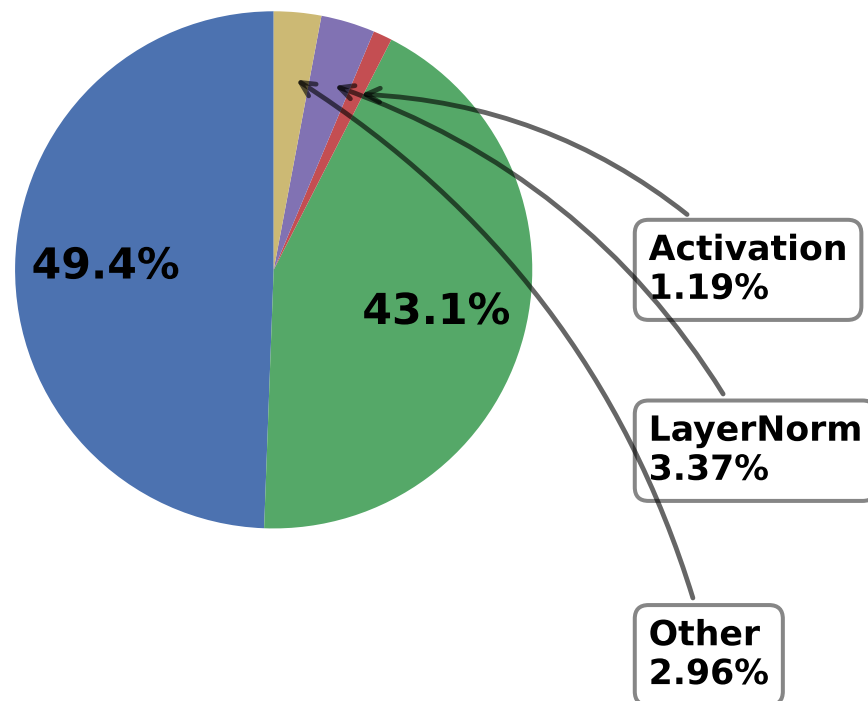
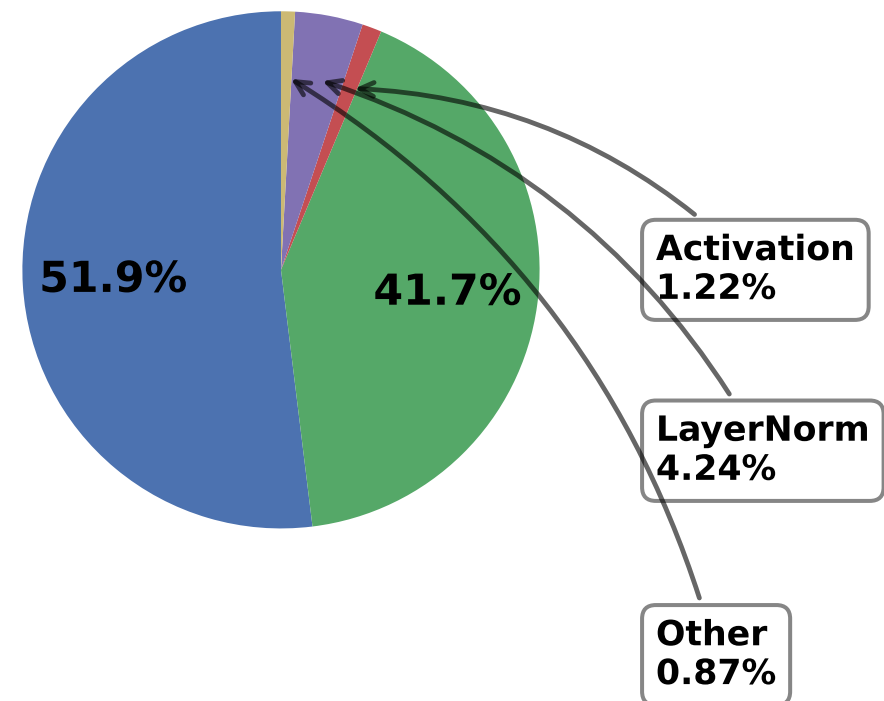


# Computation Cost of Different Components in ViT (H20 GPU)

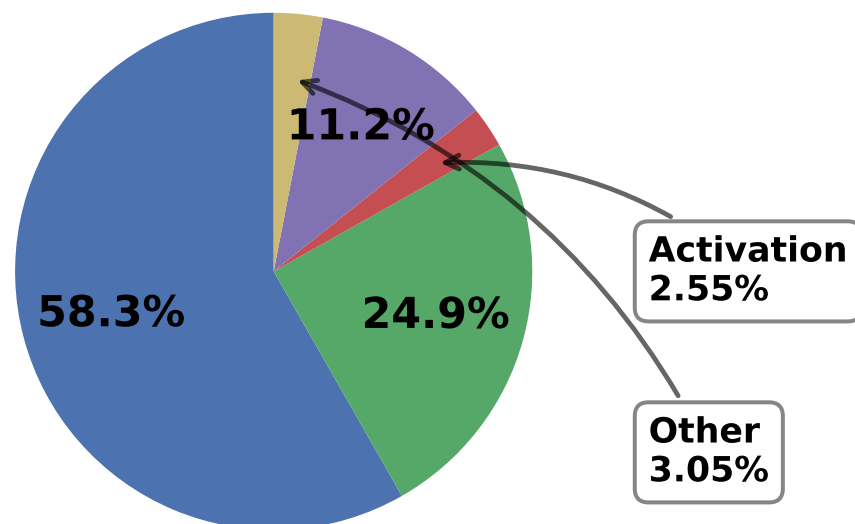
deit\_base\_patch16\_224



deit\_base\_patch16\_384



swin\_large\_patch4\_window7\_224



swin\_base\_patch4\_window7\_224

