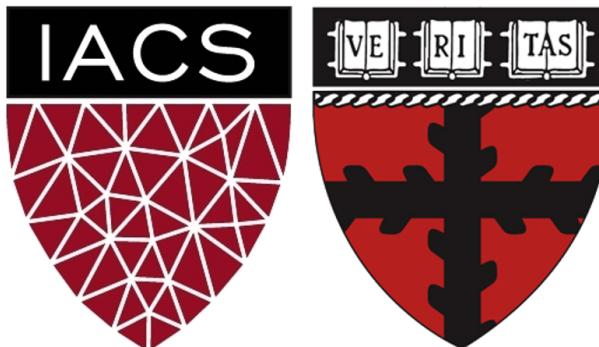


Lecture 6: From SOTA Models to Transfer Learning across Tasks

AC295

Advanced Practical Data Science
Pavlos Protopapas



Outline

1: Communications and Recap

2: SOTA Deep Models

3: Transfer Learning across Tasks

Segmentation

Communications

Practicum 2:

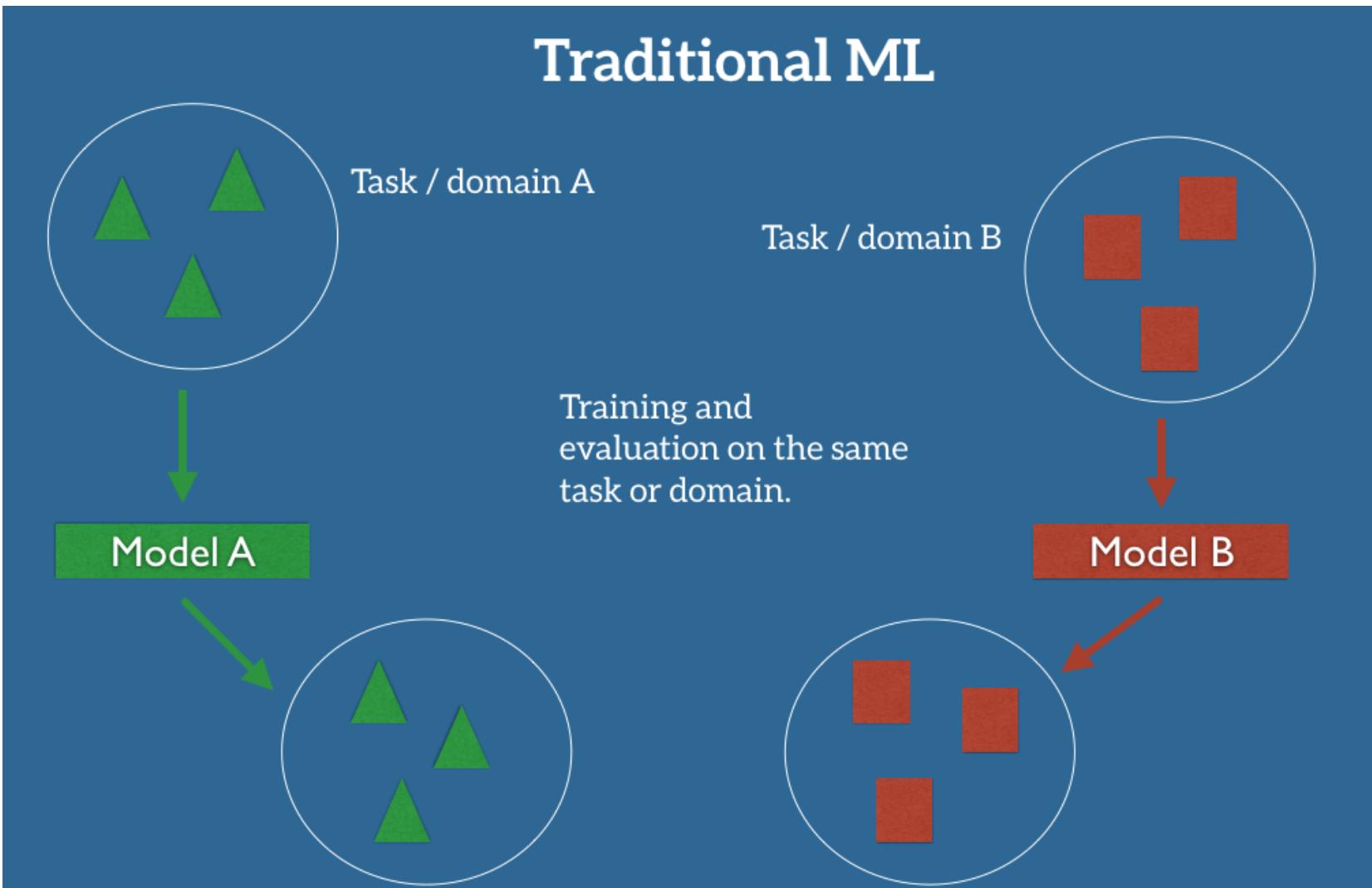
Recap

A. TL

Transfer Learning To The Rescue

- Train on a big "**source**" data set, with a big model, on one particular downstream tasks (say classification). Do it once and save the parameters. This is called a **pre-trained model**.
- Use these parameters for other smaller "**target**" datasets, say, for classification on new images (possibly different **domain**, or training distribution), or for image segmentation on old images(**new task**), or new images (**new task and new domain**).
- Less helpful if you have a large target dataset with many labels.
- Will fail if source domain (where you trained big model) has nothing in common with target domain (that you want to train on smaller data set).

Traditional ML



Outline

1: Communications and Recap

2: SOTA Deep Models

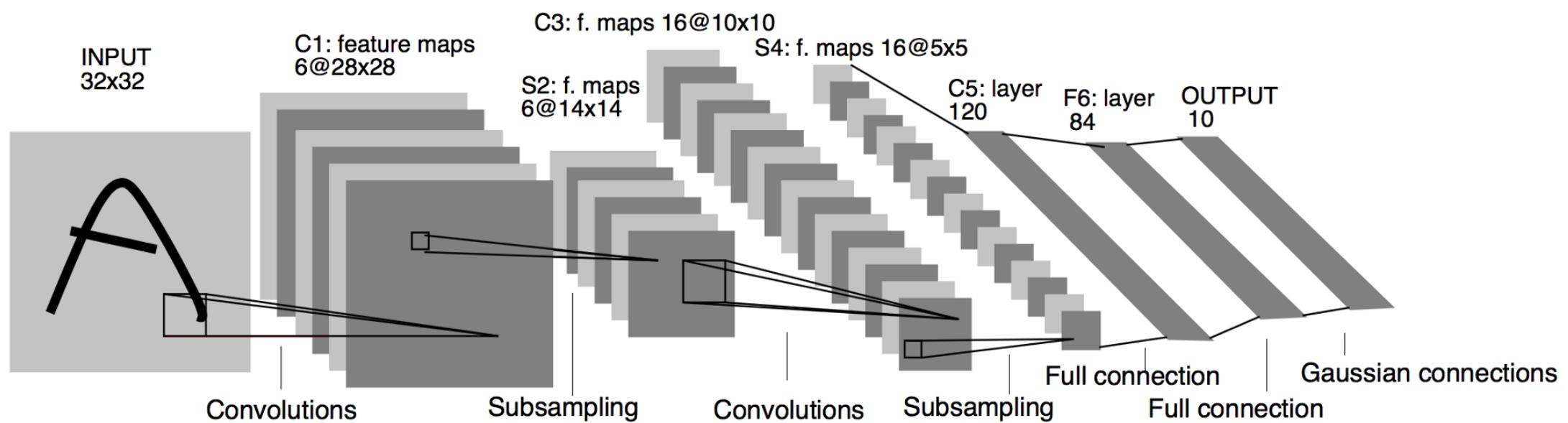
3: Transfer Learning across Tasks

SOTA Deep Models: Initial Ideas

- The first piece of research proposing something similar to a Convolutional Neural Network was authored by Kunihiko Fukushima in 1980 and was called the **NeoCognitron**¹.
- Inspired by discoveries on visual cortex of mammals.
- End of the 80's: several papers advanced the field
 - **Backpropagation** published Yann LeCun in 1985 (independently by other researchers as well)
 - TDNN by Waibel et al., 1989 - **Convolutional-like** network trained with backprop.
 - Backpropagation applied to handwritten zip code recognition by LeCun et al., 1989

SOTA Deep Models: Le Net

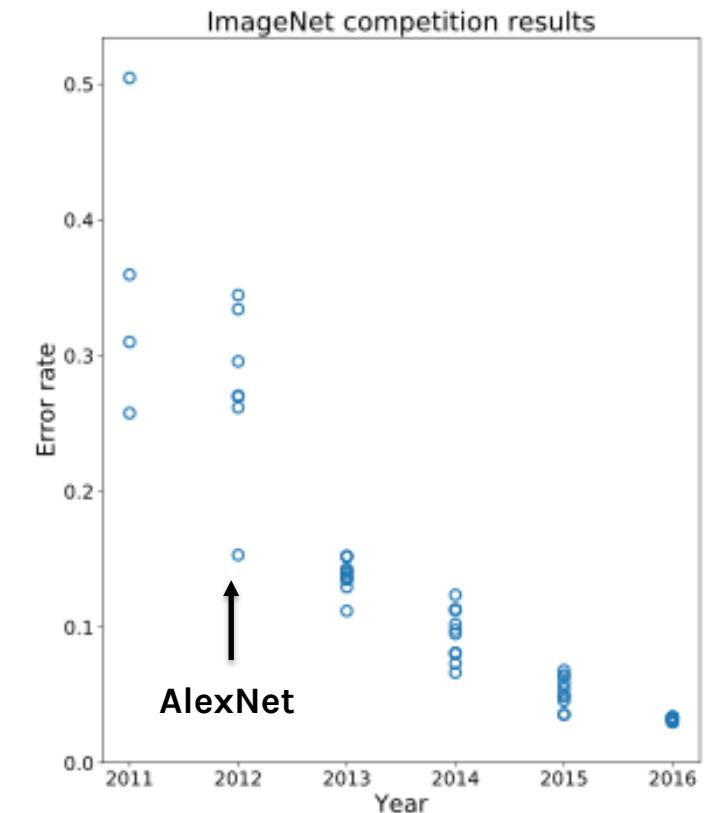
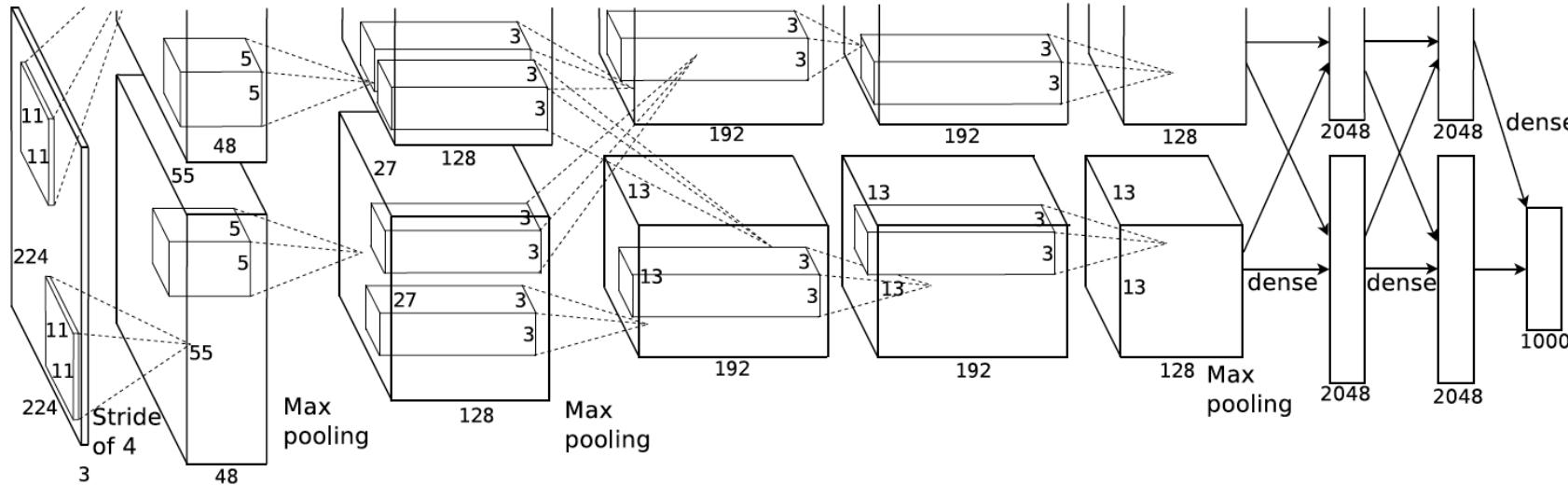
- In 1998 **LeCun** publishes one of his most recognized papers describing a “modern” CNN architecture for document recognition, called LeNet². **Not his first iteration**, this was indeed LeNet-5.



SOTA Deep Models: AlexNet

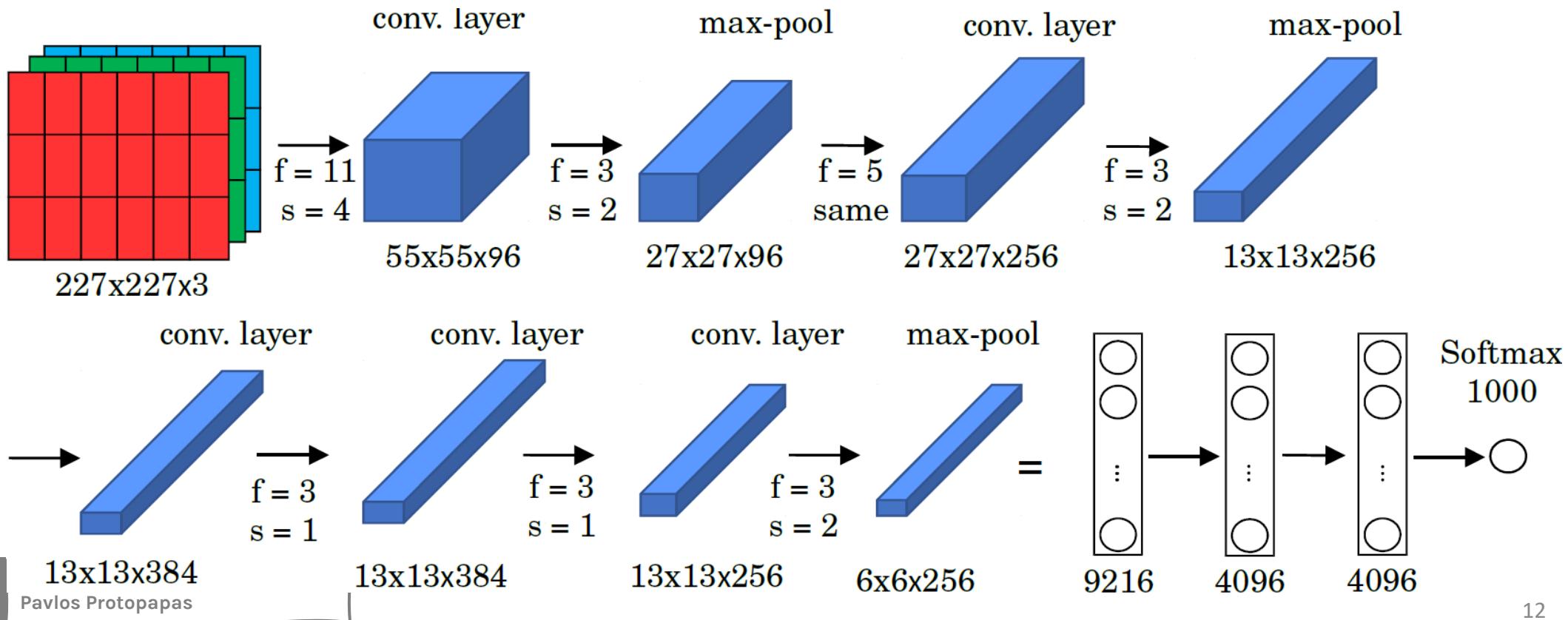
- Developed by **Alex Krizhevsky, Ilya Sutskever and Geoffrey Hinton** at Utoronto in 2012. More than 25000 citations.
- Destroyed the competition in the **2012 ImageNet Large Scale Visual Recognition Challenge**. Showed benefits of CNNs and kickstarted AI revolution.
- Main contributions:
 - Trained on ImageNet with data augmentation.
 - Increased depth of model, GPU training (5/6 days).
 - Smart optimizer and Dropout layers.
 - ReLU activation!

SOTA Deep Models: AlexNet <cont>



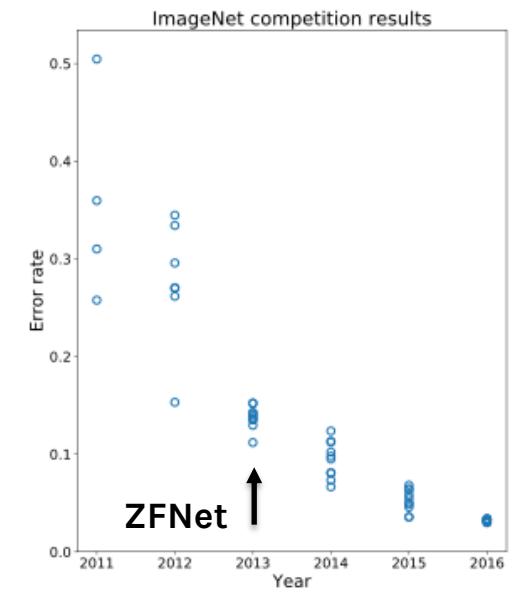
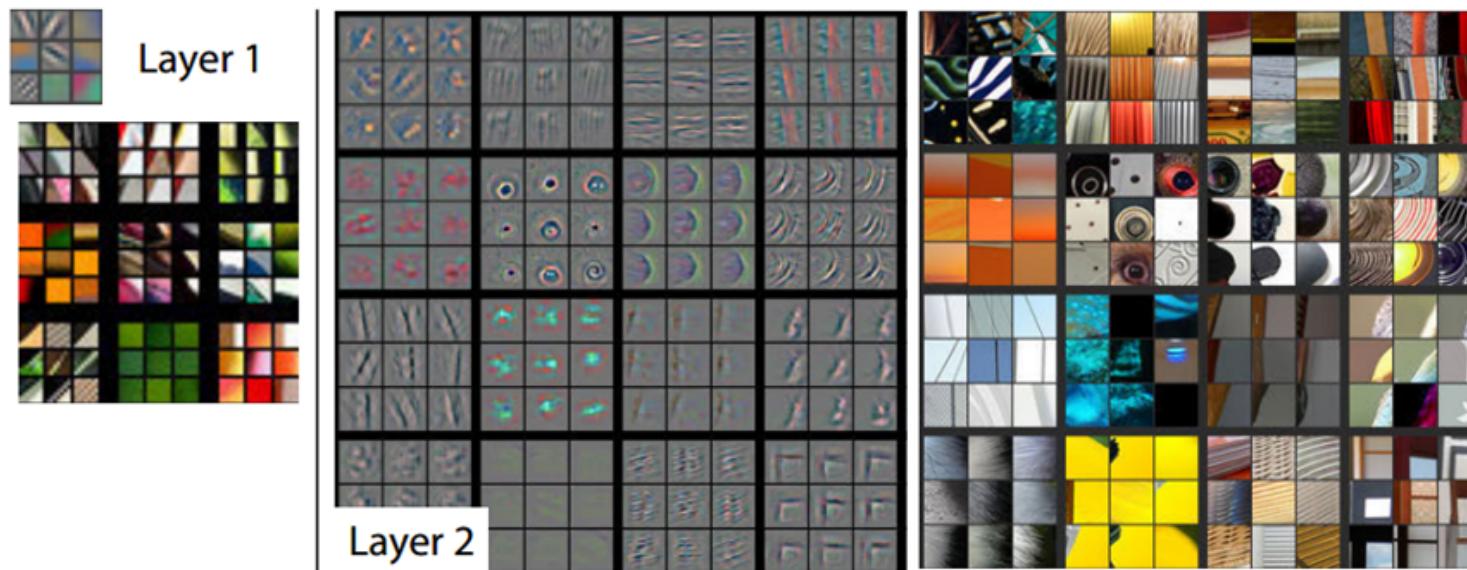
SOTA Deep Models: AlexNet <cont>

- Trained on 1.2 million high-resolution ($227 \times 227 \times 3$) images in the ImageNet 2012 contest;
- 1000 different classes, NN with 60 million parameters to optimize (~ 255 MB).



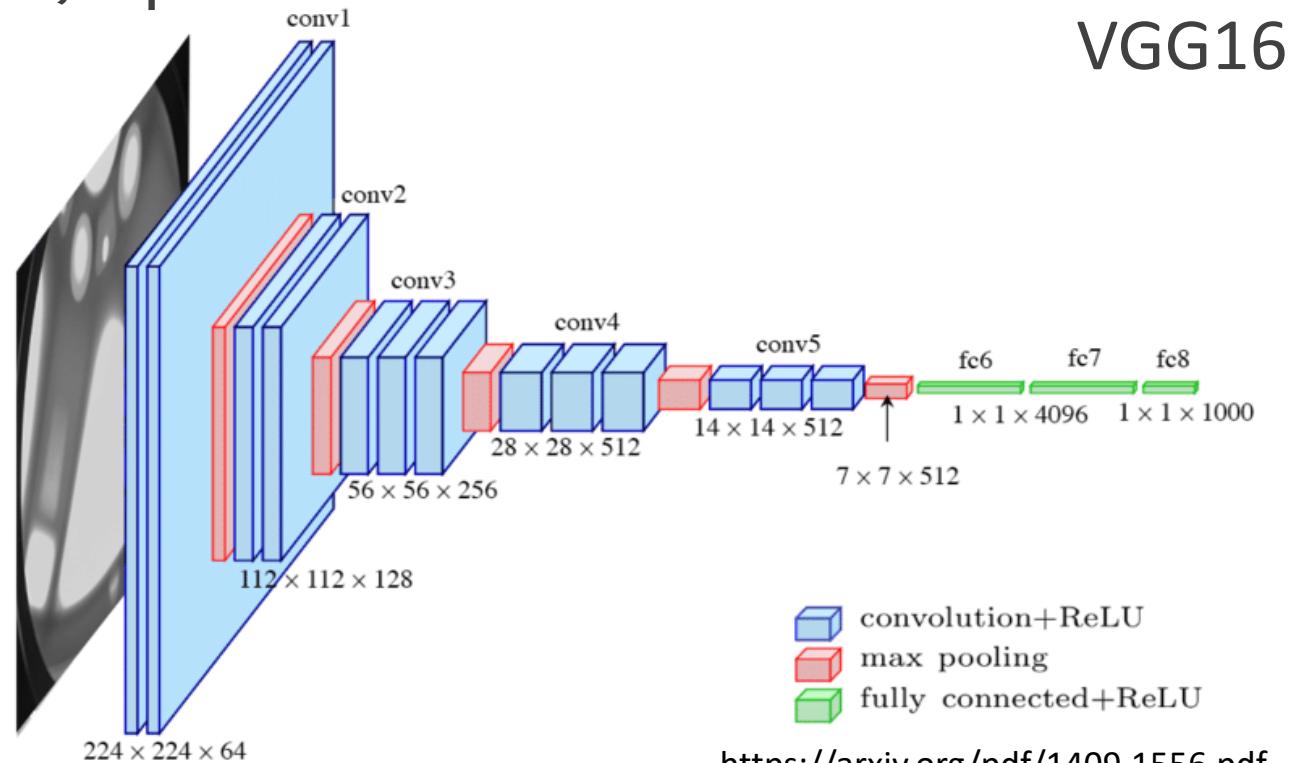
SOTA Deep Models: ZFNet

- Introduced by **Matthew Zeiler and Rob Fergus** from NYU, won ILSVRC 2013 with 11.2% error rate. **Decreased sizes of filters**.
- Paper presented a visualization technique named Deconvolutional Network, which helps to **examine different feature activations and their relation to the input space**. Trained for 12 days.



SOTA Deep Models: VGG16

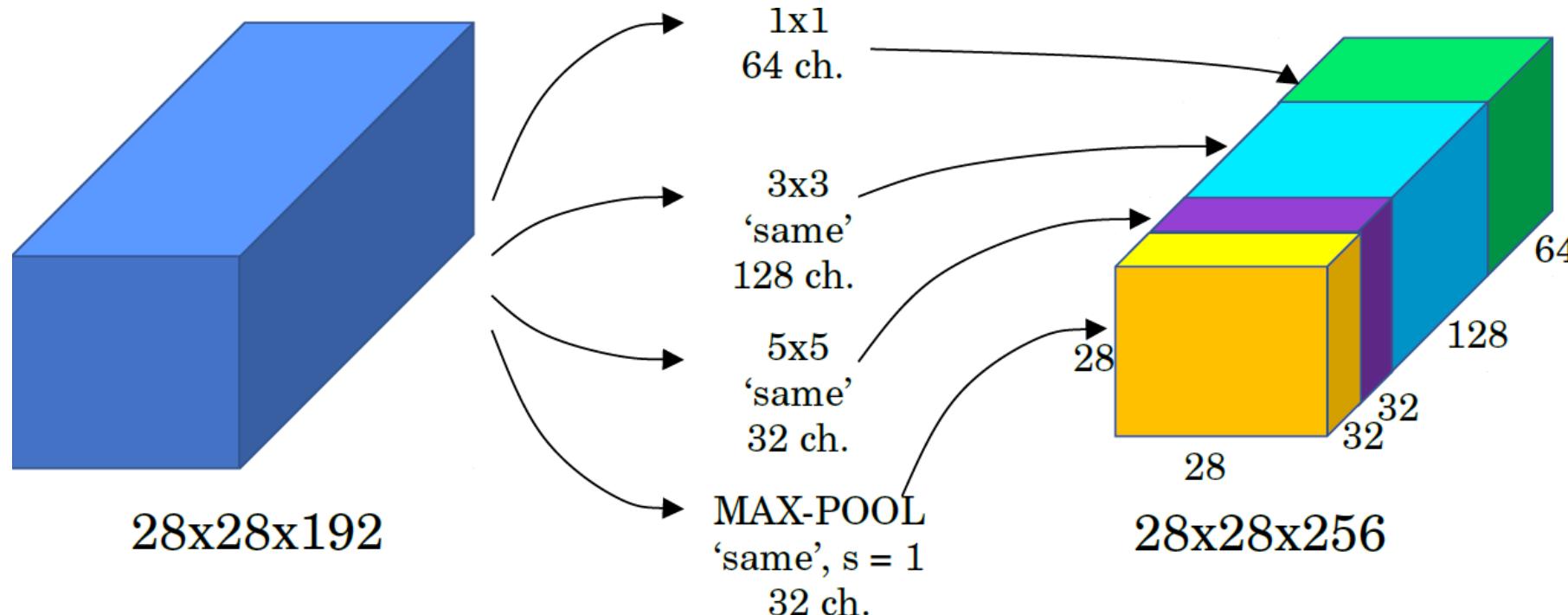
- Introduced by **Simonyan and Zisserman** in 2014
- **Simplicity and depth** as main points
- **Uses 3x3 filters exclusively and 2x2 MaxPool layers with stride 2**
- Showed that two 3x3 filters have an effective receptive field of 5x5
- As **spatial size decreases, depth increases**
- Trained for 2/3 weeks
- Still used as of today





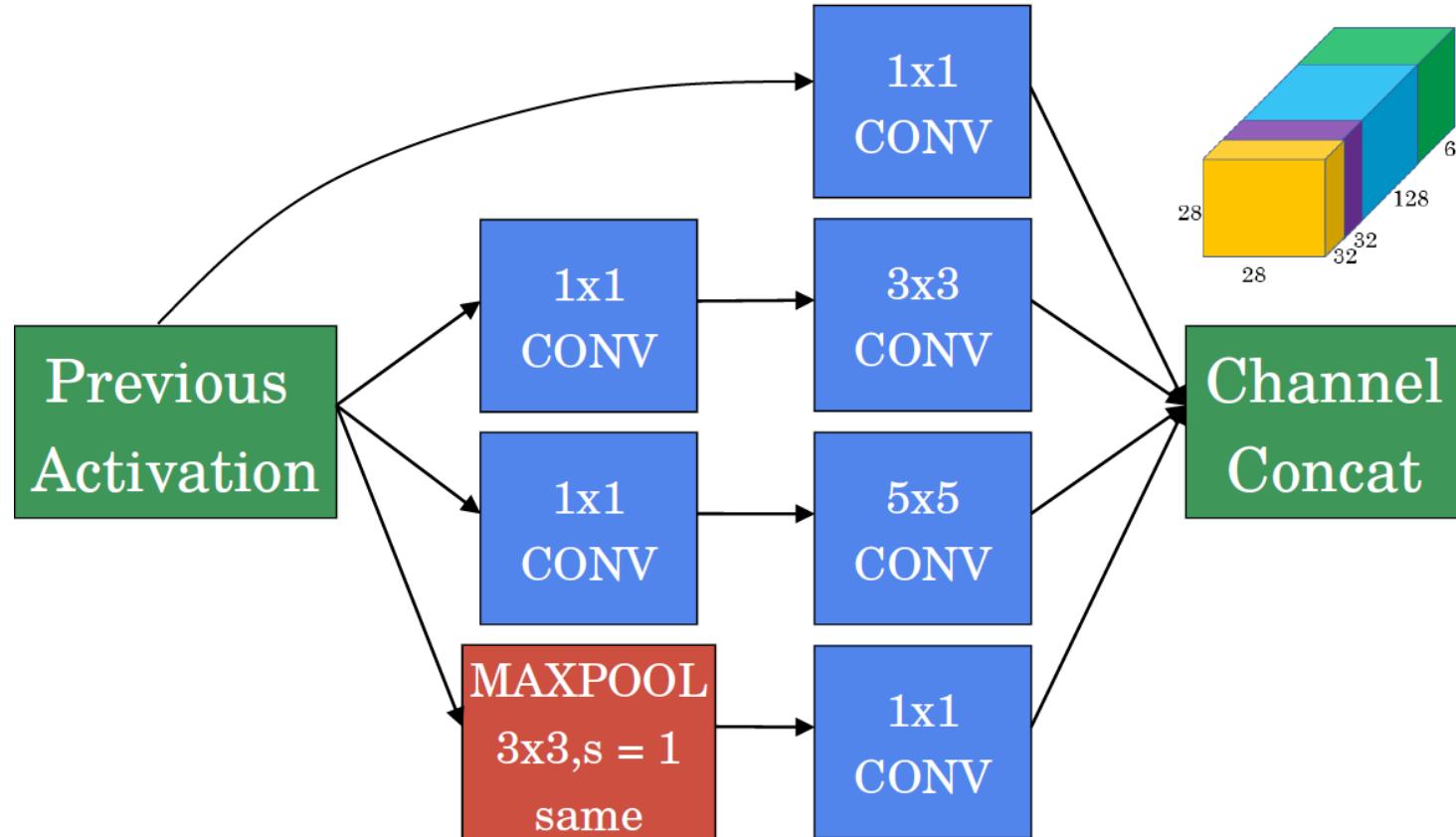
SOTA Deep Models: Inception (GoogLeNet)

- The motivation behind inception networks is to use **more than a single type of convolution layer at each layer**.
- Use 1×1 , 3×3 , 5×5 convolutional layers, and max-pooling layers **in parallel**.
- **All modules use same convolution.**



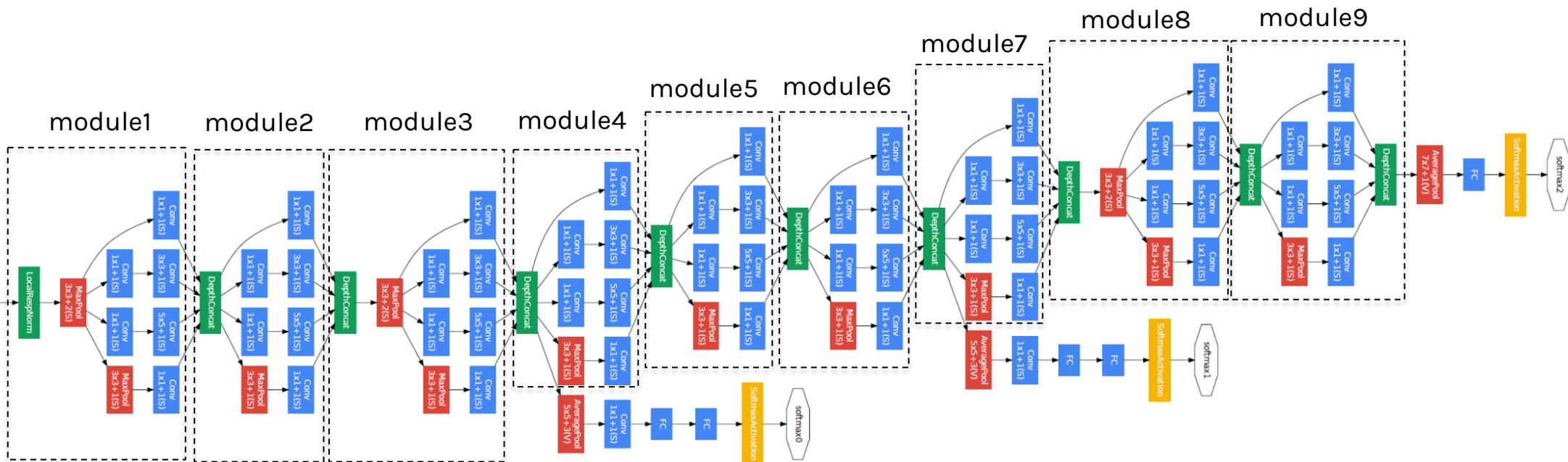
SOTA Deep Models: Inception (GoogLeNet)

- Use 1×1 convolutions that **reduce the size of the channel dimension**.
- The **number of channels can vary** from the input to the output.



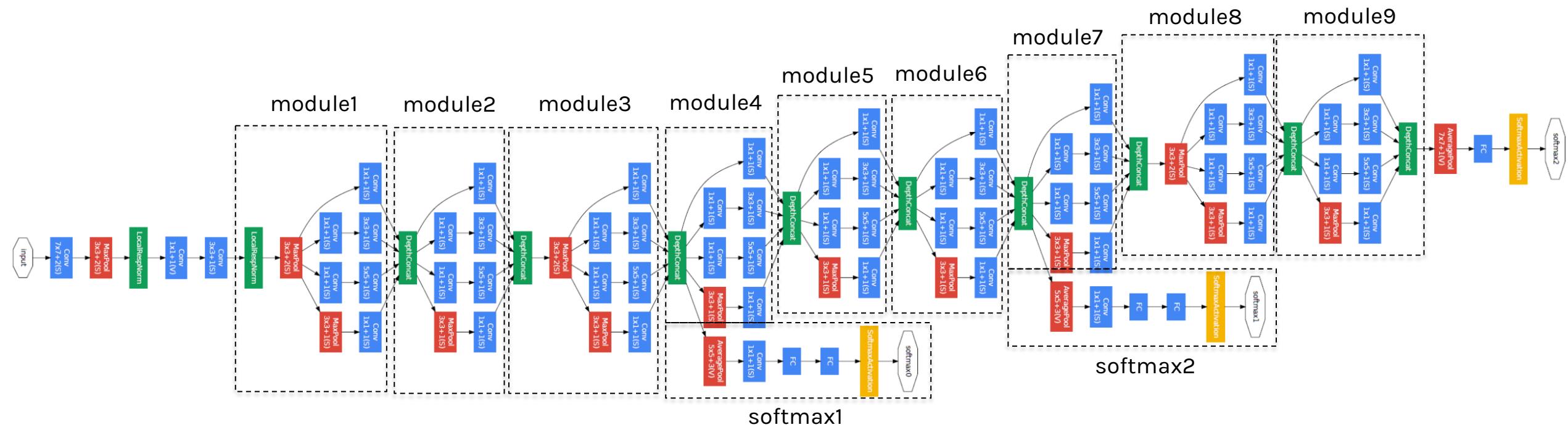
SOTA Deep Models: Inception (GoogLeNet)

- The inception network is formed by **concatenating other inception modules**.



SOTA Deep Models: Inception (GoogLeNet)

- It includes several auxiliary softmax output units to combat the vanishing gradient It includes several auxiliary softmax output units to combat the vanishing gradient problem while providing regularization.

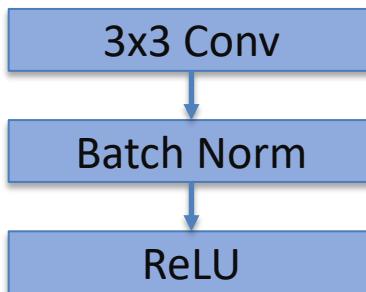


- Auxiliary networks are not used during prediction.

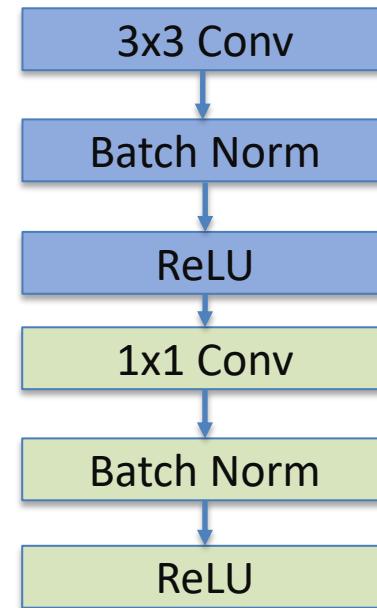
SOTA Deep Models: MobileNet

- Presented by **Howard et al.** (Google), 2017;
- The MobileNet model is based on **depthwise separable convolutions (DW)**
- DW factorize a standard convolution into a depthwise convolution and a 1×1 convolution called a pointwise convolution.

Standard Convolution



Depth-Wise Separable Convolution (DW)



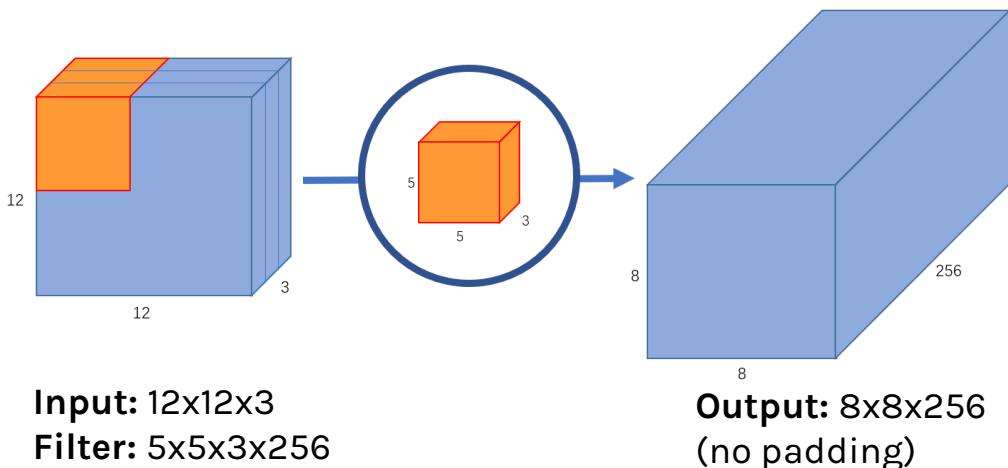
<https://arxiv.org/pdf/1704.04861.pdf>

Fig. Left: Standard convolutional layer with batchnorm and ReLU. Right Depthwise Separable convolutions with Depthwise and pointwise layers followed by batchnorm and ReLU

MobileNet <cont>

Standard Convolution

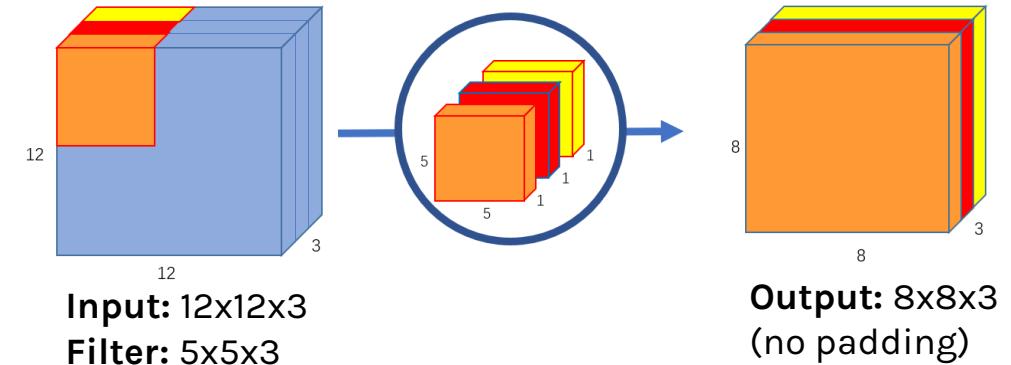
Filters and combines inputs into a new set of outputs in one step



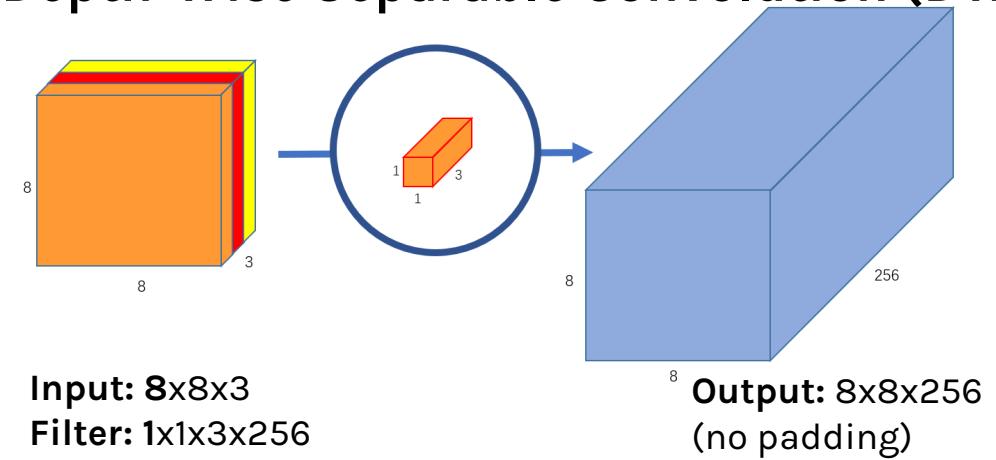
MACs: $(5 \times 5) \times 3 \times 256 \times (12 \times 12) \sim 2.8M$

Parameters: $(5 \times 5 \times 3) \times 256 + 256 \sim 20K$

Depth-Wise Separable Convolution (DW)



Depth-Wise Separable Convolution (DW)



MACs: $(5 \times 5) \times 3 \times (12 \times 12) + 3 \times 256 \times (8 \times 8) \sim 60K$

Parameters: $(5 \times 5 \times 3 + 3) + (1 \times 1 \times 3 \times 256 + 256) \sim 1K$

SOTA Deep Models: MobileNet <cont>

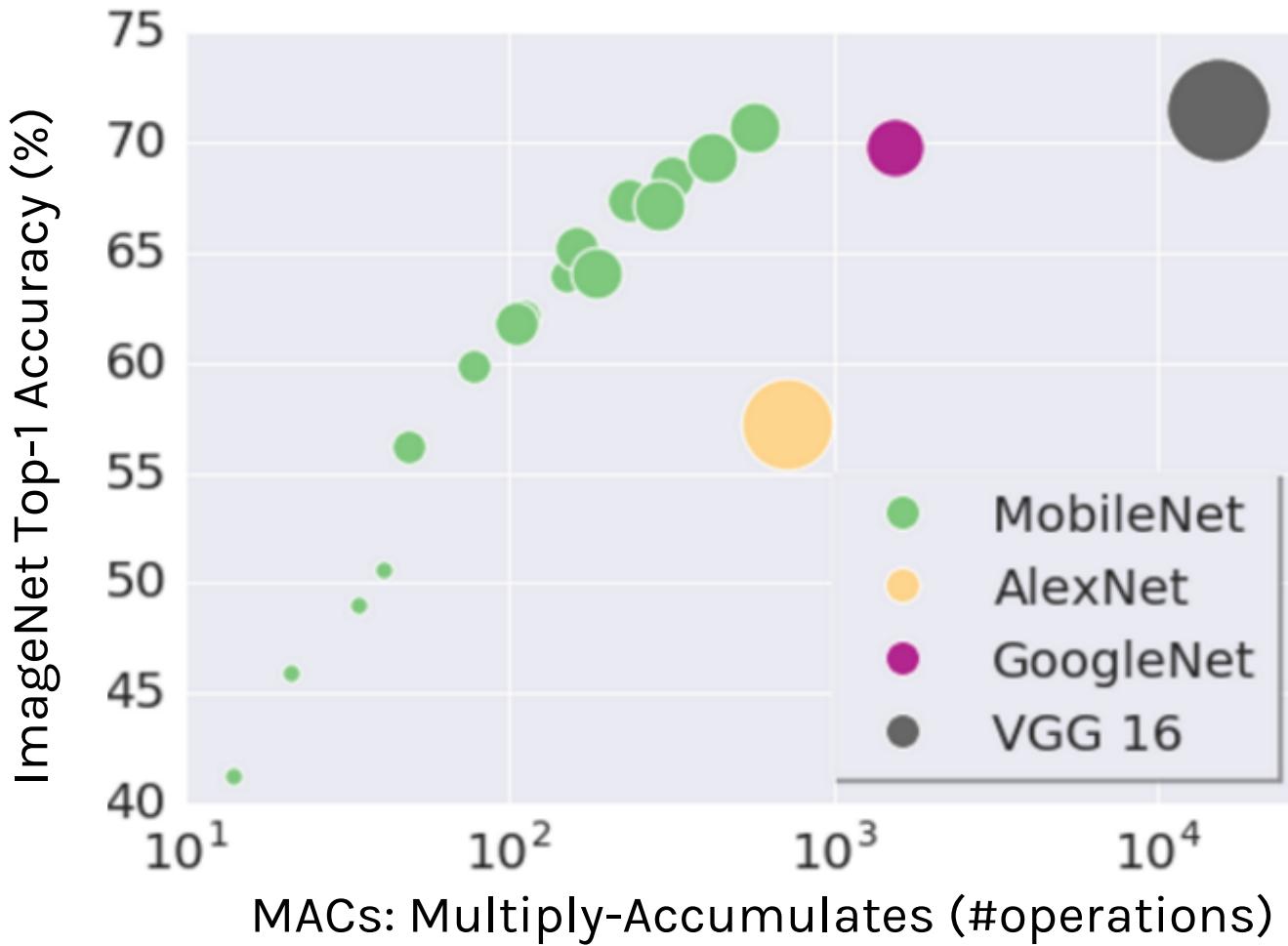
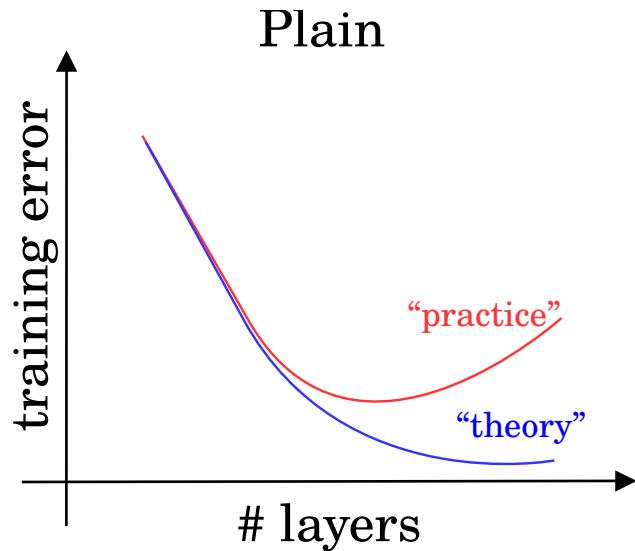


Table 1. MobileNet Body Architecture

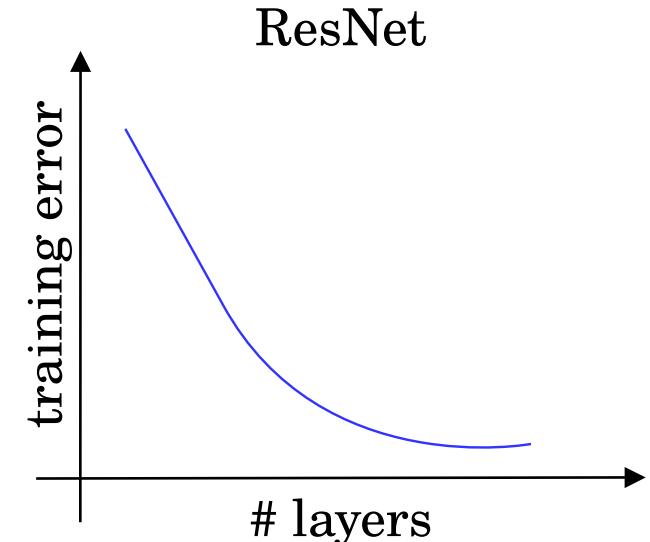
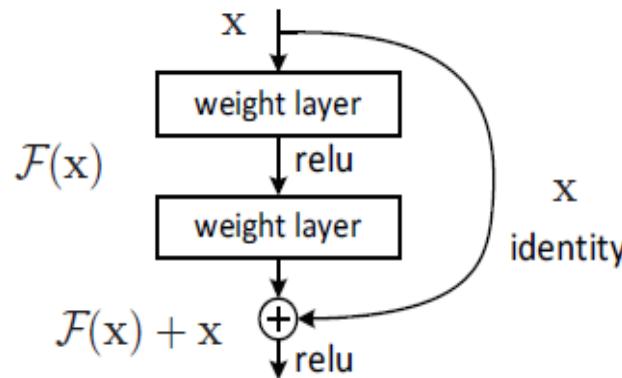
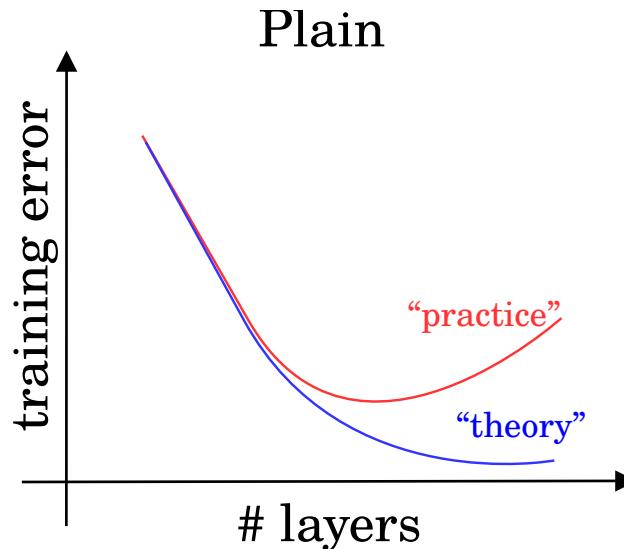
Type / Stride	Filter Shape	Input Size
Conv / s2	$3 \times 3 \times 3 \times 32$	$224 \times 224 \times 3$
Conv dw / s1	$3 \times 3 \times 32$ dw	$112 \times 112 \times 32$
Conv / s1	$1 \times 1 \times 32 \times 64$	$112 \times 112 \times 32$
Conv dw / s2	$3 \times 3 \times 64$ dw	$112 \times 112 \times 64$
Conv / s1	$1 \times 1 \times 64 \times 128$	$56 \times 56 \times 64$
Conv dw / s1	$3 \times 3 \times 128$ dw	$56 \times 56 \times 128$
Conv / s1	$1 \times 1 \times 128 \times 128$	$56 \times 56 \times 128$
Conv dw / s2	$3 \times 3 \times 128$ dw	$56 \times 56 \times 128$
Conv / s1	$1 \times 1 \times 128 \times 256$	$28 \times 28 \times 128$
Conv dw / s1	$3 \times 3 \times 256$ dw	$28 \times 28 \times 256$
Conv / s1	$1 \times 1 \times 256 \times 256$	$28 \times 28 \times 256$
Conv dw / s2	$3 \times 3 \times 256$ dw	$28 \times 28 \times 256$
Conv / s1	$1 \times 1 \times 256 \times 512$	$14 \times 14 \times 256$
5× Conv dw / s1	$3 \times 3 \times 512$ dw	$14 \times 14 \times 512$
Conv / s1	$1 \times 1 \times 512 \times 512$	$14 \times 14 \times 512$
Conv dw / s2	$3 \times 3 \times 512$ dw	$14 \times 14 \times 512$
Conv / s1	$1 \times 1 \times 512 \times 1024$	$7 \times 7 \times 512$
Conv dw / s2	$3 \times 3 \times 1024$ dw	$7 \times 7 \times 1024$
Conv / s1	$1 \times 1 \times 1024 \times 1024$	$7 \times 7 \times 1024$
Avg Pool / s1	Pool 7×7	$7 \times 7 \times 1024$
FC / s1	1024×1000	$1 \times 1 \times 1024$
Softmax / s1	Classifier	$1 \times 1 \times 1000$



SOTA Deep Models: ResNet



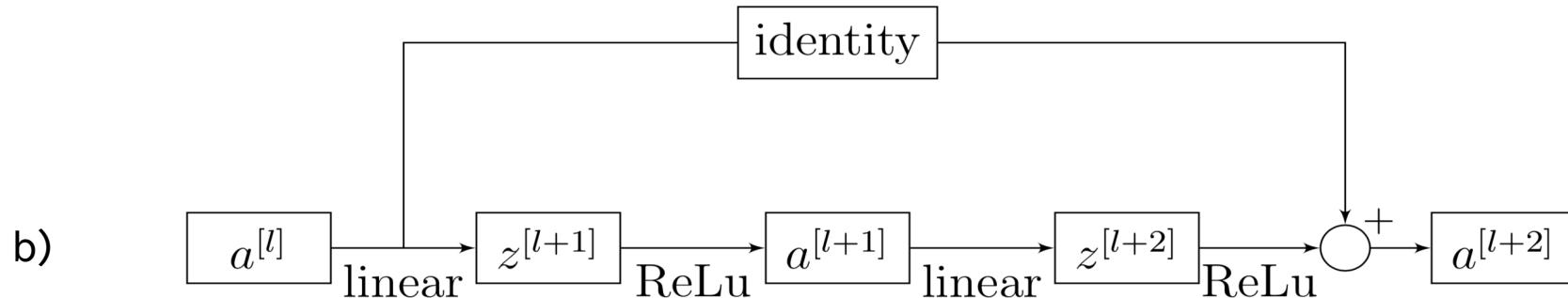
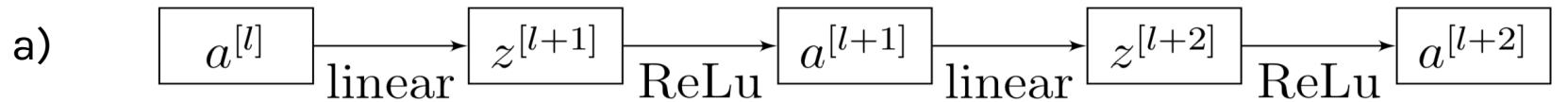
SOTA Deep Models: ResNet



- Presented by **He et al.** (Microsoft), 2015. Won ILSVRC 2015 in multiple categories.
- Main idea: **residual block** that allows for extremely deep networks.
- It is easier to **optimize the residual mapping** than the original one. Furthermore, **residual block can decide to “shut itself down”** if needed.

SOTA Deep Models: ResNet <cont>

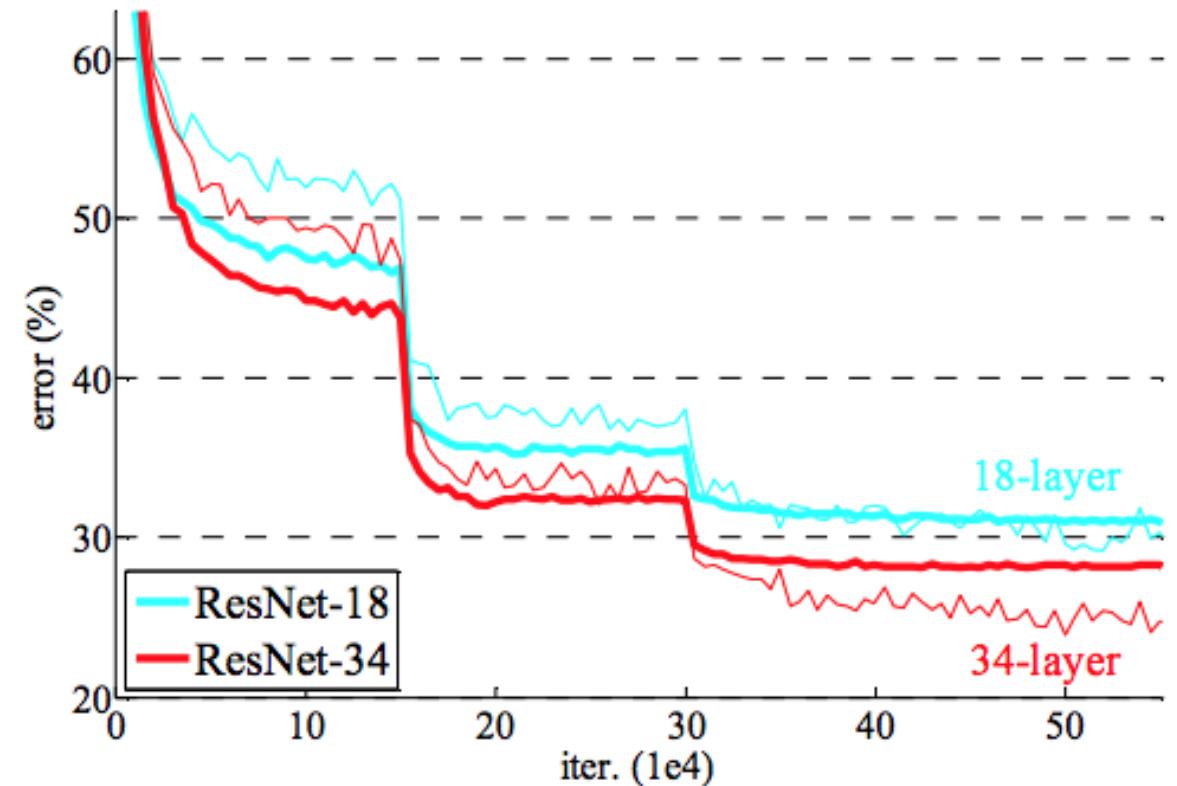
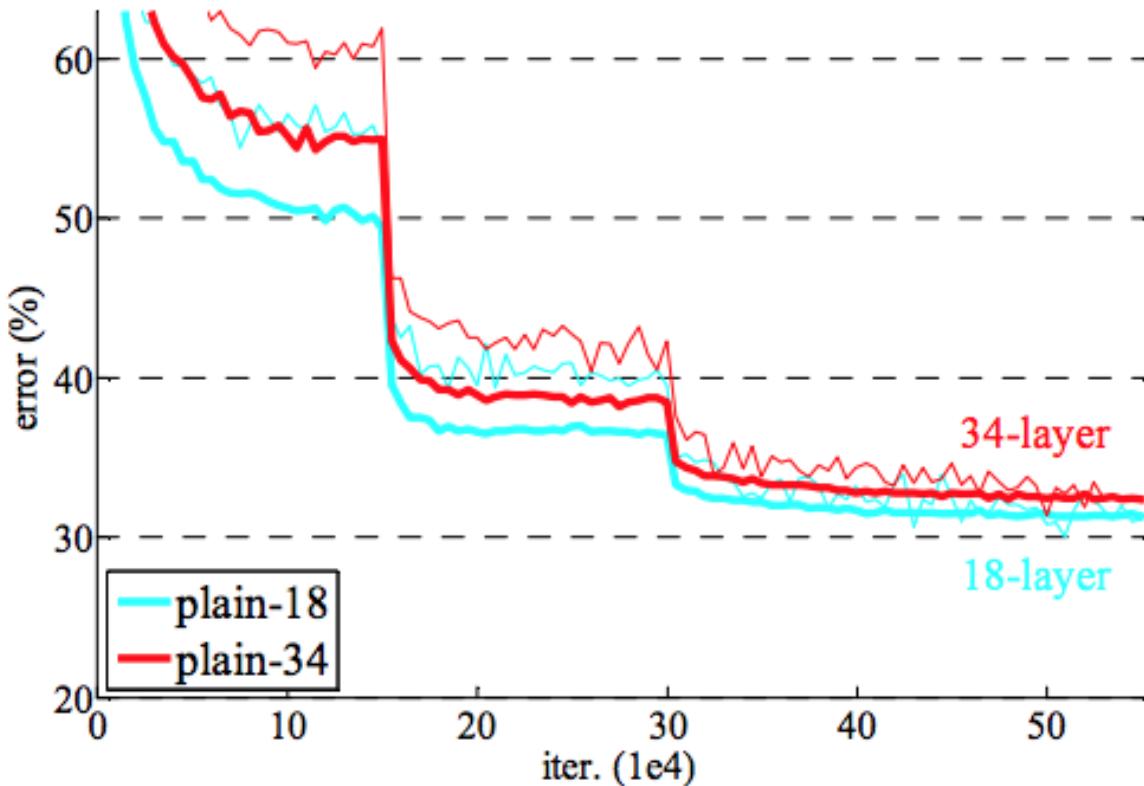
- Network structure a) without and b) with “Residual Block”



Original idea in [Highway Networks](https://arxiv.org/pdf/1505.00387.pdf): <https://arxiv.org/pdf/1505.00387.pdf>

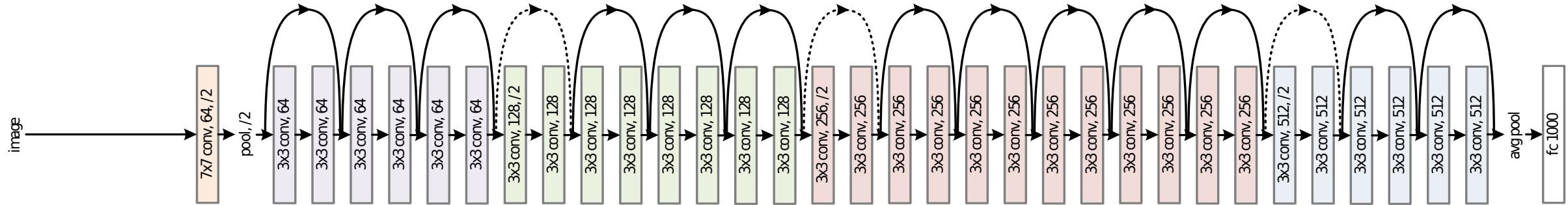
SOTA Deep Models: ResNet <cont>

- The residual network stacks blocks sequentially (fig. a);
- The network become deeper without increasing the training time (fig. b).

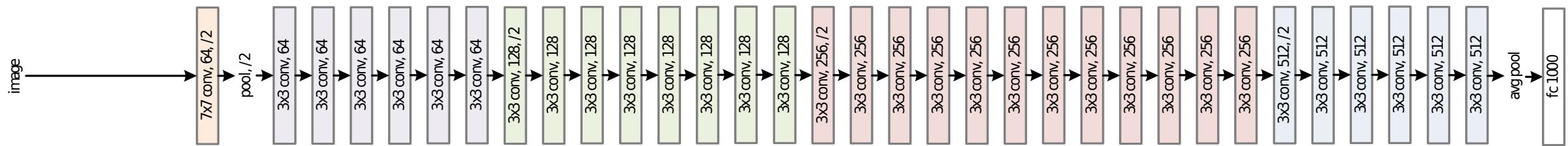


SOTA Deep Models: ResNet <cont>

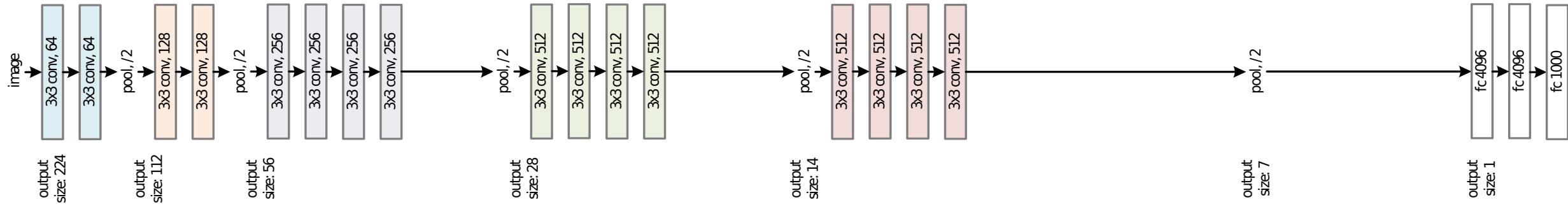
34-layer residual



34-layer plain



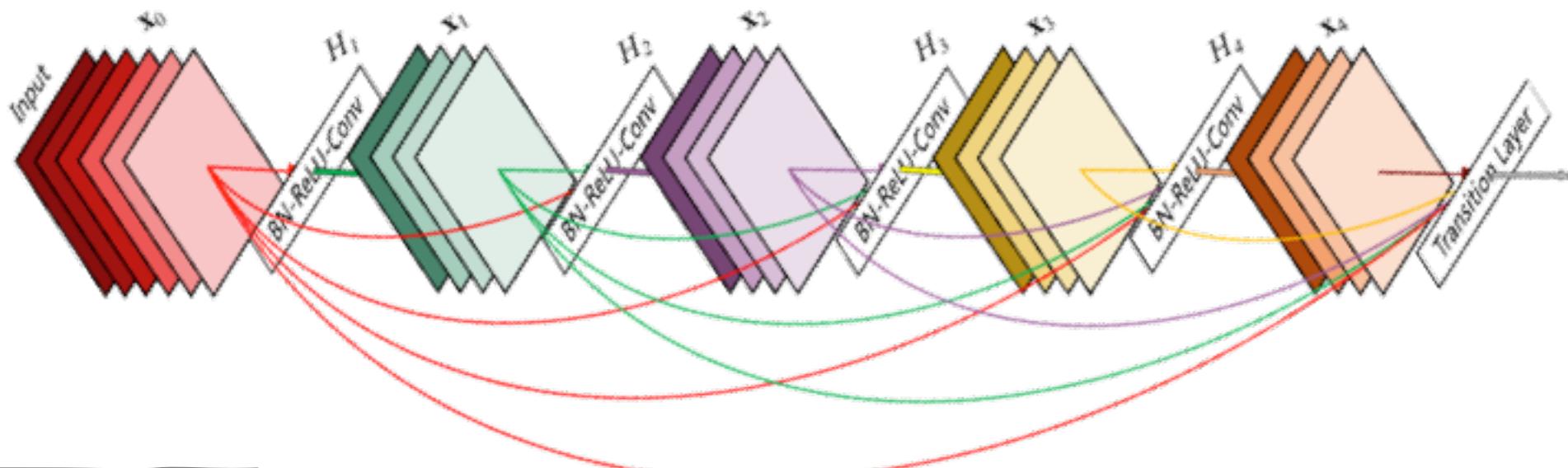
VGG-19



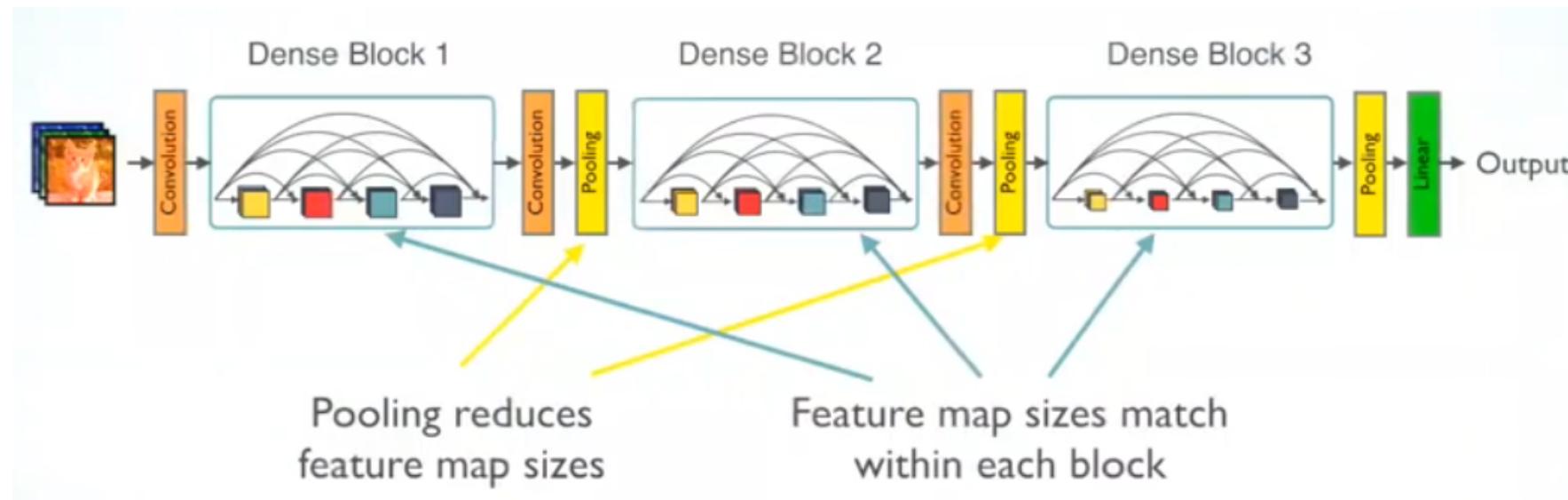
Networks comparison: ResNet34 (top), ResNet34 “Without Residual Blocks” (middle), VGG-19 (bottom).

SOTA Deep Models: DenseNets

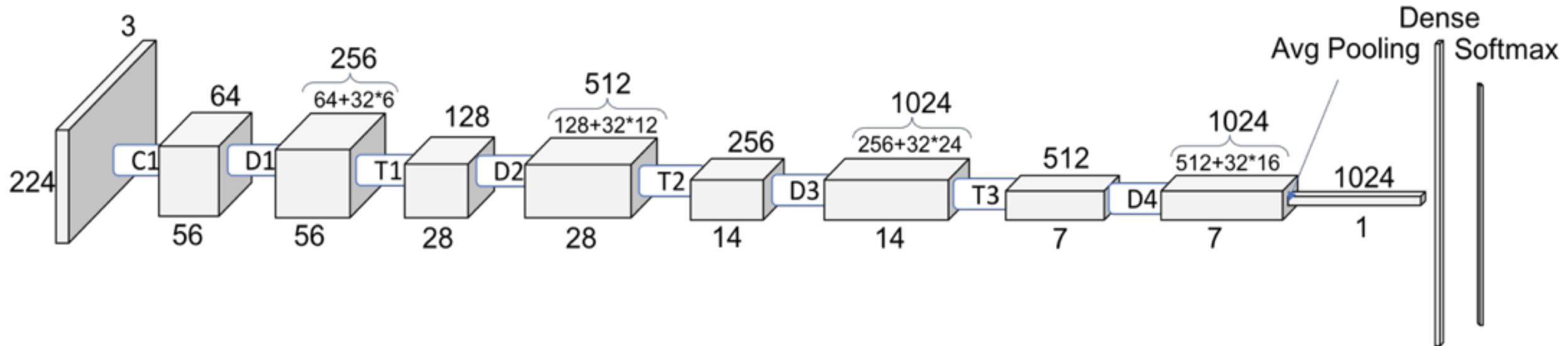
- Motivation: to allow **maximum information (and gradient)** flow to connect every layer directly with each other.
- Connect every layer directly with each other.
- DenseNets **concatenates** outputs from the previous layers instead of using the summation.
- DenseNets **layers are very narrow** (e.g. 12 filters), and they just add a small set of new feature-maps.



- DenseNets do not sum the output feature maps of the layer with the incoming feature maps but **concatenate** them:
- $a^{[l]} = g([a^{[0]}, a^{[1]}, \dots, a^{[l-1]}])$
- Dimensions of the feature maps remains constant within a block, but the number of filters changes between them → **growth rate**:
- $k^{[l]} = k^{[0]} + k(l - 1)$



SOTA Deep Models: DenseNets



SOTA Deep Models and Beyond

- MobileNetV2 and V3 (<https://arxiv.org/abs/1801.04381>, <https://arxiv.org/abs/1905.02244>)
- Inception-Resnet, v1 and v2 (<https://arxiv.org/abs/1602.07261>)
- Wide-Resnet (<https://arxiv.org/abs/1605.07146>)
- Xception (<https://arxiv.org/pdf/1610.02357v2.pdf>)
- ResNeXt (<https://arxiv.org/pdf/1611.05431>)
- ShuffleNet, v1 and v2 (<https://arxiv.org/abs/1707.01083>)
- Squeeze and Excitation Nets (<https://arxiv.org/abs/1709.01507>)
- Deep Pyramidal Residual Networks (<https://arxiv.org/pdf/1610.02915.pdf>)
- FractalNet (<https://arxiv.org/pdf/1605.07648.pdf>)

Outline

- 1: Communications and Recap
- 2: SOTA Deep Models
- 3: Transfer Learning across Tasks**

Tasks

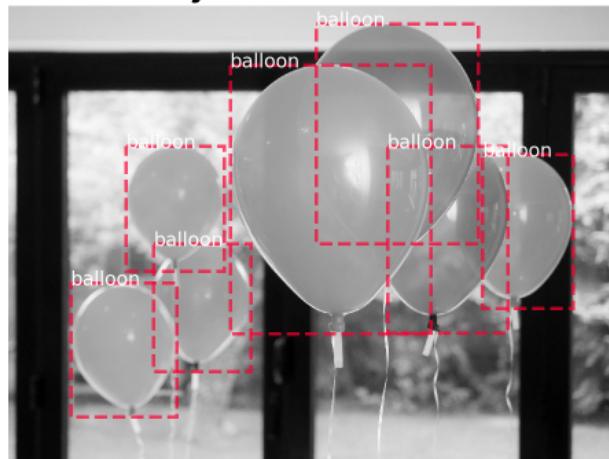
Classification



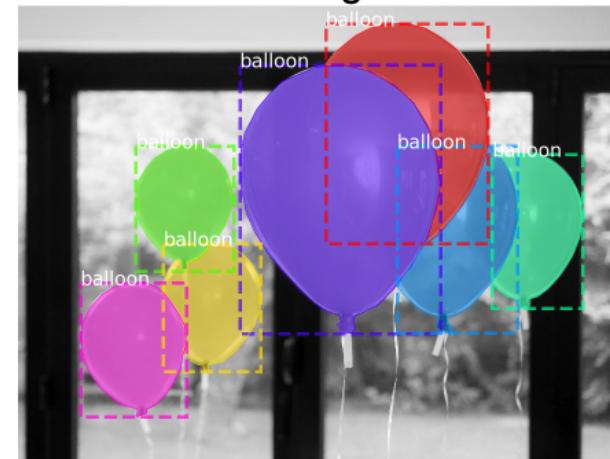
Semantic Segmentation



Object Detection



Instance Segmentation



Outline: Semantic Segmentation and Object Detection

Object Detection: let's classify and locate

- Sliding Window versus Region Proposals
- Two stage detectors: the evolution of R-CNN , Fast R-CNN, Faster R-CNN
- Single stage detectors: detection without Region Proposals: YOLO / SSD

Semantic segmentation: classify every pixel

- Fully-Convolutional Networks
- SegNet & U-NET
- Faster R-CNN linked to Semantic Segmentation: Mask R-CNN

Demo: Using Transfer-Learning to train a U-NET

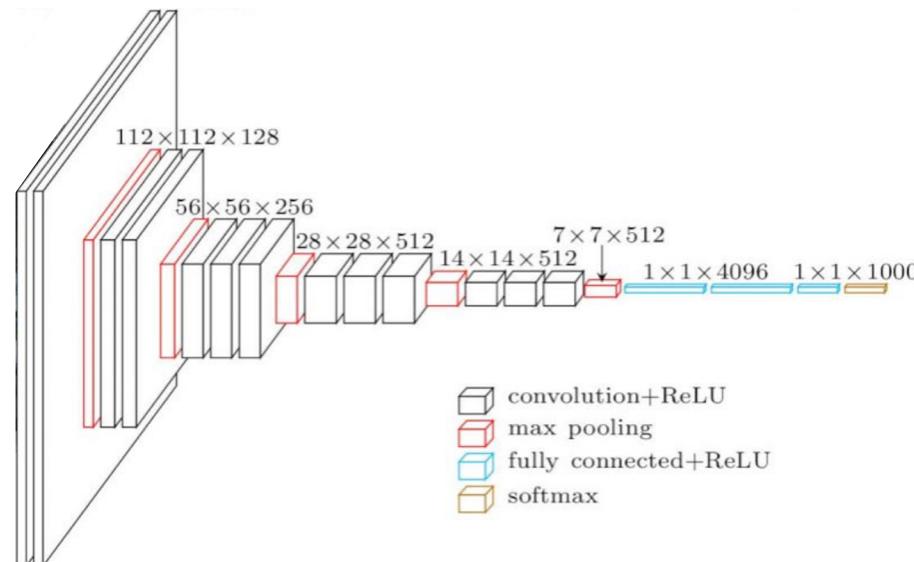
Tasks: Image Classification: Fully-Connected CNN

- Fundamental to computer vision given a set of labels {dog, cat, human, ...};
- Predict the most likely class.

Input



VGG



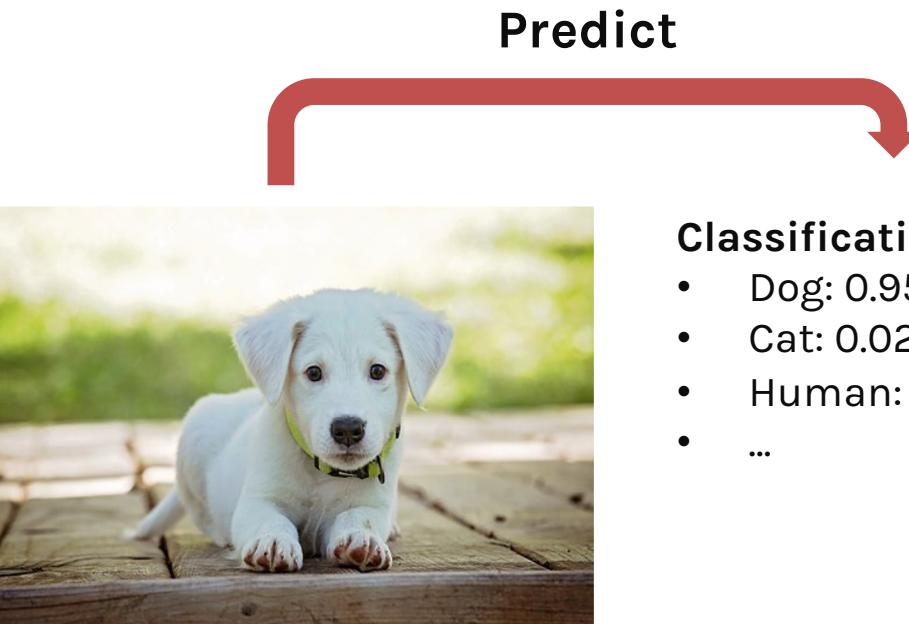
Output

Classification ($C = 1000$):

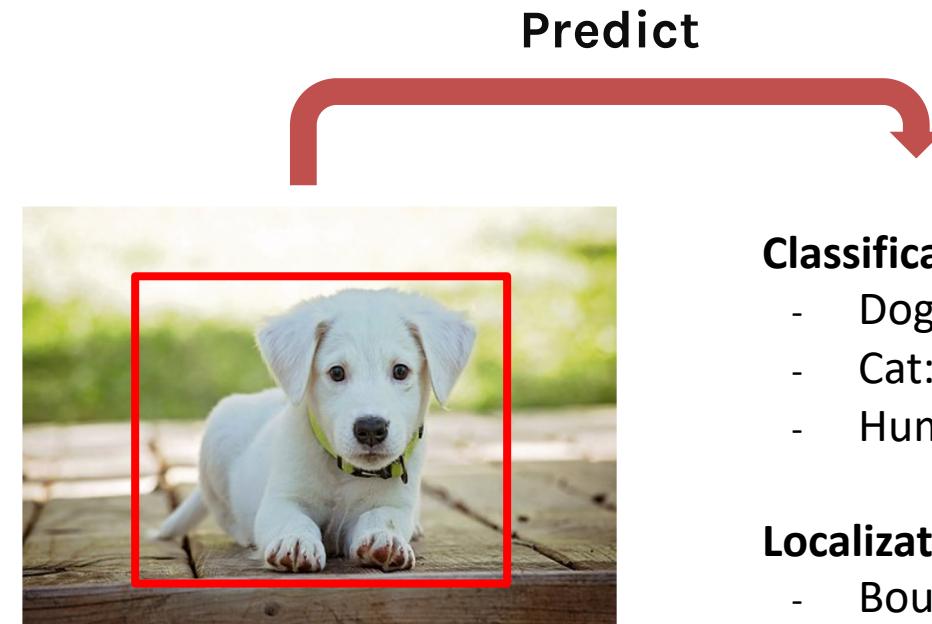
- Dog: 0.95
- Cat: 0.02
- Human: 0.01
- ...

Tasks: From Classification to Classification + Localization

- Localization demands to compute **where 1 object is present in an image**;
- Limitation: only 1 object (also non-overlapping);
- Typically implemented using a bounding box (x, y, w, h).



Output: Regular Image Classification



Classification output:

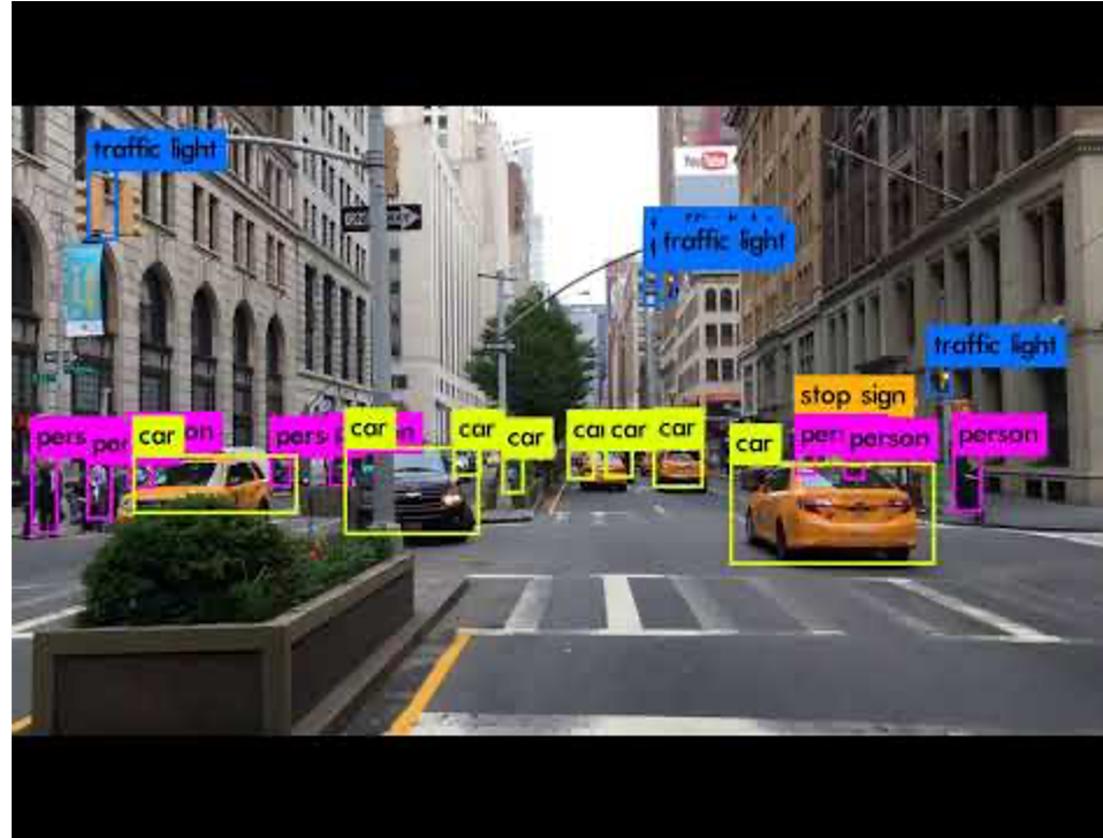
- Dog: 0.95
- Cat: 0.02
- Human: 0.01

Localization output:

- Bounding-Box:
(x, y, w, h)

Tasks: From Classification + Localization to Object Detection

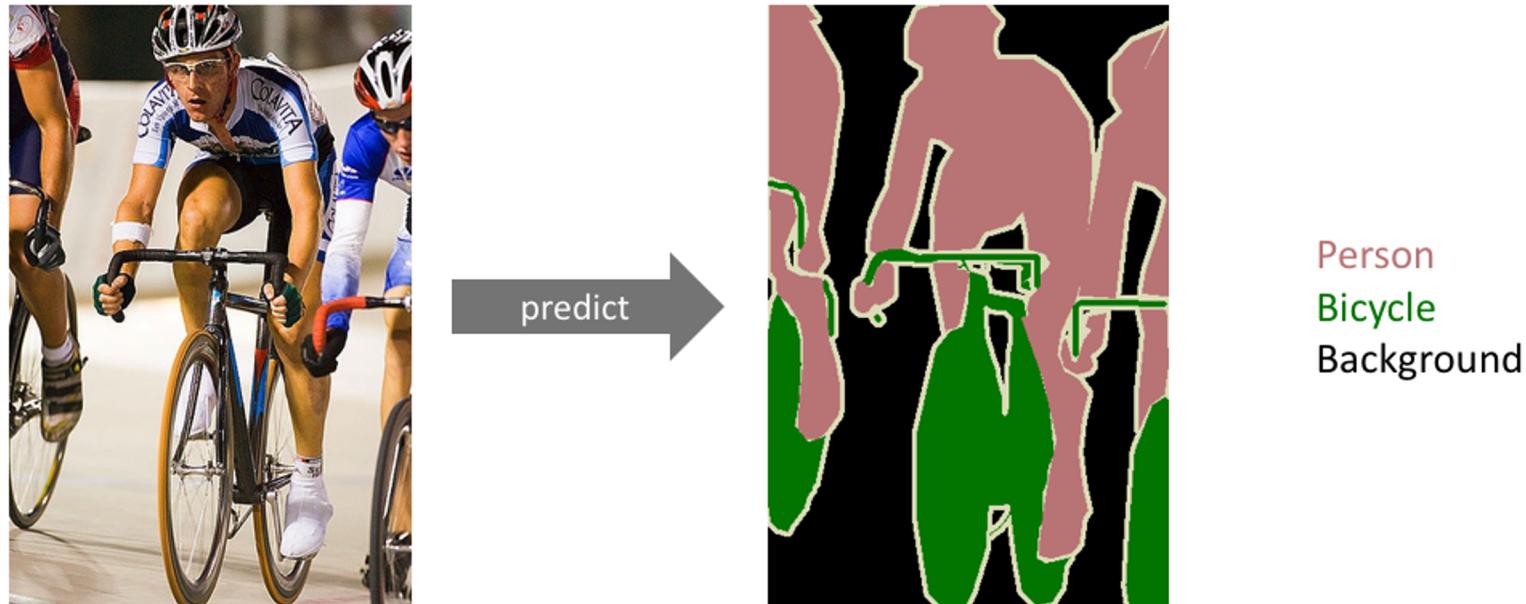
- Classification and Localization extended to multiple objects



Youtube 'YOLO in New York' by Joseph Redmon (creator of YOLO)

Tasks: From Classification to Semantic Segmentation

- **Image Classification:** assigning a single label to **the entire picture**
- **Semantic segmentation:** assigning a semantically meaningful label to **every pixel** in the image



Long, Shelhamer et al. “Fully Convolutional Networks for Semantic Segmentation”, CVPR 2015 : Cited by 14480

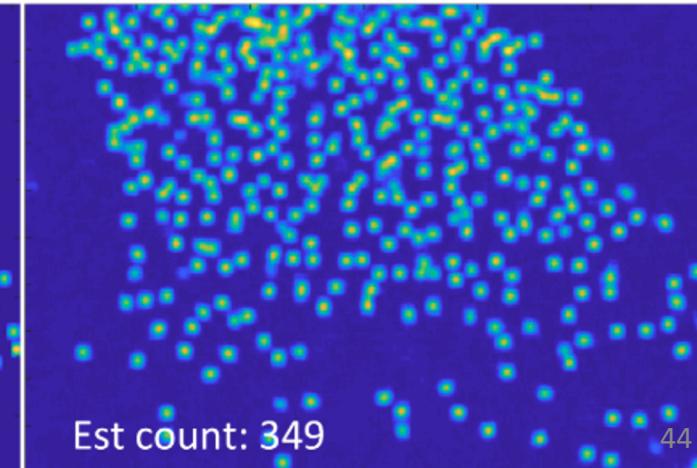
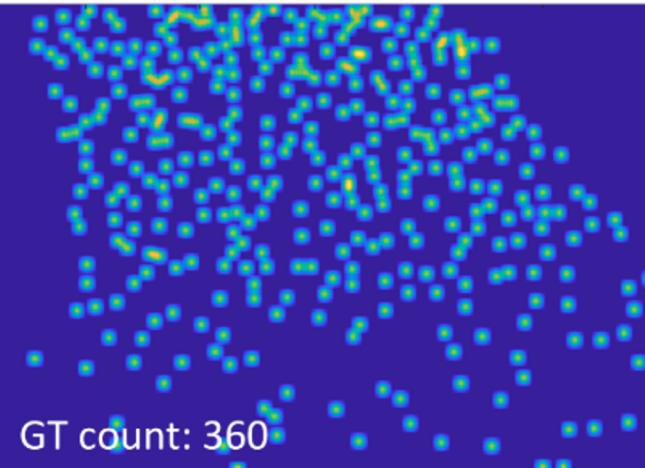
Why Object Detection and Semantic Segmentation

Computer vision:

- Autonomous vehicles
- Biomedical Imaging detecting cancer, diseases
- Video surveillance:
 - Counting people
 - Tracking people
- Aerial surveillance
- Geo Sensing: tracking wildfire, glaciers, via satellite

Note:

- Efficiency/inference-time is important!
- How many frames/sec. can we predict?
- Must for real-time segmentation & detection.



Why Object Detection and Semantic Segmentation



Youtube: “Tensorflow DeepLab v3 Xception Cityscapes”([link](#))

How to measure quality in detection and segmentation?

- **Pixel Accuracy:**

- Percent of pixels in your image that are classified correctly
- Our model has 95% accuracy! Great!

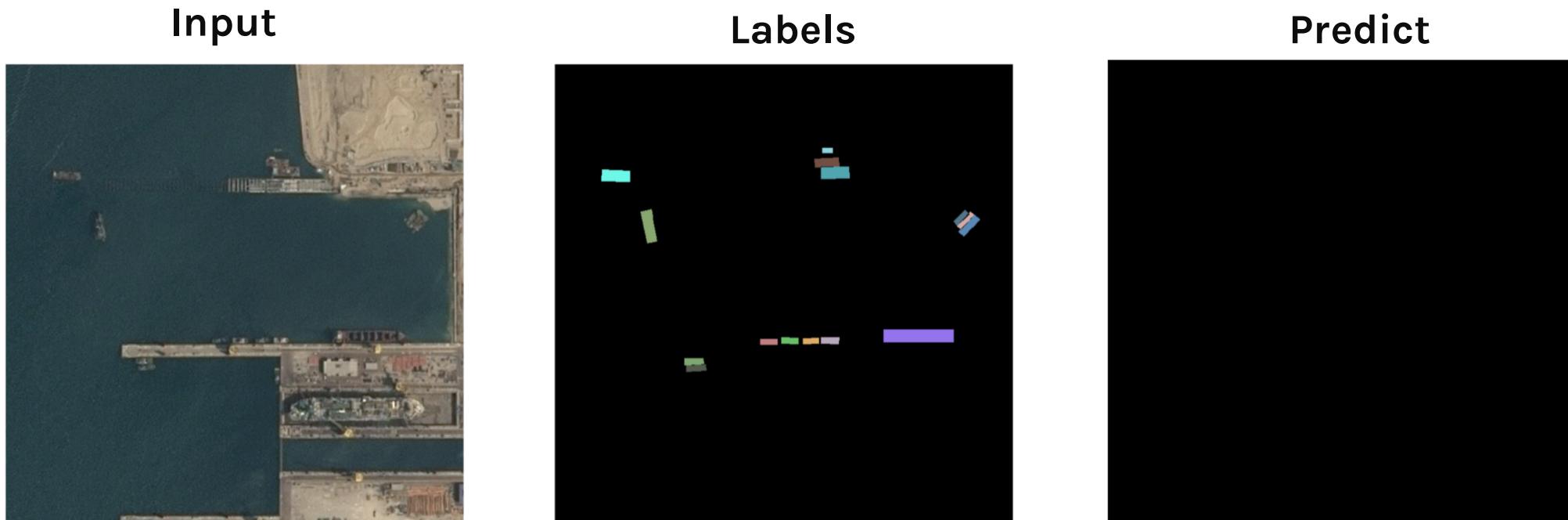
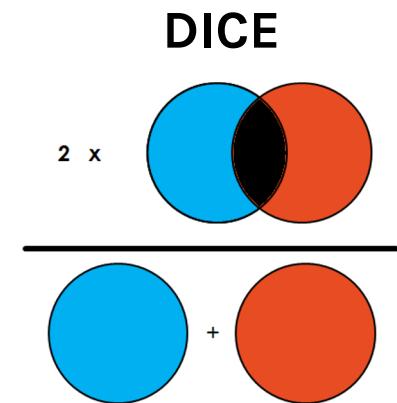
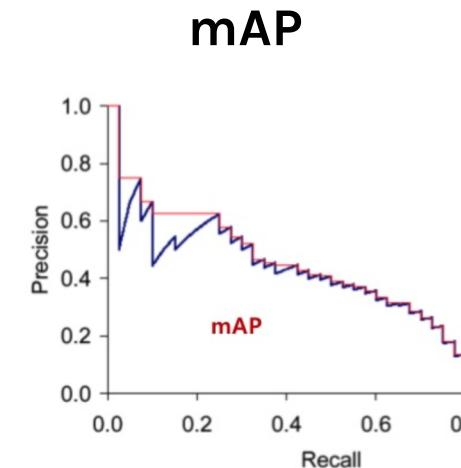
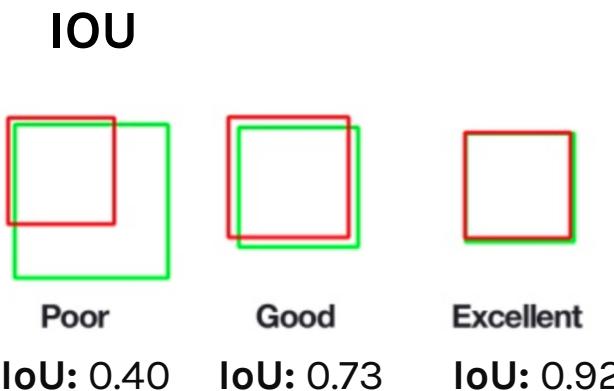
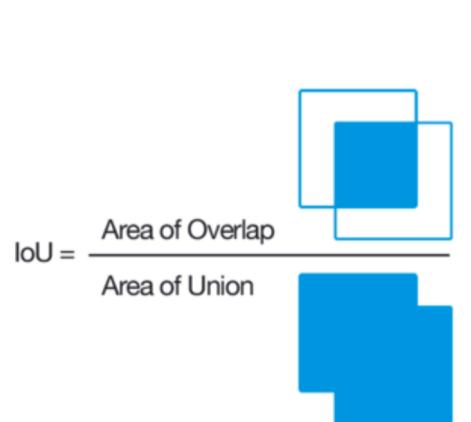


Image from Vlad Shmyhlo in article: Image Segmentation: Kaggle experience in TDS

- Problem with accuracy: unbalanced data!

How do we measure accuracy?

- **Pixel Accuracy:** Percent of pixels in your image that are classified correctly
- **IOU:** Intersection-Over-Union (Jaccard Index): Overlap / Union
- **DICE:** Coefficient (F1 Score): $2 \times \text{Overlap} / (\text{Total number of pixels})$
- **mAP:** Mean Average Precision: AUC of Precision-Recall curve standard (0.5 is high)



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- Two stage detectors: the evolution of R-CNN , Fast R-CNN, Faster R-CNN
- Single stage detectors: detection without Region Proposals: YOLO / SSD

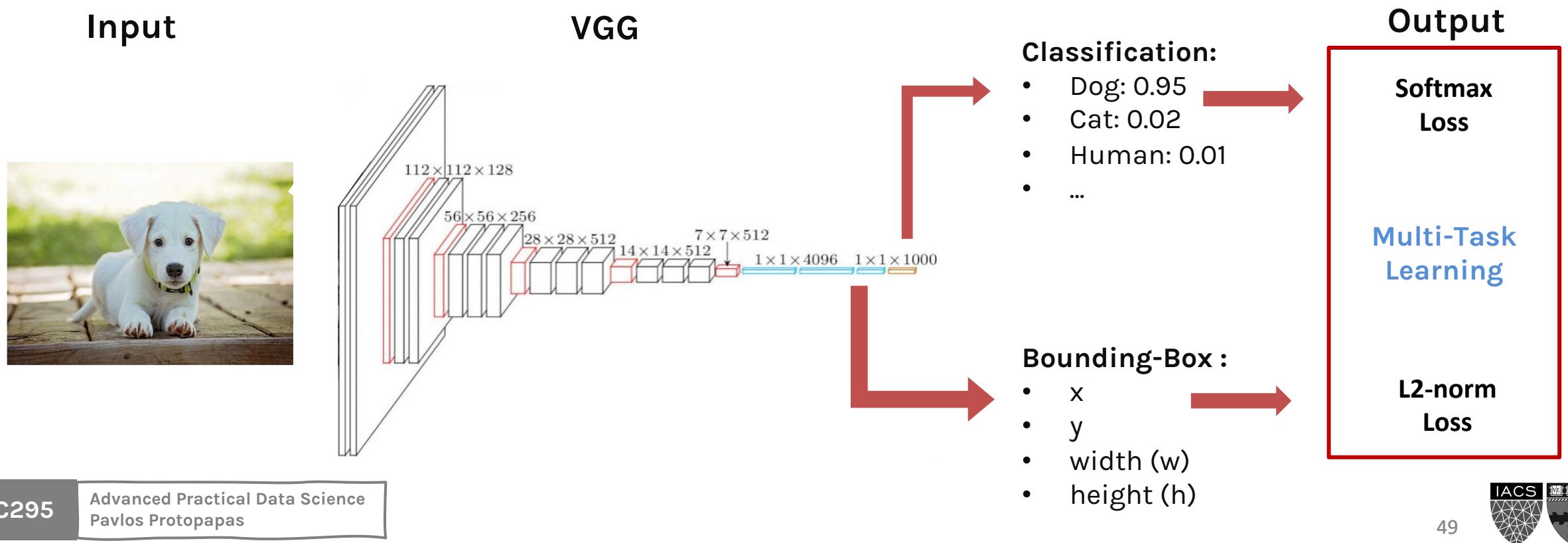
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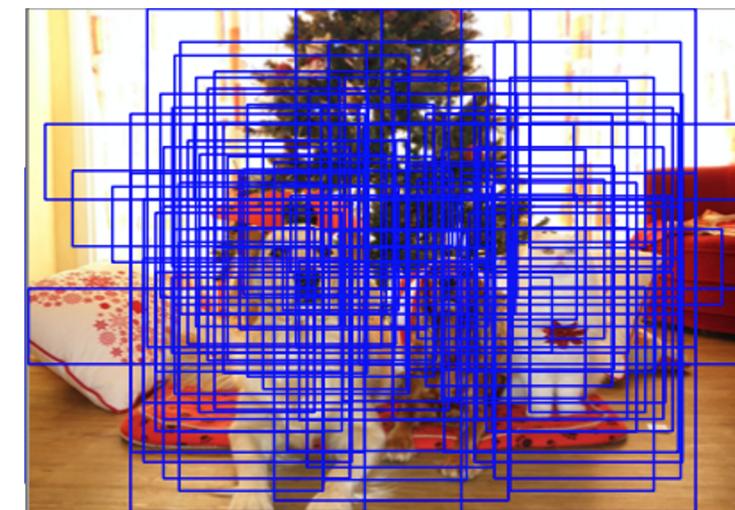
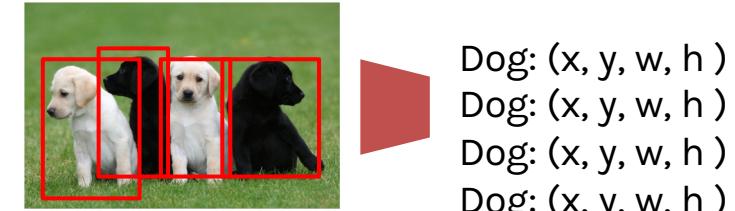
Object detection: let's classify and locate

- Object detection is just classification and localization combined:
 - Classification using standard CNN;
 - Localization using regression problem for predicting box coordinates
 - Combining loss from Classification (Softmax) and Regression (L2)



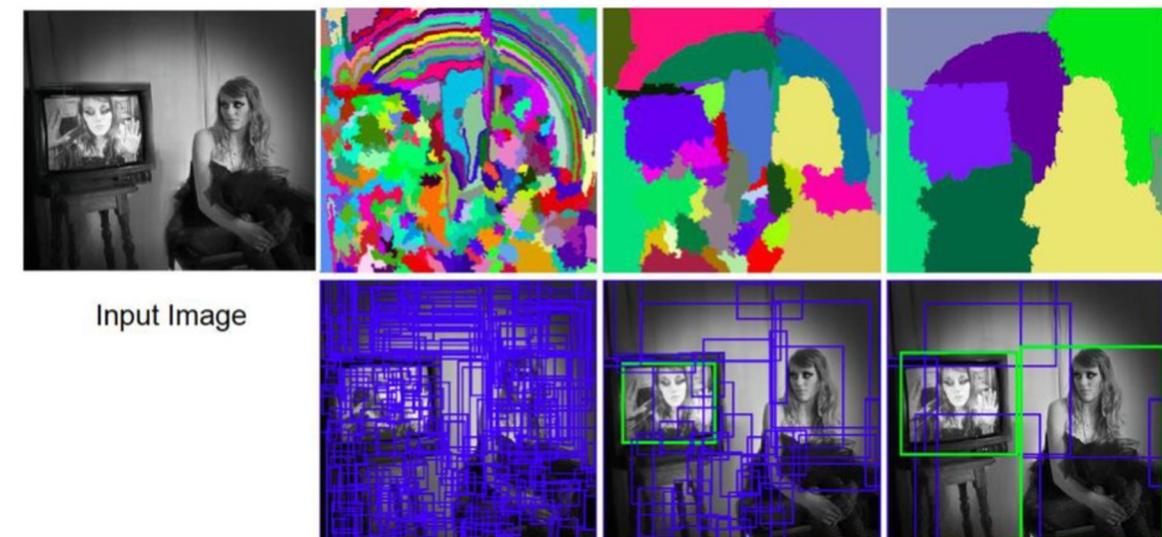
Sliding Windows, from single to multiple objects

- Might work for single object, but not for **multiple** objects
- Each image containing “x” objects: needs “x” number of classification and localization outputs
- Solution for multiple objects:
 - **Crop** the image “in a smart way”
 - Apply the CNN to each crop
- Can we just use **sliding** windows?
 - **Problem:** Need for applying CNN to huge number of locations, scales, bbox aspect ratios: very computationally expensive;
 - Solution: Region Proposals methods to find object-like regions.



Object detection: Region Proposal Networks!

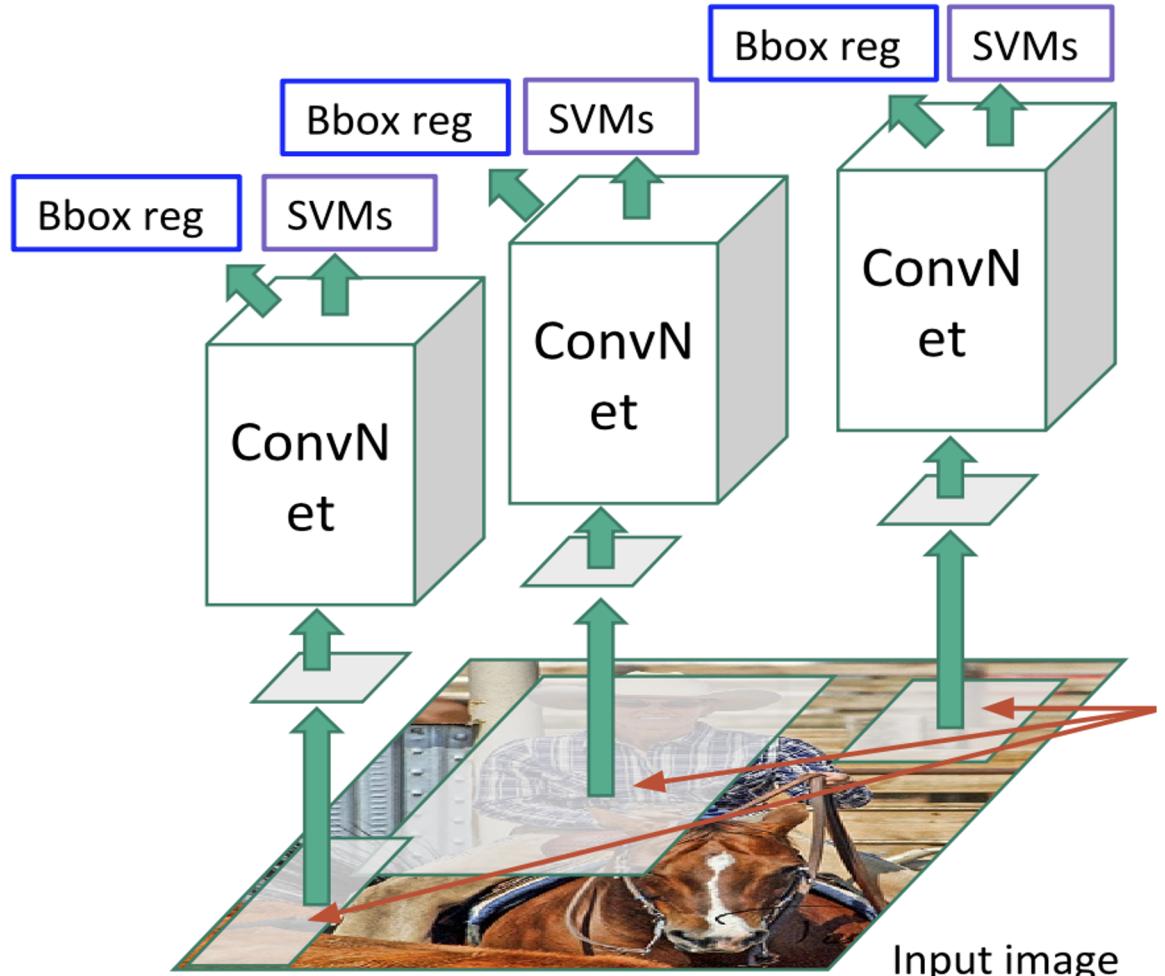
- **Problem:** Need for applying CNN to huge number of locations, scales, bbox aspect ratios, very computationally expensive!
- **Solution:** Region Proposals methods to find object-like regions:
- **Selective Search Algorithm:** returns boxes that are likely to contain objects:
 - Use hierarchical segmentation;
 - Start with small superpixels;
 - Merge based on similarity.
- **Output:** Where are object like regions?
 - No classification yet.



Uijlings et al, "Selective Search for Object Recognition" IJCV 2013 [link](#)

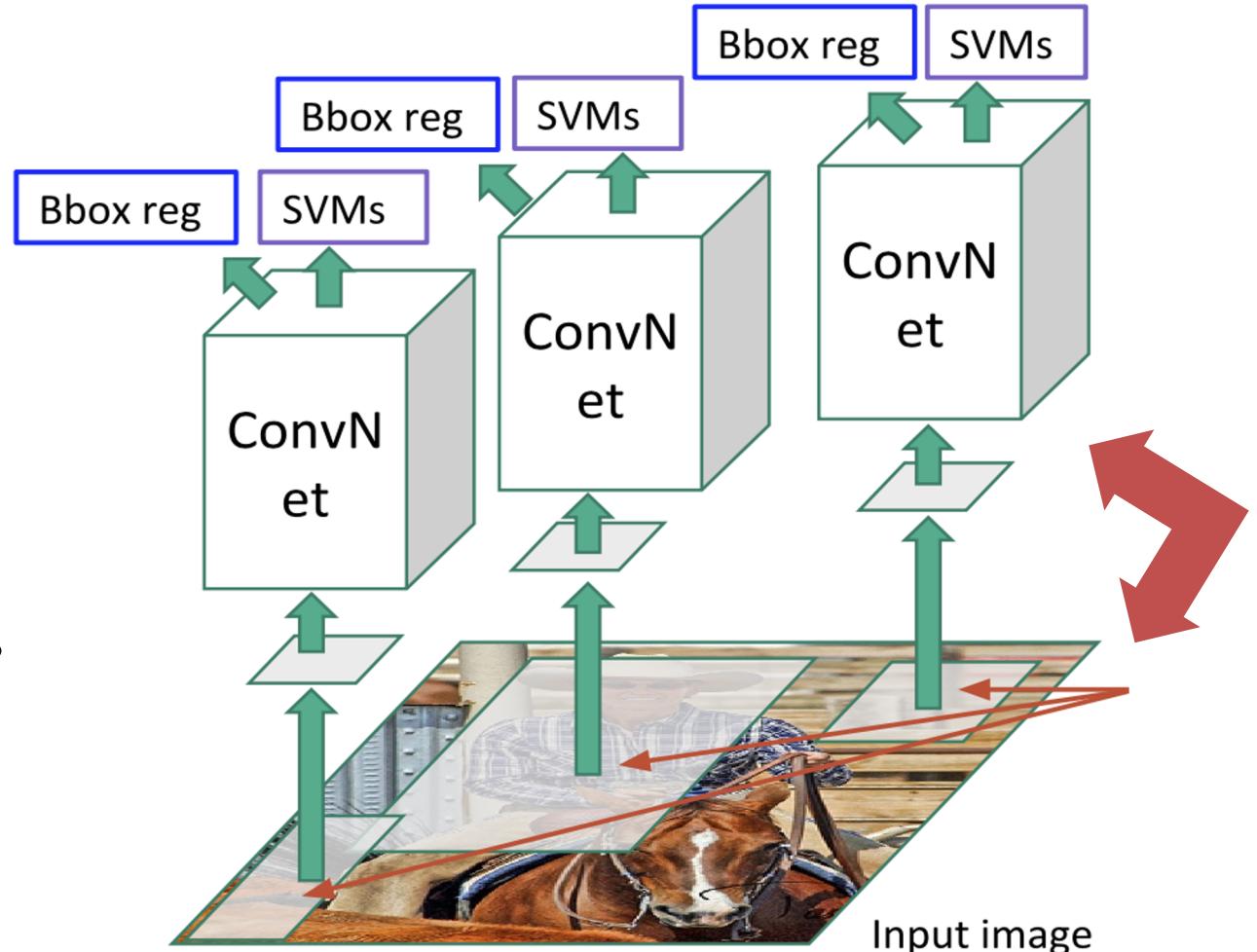
The Evolution of R-CNN: R-CNN, Fast R-CNN, Faster R-CNN

- **R-CNN = Region-based CNN**
- Correct BBox by Bbox regressor (dx, dy, dw, dh)
- Forward each region through CNN
- Resize proposed ROI (224x224)
- Region of Interest (ROI) from selective search region proposal (approx 2k)
- **Problem:** need to do 2k independent forward passes for each image! (**'slow' R-CNN**)



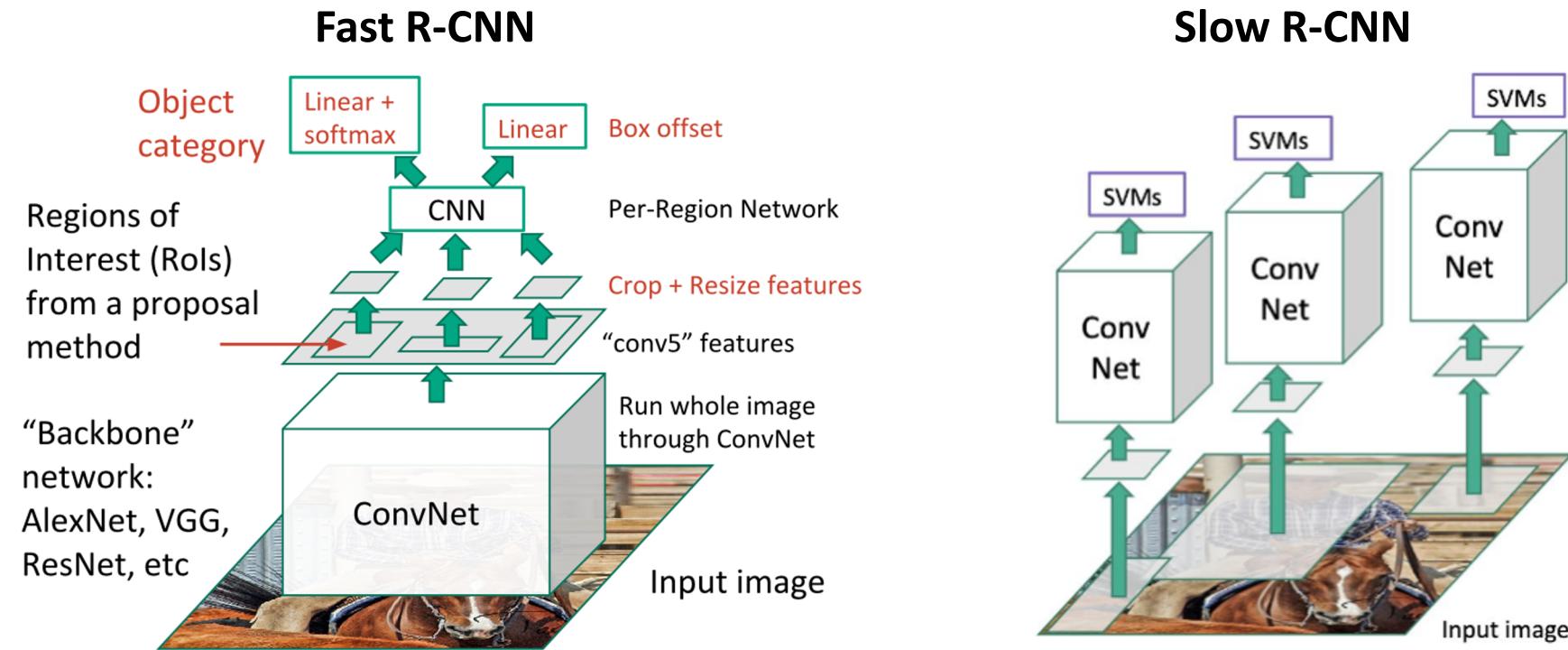
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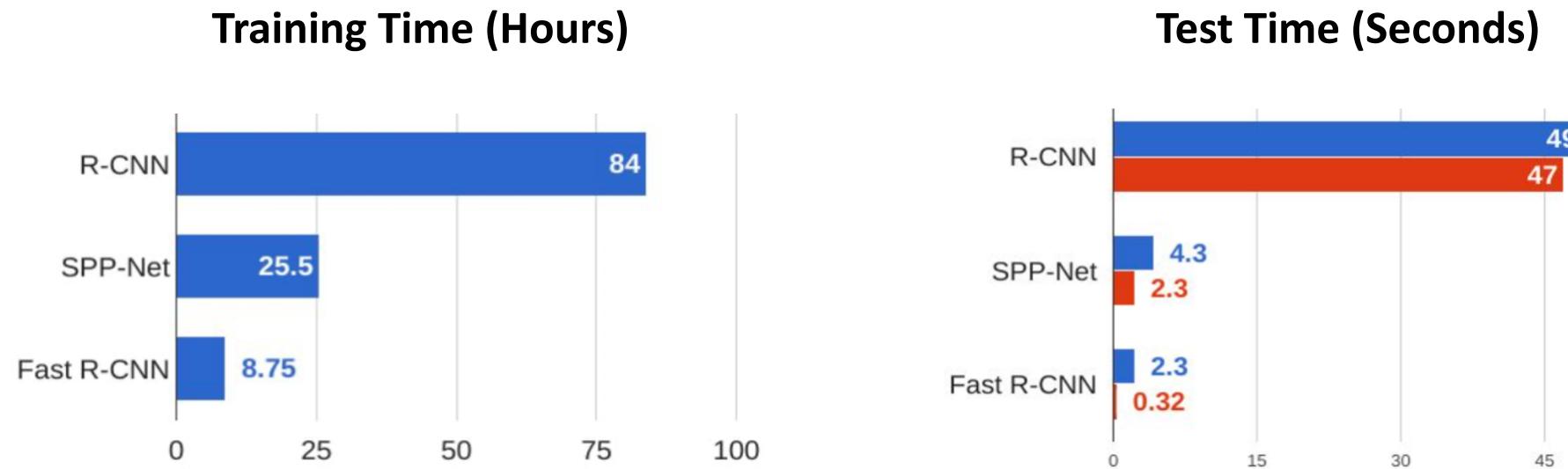
The Evolution of R-CNN: R-CNN, Fast R-CNN, Faster R-CNN

- **Problem:** need to do 2k independent forward passes for each image! ('slow' R-CNN)
- Even inference is slow: 47s/image with VGG16 [Simonyan & Zisserman, ICLR 15]
- **Solution:** can we process (CNN forward pass) the image before cropping generates 2k regions?



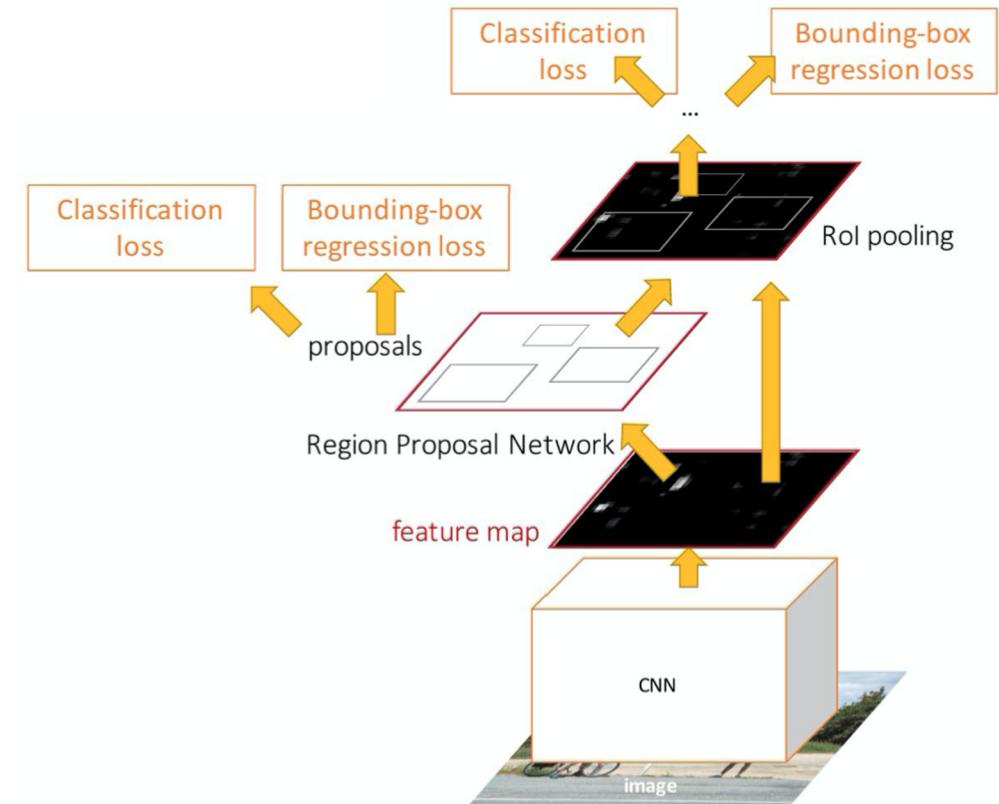
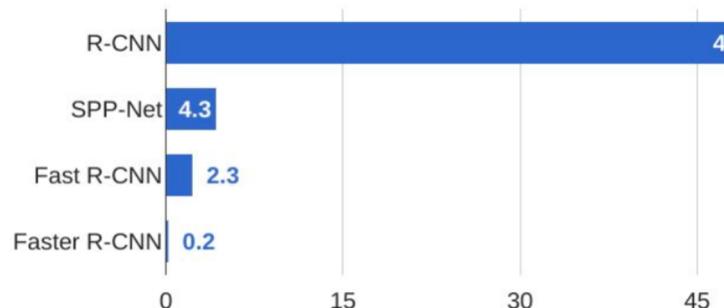
The Evolution of R-CNN: R-CNN, Fast R-CNN, Faster R-CNN

- Fast R-CNN much faster than R-CNN;
- Runtime dominated by region proposals; is an iterative method ('like selective search');
- **Solution:** can we make CNN do proposals!



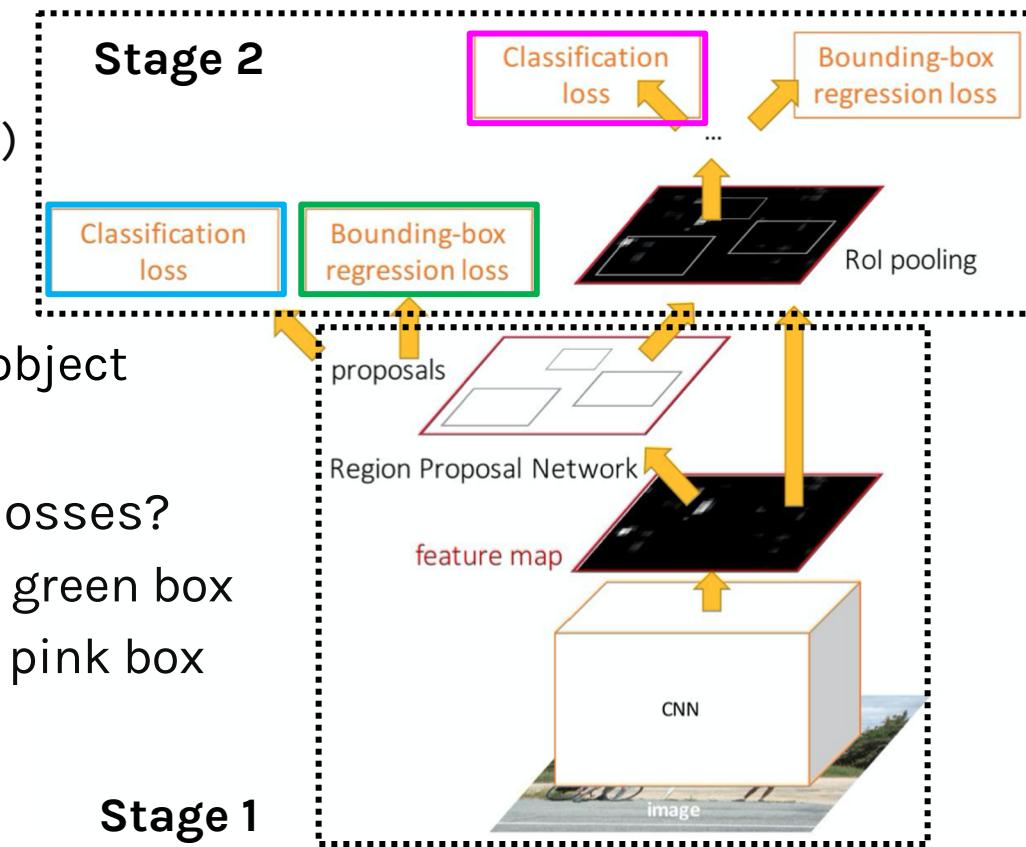
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- **Faster R-CNN:** make CNN to do proposals! (single forward, not iterative selective search)
- **CNN Region Proposal Network (RPN):** predicting region proposals from features
- Otherwise same as Fast R-CNN: crop and classify
- End-to-end quadruple loss:
 - RPN classify object / not object
 - RPN regress box coordinates
 - Final classification score (object classes)
 - Final box coordinates
- Test-time seconds per image:



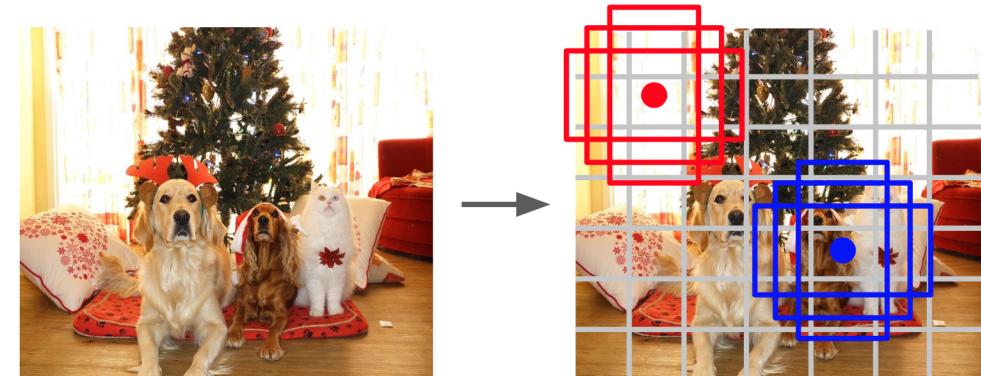
The Evolution of R-CNN: R-CNN, Fast R-CNN, Faster R-CNN

- Previously we said: “Multiple objects? Thus Need for Region Proposal Networks!”
- **Faster R-CNN is a two-stage object detector**
 - **Stage 1:** backbone network + RPN (once/image)
 - **Stage 2:** crop - predict object & bbox (once/region)
- What is our RPN again?
- RPN runs prediction on many many anchor boxes:
 - **Loss 1:** Tells is does the anchor bbox contain an object
 - **Loss 2:** For the top 300 boxes its adjusts the box
- What is the difference between our 2 classification losses?
 - one is classifying **object** (i.e. object/not object) – green box
 - one is classifying specific **categories** (e.g. dog) – pink box
- Do we really need two stages?



Single-Stage Detection without Region Proposals: YOLO, SSD

- Within each of the **NxN** grid regress over each **B** base boxes, predict: (x,y,h,w, confidence = 5)
- **Predict C** category specific class scores
 - Output : $N \times N \times S (5 B + C)$
- YOLOv3 (Joseph Redmon):
 - predicts at 3 scales, $S = 3$
 - predicts 3 boxes at each scale, $B=3$
 - Darknet-53 as feature extractor (similar to ResNet 152, and 2x faster!)

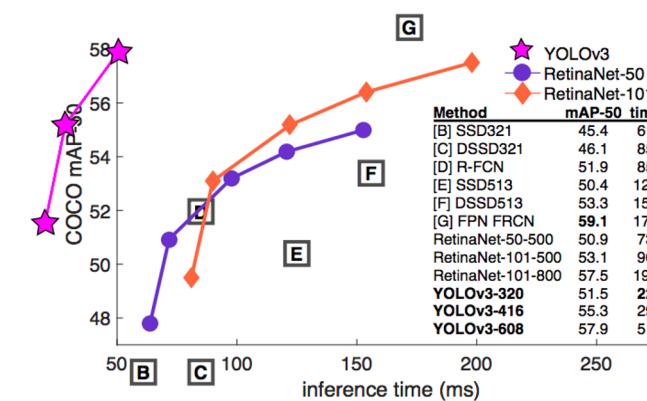


Input image
 $3 \times H \times W$

Divide image into grid
 7×7

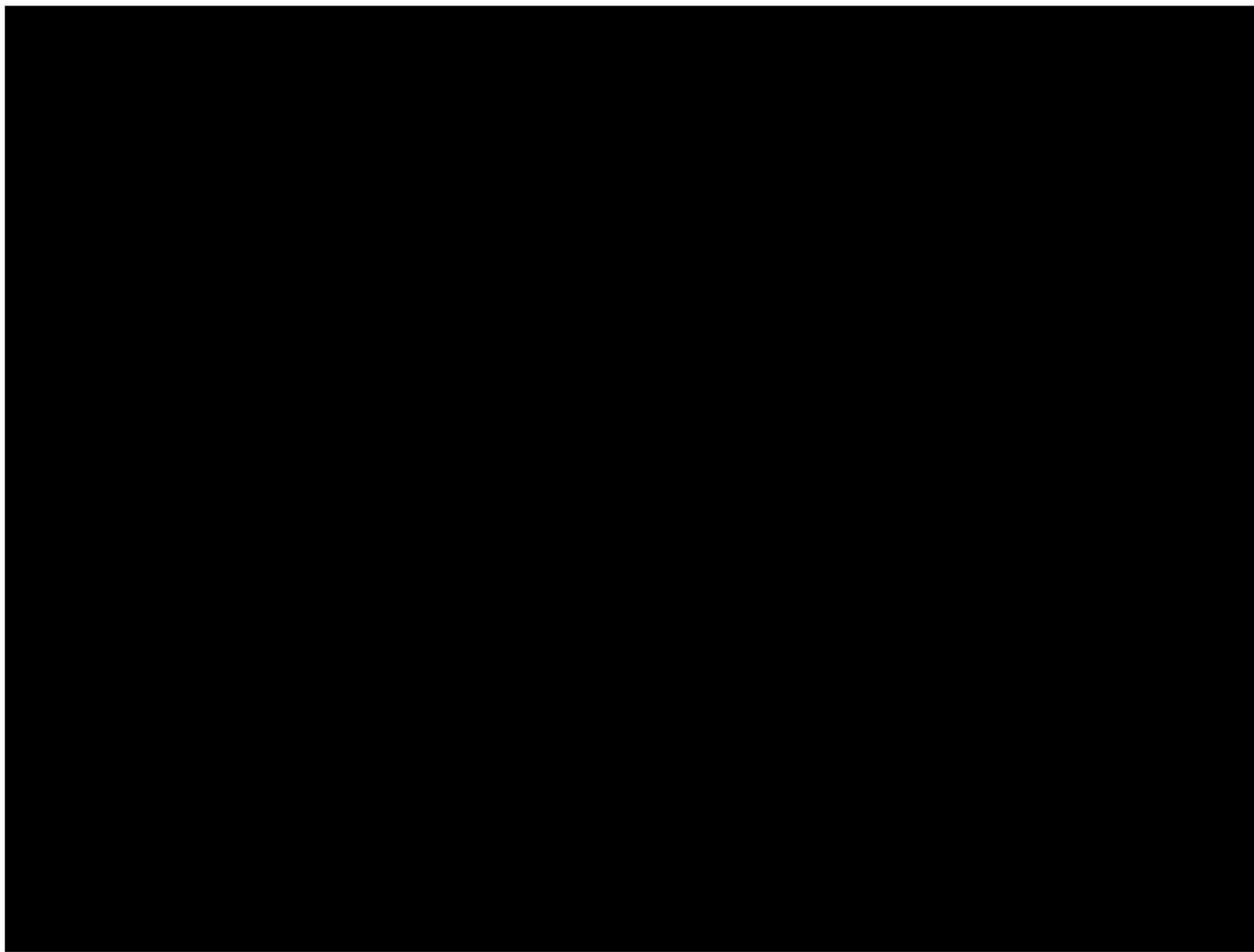
Image a set of **base boxes**
centered at each grid cell
Here $B = 3$

Redmon et al, "You Only Look Once:
Unified, Real-Time Object Detection", CVPR 2016
Liu et al, "SSD: Single-Shot MultiBox Detector", ECCV 2016
Lin et al, "Focal Loss for Dense Object Detection", ICCV 2017



(YOLO) Redmon, "You Only Look Once: Unified, Real-Time Object Detection" CVPR 2015:
Cited by 8057 ([link](#))

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Outline: Semantic Segmentation and Object Detection

Object Detection: let's classify and locate

- Sliding Window versus Region Proposals
- Two stage detectors: the evolution of R-CNN , Fast R-CNN, Faster R-CNN
- Single stage detectors: detection without Region Proposals: YOLO / SSD

Semantic segmentation: classify every pixel

- Fully-Convolutional Networks
- SegNet & U-NET
- Faster R-CNN linked to Semantic Segmentation: Mask R-CNN

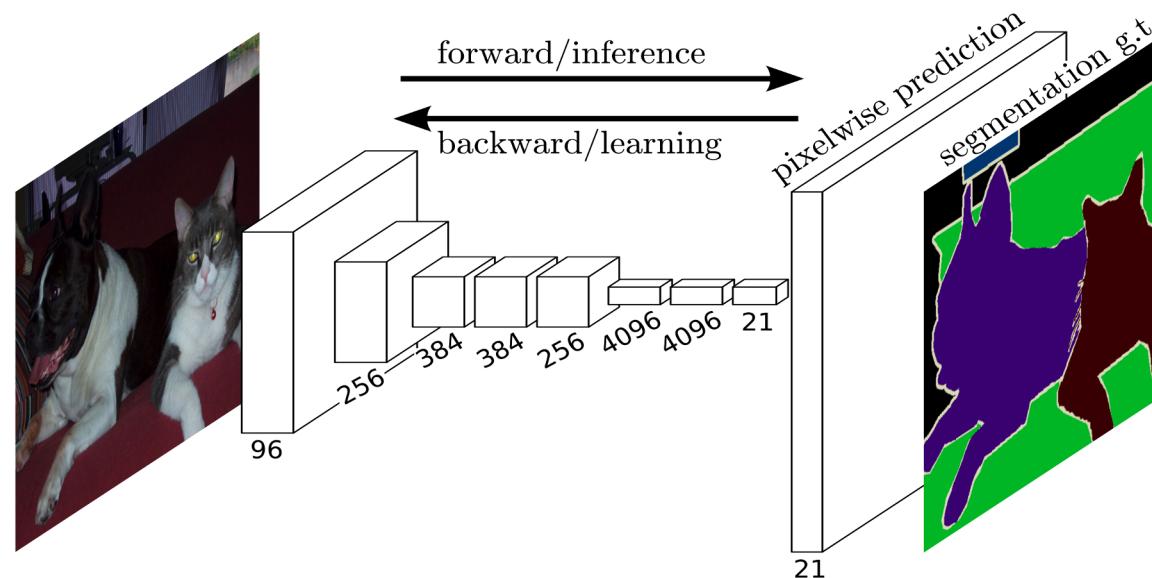
Demo: Using Transfer-Learning to train a U-NET

Semantic segmentation: Classify every pixel

- **Image Classification:** assigning a single label to **the entire picture**
- **Semantic segmentation:** assigning a semantically meaningful **label to every pixel in the image**

So our output shouldn't be a class prediction (C numbers) but a picture ($C \times w \times h$)

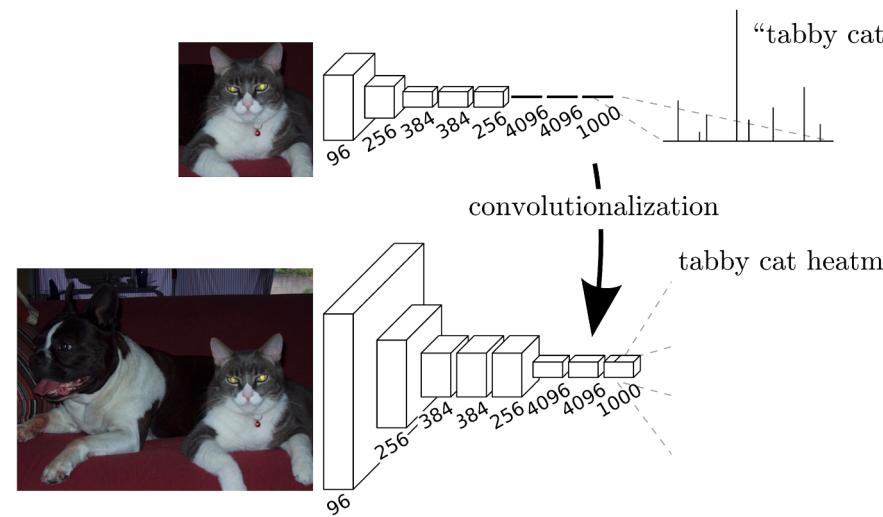
- Can we have a network for each pixel location?
- Sliding window inputs of patches predicting the class of the pixel in the center?
- Many forward passes! Not reusing overlapping patches and features.



(FCN) Long, Shelhamer et al.
“Fully Convolutional Networks
for Semantic Segmentation”,
CVPR 2015: Cited by 14480
(link)

Fully-Convolutional Networks

- Semantic segmentation: assigning a semantically meaningful label to every pixel in the image
- So our output shouldn't be a classification prediction (C numbers) but a picture ($C \times w \times h$)
 - Maybe we can have a network for each pixel location? Many (w times h) networks!
 - Sliding window inputs of patches predicting the class of the pixel in the center? Many forward passes! Overlapping features not used.
- Solution: FCN = Fully-Convolutional Networks! (not fully-connected)
 - 1 network - 1 prediction would be a lot better
 - Why convolutions? every pixel is very much influenced by its neighborhood



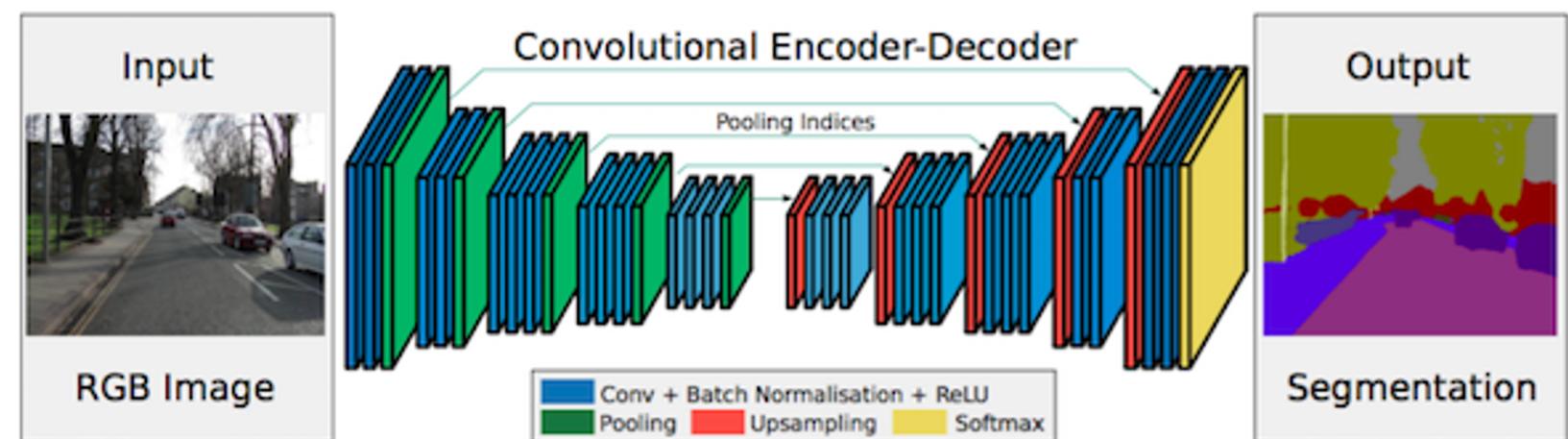
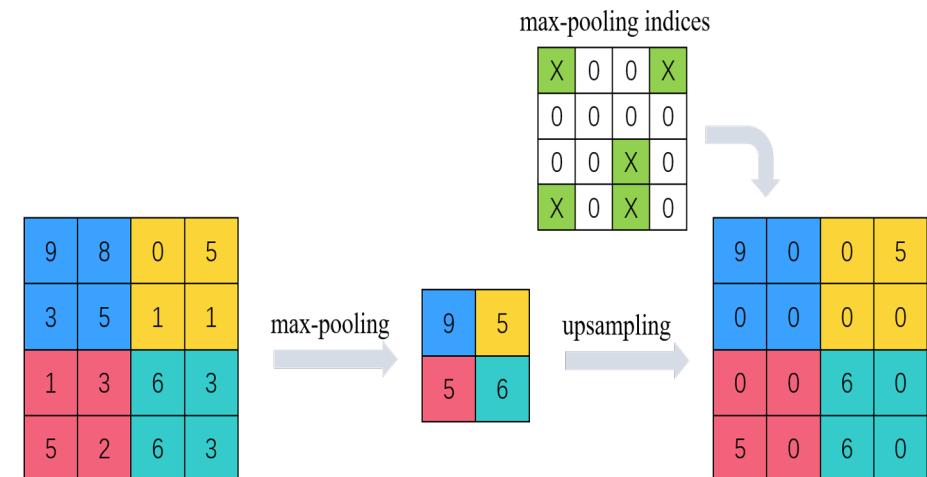
(FCN) Long, Shelhamer et al.
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Fully-Convolutional Networks

- **FCN:** design a network as a bunch of conv layers to make predictions for all pixels all at once.
 - **Encoder** (= Localization): **downsample** through **convolutions**. Reduces number of params (bottleneck), can make network deeper
 - **Decoder** (= Segmentation): **upsampled** through **transposed convolutions**
 - **Loss:** cross-entropy loss on every pixel.
- **Contribution:**
 - Popularize the use of end-to-end CNNs for semantic segmentation;
 - Re-purpose imagenet pretrained networks for segmentation = [Transfer Learning](#)
 - Upsample using transposed layers.
- **Negative:**
 - upsampling = loss of information during pooling;
 - 224x224 image downsampled to 20x20 back upsampled to 224x224.

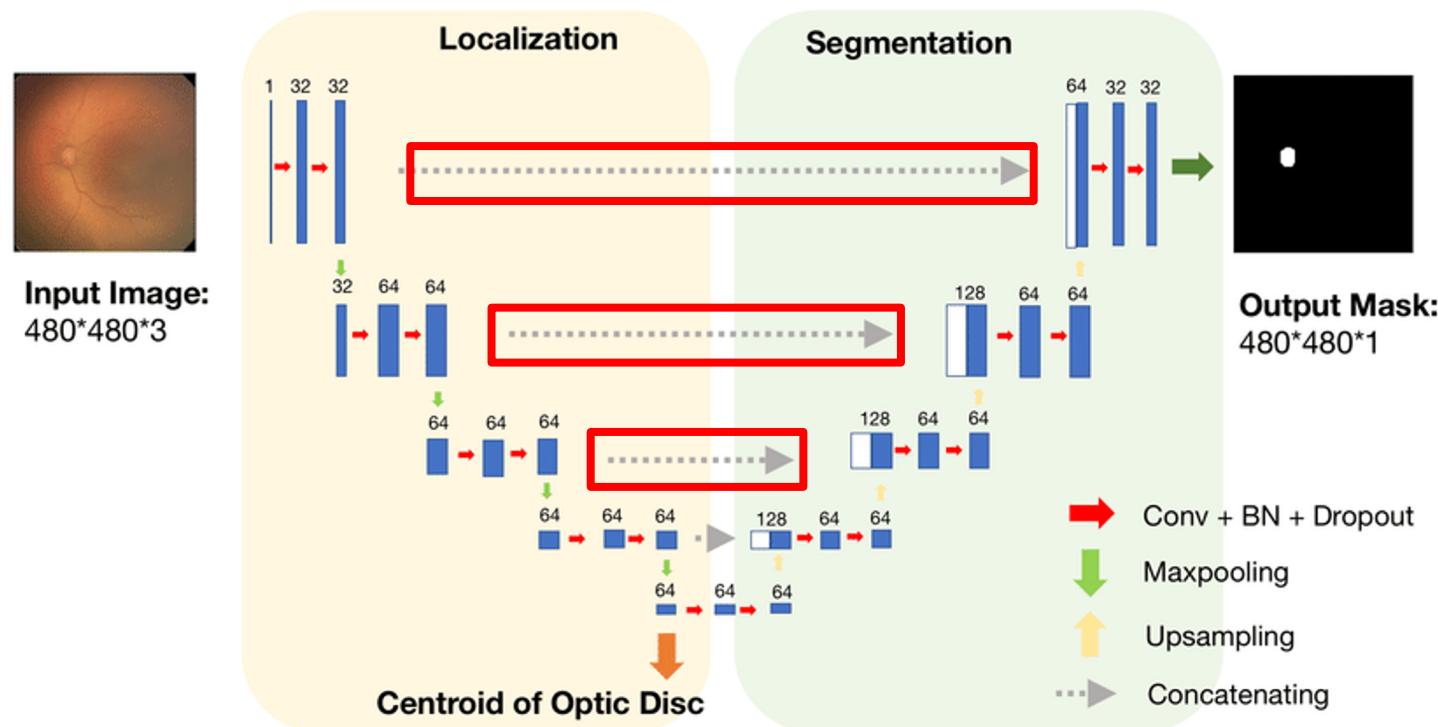
SegNet

- The indices from max pooling down sampling are transferred to the decoder:
pooling indices
- Improves fine segmentation resolution, we want “pixel-perfect”;
- More efficient since no transposed convolutions to learn.



U-NET: long skip connections

- The U-Net is an encoder decoder using:
 - **location information** from the down sampling path of the **encoder**;
 - **contextual information** in the up sampling path by the “concatenating” long-skip **connections**.



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References

Presentations:

- Fei-Fei Li & Justin Johnson & Serena Yeung Stanford CS231n 2019/2018 “Conv. Neural Networks for Visual Recognition” Lecture 12 !
 - BTW: Great course / youtube series ([youtube 2017](#))
- Ross Girshick, “Fast R-CNN” Slides 2015 ([link](#))

Papers:

- **VGG** Simonyan, Zisserman. “Very Deep CNNs for Large-scale Image Recognition”, ILSVRC 2014: Cited by 34652 ([link](#))
- **Select. Search** Uijlings et al, Selective Search for Object Recognition” IJCV 2013: Cited by 3944 ([link](#))
- **R-CNN** Girshick et al, “Rich feature hierarchies for accurate object detect. & sem. segmentation” CVPR2014: Cited by 12000 ([link](#))
- **Fast-R-CNN** Girshick, ‘Fast R-CNN“ ICCV 2015: Cited by 8791 ([link](#))
- **Faster- R-CNN** Ren et al, “Faster R-CNN: Real-Time Object Det. with Region Proposal Networks” NEURIPS 2015 Cited by 16688 ([link](#))
- **Mask-R-CNN** He et al, “Mask R-CNN” ICCV 2017: Cited by 5297 ([link](#))
- **YOLO** Redmon, “You Only Look Once: Unified, Real-Time Object Detection” CVPR 2015: Cited by 8057 ([link](#))
- **FCN** Long, Shelhamer et al. “Fully Convolutional Networks for Semantic Segmentation”, CVPR 2015: Cited by 14480 ([link](#))
- **SegNet** Badrinarayanan et al. “SegNet: A deep Conv Encoder-Decoder Architecture for Image Segmentation”. Cited by 4258 ([link](#))
- **U-Net** Ronneberger et al. “U-Net: Convolutional Networks for Biomedical Image Segmentation”. Cited by 12238 ([link](#))

THANK YOU

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Advanced Practical Data Science
Pavlos Protopapas