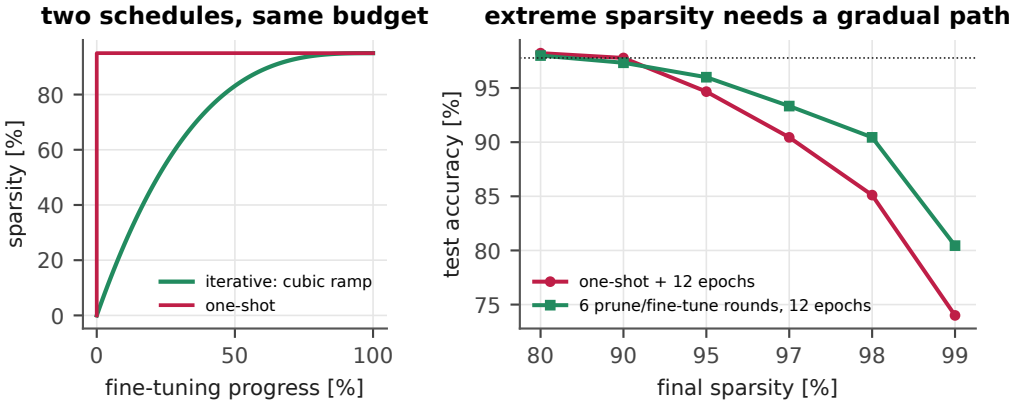

two schedules, same budget
sparsity [%]
0
20
40
60
80
0
50
100
fine-tuning progress [%]
iterative: cubic ramp
one-shot
extreme sparsity needs a gradual path
test accuracy [%]
75
80
85
90
95
80
90
95
97
98
99
final sparsity [%]
one-shot + 12 epochs
6 prune/fine-tune rounds, 12 epochs