



# CODE-CL: Conceptor-Based Gradient Projection for Deep Continual Learning

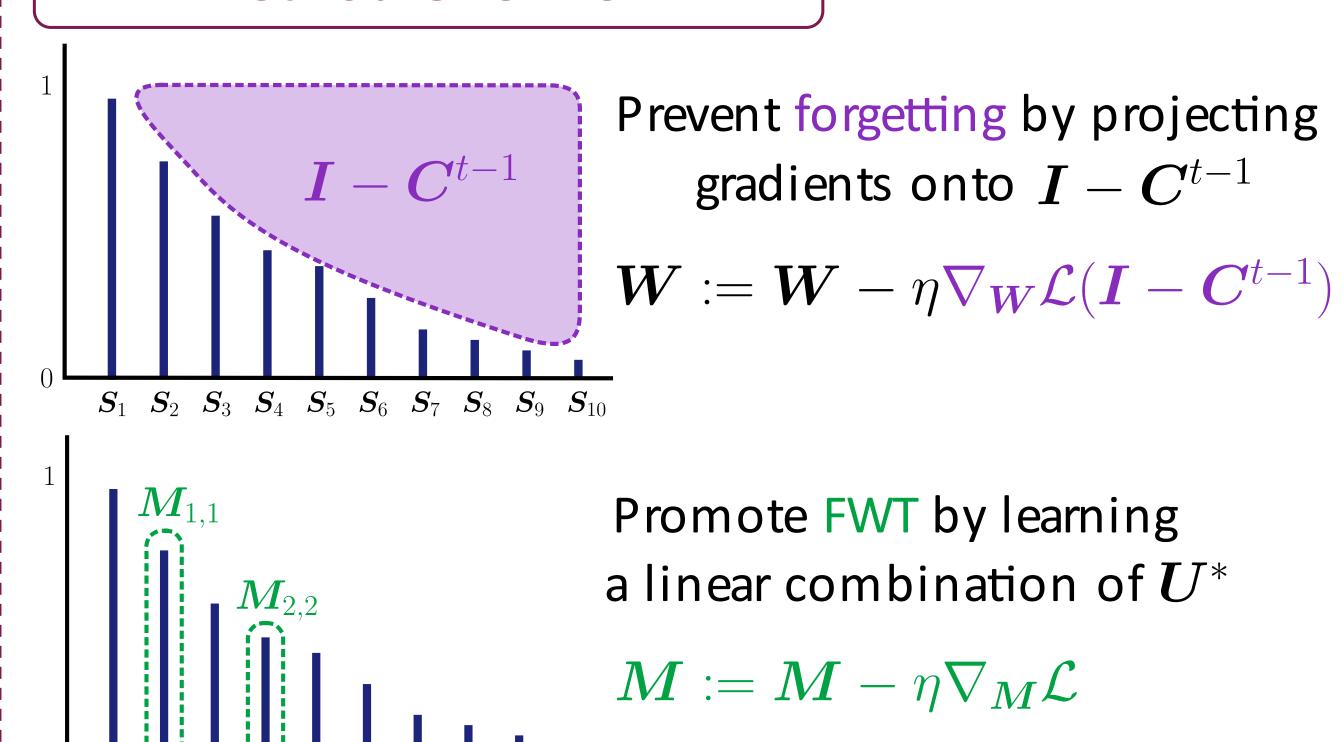


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#### Motivation

Deep networks forget past tasks when trained sequentially. Orthogonal-projection methods prevent interference but often block **forward transfer** on correlated tasks. CODE-CL balances stability and plasticity.

#### **Method Overview**



Pseudo-orthogonal updates avoid interference  $(I - C_{t-1})$  while a *learned combination* of shared directions U\* (via M) promotes transfer.

## **Key Ideas**

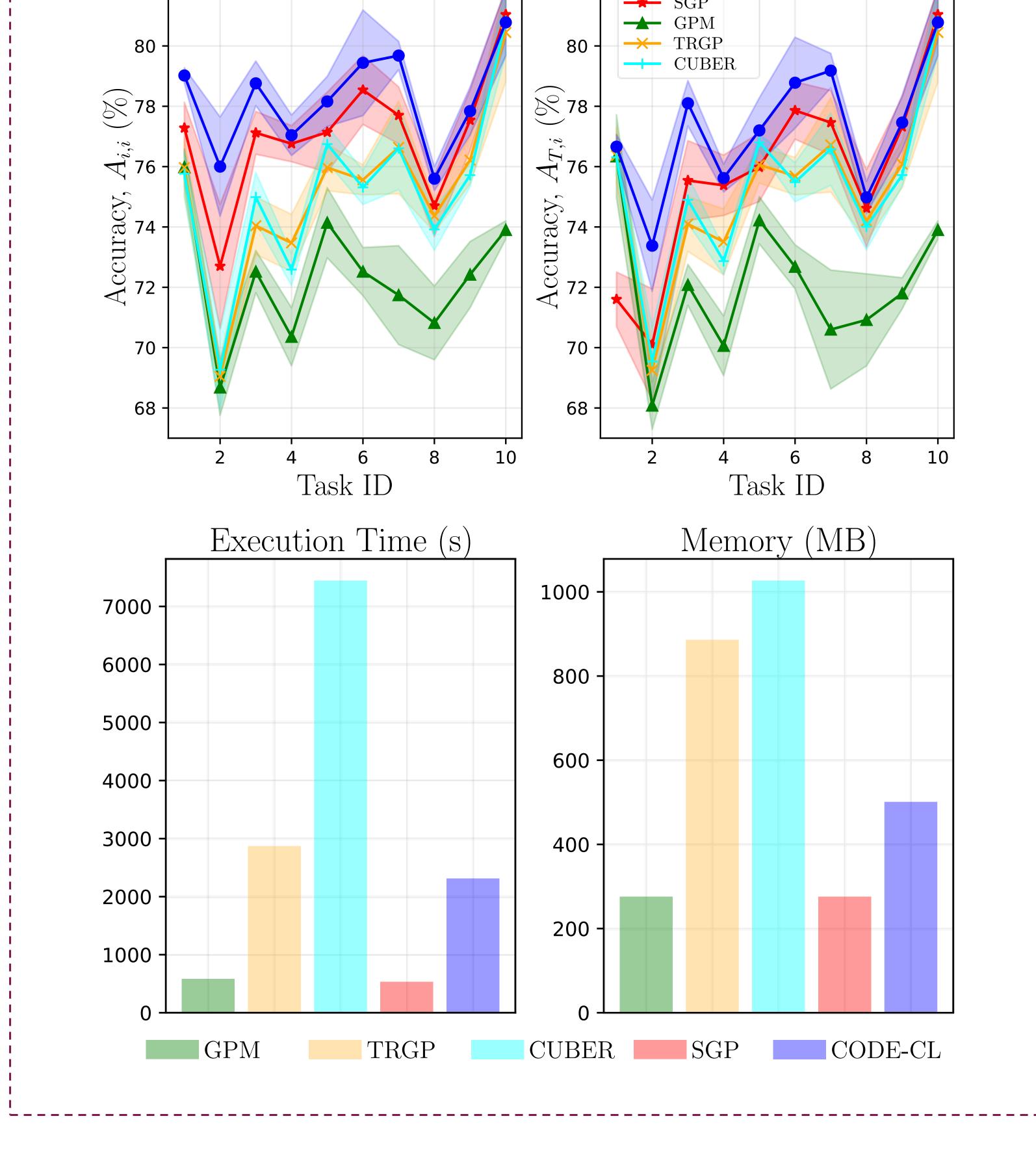
 $oldsymbol{S}_1$   $oldsymbol{S}_2$   $oldsymbol{S}_3$   $oldsymbol{S}_4$   $oldsymbol{S}_5$   $oldsymbol{S}_6$   $oldsymbol{S}_7$   $oldsymbol{S}_8$   $oldsymbol{S}_9$   $oldsymbol{S}_{10}$ 

- Encode each layer's input feature space with a conceptor  $C = USU^{T}$ .
- Constrain gradients to the **pseudo-orthogonal** subspace:  $\nabla W \leftarrow \nabla W (I C^{t-1})$
- ➤ When tasks overlap, free top-K common directions U\* and learn a linear combination M for improved forward transfer (FWT).

#### **Experiments**

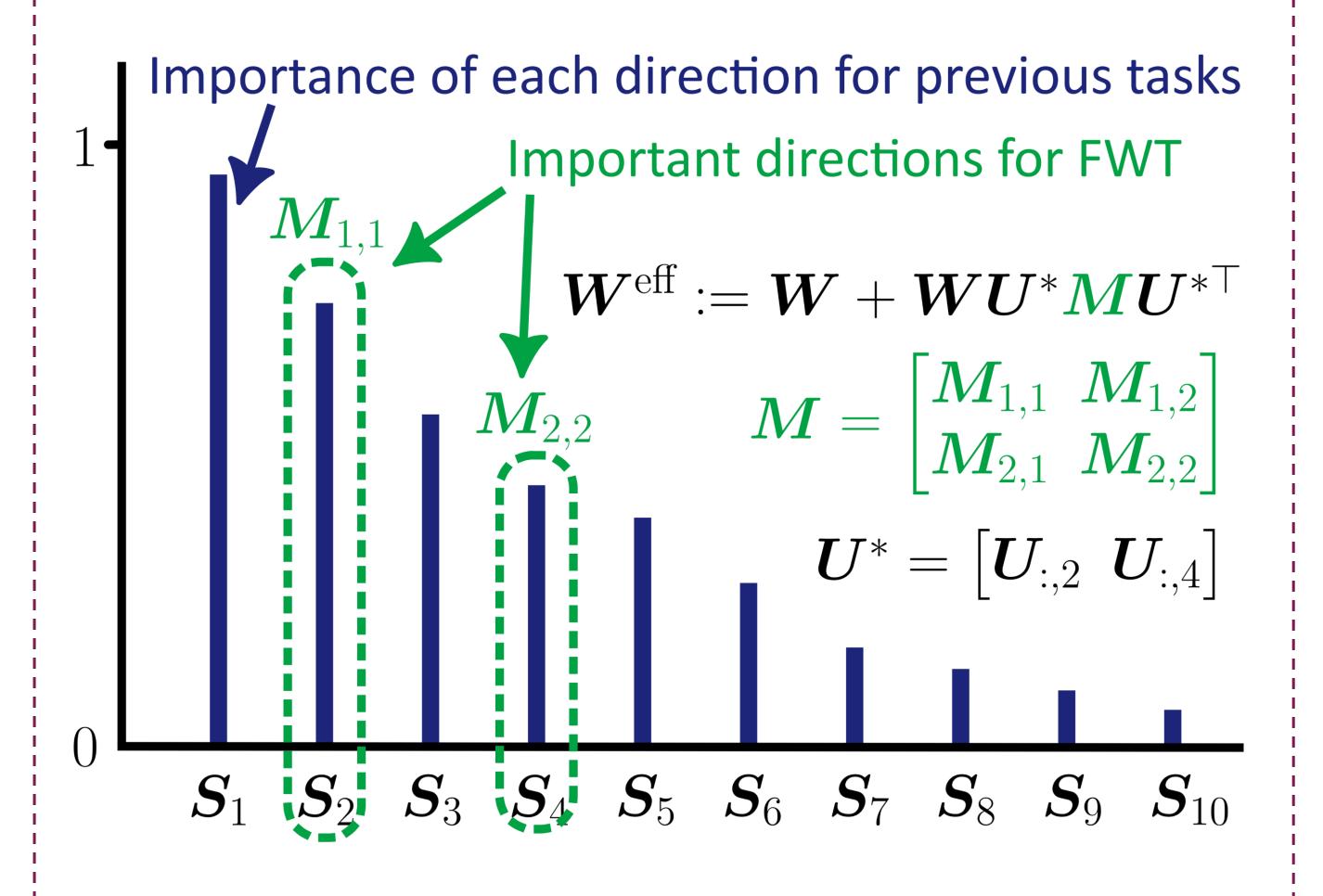
CODE-CL achieves the best trade-off between accuracy and forward transfer, especially on correlated tasks (Split CIFAR-100, minilmageNet).

Method	Split CIFAR100		Split MiniImageNet	
	ACC (%)↑	FWT (%)	ACC (%)↑	FWT (%)
GPM	$72.06 \pm 0.29$	0	$66.26 \pm 1.18$	0
TRGP	$75.24 \pm 0.29$	$2.86 \pm 0.26$	$65.08 \pm 0.94$	$-1.56 \pm 0.67$
CUBER	$75.30 \pm 0.43$	$2.86 \pm 0.49$	$64.25 \pm 0.75$	$-2.22 \pm 0.70$
SGP	$75.69 \pm 0.38$	$4.74 \pm 0.37$	$68.50 \pm 2.09$	$3.37 \pm 0.88$
CODE-CL	$ \boxed{ 77.21 \pm 0.32 }$	$5.92 \pm 0.34$	$71.16 \pm 0.32$	$\boldsymbol{4.17 \pm 0.41}$



## **Advantages Over Existing Techniques**

- > Selectivity: releases only shared, beneficial directions (fine-grained vs. whole-task subspaces).
- Safety: projections avoid editing past-critical directions.
- Fificiency: store conceptors + K free dims per task ( $K \ll N$ ).



#### **Takeaways**

- ➤ Better accuracy (ACC) with minimal forgetting, improved forward transfer (FWT) on correlated tasks.
- Fine-grained reuse of subspace directions beats coarse task-level gating.
- Light memory overhead vs. methods storing full per-task gradients.

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