

# LITE: Memory Efficient Meta-Learning with Large Images



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# TL;DR

## The Problem

Meta-learning algorithms for few-shot classification are constrained to small images (e.g. 84 x 84 pixels) during training due to memory constraints.

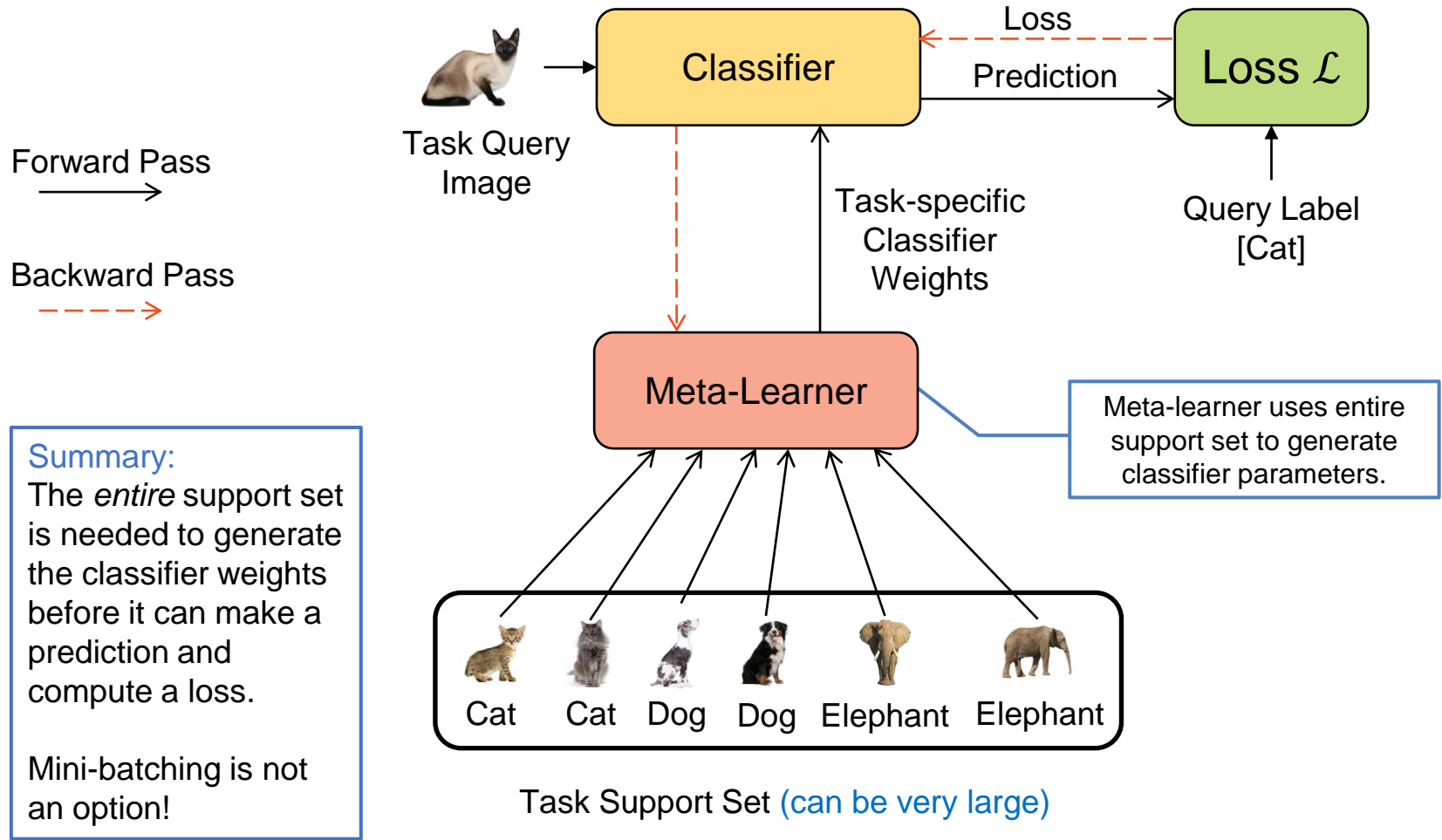
## The Solution

**LITE**, which reduces training memory usage by back-propagating only a small random subset of a task's examples.

## The Benefits

1. LITE approximation is an unbiased estimate of the true gradient.
2. Greater than 12% classification accuracy gains from using larger images on a single GPU.
3. SOTA results for meta-learners on challenging VTAB+MD and ORBIT benchmarks.

# Problem: GPU memory limits constrain meta-learning algorithms



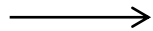
# Current Solutions

Solution	Issue
1. Small (e.g. 84 x 84) images	Classification accuracy suffers (>10% drop <sup>[1]</sup> ); can't use 224x224 pretrained models.
2. Small (subsampling) tasks	Low performance on large tasks.
3. Multiple GPUs (model parallelism)	May not be available; difficult to code.
4. Checkpointing (recompute activations on demand)	Slow; not enough memory savings.

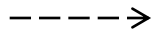
# Solution:

## LITE (Large Image and Task Episodic Training)

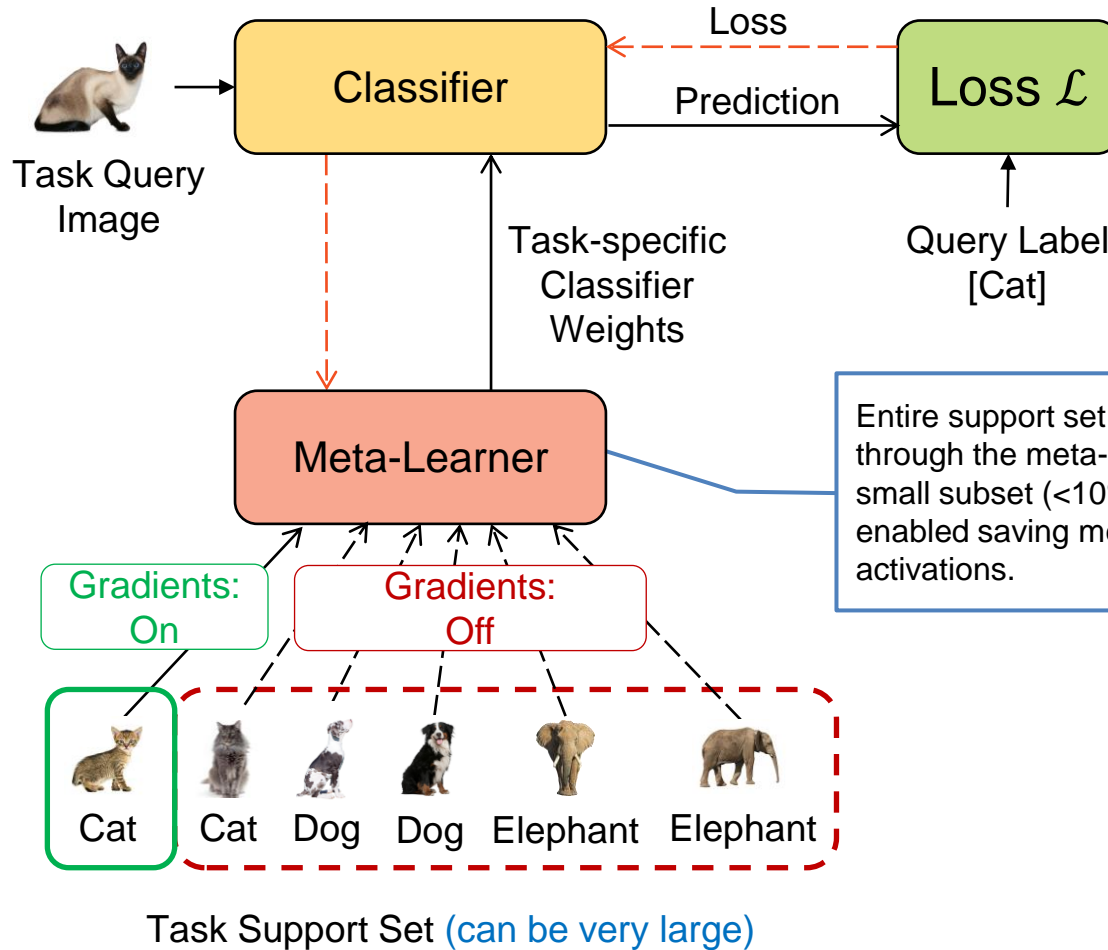
Forward Pass



Forward Pass,  
Disabled Gradient



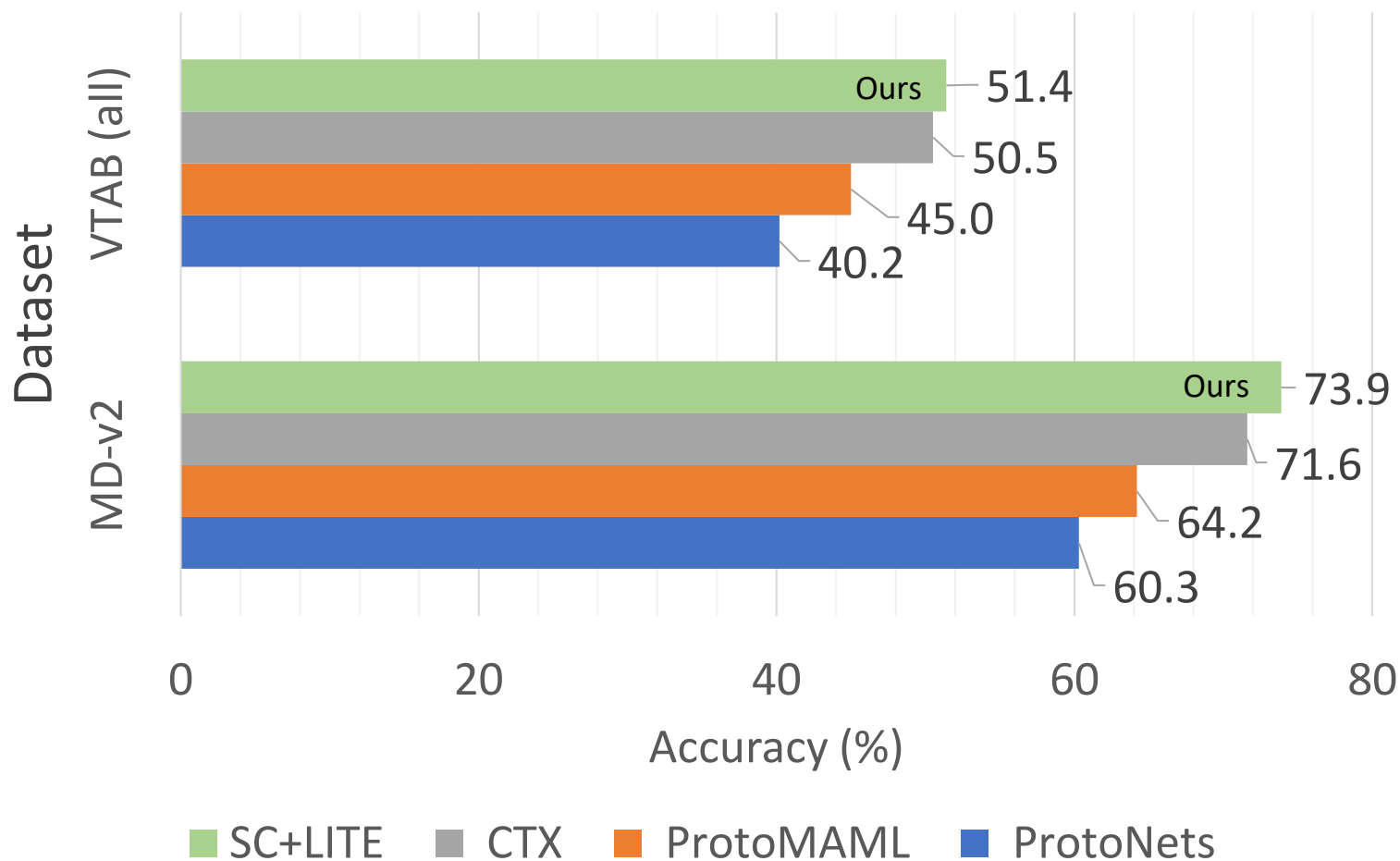
Backward Pass



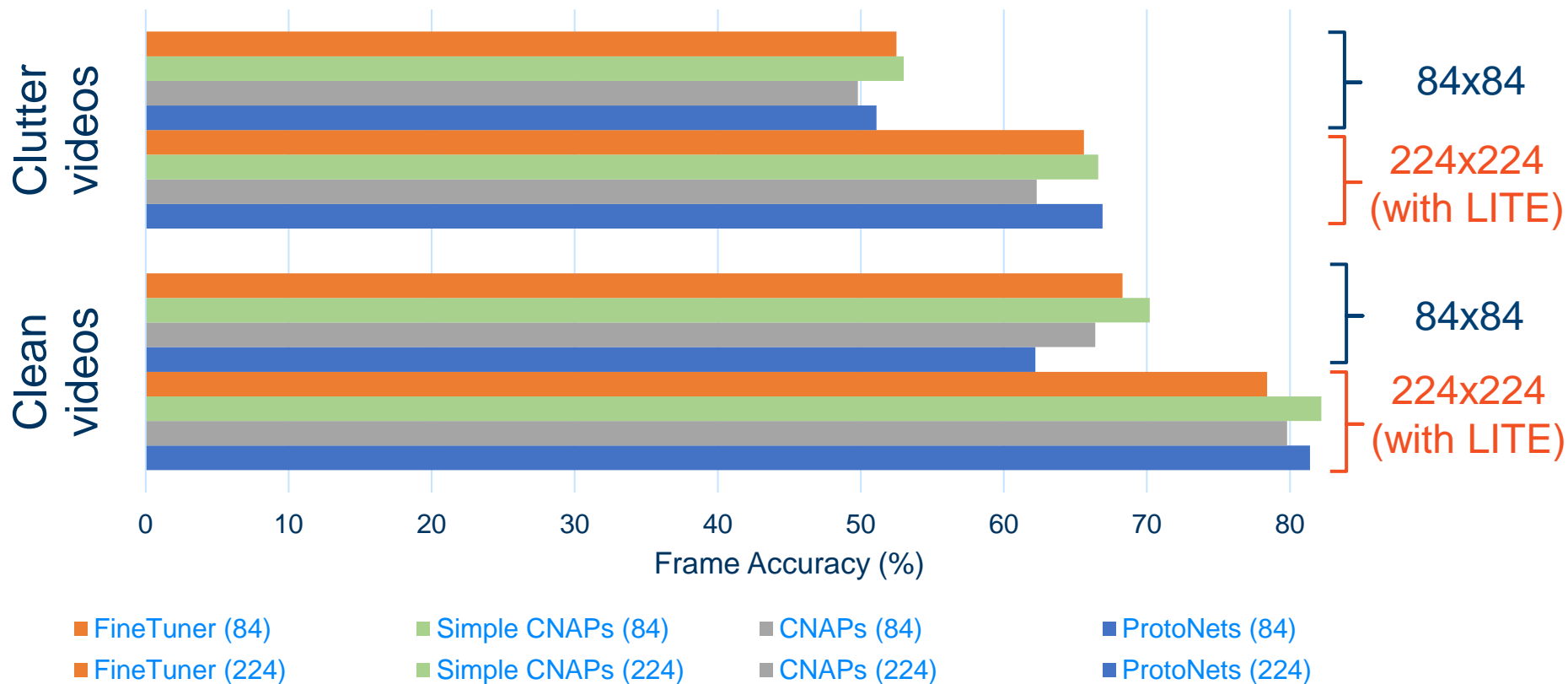
### Note:

LITE is an approximation, but it is an unbiased estimate of the true gradient!

# LITE is SOTA among Meta-Learners on VTAB+MD<sup>[1]</sup>



# LITE is SOTA on ORBIT



# Thanks for watching!

## Paper

[https://openreview.net/forum?id=x2pF7Tt\\_S5u](https://openreview.net/forum?id=x2pF7Tt_S5u)

## Code

VTAB+MD: <https://github.com/cambridge-mlg/LITE>

ORBIT: [aka.ms/orbit-code](https://aka.ms/orbit-code)