| Output size | ResNet-50 | SE-ResNet-50 | SE-ResNeXt-50 (32 \times 4d) |
|------------------|--|---|---|
| 112×112 | $\operatorname{conv}, 7 \times 7, 64, \operatorname{stride} 2$ | | |
| 56×56 | max pool, 3×3 , stride 2 | | |
| 50 × 50 | $\begin{bmatrix} \operatorname{conv}, 1 \times 1, 64 \\ \operatorname{conv}, 3 \times 3, 64 \\ \operatorname{conv}, 1 \times 1, 256 \end{bmatrix} \times 3$ | $[conv, 1 \times 1, 64]$ | $[\text{conv}, 1 \times 1, 128]$ |
| | | $ \text{conv}, 3 \times 3, 64 \times 3$ | $ \text{conv}, 3 \times 3, 128 C = 32 \times 3$ |
| | | $[conv, 1 \times 1, 256]$ | conv, 1 × 1, 256 $ $ $ $ $ $ $ $ $ $ $ $ $ $ |
| | | $\lfloor fc, [16, 256] \rfloor$ | [fc, [16, 256]] |
| 28×28 | $\begin{bmatrix} \text{conv}, 1 \times 1, 128 \\ \text{conv}, 3 \times 3, 128 \\ \text{conv}, 1 \times 1, 512 \end{bmatrix} \times 4$ | $\lceil \text{conv}, 1 \times 1, 128 \rceil$ | $\lceil \text{conv}, 1 \times 1, 256 \rceil$ |
| | | $ \text{conv}, 3 \times 3, 128 \times 4$ | $\begin{vmatrix} \text{conv}, 3 \times 3, 256 & C = 32 \end{vmatrix} \times 4$ |
| | | $ \text{conv}, 1 \times 1, 512 ^{-\lambda/4}$ | conv, 1 × 1, 512 |
| | | $\lfloor fc, [32, 512] \rfloor$ | [fc, [32, 512]] |
| 14 × 14 | $\begin{bmatrix} \operatorname{conv}, 1 \times 1, 256 \\ \operatorname{conv}, 3 \times 3, 256 \\ \operatorname{conv}, 1 \times 1, 1024 \end{bmatrix} \times 6$ | $\lceil \text{conv}, 1 \times 1, 256 \rceil$ | $\lceil \text{conv}, 1 \times 1, 512 \rceil$ |
| | | $\begin{vmatrix} \text{conv}, 3 \times 3, 256 \\ \text{1} & \text{1} & \text{2} \end{vmatrix} \times 6$ | $ \text{conv}, 3 \times 3, 512 C = 32 \times 6$ |
| | | $ \text{conv}, 1 \times 1, 1024 \times 0$ | conv, 1 × 1, 1024 |
| | | fc, [64, 1024] | fc, [64, 1024] |
| 7×7 | $\begin{bmatrix} conv, 1 \times 1, 512 \\ conv, 3 \times 3, 512 \\ conv, 1 \times 1, 2048 \end{bmatrix} \times 3$ | $\lceil \text{conv}, 1 \times 1, 512 \rceil$ | $\lceil \text{conv}, 1 \times 1, 1024 \rceil$ |
| | | $ \text{conv}, 3 \times 3, 512 \times 3$ | $\begin{bmatrix} \text{conv}, 3 \times 3, 1024 & C = 32 \end{bmatrix} \times 3$ |
| | | $ \text{conv}, 1 \times 1, 2048 \times 3$ | $ \text{conv}, 1 \times 1, 2048 \times 3$ |
| | [COIIV, 1 × 1, 2048] | fc, [128, 2048] | fc, [128, 2048] |
| 1 × 1 | global average pool, 1000-d fc, softmax | | |