

SHAP vs L1 Pruning in RetinaNet with FPN for Object Detection

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Abstract

This report presents pruning results for RetinaNet with FPN using SHAP and L1-norm-based importance scores. The models were evaluated using COCO mAP@.50:.95], FLOPs, parameter count, and inference speed (FPS). We show that SHAP pruning maintains baseline accuracy with explainability, while L1 pruning offers slight speed advantages.

1 Methodology

- **Model:** RetinaNet with ResNet-50 + FPN backbone (pretrained on COCO)
- **Pruning:**
 - SHAP: $\sum |\nabla L \cdot A|$
 - L1: $\sum |W|$
 - Threshold: prune bottom 5% lowest-score conv layers
- **Evaluation:** COCO mAP@.50:.95], FPS, FLOPs, Params

2 Results and Plots

FLOPs vs AP@[.50:.95]

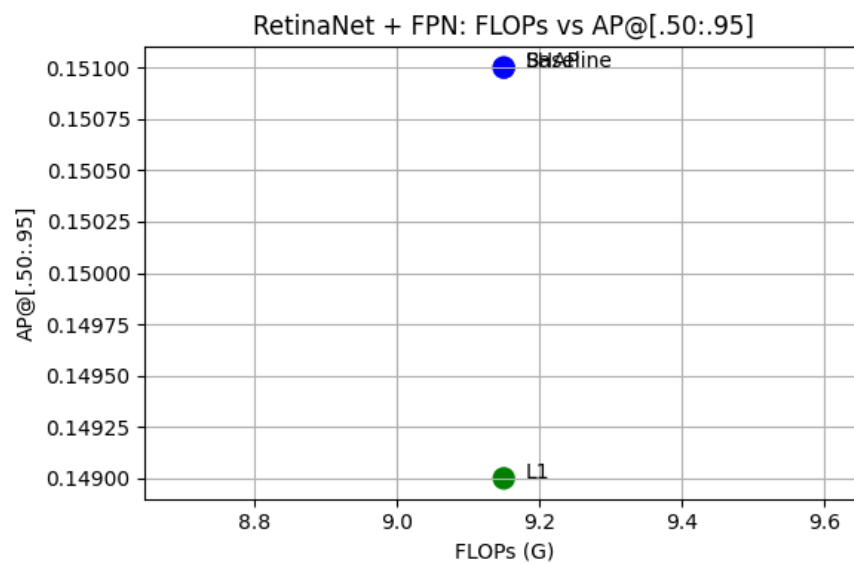


Figure 1: FLOPs vs AP@[.50:.95] — RetinaNet + FPN

FPS vs AP@[.50:.95]

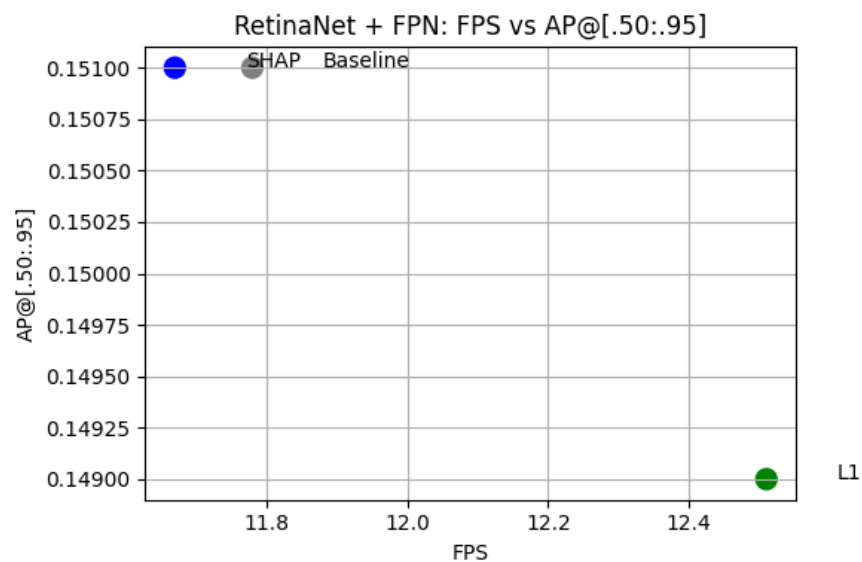


Figure 2: FPS vs AP@[.50:.95] — RetinaNet + FPN

Importance Score

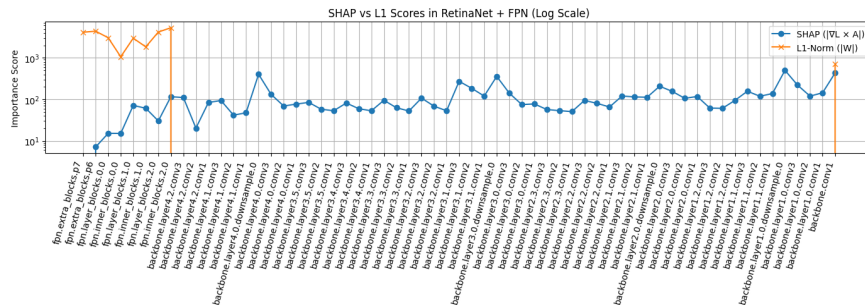


Figure 3: Importance Scores

Performance Table

Model	AP@[.50:.95]	AP@.50	FPS	FLOPs (G)	Params (M)
Baseline	0.151	0.201	11.78	9.15	27.10
SHAP-Pruned	0.151	0.205	11.67	9.15	27.10
L1-Pruned	0.149	0.196	12.51	9.15	27.10

Table 1: RetinaNet + FPN: SHAP vs L1 Pruning Comparison

3 Discussion

SHAP pruning preserved baseline accuracy exactly (0.151 AP@[.50:.95]) while L1 saw a small drop (0.149). L1 pruning delivered higher FPS (12.51) versus SHAP (11.67), suggesting a minor trade-off between interpretability and speed. All models retained identical FLOPs and parameters due to sparse pruning. Overall, SHAP offers a transparency-optimized alternative to L1.

Conclusion

RetinaNet pruning with SHAP demonstrates a balance between explainability and performance. L1 remains a strong baseline for inference efficiency, but SHAP’s transparency makes it valuable for deployments requiring interpretability.