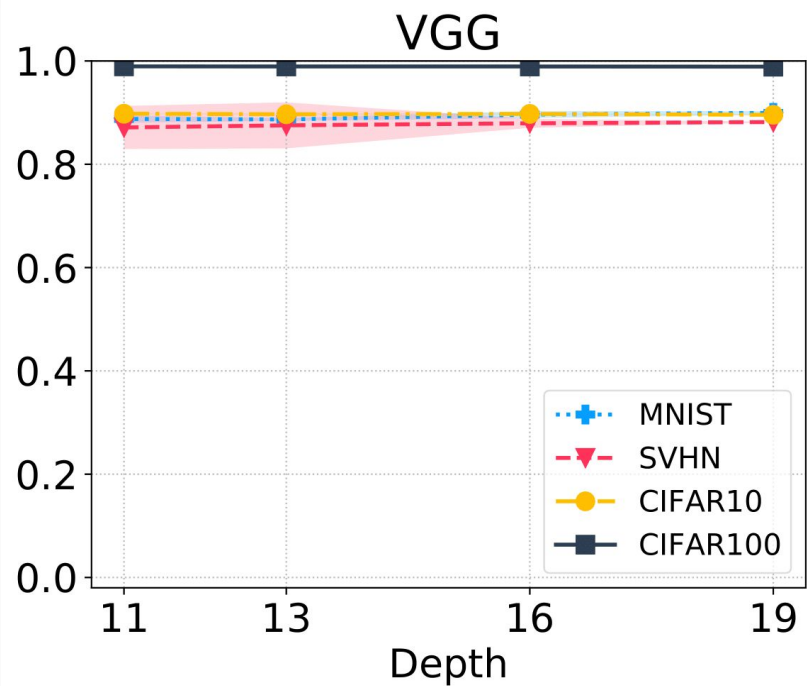
Effect of **Depth** on barrier size

Low barrier when number of layers are low

Fast and significant barrier increase as more layers are added

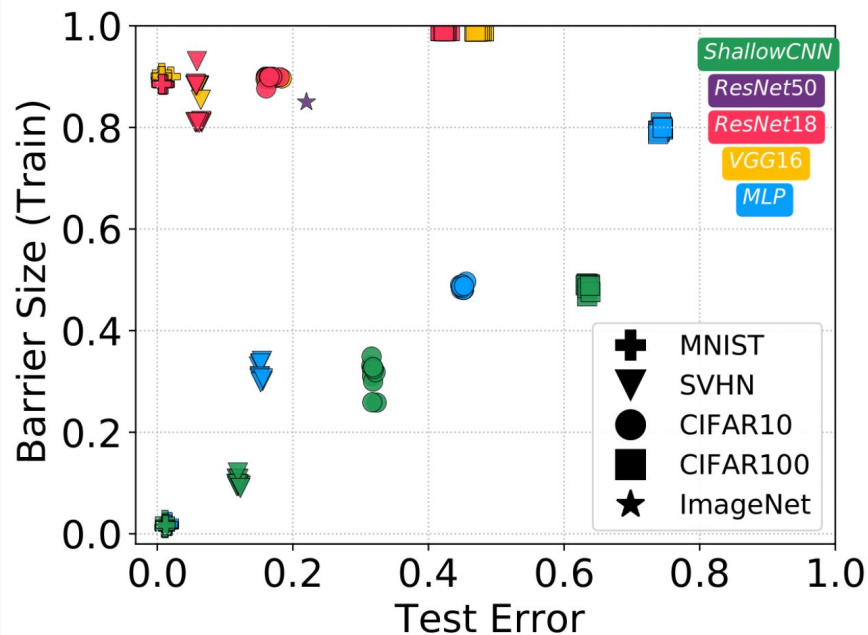


Effect of Depth on barrier size



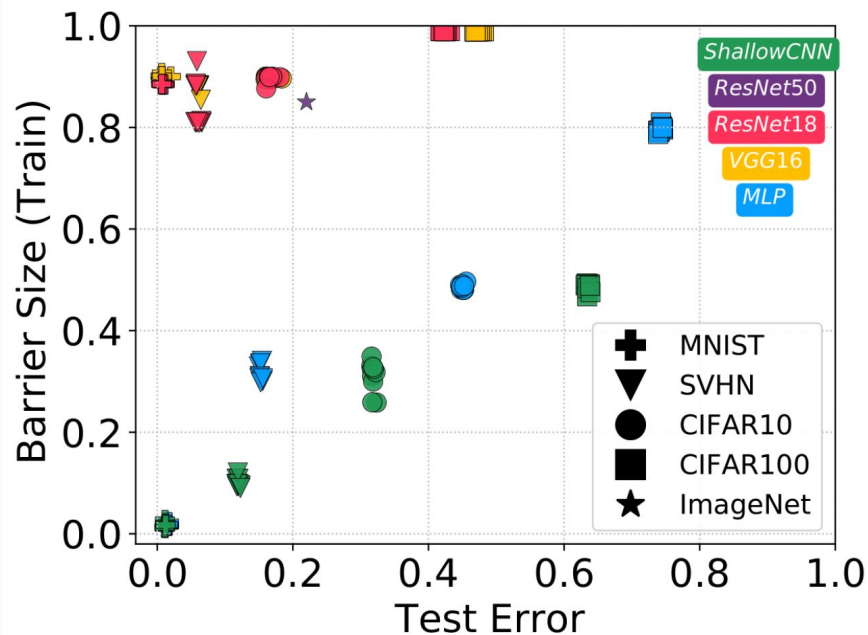
Effect of Task Complexity on barrier size

(architecture, task) has lower barrier if
the test error is lower



Effect of Task Complexity on barrier size

Effect of depth is stronger than (architecture, task) which leads to high barrier values for deep nets

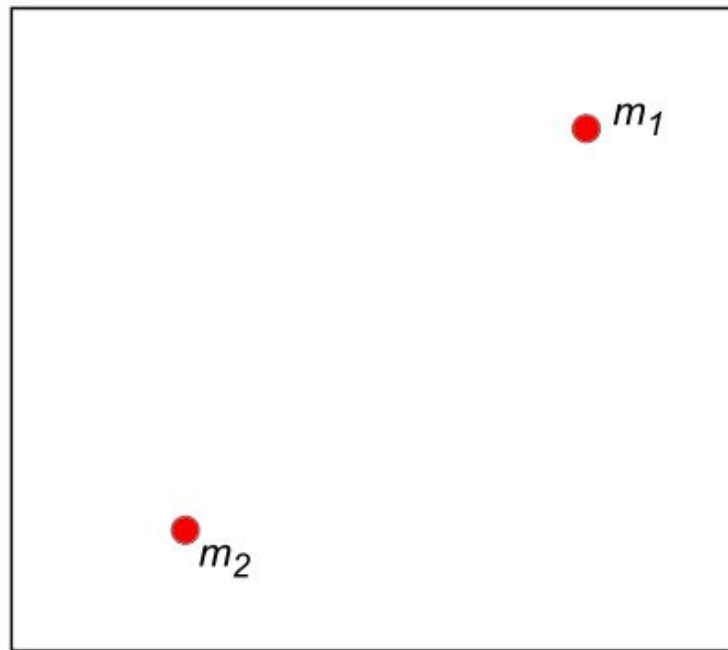


Part 2:

evidences to support conjecture

Conjecture: recall

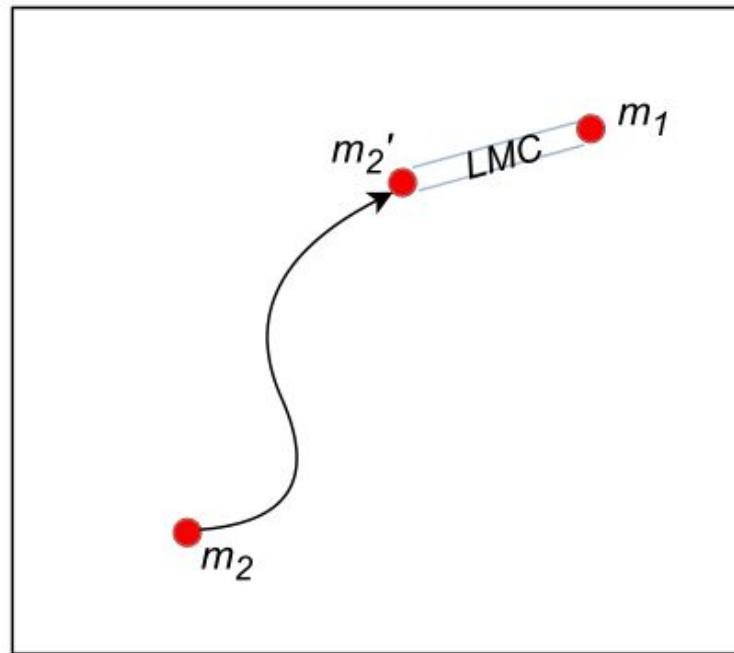
m_1, m_2 are trained and converged



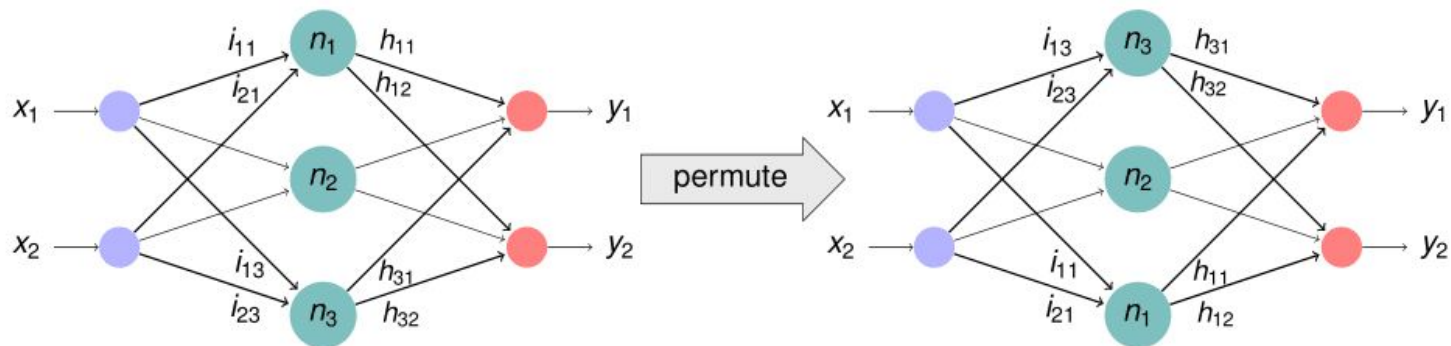
Conjecture: recall

m_1, m_2 are trained and converged

There exists a permutation applied to m_2 , making m_1 and m_2' Linearly Mode Connected.

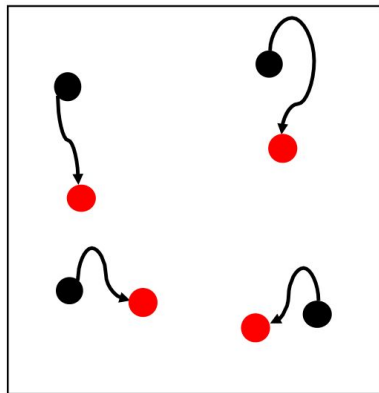


Permutation



Real-world vs. Our model

Real World



● Random Init.

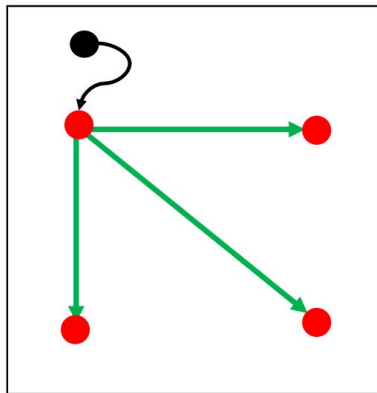
● Final parameters

↪ SGD Path

We train networks by running SGD with different random seeds and different initialization.

Real-world vs. Our model

Our Model



● Random Init.

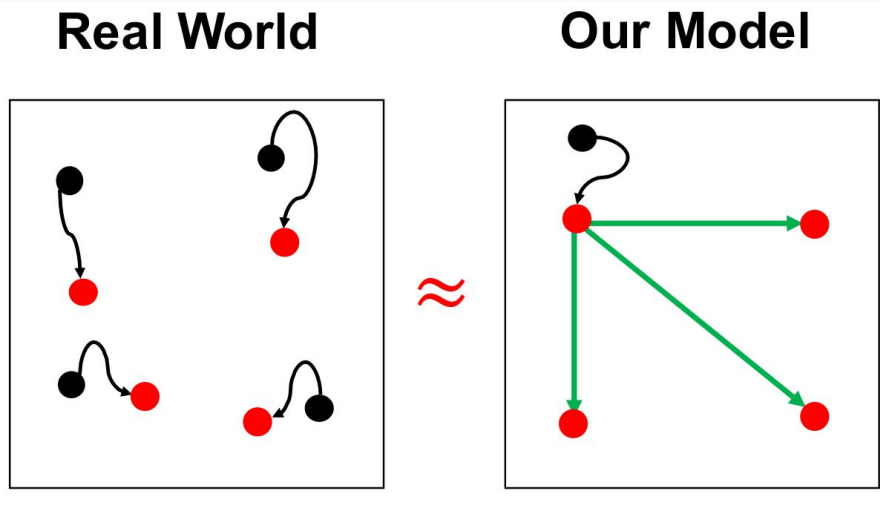
● Final parameters

↪ SGD Path

→ Random Perm.

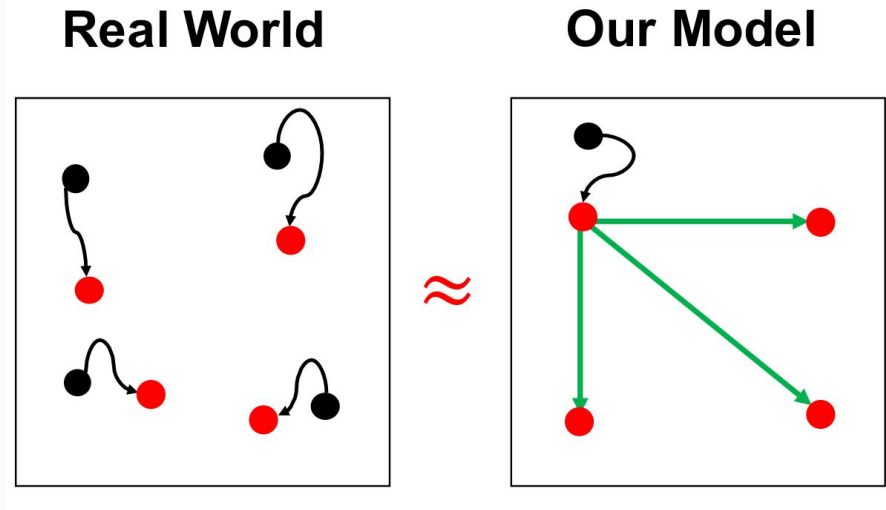
Different final networks are obtained by applying random permutations to the same SGD solution.

Real-world vs. Our model



- Our model satisfies the conjecture

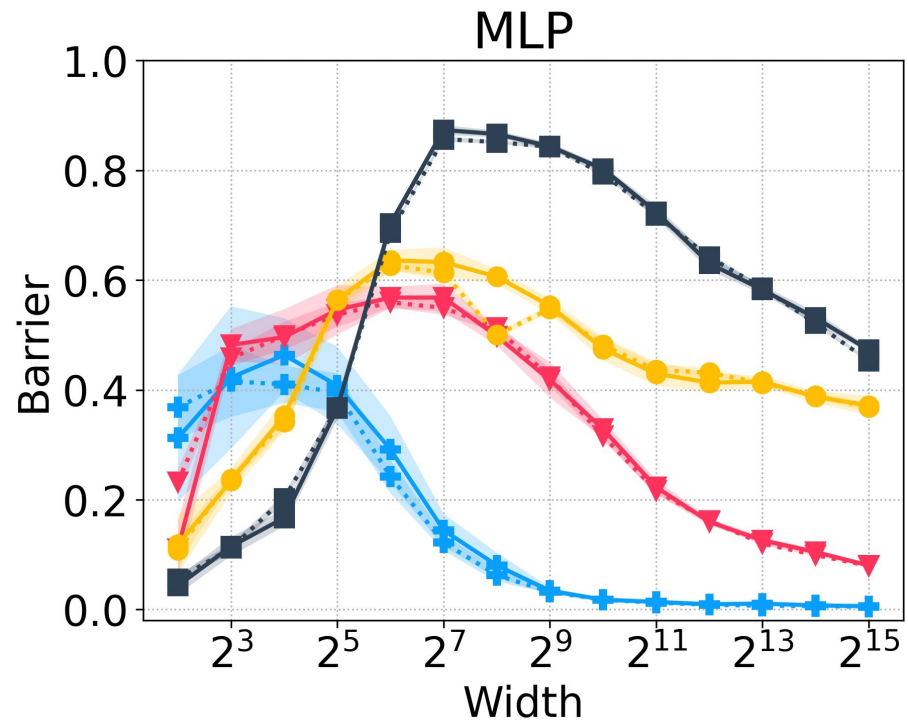
Real-world vs. Our model



- Our model satisfies the conjecture
- We show that Real world \sim Our model

Real-world vs. Our model

Similar loss barrier between real world and our model **BEFORE** permutation search

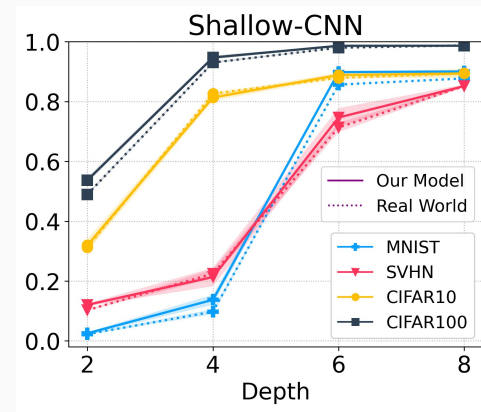
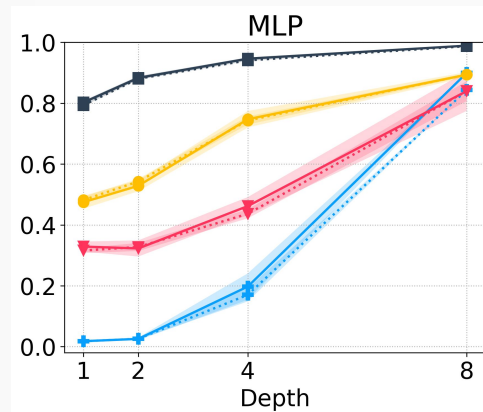
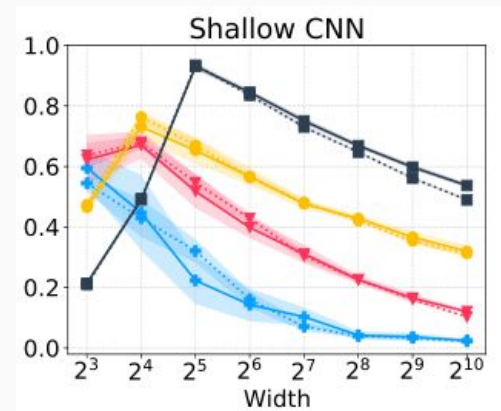
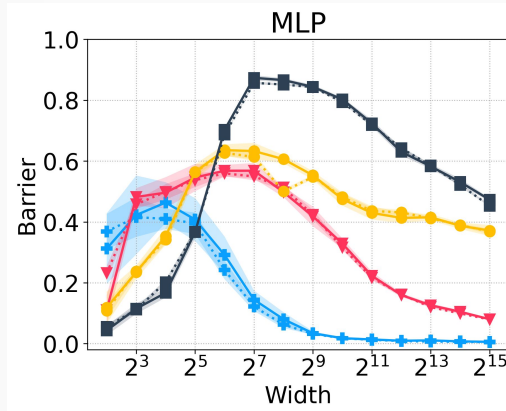


Our Model
Real World

MNIST
SVHN
CIFAR10
CIFAR100

Real-world vs. Our model

Similar loss barrier between real world and our model **BEFORE** permutation search, across all datasets, architectures, width, and depth

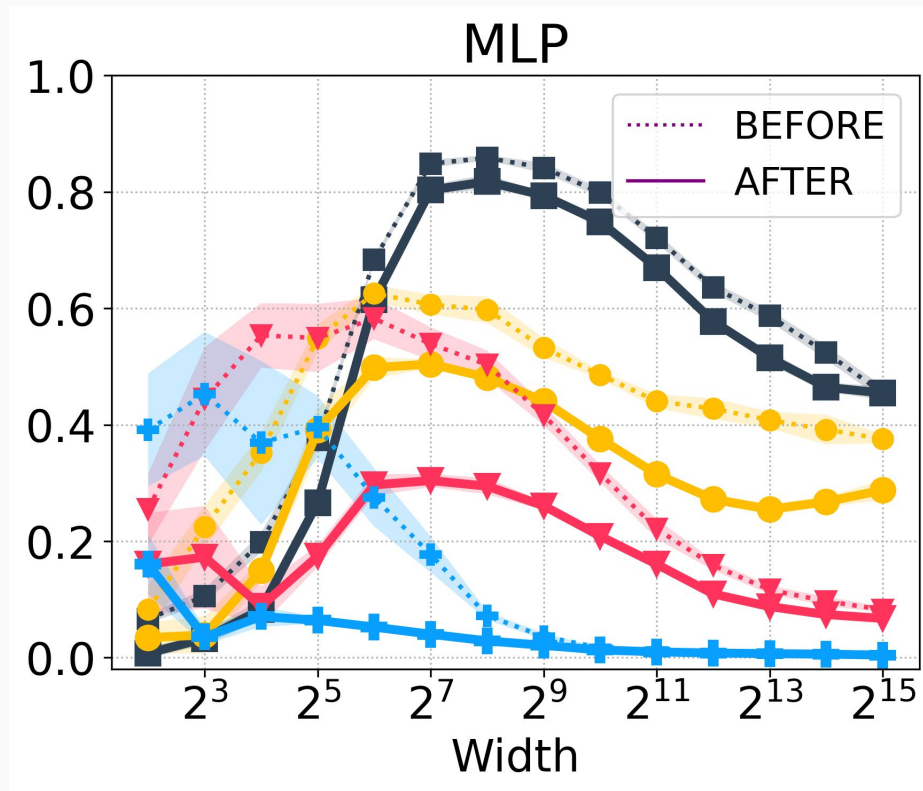


Permutation Search: Simulated Annealing

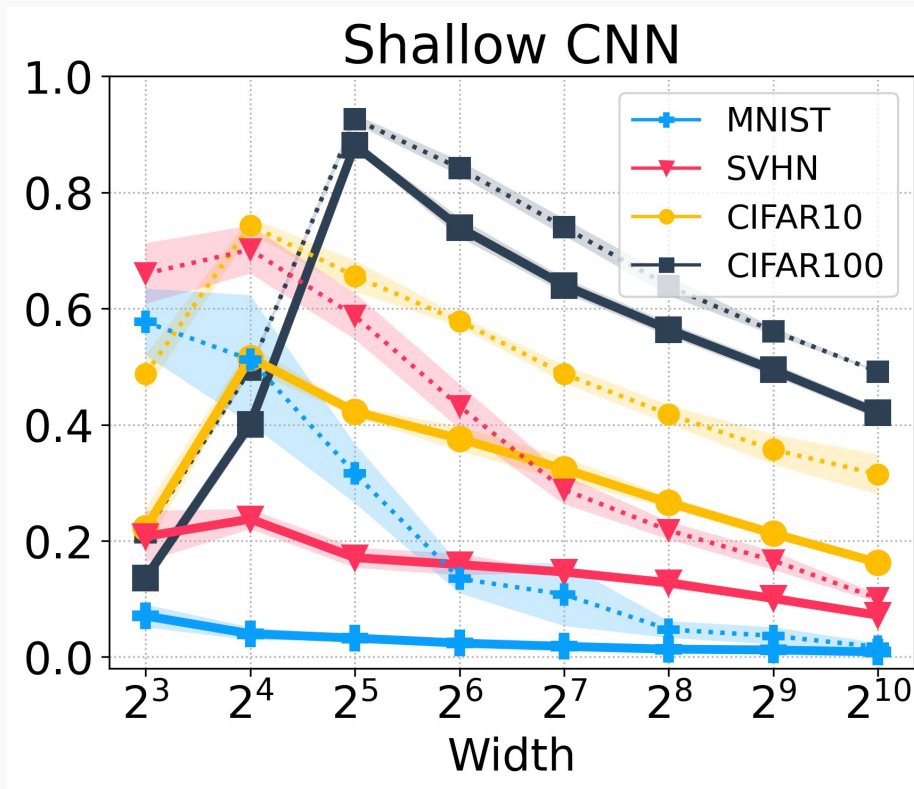
Algorithm 1 Simulated Annealing (SA) for Permutation Search

```
1: procedure SA( $\{\theta_i\}, i = 1..n, n \geq 2$ ) ▷ Goal: minimize the barrier between  $n$  solutions
2:    $\pi_i = \pi_0, \forall i = 1..n$ 
3:   for  $k = 0; k < k_{\max}; k++$  do
4:      $T \leftarrow \text{temperature}(\frac{k+1}{k_{\max}})$ 
5:     Pick random candidate permutations  $\{\hat{\pi}_i\}, \forall i = 1..n$ 
6:     if  $\Psi(P(\theta_i, \hat{\pi}_i)) < \Psi(P(\theta_i, \pi_i))$  then ▷  $\Psi$ : barrier objective function
7:        $\pi_i \leftarrow \hat{\pi}_i$ 
   return  $\{\pi_i\}$ 
```

Simulated Annealing: Performance

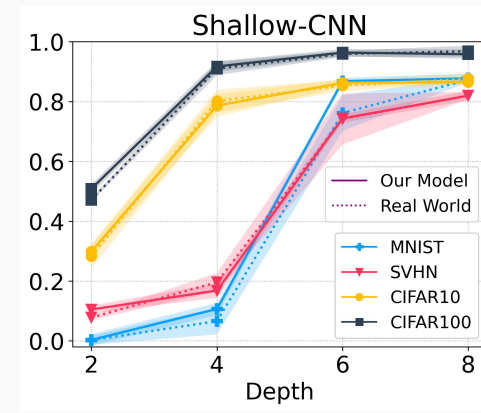
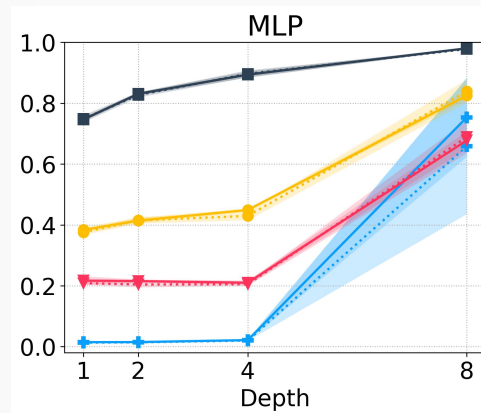
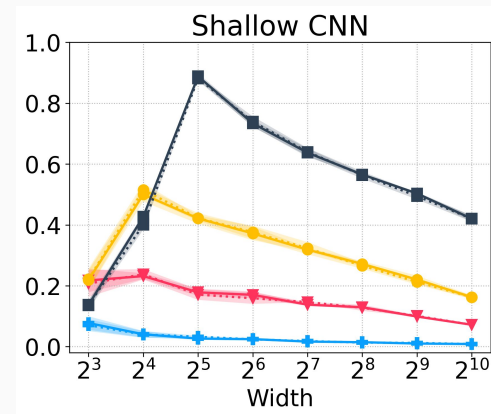
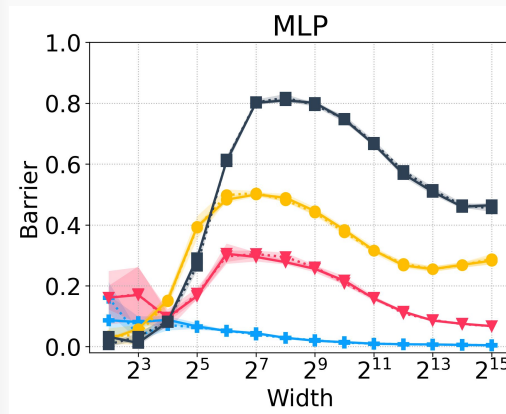


Simulated Annealing: Performance

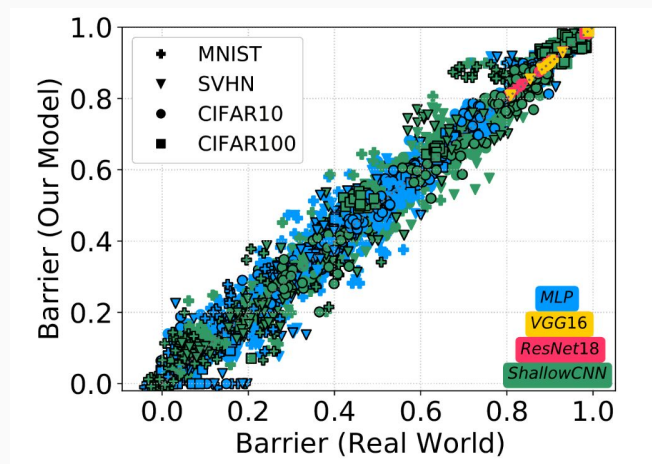


Real-world vs. Our model

Similar loss barrier between real world and our model **AFTER** permutation search



Real-world vs. Our model



- We show that Real world \sim Our model

Takeaways

- One way to form ensembles is to weight average solutions
- Conjecture: we can make different SGD solutions in one basin using permutations
- Our theoretical results + extensive experiments fall short of refuting our bold conjecture.

Thanks

Code: <https://github.com/rahimentezari/PermutationInvariance>



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