Spaces contain a vast number of architectures.

It is intractable to consider all candidate architectures, necessitating search.

...what if, instead of evaluating whole architectures, we quantified the importance of small modules – the *building blocks* of neural networks?

We then select a small number of quality modules and automatically build highperformance architectures.



Building Optimal Neural Architectures using Interpretable Knowledge

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Quantifying Arch. Module Importance

What are architecture modules?

Individual operations like nn.Conv2d/nn.Linear. Structures like ResNet/Transformer blocks.

Larger sequences like network stages.



Why is this important?

Architectures are combinations of modules.

• There are fewer modules than architectures.

The key idea!

- Limiting the number of modules severely restricts the search space size.
- Base restriction on module quality, e.g., how a module contributes to desirable architectures.



(b)
$$y = 100^{Acc} / log_{10} (Lat)$$

Why is this difficult?

Modules do not exist in a vacuum. They combine to form architectures. Typically, we only have access to end-to-end architecture metrics, e.g., accuracy/latency.



Preliminary: We cast architectures as graphs G. E.g., data format, $(arch, perf) = (G_1, y_1)$ Train a GNN predictor; $y'_1 = GNN(G_1)$ \blacktriangleright Node embeddings $\forall v \in V_G$, there is h_v > Graph embedding: $h_G = \frac{1}{|V_C|} \sum_{v \in V_G} h_v$

Key learning constraint: if $y_1 >$

In plain language:

Intuition:

How to enforce?



Magnitude Ranked Embedding

>
$$y_2$$
, then $\|h_{G_1}\|_1 > \|h_{G_2}\|_1$

Architectures with better performance have higher embedding norms.

• Graph embed from node embeddings. • Force GNN to learn in a specific way. Identify nodes that lead to high performance! Node embeddings = module scores!

```
• Differentiable Spearman \rho loss, per batch.
 Loss = 1 - \rho(y_G ||h_G||_1)
```

Experimental Results





1	ngn-quality SDV1.4 architectt		
	Arch Set	Eval Archs (68)	Exhaustiv
22	Ave. FID	22.13	1

SDv1.4 Inpainting Visual Examples



(a) Original

(b) ES

(c) AutoBuild