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Computer Vision; Image Classification; AutoML



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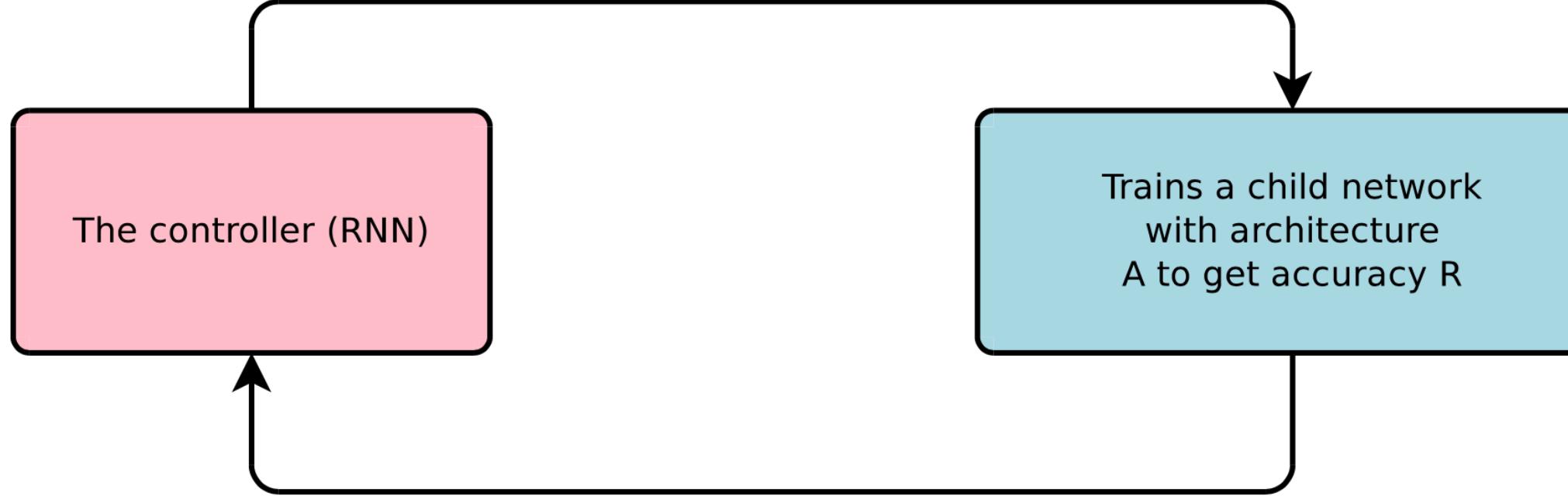
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Neural Architecture Search With Reinforcement Learning

feature engineering → architecture engineering
Sample architecture A with probability p



$$\nabla_{\theta_c} J(\theta_c) = \int \nabla_{\theta_c} P(a_{1:T}; \theta_c) R = \int \frac{\nabla_{\theta_c} P(a_{1:T}; \theta_c)}{P(a_{1:T}; \theta_c)} P(a_{1:T}; \theta_c) R = \int \nabla_{\theta_c} \log P(a_{1:T}; \theta_c) P(a_{1:T}; \theta_c) R$$

$$P(a_{1:T}; \theta_c) = \prod_{t=1}^T P(a_t | a_{1:t-1}; \theta_c) \implies \nabla_{\theta_c} J(\theta_c) = \sum_{t=1}^T \mathbb{E}_{P(a_{1:T}; \theta_c)} [\nabla_{\theta_c} \log P(a_t | a_{1:t-1}; \theta_c) R]$$

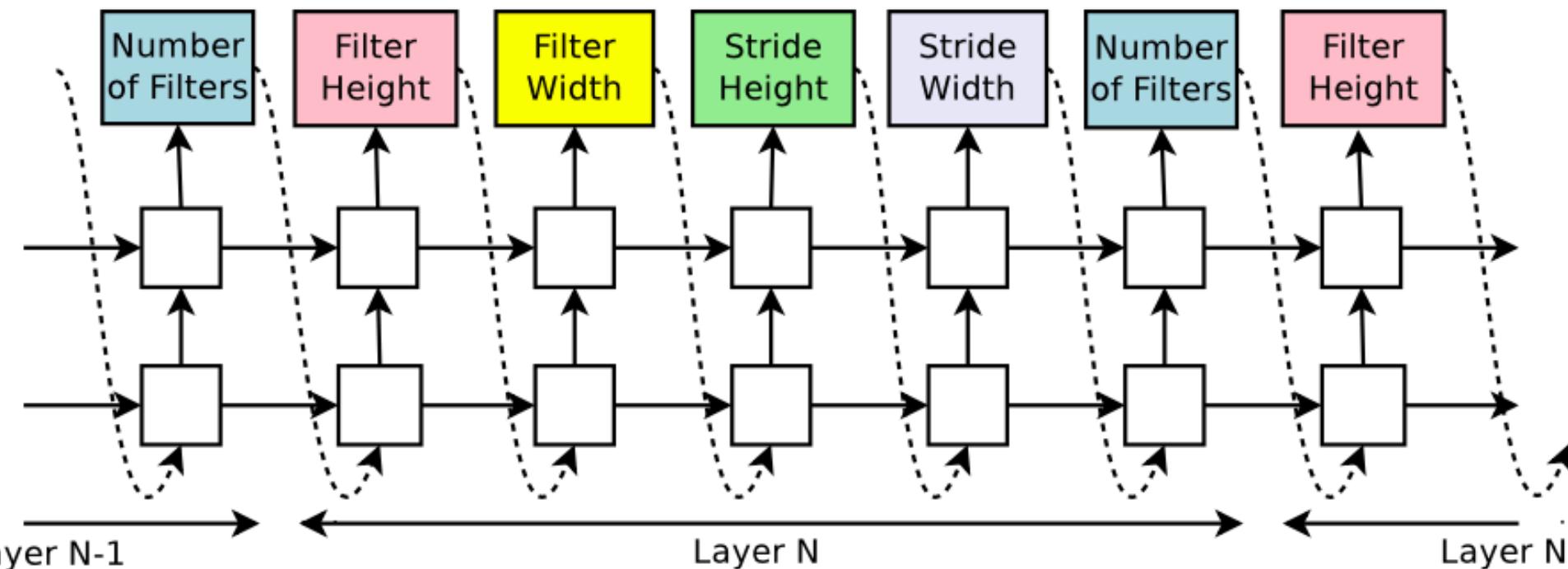
$$\nabla_{\theta_c} J(\theta_c) \approx \frac{1}{m} \sum_{k=1}^m \sum_{t=1}^T \nabla_{\theta_c} \log P(a_t | a_{1:t-1}; \theta_c) (R_k - b)$$

$m \rightarrow$ number of different architectures that the controller samples in one batch

$T \rightarrow$ number of hyperparameters the controller has to predict to design a neural network architecture

$R_k \rightarrow$ validation accuracy that the k -th neural network architecture achieves after being trained on a training dataset

$b \rightarrow$ baseline function (exponential moving average of the previous architecture accuracies)

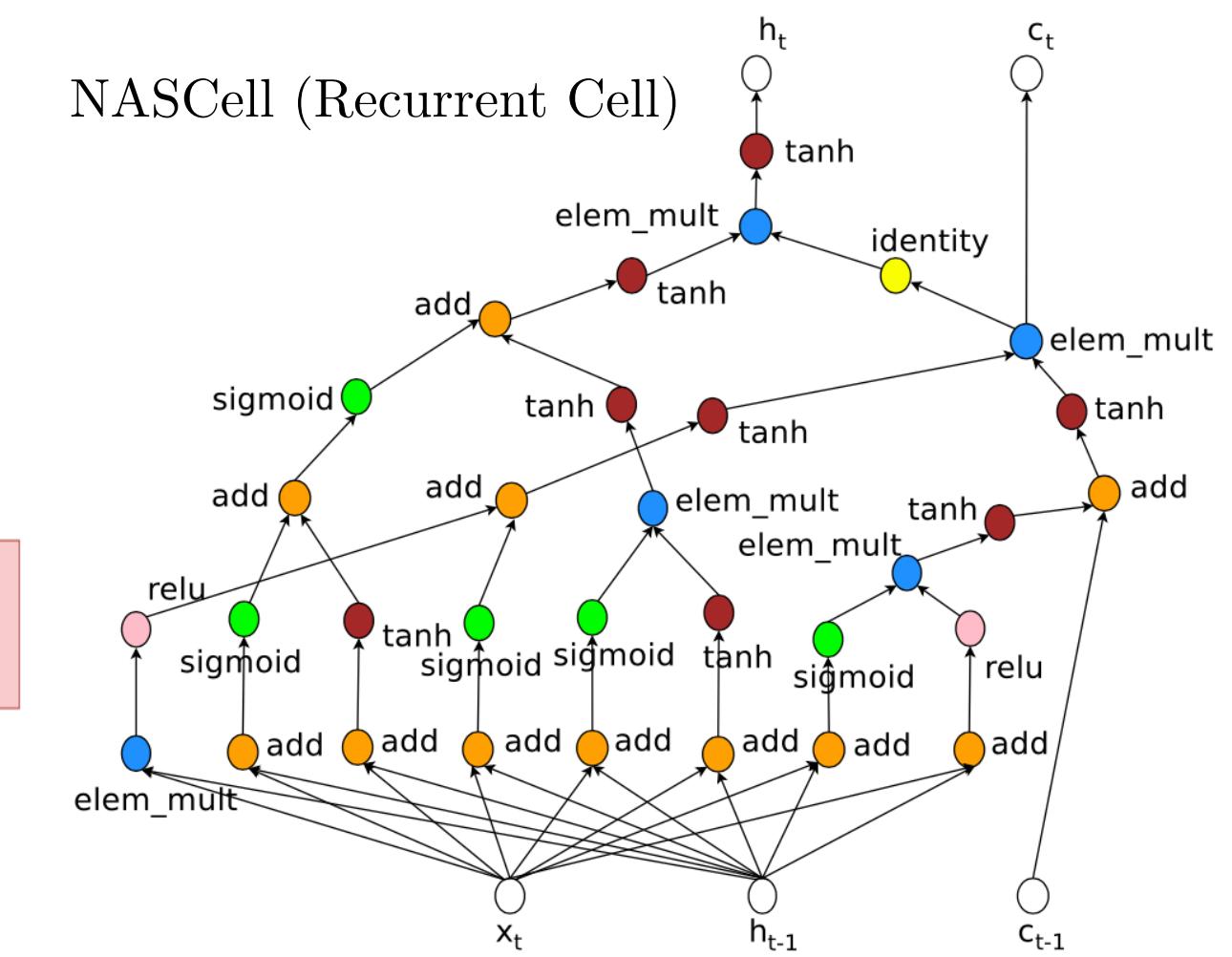
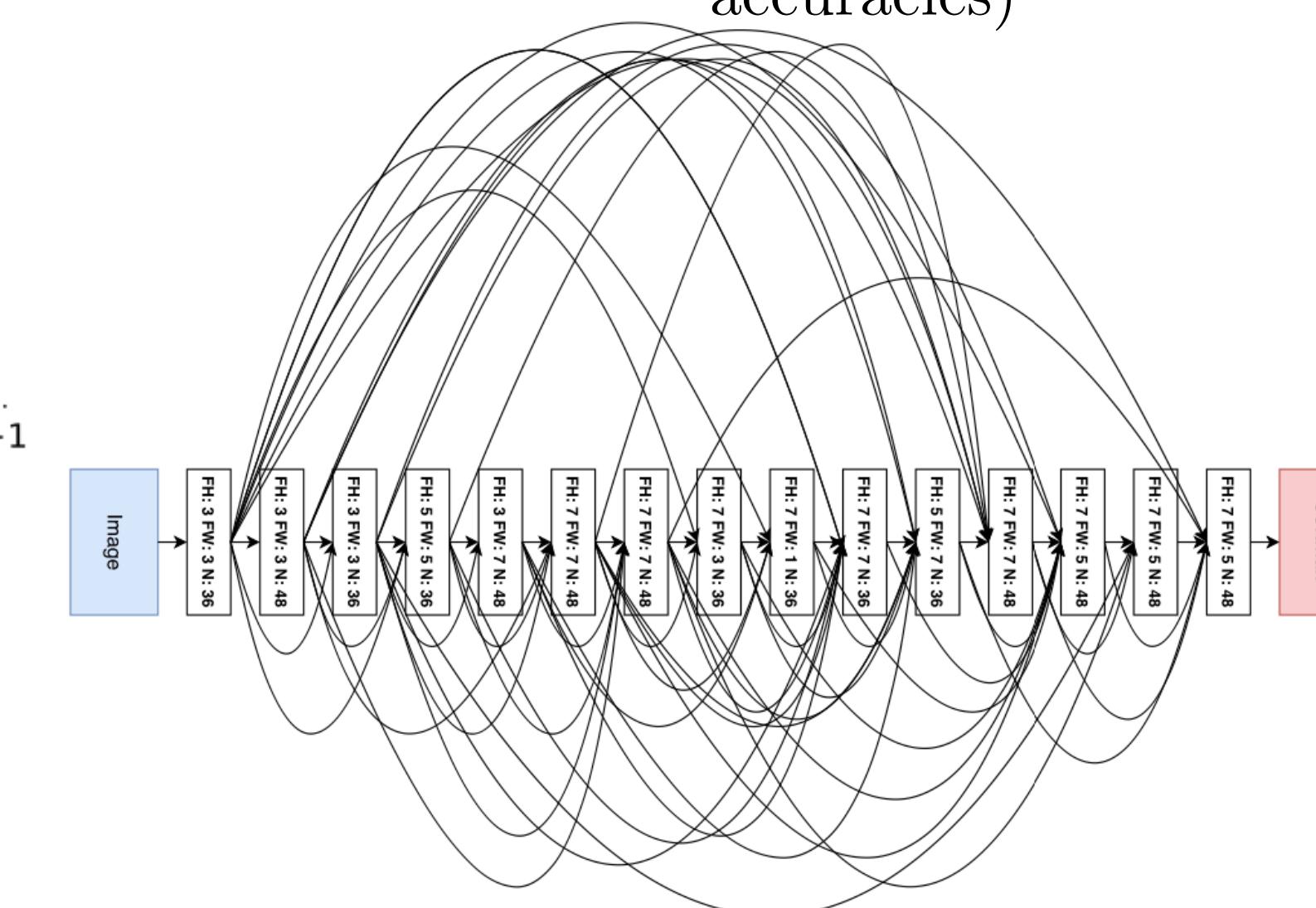


$\theta_c \rightarrow$ parameters of the controller RNN

$a_{1:T} \rightarrow$ list of actions (list of tokens that the controller predicts to design an architecture for a child network)

$R \rightarrow$ reward signal (accuracy achieved by the child network on a held-out dataset)

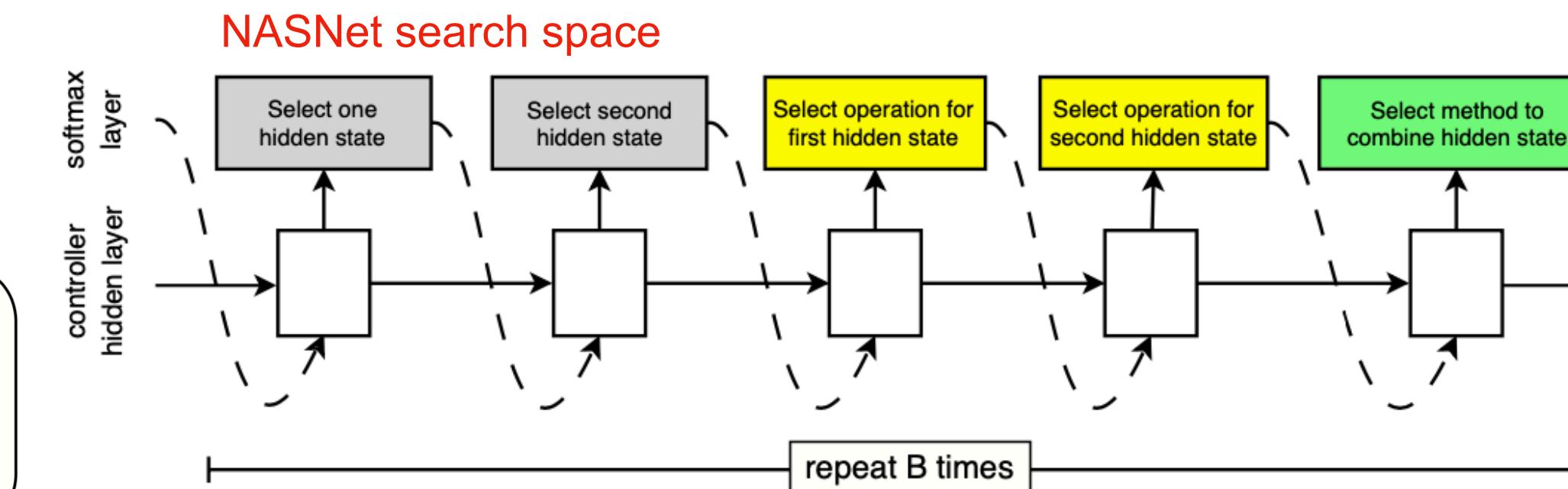
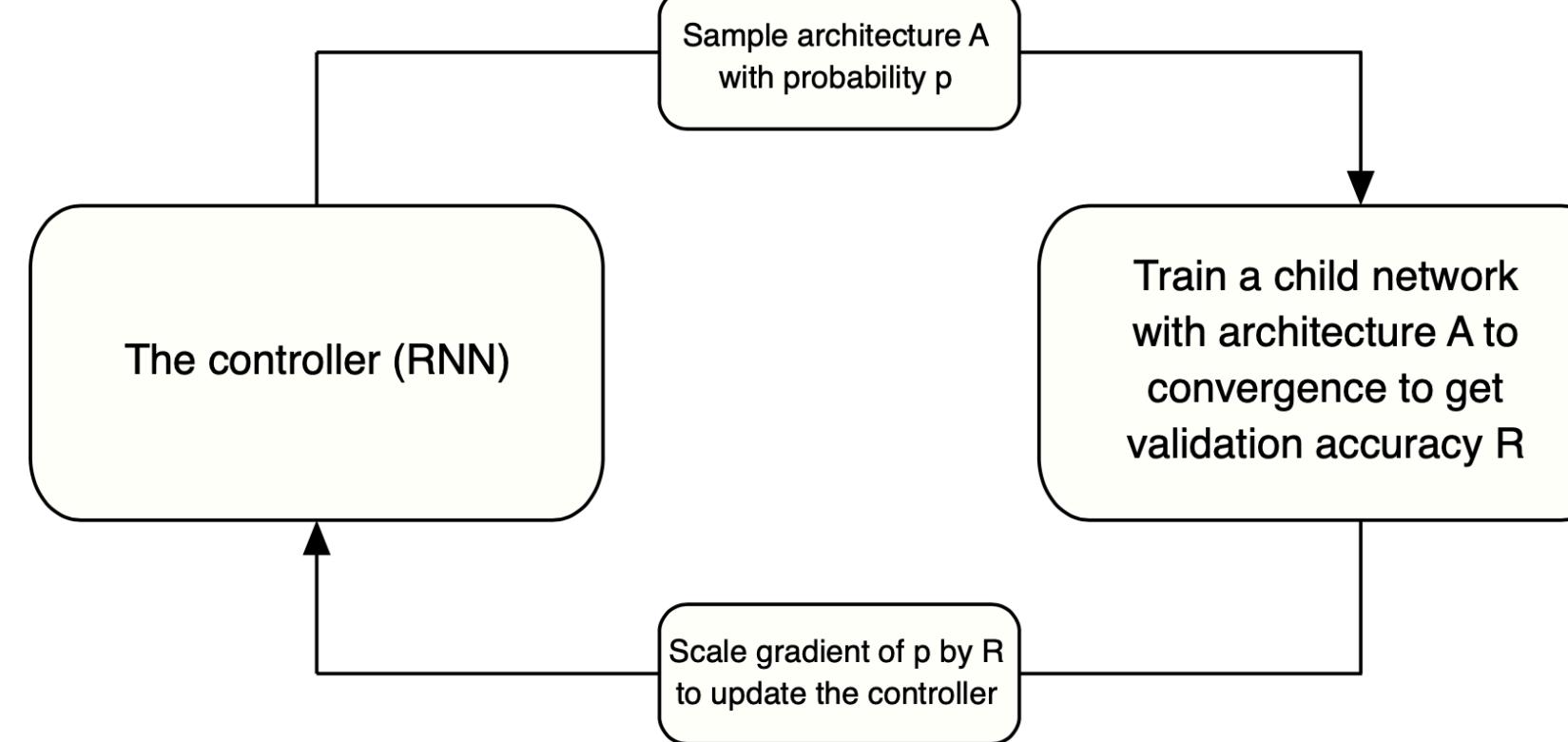
$J(\theta_c) = \mathbb{E}_{P(a_{1:T}; \theta_c)} [R] \rightarrow$ expected reward



Learning Transferable Architectures for Scalable Image Recognition


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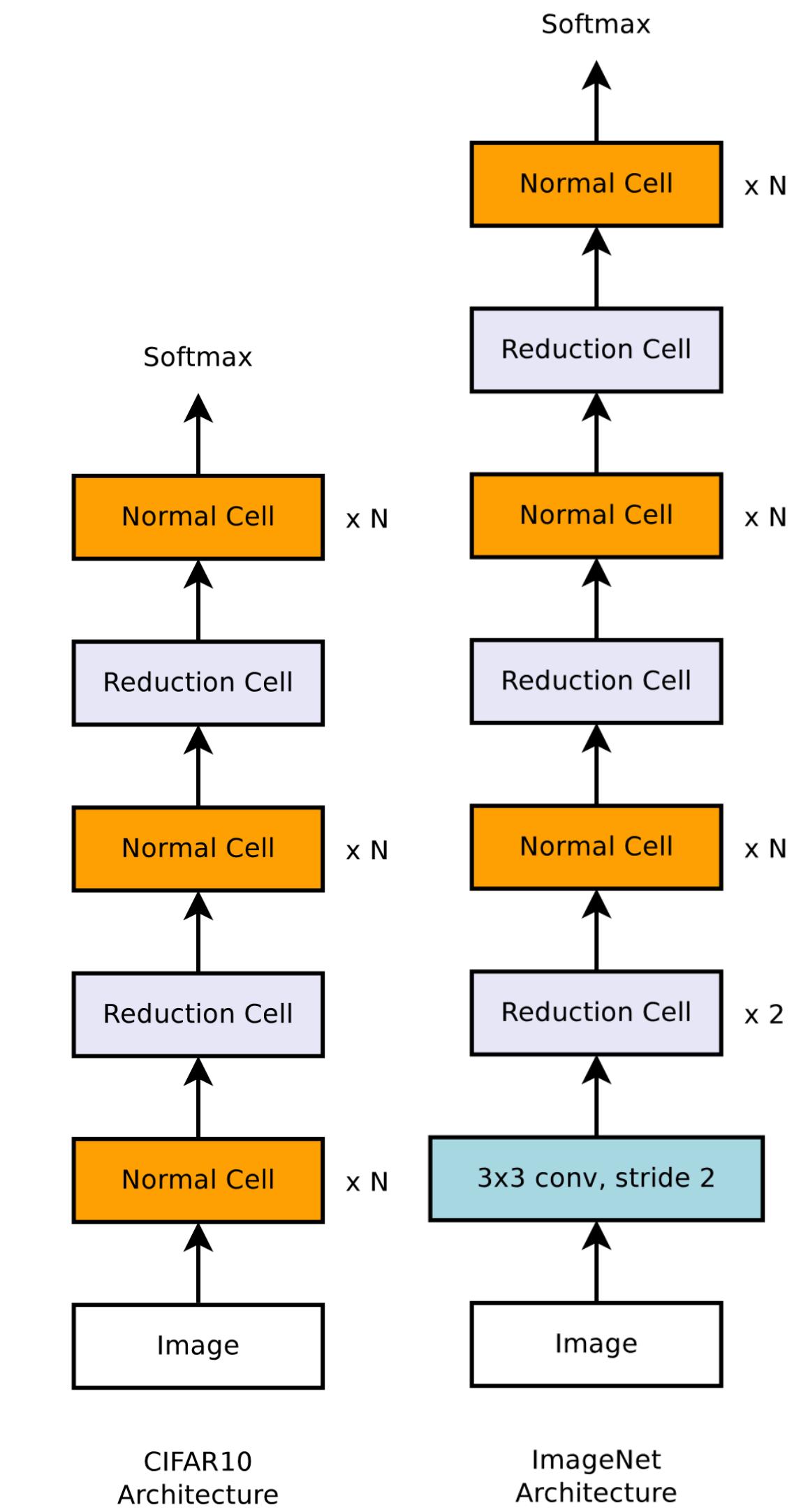
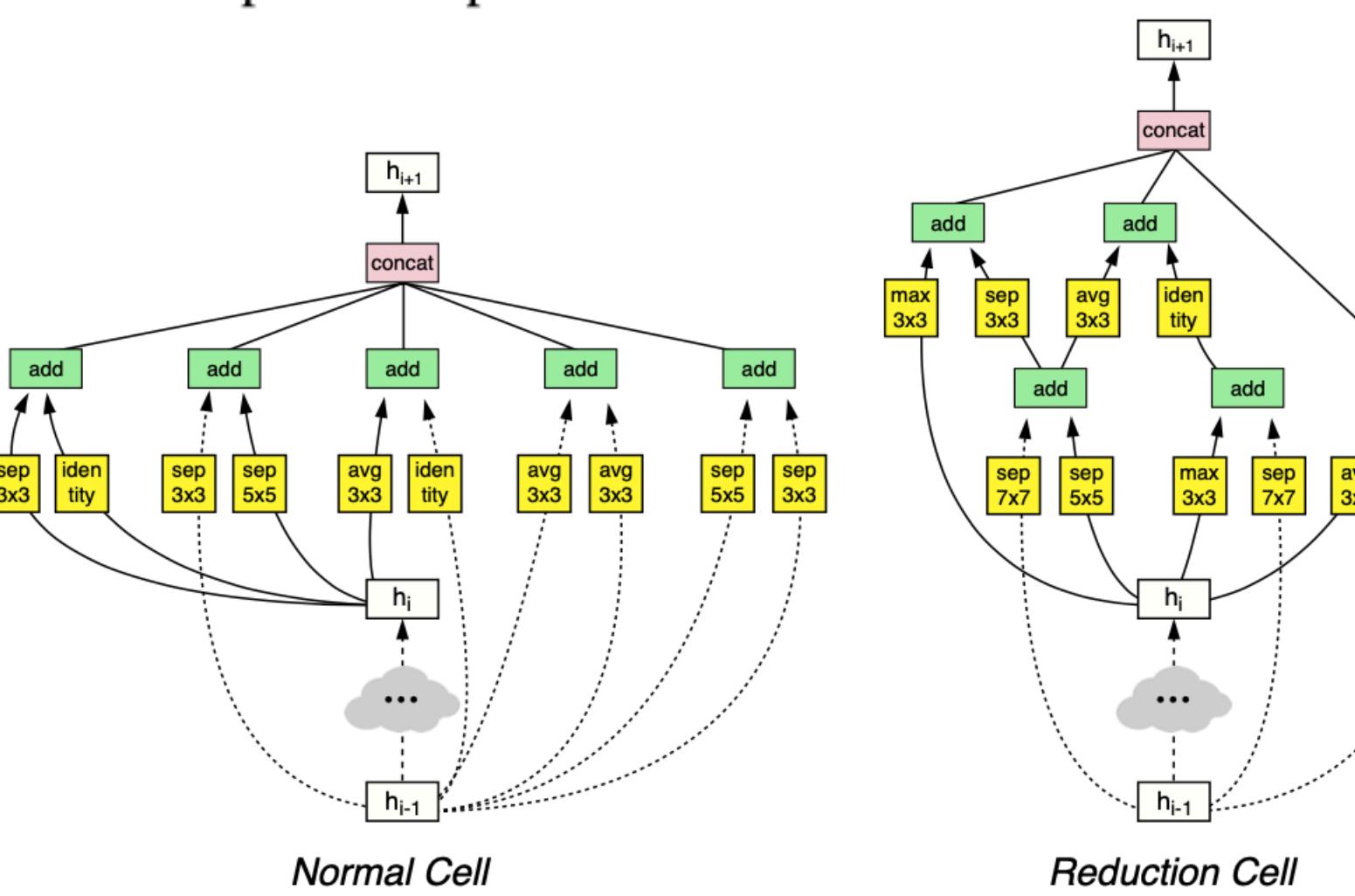
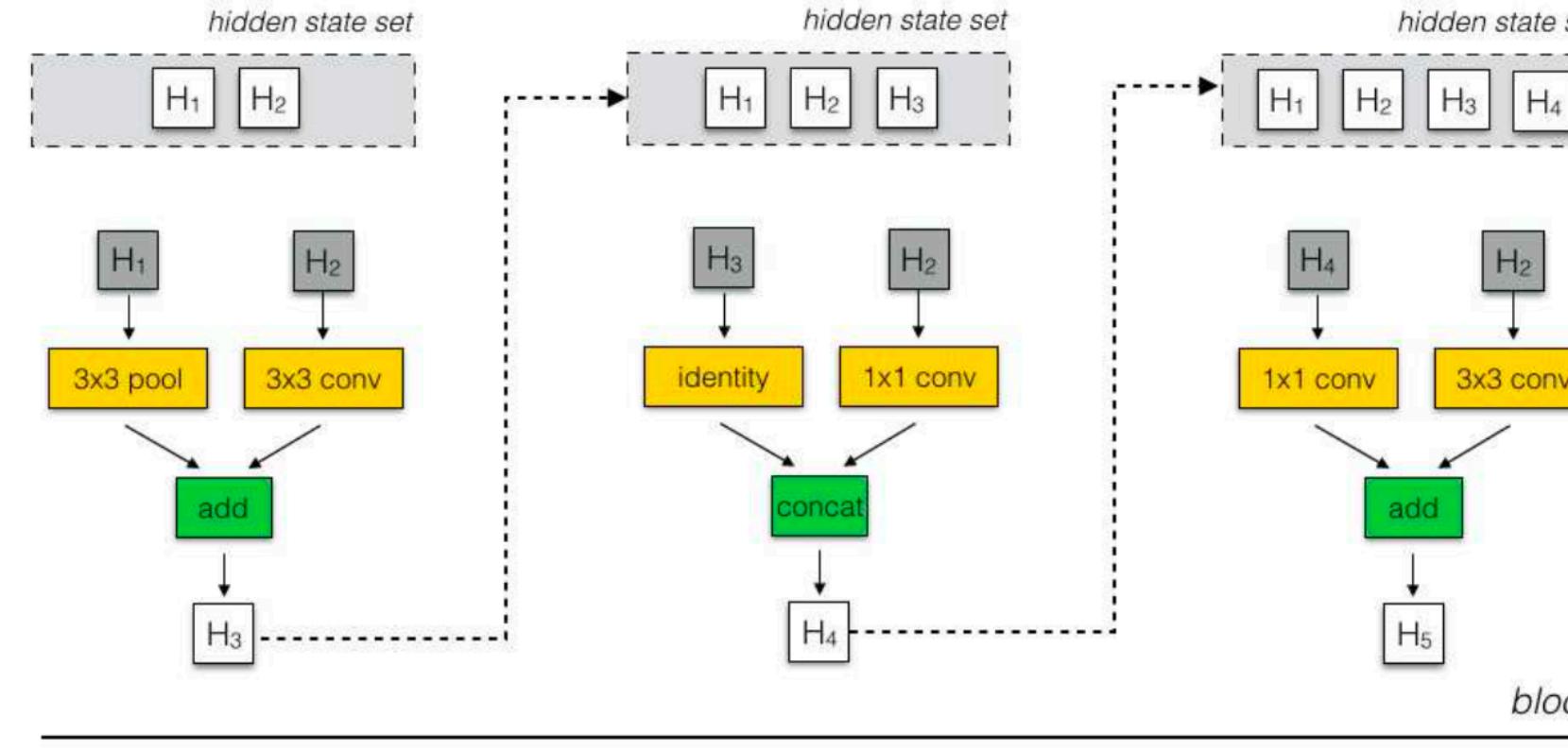
feature engineering → architecture engineering



- identity
- 1x3 then 3x1 convolution
- 1x7 then 7x1 convolution
- 3x3 average pooling
- 3x3 max pooling
- 5x5 max pooling
- 7x7 max pooling
- 1x1 convolution
- 3x3 convolution
- 5x5 depthwise-separable conv
- 7x7 depthwise-separable conv

Normal Cell: convolutional cells that return a feature map of the same dimension

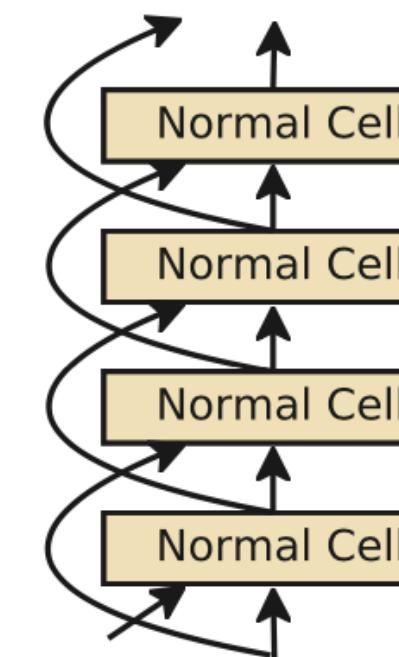
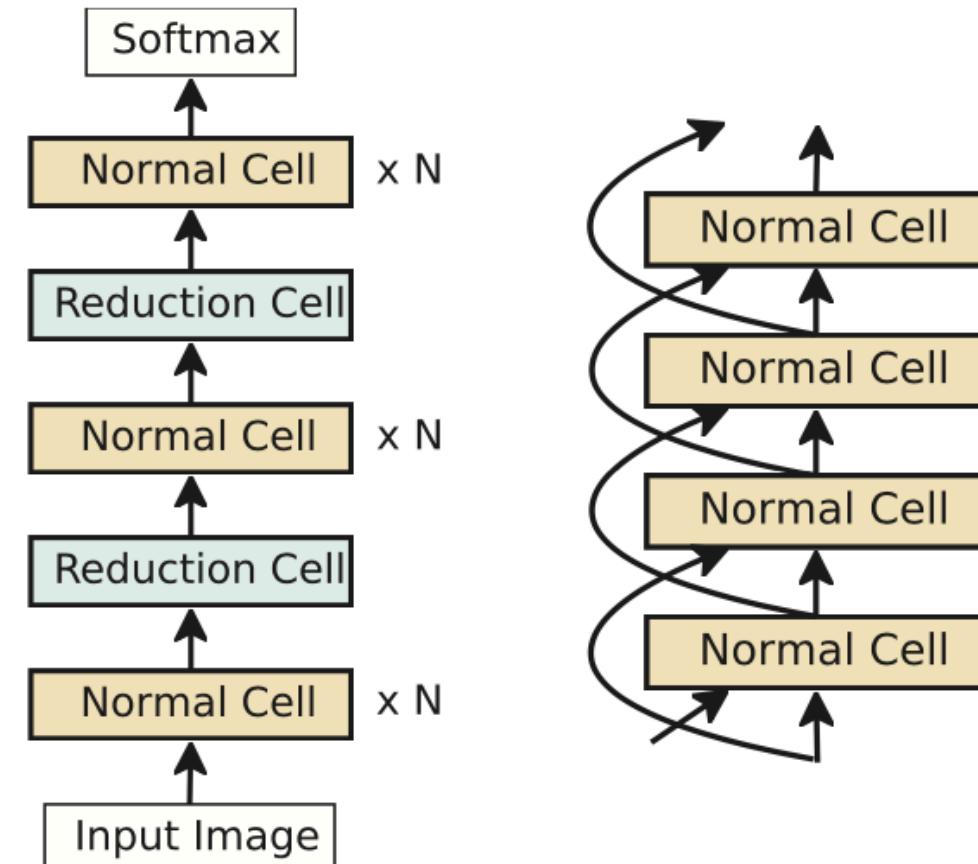
Reduction Cell: convolutional cells that return a feature map where the feature map height and width is reduced by a factor of two



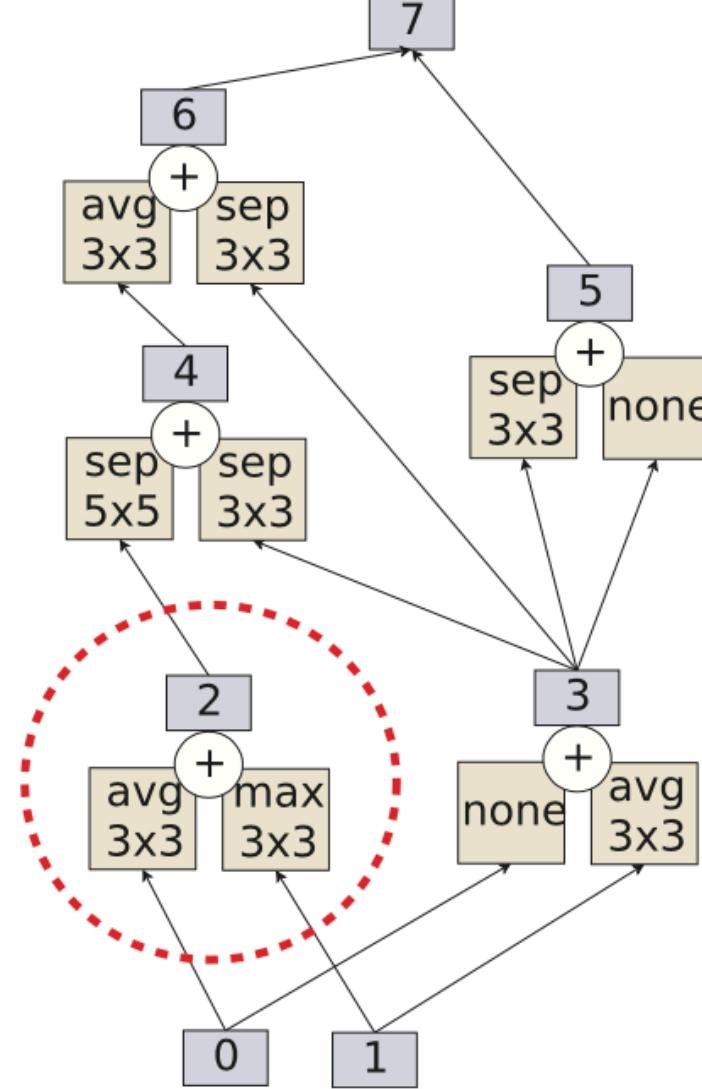
Regularized Evolution for Image Classifier Architecture Search


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NASNet Search Space outer structure



NASNet Search Space cell structure

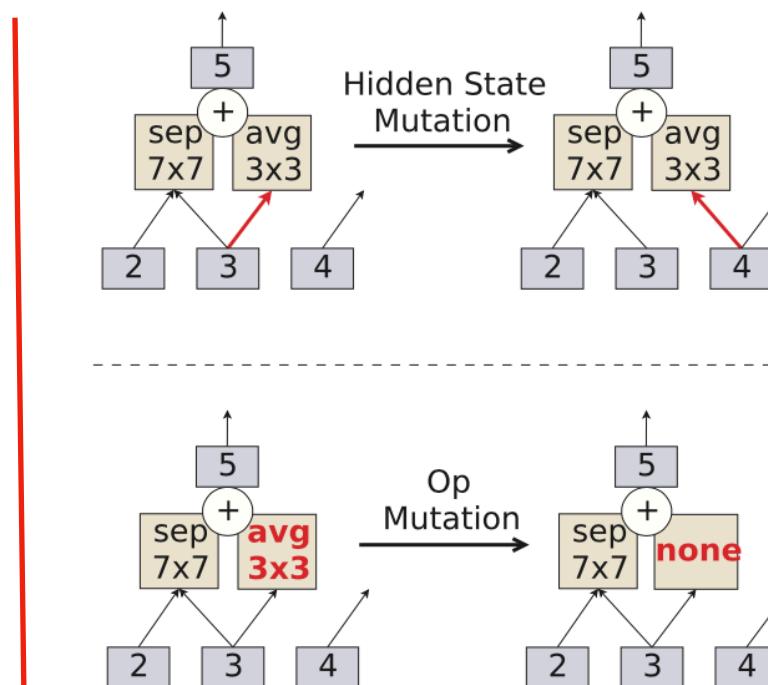


Evolution: Random Search + Selection

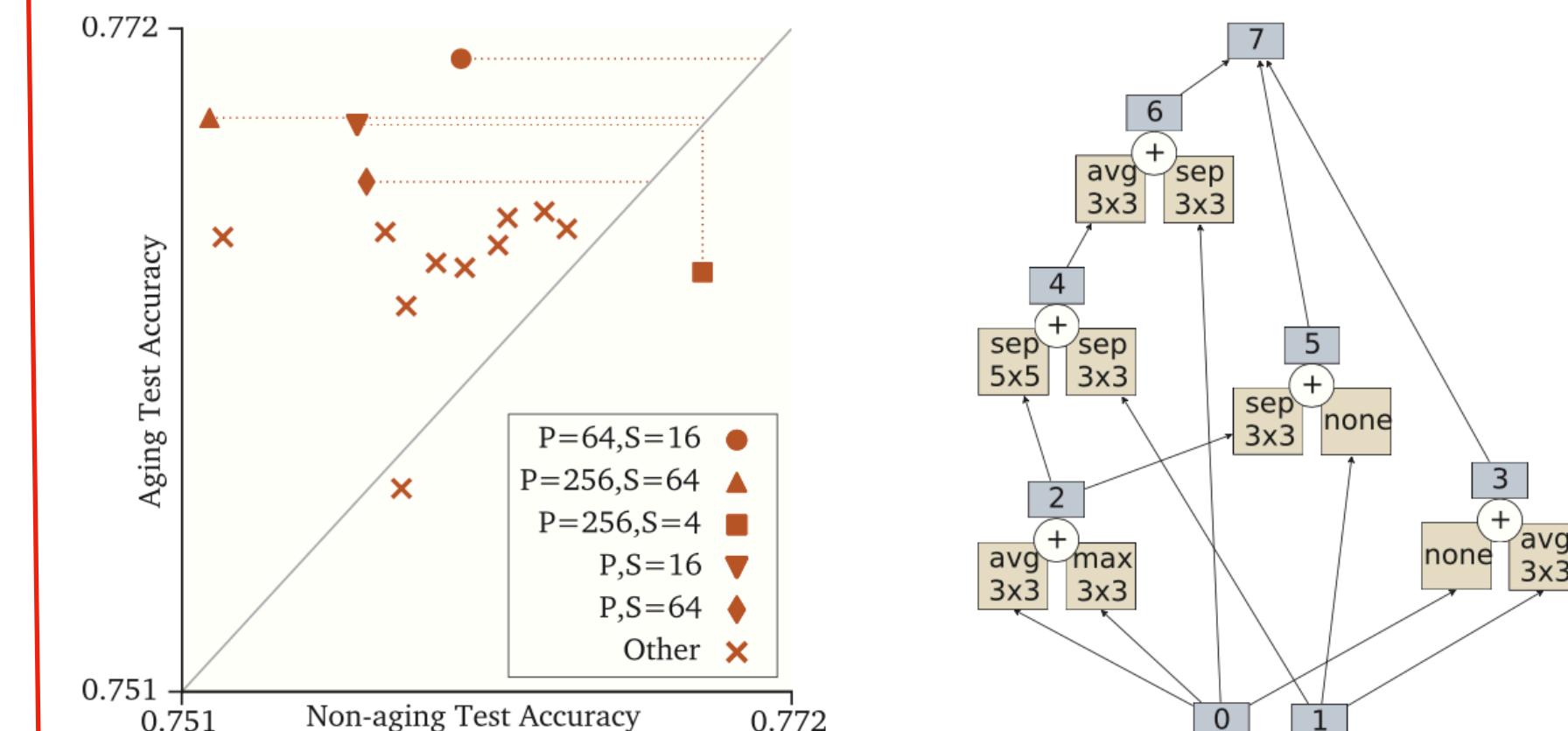
Algorithm 1 Aging Evolution (*i.e.* Regularized Evolution)

```

population ← empty queue           ▷ The population.
history ← ∅                         ▷ Will contain all models.
while |population| < P do          ▷ Initialize population.
    model.arch ← RANDOMARCHITECTURE()
    model.accuracy ← TRAINANDEVAL(model.arch)
    add model to right of population
    add model to history
end while
while |history| < C do            ▷ Evolve for C cycles.
    sample ← ∅                         ▷ Parent candidates.
    while |sample| < S do
        candidate ← random element from population
        ▷ The element stays in the population.
        add candidate to sample
    end while
    parent ← highest-accuracy model in sample
    child.arch ← MUTATE(parent.arch)
    child.accuracy ← TRAINANDEVAL(child.arch)
    add child to right of population
    add child to history
    remove dead from left of population
    discard dead
end while
return highest-accuracy model in history
  
```



Model	# Parameters	# Multiply-Adds	Top-1 / Top-5 Accuracy (%)
Incep-ResNet V2 (Szegedy et al. 2017)	55.8M	13.2B	80.4 / 95.3
ResNeXt-101 (Xie et al. 2017)	83.6M	31.5B	80.9 / 95.6
PolyNet (Zhang et al. 2017)	92.0M	34.7B	81.3 / 95.8
Dual-Path-Net-131 (Chen et al. 2017)	79.5M	32.0B	81.5 / 95.8
GeNet-2 (Xie and Yuille 2017)*	156M	-	72.1 / 90.4
Block-QNN-B (Zhong, Yan, and Liu 2018)*	-	-	75.7 / 92.6
Hierarchical (Liu et al. 2018b)*	64M	-	79.7 / 94.8
NASNet-A (Zoph et al. 2018)	88.9M	23.8B	82.7 / 96.2
PNASNet-5 (Liu et al. 2018a)	86.1M	25.0B	82.9 / 96.2
AmoebaNet-A (N=6, F=190)*	86.7M	23.1B	82.8 / 96.1
AmoebaNet-A (N=6, F=448)*	469M	104B	83.9 / 96.6





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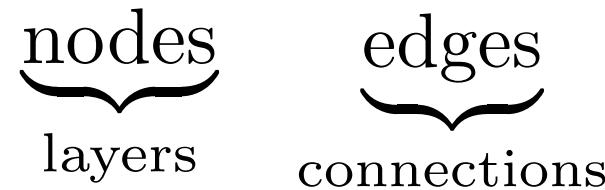
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Evolving Deep Neural Networks

NeuroEvolution of Augmenting Topologies (NEAT)

- 1) A population of chromosomes (each represented by a graph) with minimal complexity is created.
- 2) Over generations, structure (i.e. nodes and edges) is added to the graph incrementally through mutation.
- 3) During crossover, historical markings are used to determine how genes of two chromosomes can be lined up.
- 4) The population is divided into species (i.e. subpopulations) based on a similarity metric.
- 5) Each species grows proportionally to its fitness and evolution occurs separately in each species.

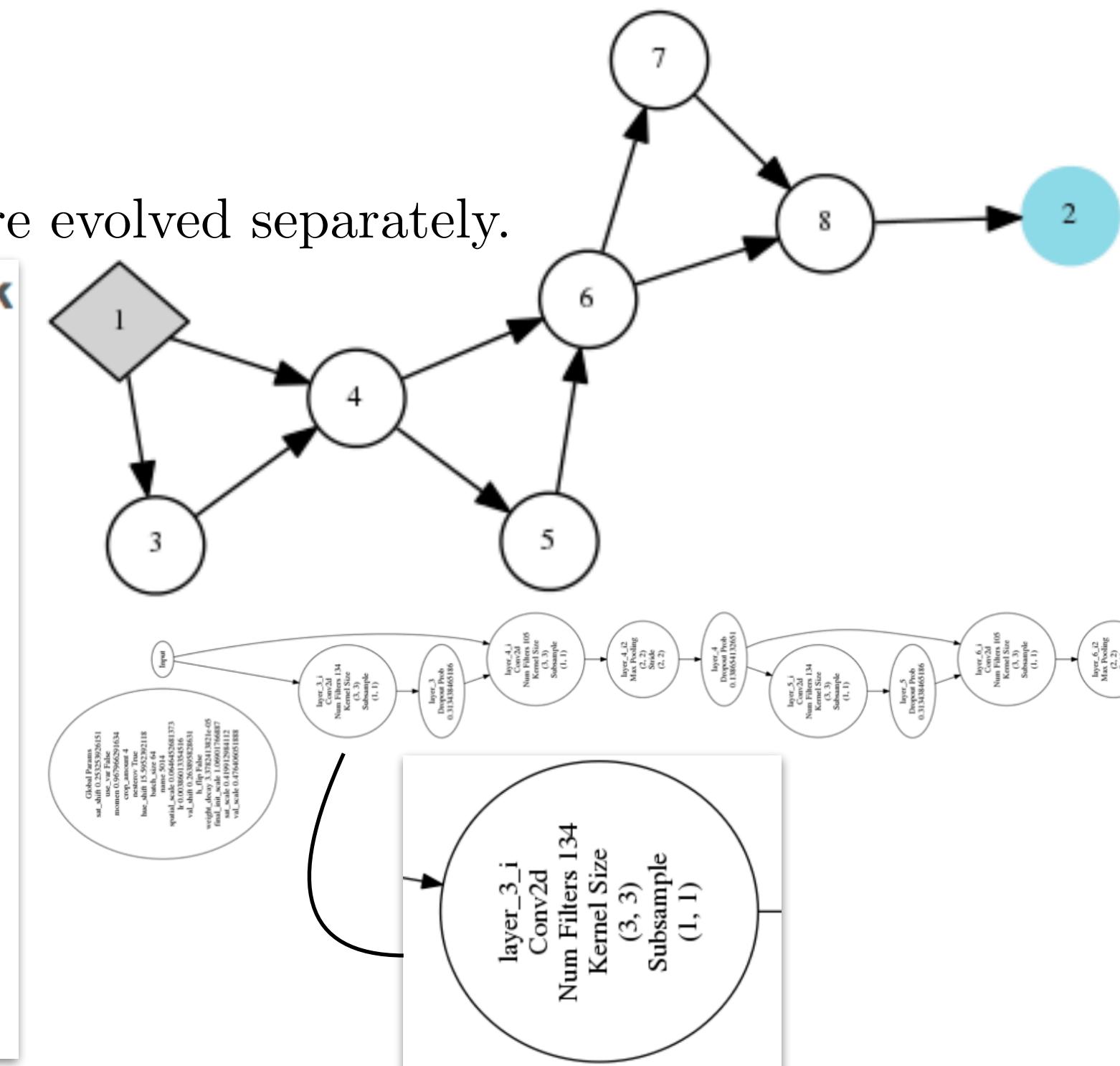
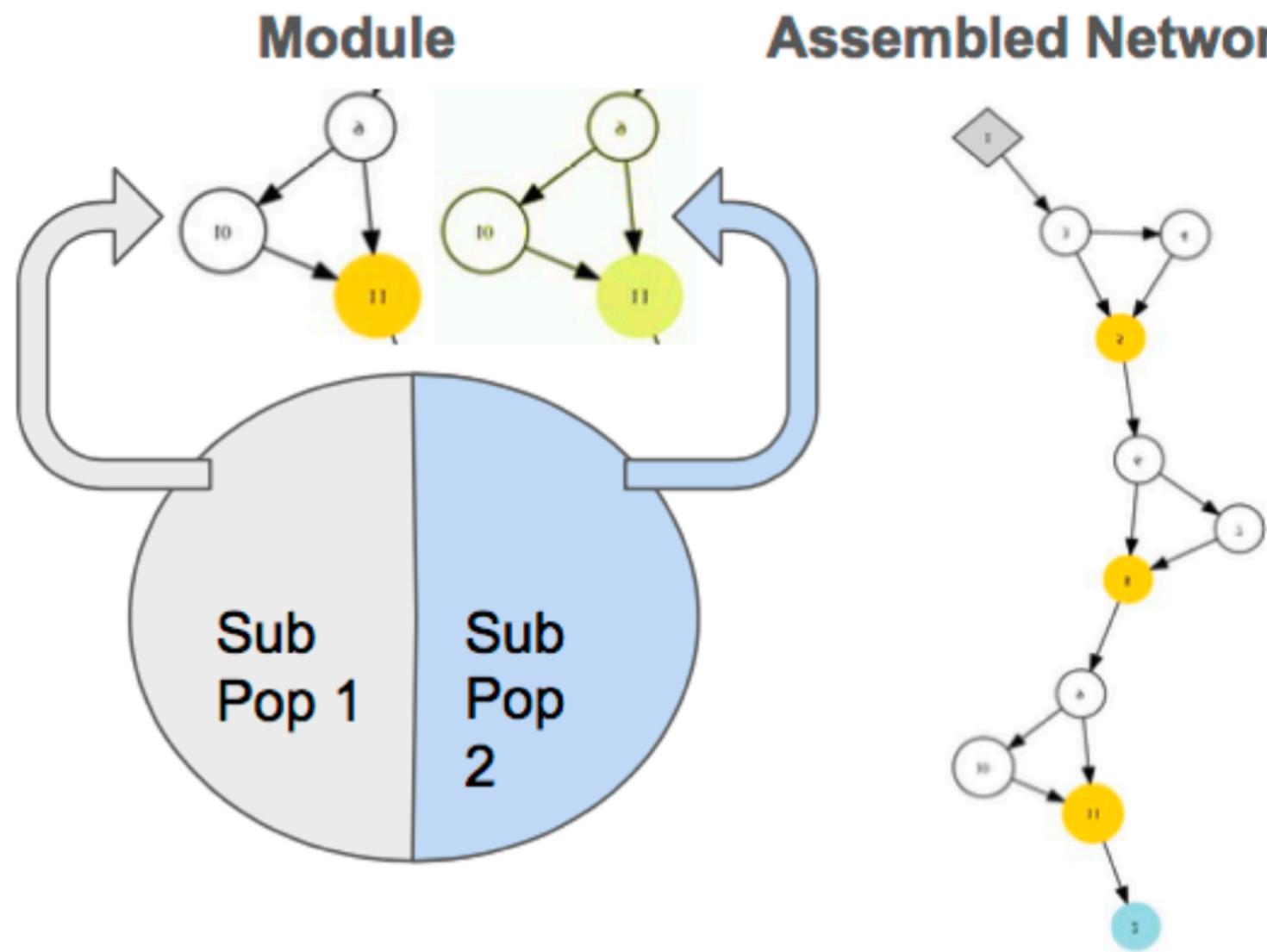
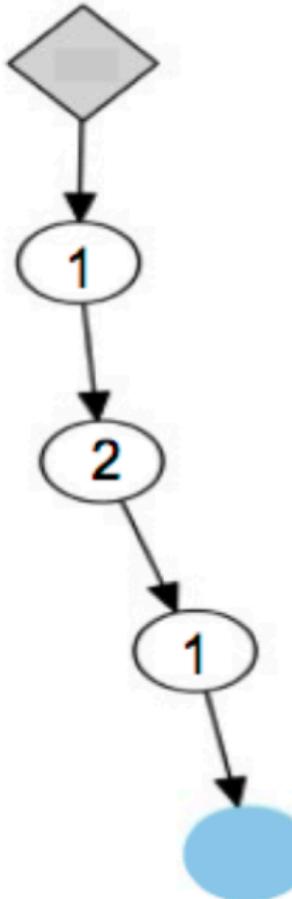
DeepNeat



Coevolution DeepNEAT (CoDeepNEAT)

In CoDeepNEAT, two populations of modules and blueprints are evolved separately.

Blueprint



Node and global hyperparameters evolved in the CIFAR-10 domain.

Node Hyperparameter	Range
Number of Filters	[32, 256]
Dropout Rate	[0, 0.7]
Initial Weight Scaling	[0, 2.0]
Kernel Size	{1, 3}
Max Pooling	{True, False}
Global Hyperparameter	Range
Learning Rate	[0.0001, 0.1]
Momentum	[0.68, 0.99]
Hue Shift	[0, 45]
Saturation/Value Shift	[0, 0.5]
Saturation/Value Scale	[0, 0.5]
Cropped Image Size	[26, 32]
Spatial Scaling	[0, 0.3]
Random Horizontal Flips	{True, False}
Variance Normalization	{True, False}
Nesterov Accelerated Gradient	{True, False}



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Efficient Neural Architecture Search via Parameter Sharing



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NAS: 450 GPUs for 3 – 4 days ($\approx 32,400 - 43,200$ GPU-Hours)

ENAS: 16 GPU-Hours (1000 \times faster)

The computational bottleneck of NAS is the training of each child model to convergence, only to measure its accuracy whilst throwing away all the trained weights.

Force all child models to share weights!

The controller RNN makes two sets of decisions:

- 1) two previous nodes to be used as inputs to the current node and
- 2) two operations to apply to the two sampled nodes.

$\theta \rightarrow$ parameters of the controller LSTM

$\omega \rightarrow$ shared parameters of the child models

$$\nabla_{\omega} \mathbb{E}_{\mathbf{m} \sim \pi(\mathbf{m}; \theta)} [\mathcal{L}(\mathbf{m}; \omega)] \approx \frac{1}{M} \sum_{i=1}^M \nabla_{\omega} \mathcal{L}(\mathbf{m}_i, \omega) \rightarrow \text{fixed } \theta$$

$\underbrace{\text{model}}$ $\underbrace{\text{standard cross-entropy loss}}$

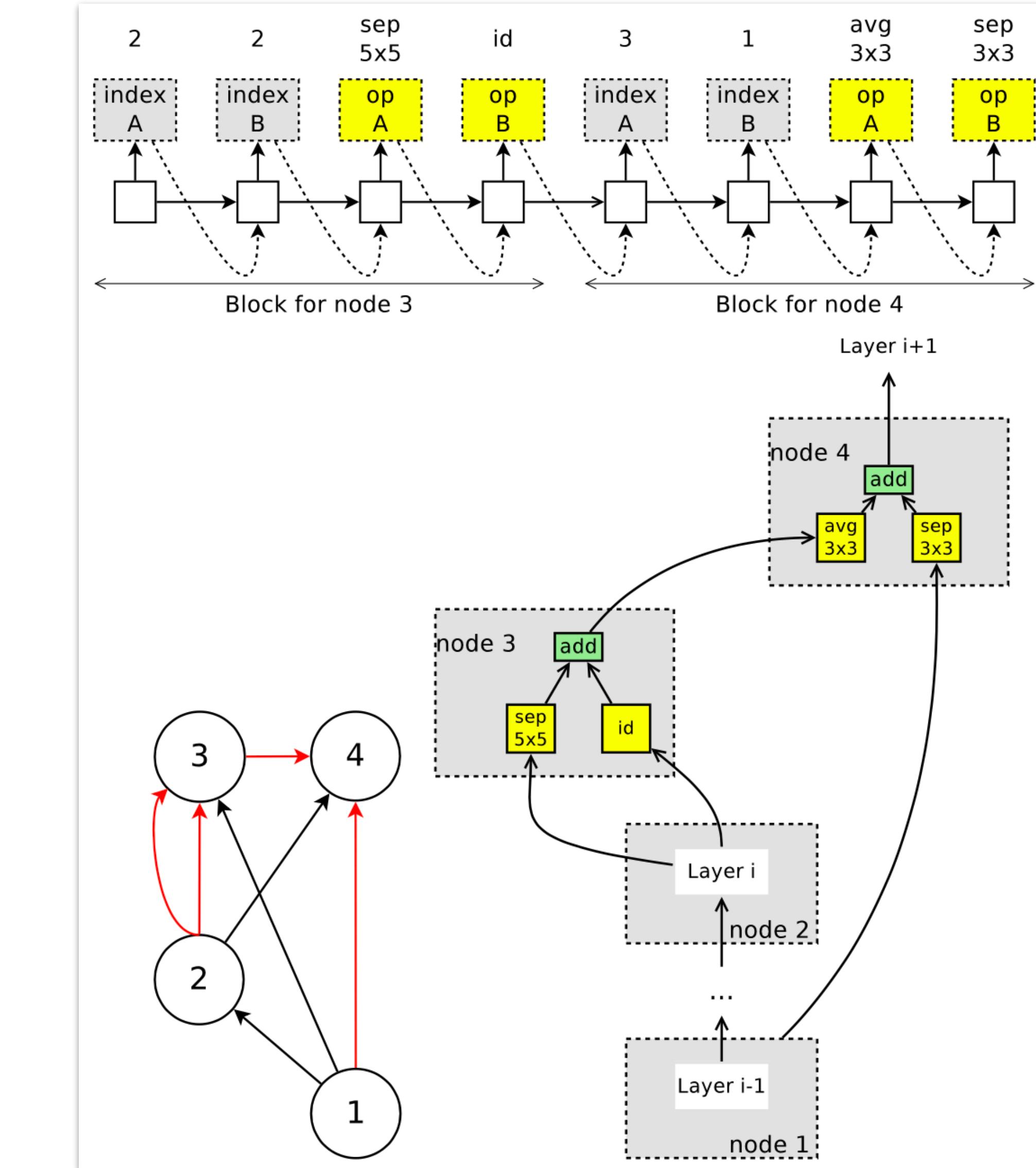
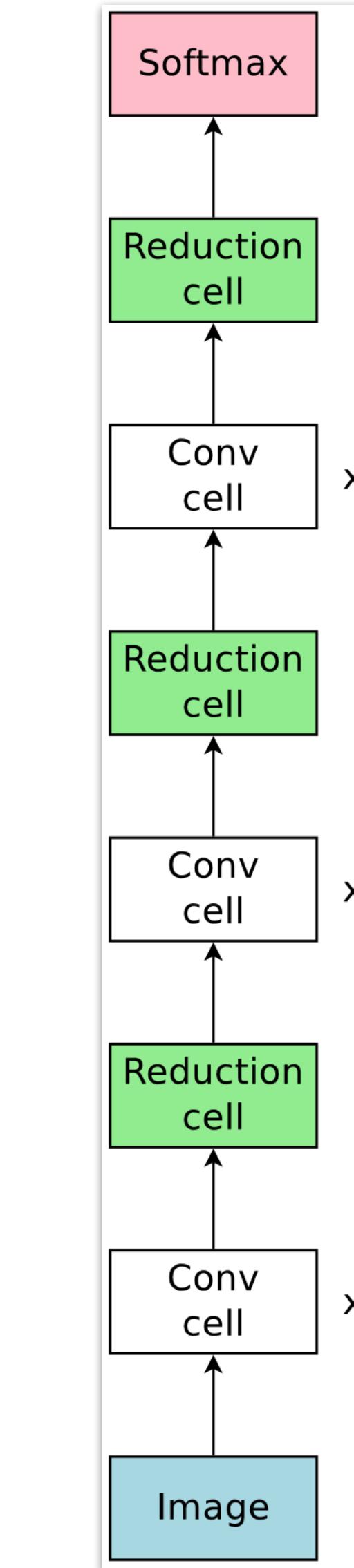
$M = 1$

$$\mathbb{E}_{\mathbf{m} \sim \pi(\mathbf{m}; \theta)} [\mathcal{R}(\mathbf{m}, \omega)] \rightarrow \text{fixed } \omega$$

$\underbrace{\text{reward (e.g., accuracy)}}$

Method	GPUs	Times (days)	Params (million)	Error (%)
Hierarchical NAS (Liu et al., 2018)	200	1.5	61.3	3.63
Micro NAS + Q-Learning (Zhong et al., 2018)	32	3	–	3.60
Progressive NAS (Liu et al., 2017)	100	1.5	3.2	3.63
NASNet-A (Zoph et al., 2018)	450	3-4	3.3	3.41
NASNet-A + CutOut (Zoph et al., 2018)	450	3-4	3.3	2.65
ENAS + micro search space	1	0.45	4.6	3.54
ENAS + micro search space + CutOut	1	0.45	4.6	2.89

Classification errors of ENAS and baselines on CIFAR-10.





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DARTS: Differentiable Architecture Search



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– 2000 GPU days of Reinforcement Learning (RL)

– 3150 GPU days of Evolution

– 1.5 to 4 GPU days

Search Space

Cell → a directed acyclic graph consisting of an ordered sequence of N nodes

$x^{(i)}$ → node (a latent representation such as a feature map in CNNs)

$o^{(i,j)}$ → edge (some operation that transforms $x^{(i)}$)

$$x^{(j)} = \sum_{i < j} o^{(i,j)}(x^{(i)})$$

Each cell has two input nodes and a single output node

Inputs to convolutional cells:

Cell outputs in the previous two layers

Inputs to recurrent cells:

Input at the current step and the state carried from the previous step

Zero operation: Lack of connection between two nodes

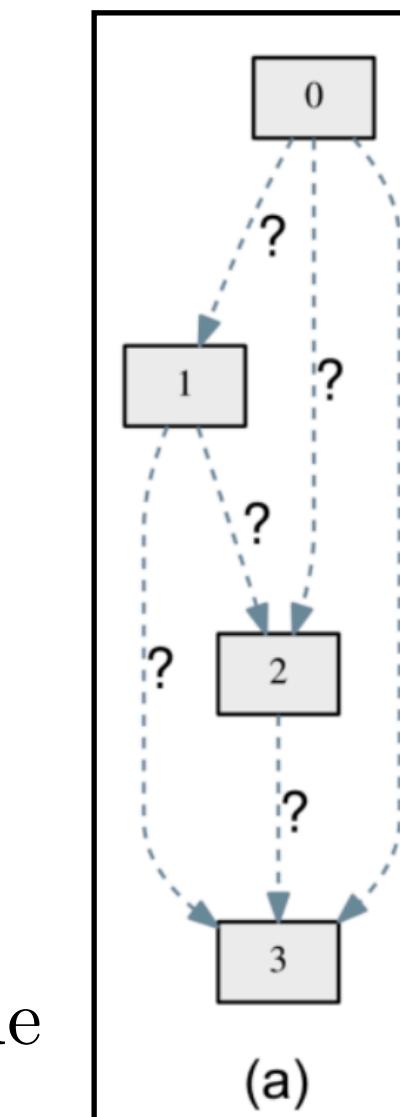
Continuous Relaxation and Optimization

\mathcal{O} → set of candidate operations
(e.g., conv, max pooling, zero)

$$\bar{o}^{(i,j)}(x) = \sum_{o \in \mathcal{O}} \frac{\exp(\alpha_o^{(i,j)})}{\sum_{o' \in \mathcal{O}} \exp(\alpha_{o'}^{(i,j)})} o(x)$$

$\alpha^{(i,j)} \in \mathbb{R}^{|\mathcal{O}|}$ → operation mixing weight

$\alpha = \{\alpha^{(i,j)}\}$ → encoding the architecture



Bilevel Optimization Problem

$$\min_{\alpha} \mathcal{L}_{val}(w^*(\alpha), \alpha)$$

$$\text{s.t. } w^*(\alpha) = \operatorname{argmin}_w \mathcal{L}_{train}(w, \alpha)$$

w → lower-level variable

α → upper-level variable

Approximate Architecture Gradient

$$\nabla_{\alpha} \mathcal{L}_{val}(w^*(\alpha), \alpha)$$

$$\approx \nabla_{\alpha} \mathcal{L}_{val}(w - \xi \nabla_w \mathcal{L}_{train}(w, \alpha), \alpha)$$

$$\nabla_{\alpha} \mathcal{L}_{val}(w', \alpha) - \xi \nabla_{\alpha,w}^2 \mathcal{L}_{train}(w, \alpha) \nabla_{w'} \mathcal{L}_{val}(w', \alpha)$$

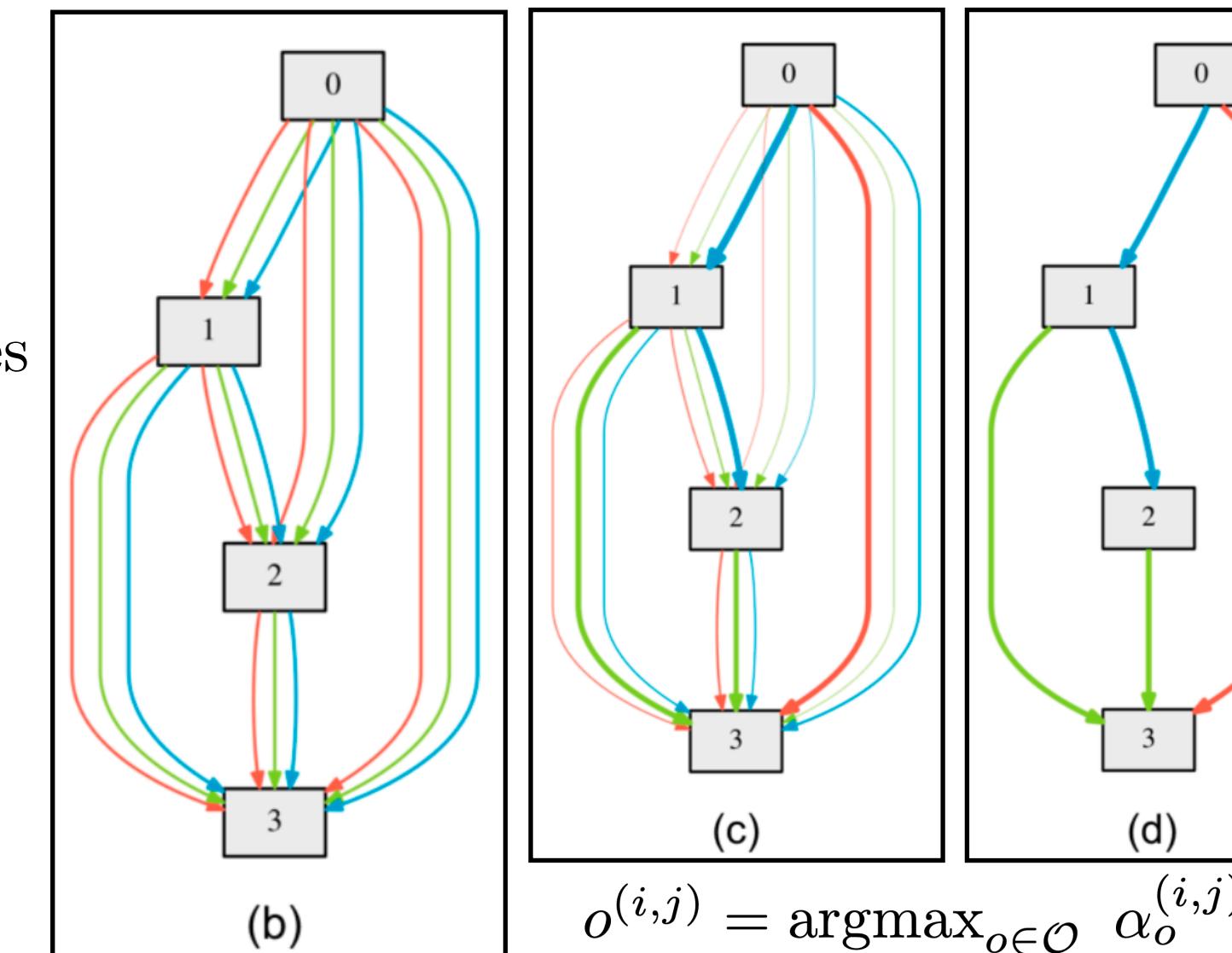
Finite Difference

Algorithm 1: DARTS – Differentiable Architecture Search

Create a mixed operation $\bar{o}^{(i,j)}$ parametrized by $\alpha^{(i,j)}$ for each edge (i, j)
while not converged do

1. Update architecture α by descending $\nabla_{\alpha} \mathcal{L}_{val}(w - \xi \nabla_w \mathcal{L}_{train}(w, \alpha), \alpha)$
($\xi = 0$ if using first-order approximation)
2. Update weights w by descending $\nabla_w \mathcal{L}_{train}(w, \alpha)$

Derive the final architecture based on the learned α .



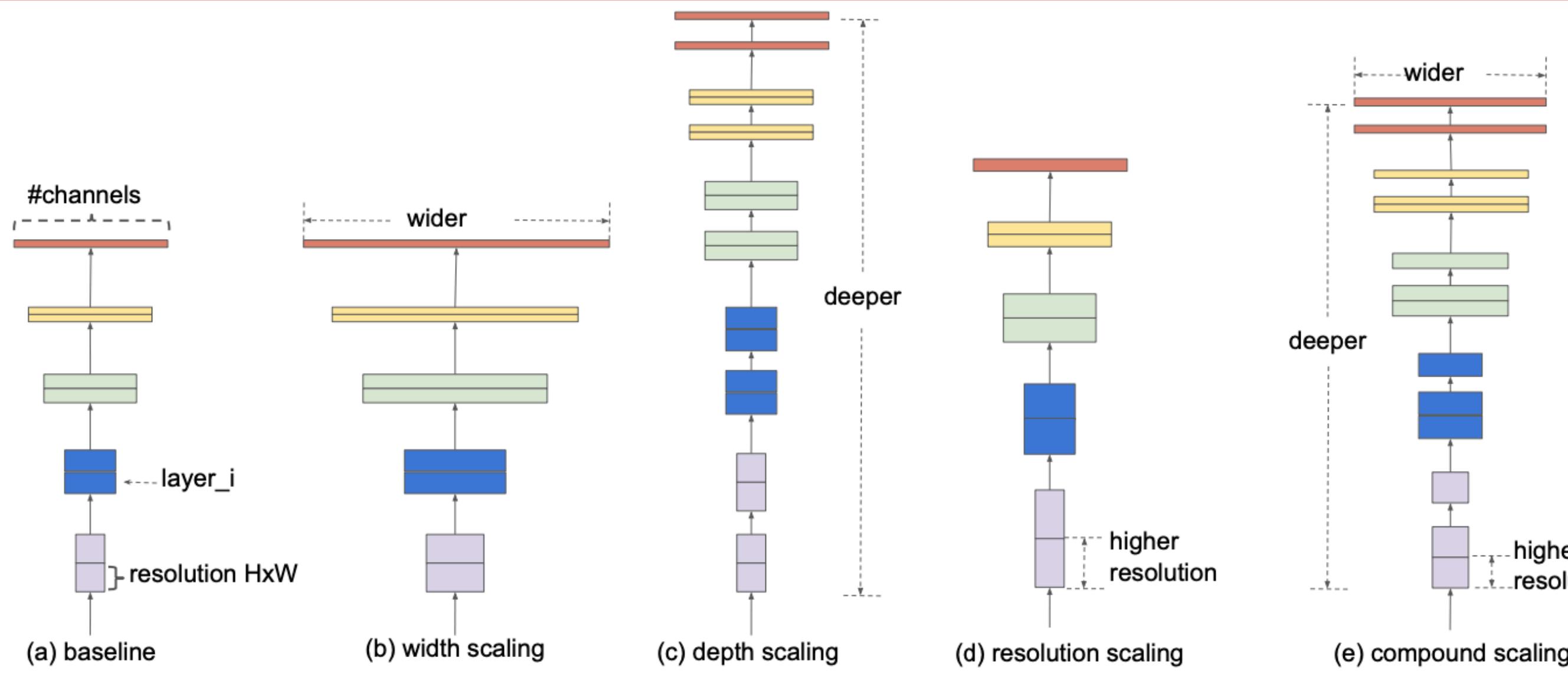
CIFAR-10 → ImageNet *** Penn Treebank → WikiText-2
Comparison with state-of-the-art image classifiers on ImageNet in the mobile setting.

Architecture	Test Error (%)	Params (M)	+x (M)	Search Cost (GPU days)	Search Method
	top-1	top-5			
Inception-v1 (Szegedy et al., 2015)	30.2	10.1	6.6	1448	–
MobileNet (Howard et al., 2017)	29.4	10.5	4.2	569	–
ShuffleNet 2× ($g = 3$) (Zhang et al., 2017)	26.3	–	~5	524	–
NASNet-A (Zoph et al., 2018)	26.0	8.4	5.3	564	2000
NASNet-B (Zoph et al., 2018)	27.2	8.7	5.3	488	2000
NASNet-C (Zoph et al., 2018)	27.5	9.0	4.9	558	2000
AmoebaNet-A (Real et al., 2018)	25.5	8.0	5.1	555	3150
AmoebaNet-B (Real et al., 2018)	26.0	8.5	5.3	555	3150
AmoebaNet-C (Real et al., 2018)	24.3	7.6	6.4	570	3150
PNAS (Liu et al., 2018a)	25.8	8.1	5.1	588	~225
DARTS (searched on CIFAR-10)	26.7	8.7	4.7	574	4
gradient-based					

Comparison with state-of-the-art language models on WT2.

Architecture	Perplexity	Params (M)	Search Cost (GPU days)	Search Method
	valid	test		
LSTM + augmented loss (Inan et al., 2017)	91.5	87.0	28	–
LSTM + continuous cache pointer (Grave et al., 2016)	–	68.9	–	manual
LSTM (Merity et al., 2018)	69.1	66.0	33	–
LSTM + skip connections (Melis et al., 2018)	69.1	65.9	24	–
LSTM + 15 softmax experts (Yang et al., 2018)	66.0	63.3	33	–
ENAS (Pham et al., 2018b) [†] (searched on PTB)	72.4	70.4	33	0.5
DARTS (searched on PTB)	71.2	69.6	33	1
gradient-based				

EfficientNet: Rethinking Model Scaling for Convolutional Neural Networks


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 $d \rightarrow$ depth scaling coefficient

 $w \rightarrow$ width scaling coefficient

 $r \rightarrow$ resolution scaling coefficient

 $\max_{d,w,r}$ accuracy

s.t. $\text{memory} \leq \text{target_memory}$
 $\text{flops} \leq \text{target_flops}$

Compound Scaling

 $\phi \rightarrow$ compound coefficient

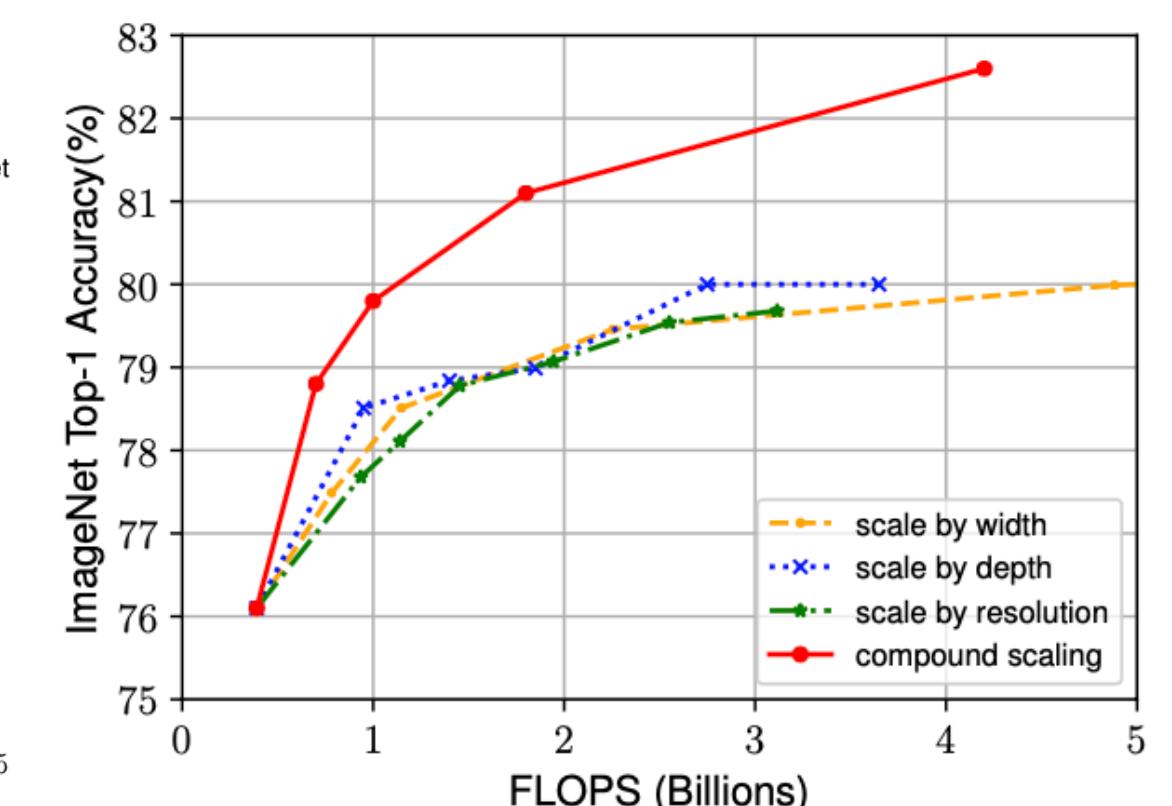
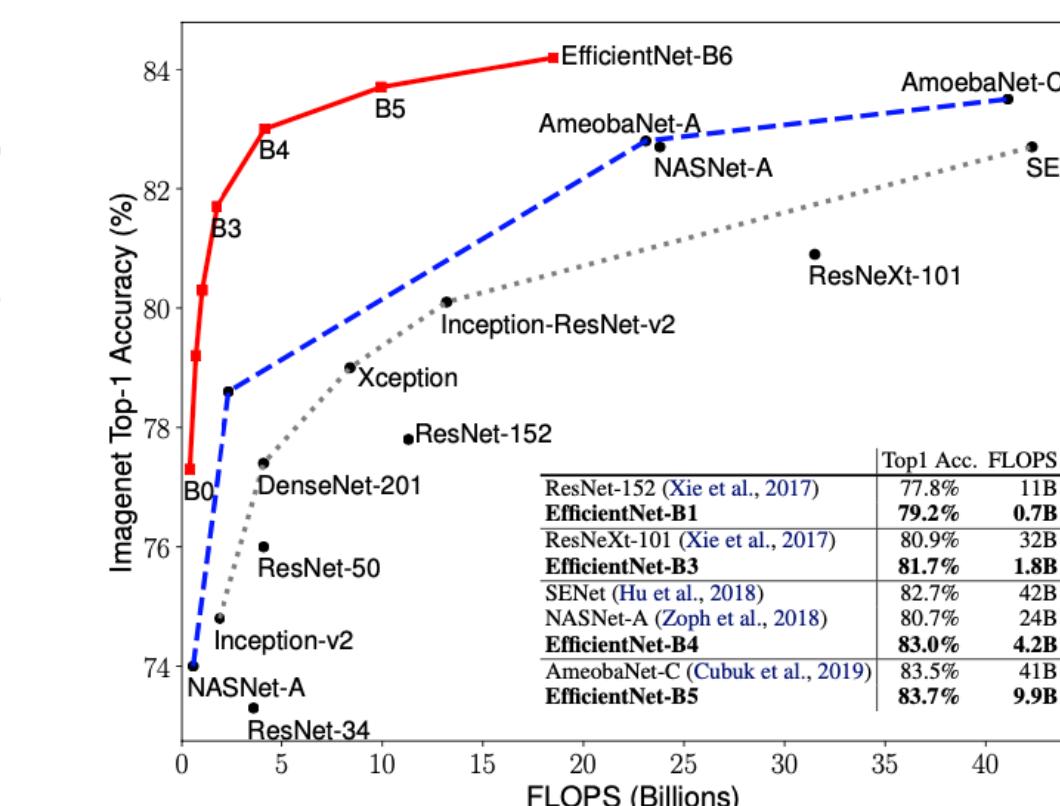
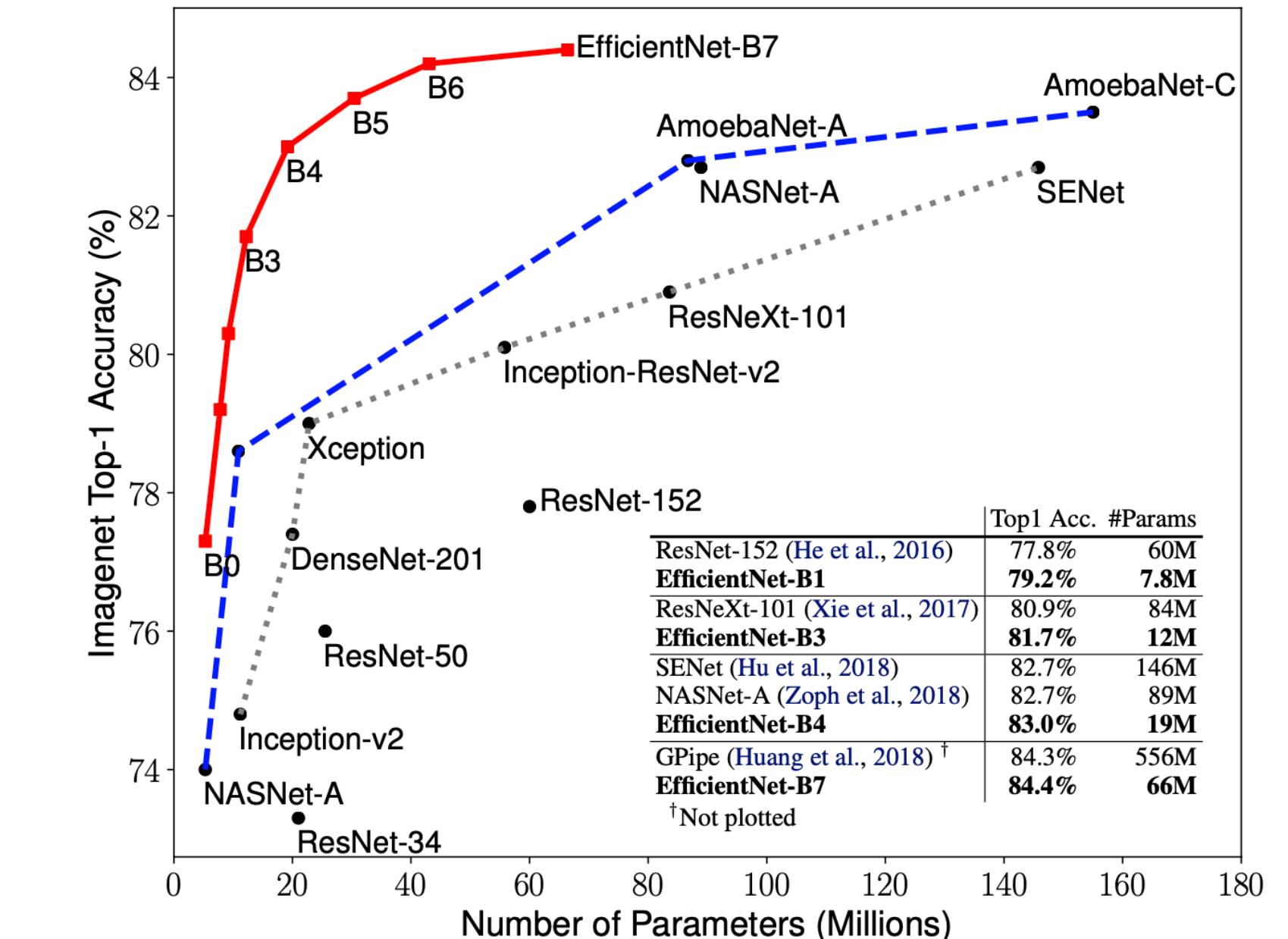
 $d = \alpha^\phi, w = \beta^\phi, r = \gamma^\phi$
 $\alpha\beta^2\gamma^2 \approx 2, \underbrace{\alpha \geq 1, \beta \geq 1, \gamma \geq 1}_{\text{small grid search}}$

EfficientNet

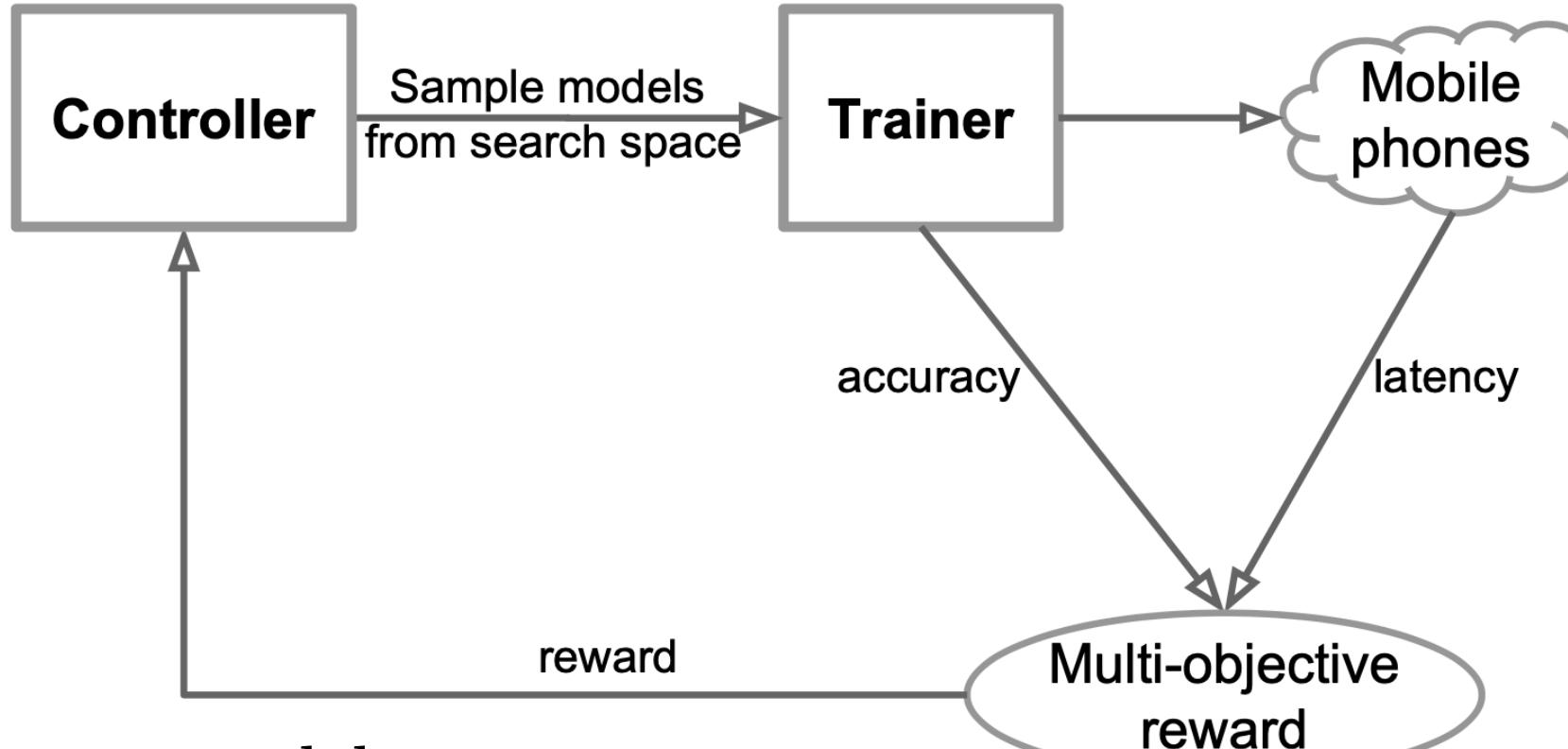
$\text{max accuracy} \cdot (\text{flops}/\text{target_flops})^\omega$

 $\omega = -0.07 \rightarrow$ controls the tradeoff btw accuracy & flops

Stage i	Operator $\hat{\mathcal{F}}_i$	Resolution $\hat{H}_i \times \hat{W}_i$	#Channels \hat{C}_i	#Layers \hat{L}_i
1	Conv3x3	224×224	32	1
2	MBCov1, k3x3	112×112	16	1
3	MBCov6, k3x3	112×112	24	2
4	MBCov6, k5x5	56×56	40	2
5	MBCov6, k3x3	28×28	80	3
6	MBCov6, k5x5	14×14	112	3
7	MBCov6, k5x5	14×14	192	4
8	MBCov6, k3x3	7×7	320	1
9	Conv1x1 & Pooling & FC	7×7	1280	1



MnasNet: Platform-Aware Neural Architecture Search for Mobile


[YouTube Video](#)

 $m \rightarrow \text{model}$
 $\text{ACC}(m) \rightarrow \text{accuracy of the model on the target task}$
 $\text{LAT}(m) \rightarrow \text{inference latency on the target mobile platform}$
 $T \rightarrow \text{target latency}$
Hard Constraint

$$\underset{m}{\text{maximize}} \quad \text{ACC}(m)$$

$$\text{subject to} \quad \text{LAT}(m) \leq T$$

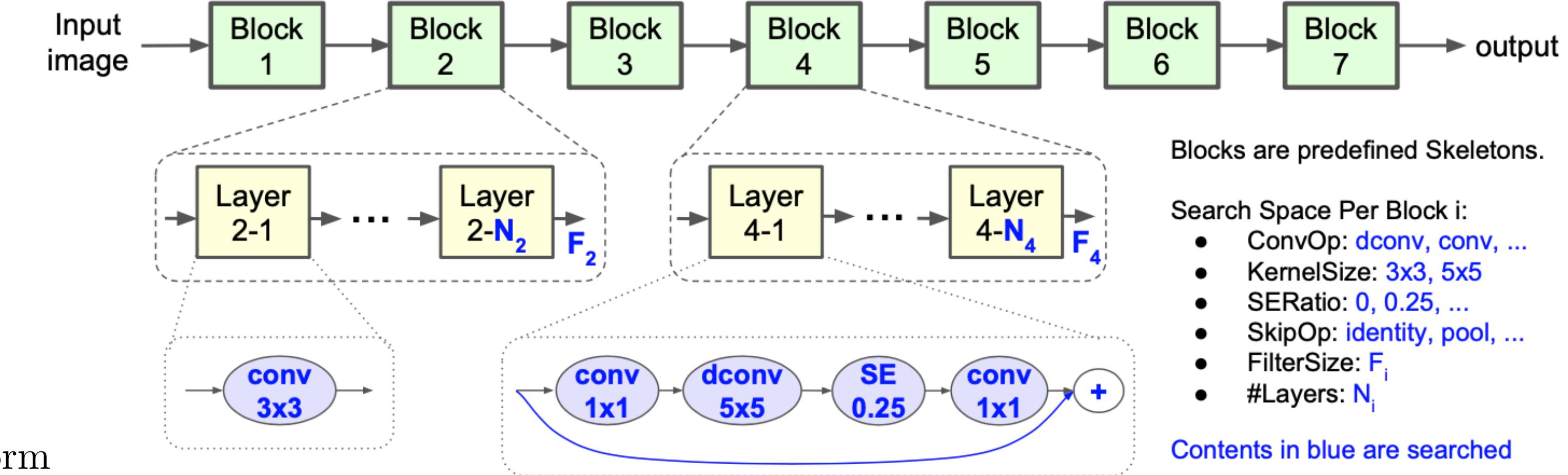
Soft Constraint

$$\underset{m}{\text{maximize}} \quad \text{ACC}(m) \times \left[\frac{\text{LAT}(m)}{T} \right]^w$$

$$w = \begin{cases} \alpha, & \text{if } \text{LAT}(m) \leq T \\ \beta, & \text{otherwise} \end{cases}$$

Empirical observation: doubling the latency usually brings about 5% relative accuracy gain.

Factorized Hierarchical Search Space



Blocks are predefined Skeletons.

Search Space Per Block i:

- ConvOp: **dconv**, **conv**, ...
- KernelSize: **3x3**, **5x5**
- SERatio: **0**, **0.25**, ...
- SkipOp: **identity**, **pool**, ...
- FilterSize: **F_i**
- #Layers: **N_i**

Contents in blue are searched

Given two models:

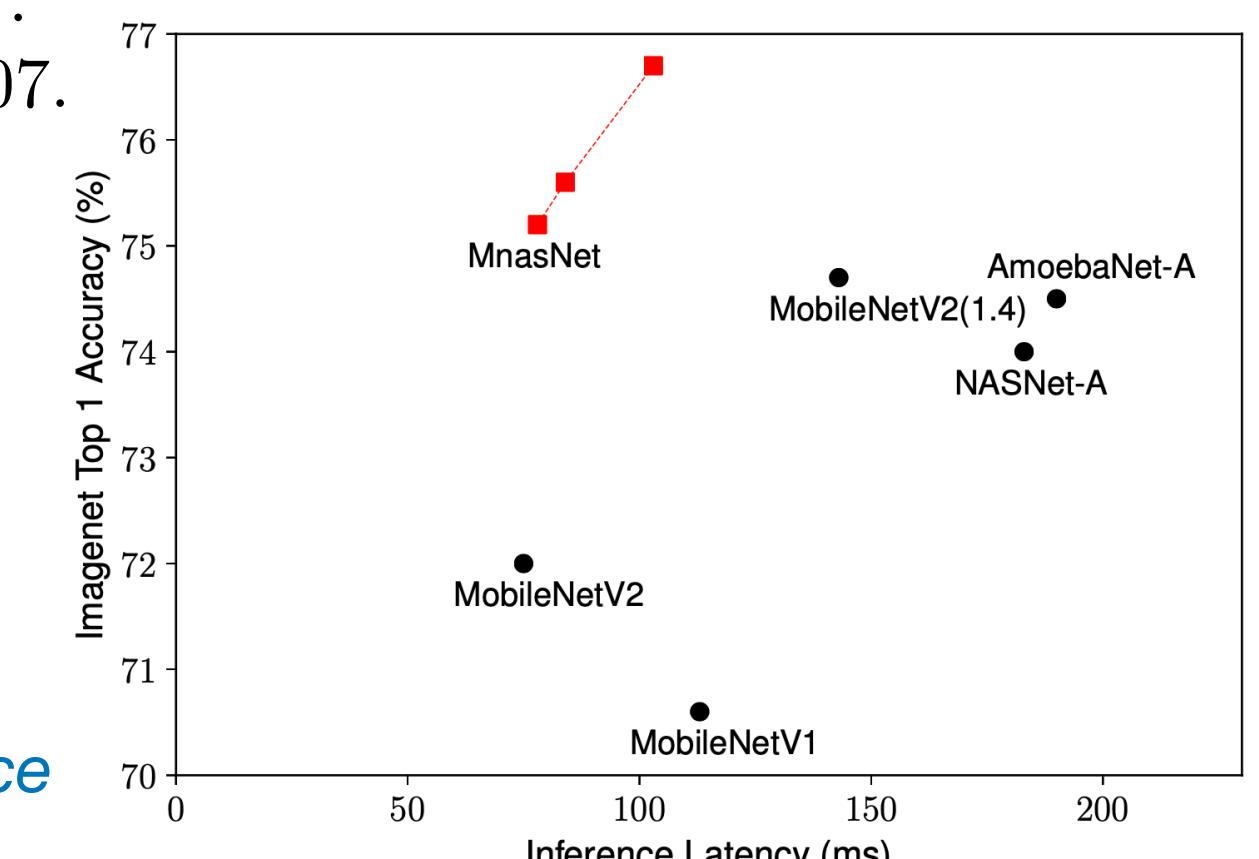
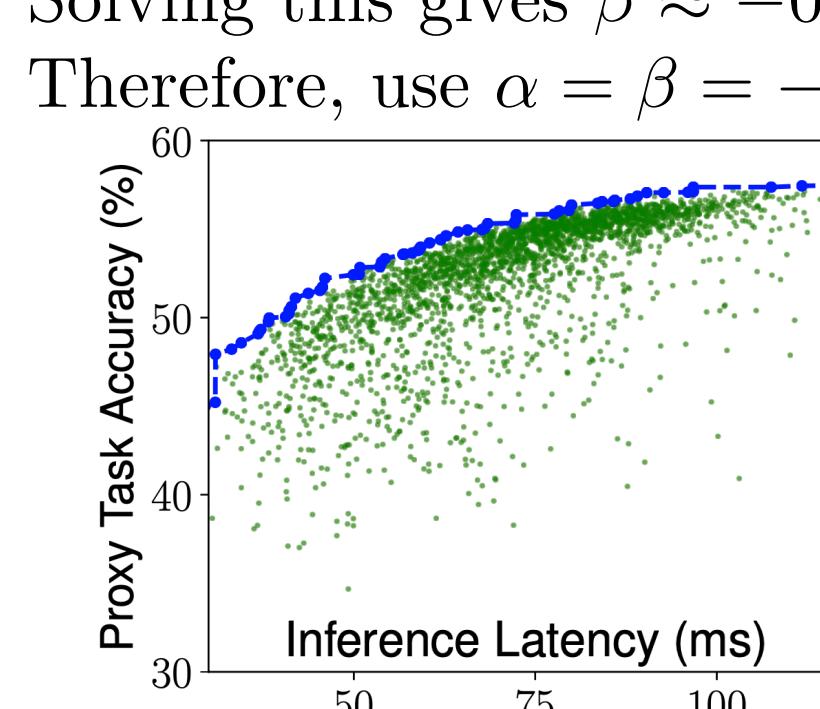
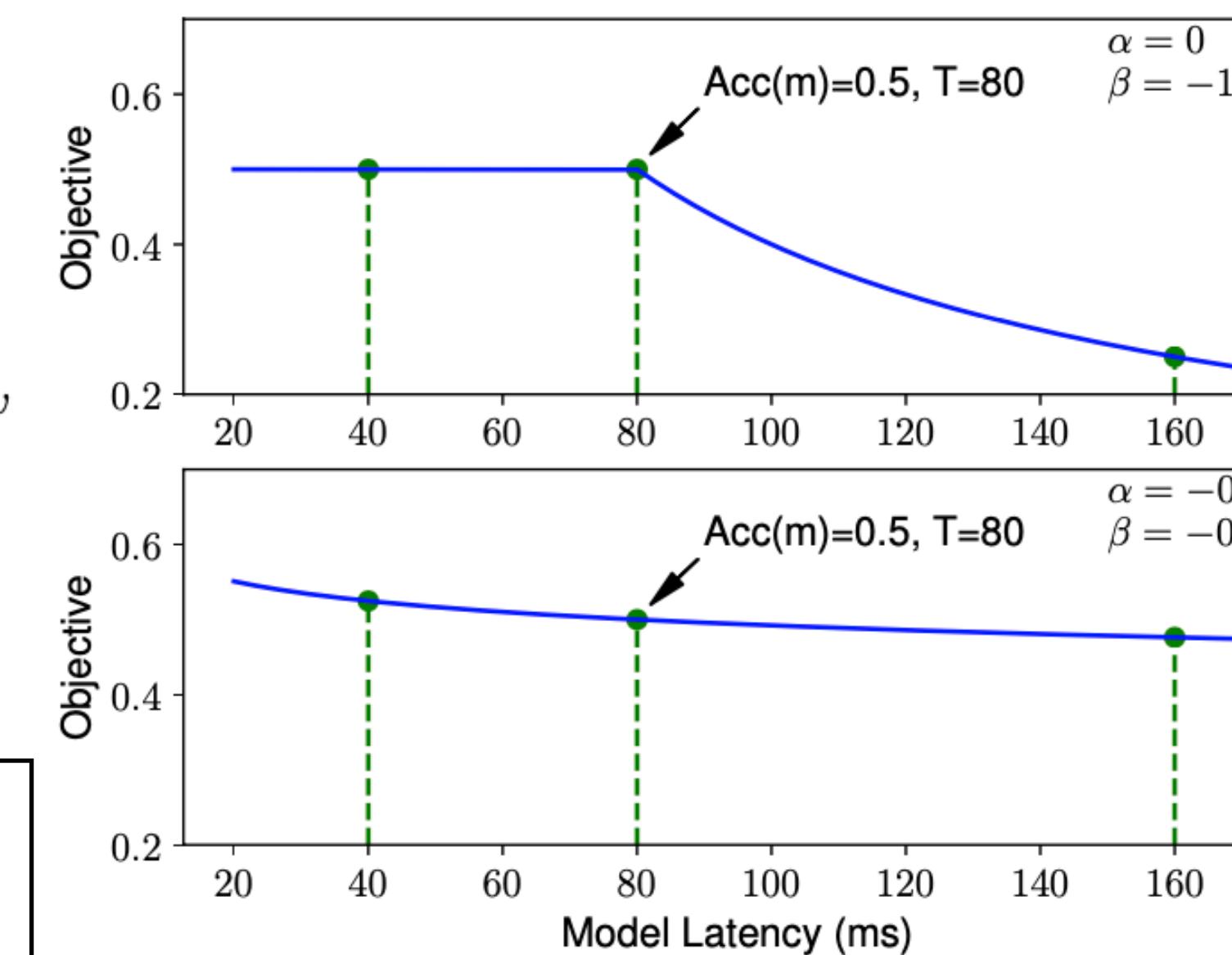
 (1) m_1 has latency l and accuracy a

 (2) m_2 has latency $2l$ and 5% higher accuracy $1.05a$

They should have similar rewards:

$$R(m_2) = 1.05a(2l/T)^\beta \approx R(m_1) = a(l/T)^\beta.$$

 Solving this gives $\beta \approx -0.07$.

 Therefore, use $\alpha = \beta = -0.07$.




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Searching for MobileNetV3

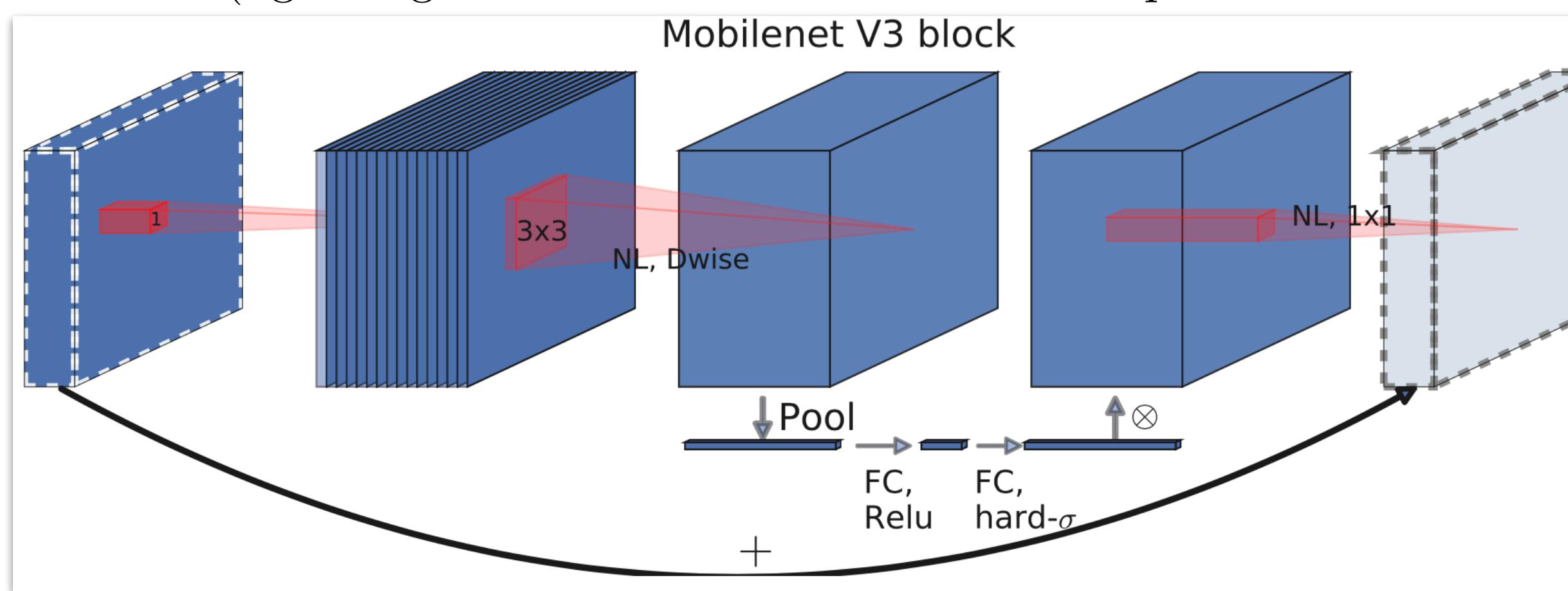
Efficient Mobile Building Blocks

MobileNetV1 (Depth-wise separable convolutions):

- spatial filtering: light weight depth-wise convolution
- feature generation: heavier 1×1 point-wise convolution

MobileNetV2 (linear bottleneck and inverted residual structure)

MnasNet (lightweight attention modules based on squeeze and excitation)



Platform-Aware NAS for Block-wise Search

MnasNet-A1 → large model

$$\underset{m}{\text{maximize}} \quad ACC(m) \times \left[\frac{LAT(m)}{T} \right]^w$$

$m \rightarrow$ model

$T \rightarrow$ target latency

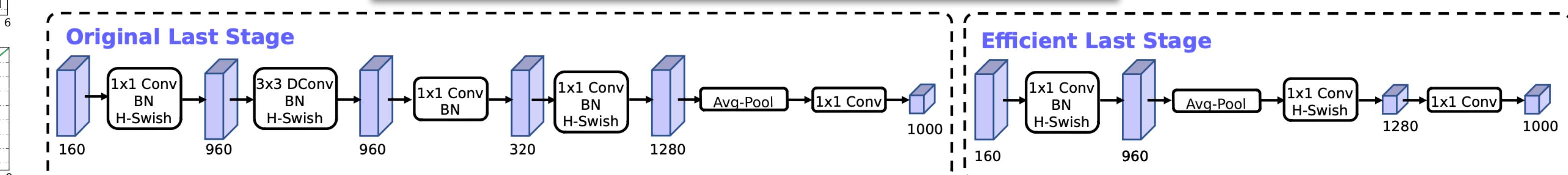
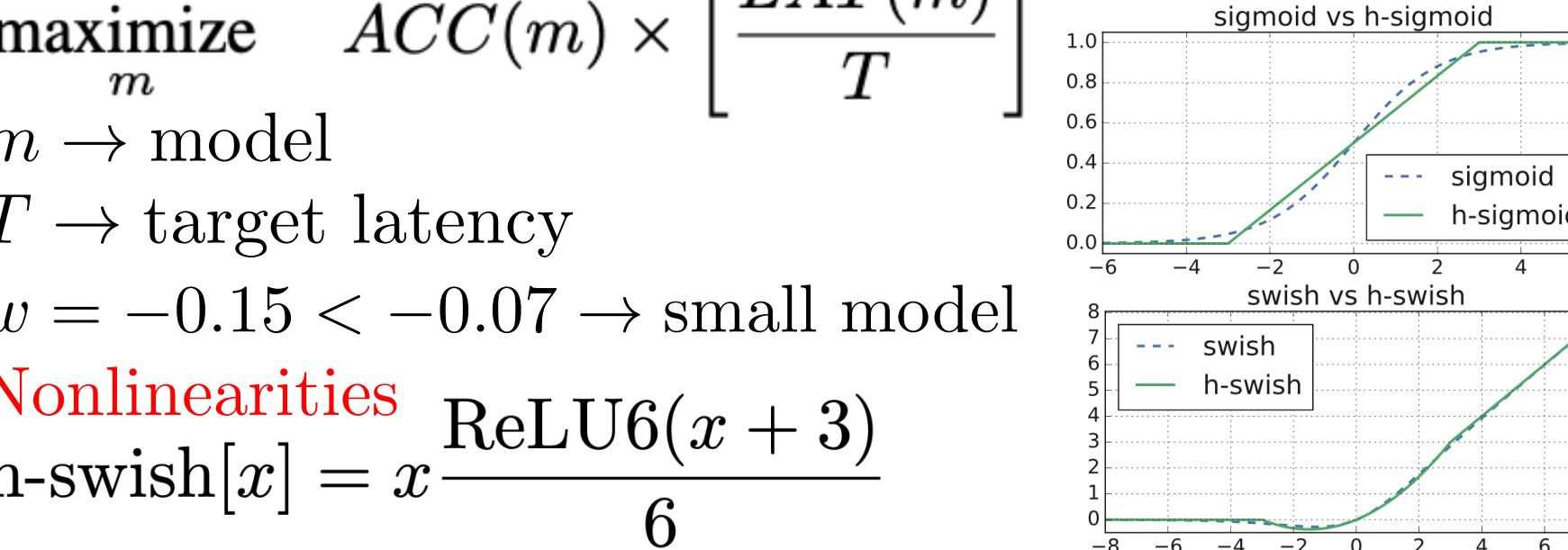
$w = -0.15 < -0.07 \rightarrow$ small model

Nonlinearities

$$h\text{-swish}[x] = x \frac{\text{ReLU6}(x + 3)}{6}$$

Howard, Andrew, et al. "Searching for mobilenetv3." Proceedings of the IEEE/CVF International Conference on Computer Vision. 2019.

Redesigning Expensive Layers



NetAdapt for Layer-wise Search

1. Starts with a seed network architecture found by platform-aware NAS.
2. For each step:
 - (a) Generate a set of new *proposals*. Each proposal represents a modification of an architecture that generates at least δ reduction in latency compared to the previous step.
 - (b) For each proposal we use the pre-trained model from the previous step and populate the new proposed architecture, truncating and randomly initializing missing weights as appropriate. Fine-tune each proposal for T steps to get a coarse estimate of the accuracy.
 - (c) Selected best proposal according to some metric.
3. Iterate previous step until target latency is reached.

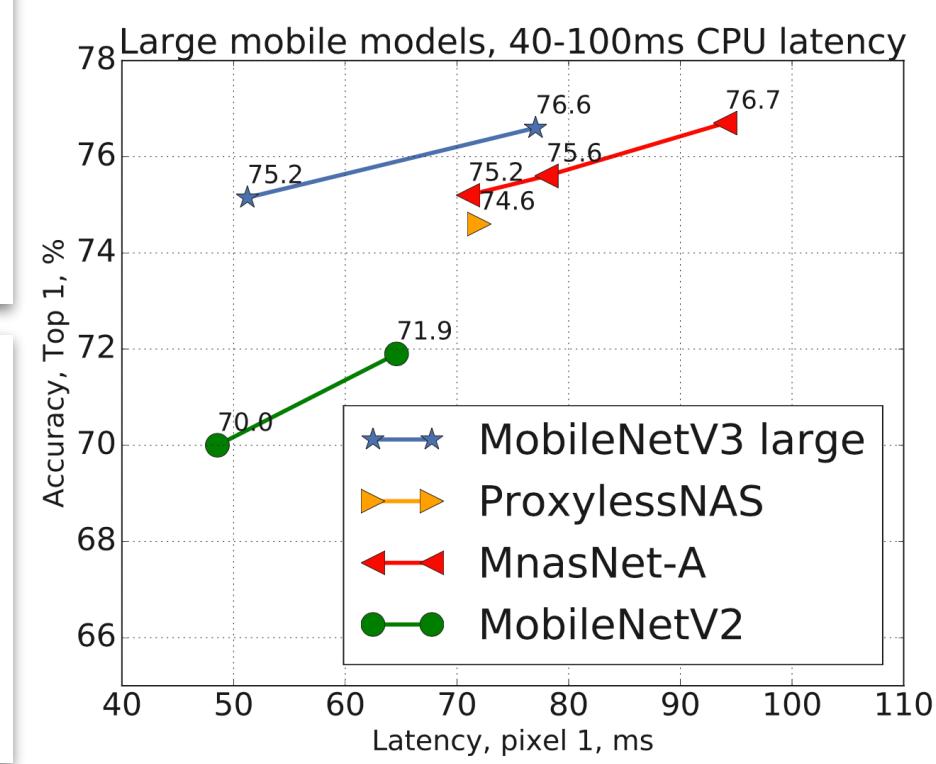
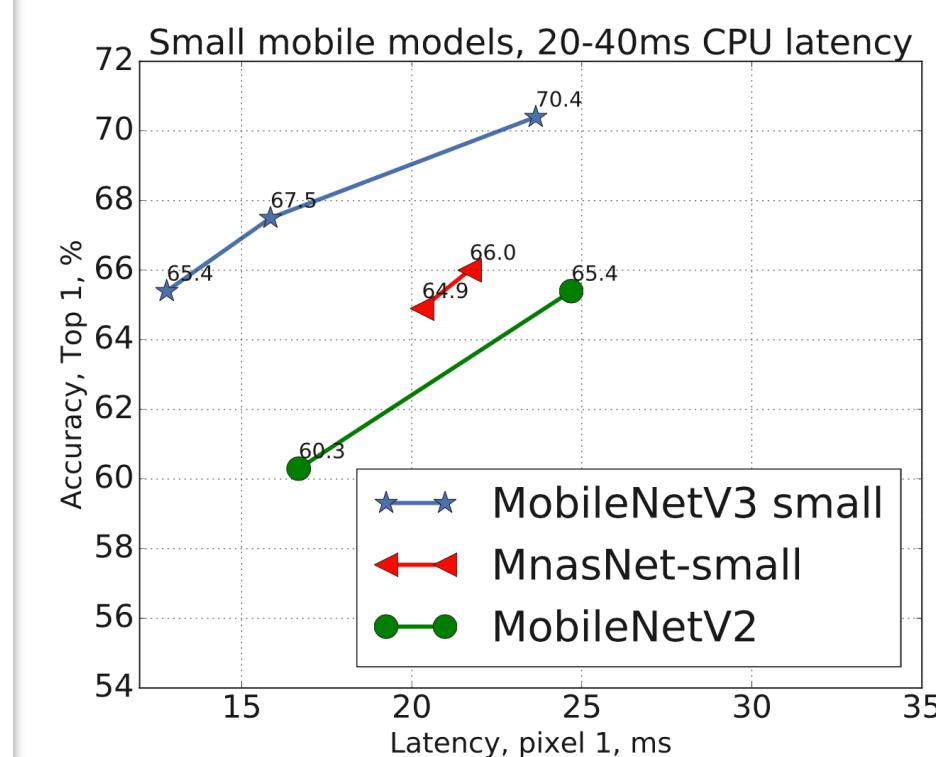
types of proposals:

1. Reduce the size of any expansion layer;
2. Reduce bottleneck in all blocks that share the same bottleneck size - to maintain residual connections.

$L \rightarrow$ latency of seed model

$T = 10000$

metric: $\max \frac{\Delta \text{Acc}}{|\Delta \text{latency}|}$

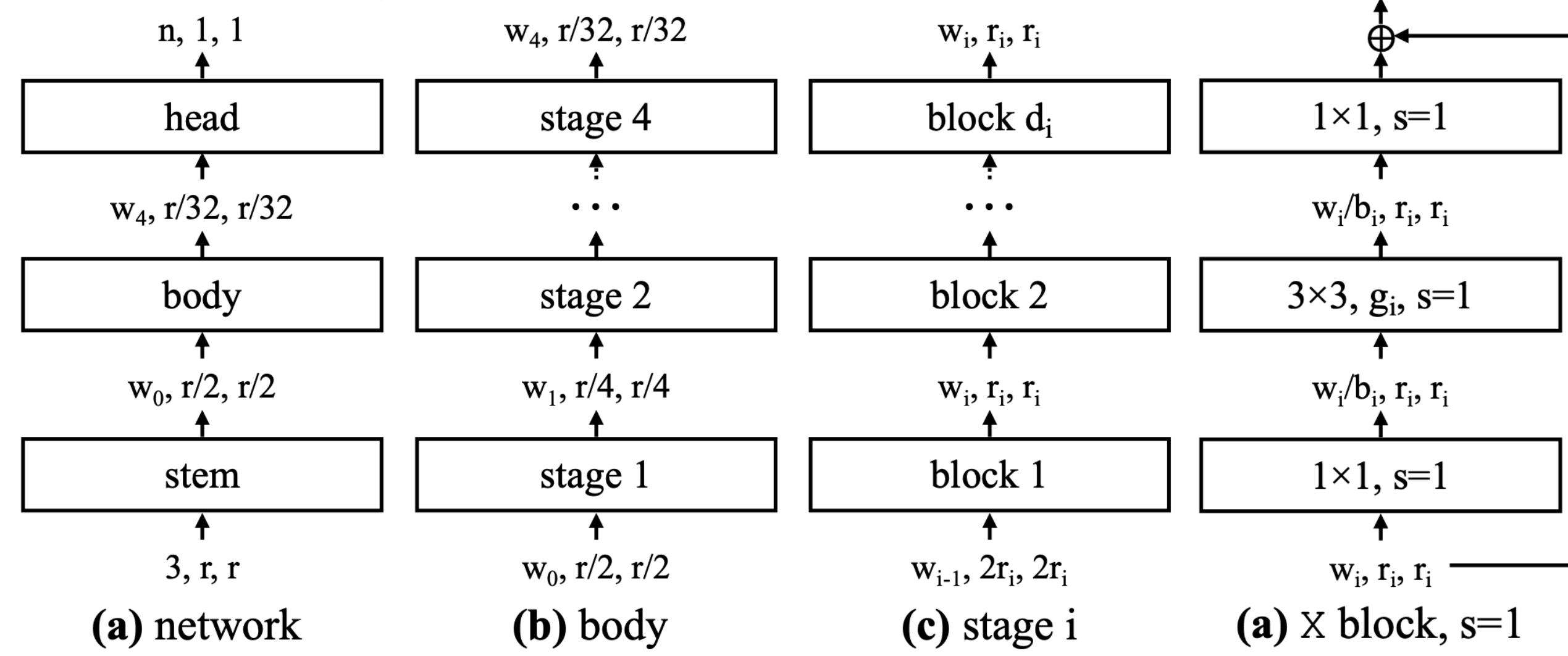




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Designing Network Design Spaces

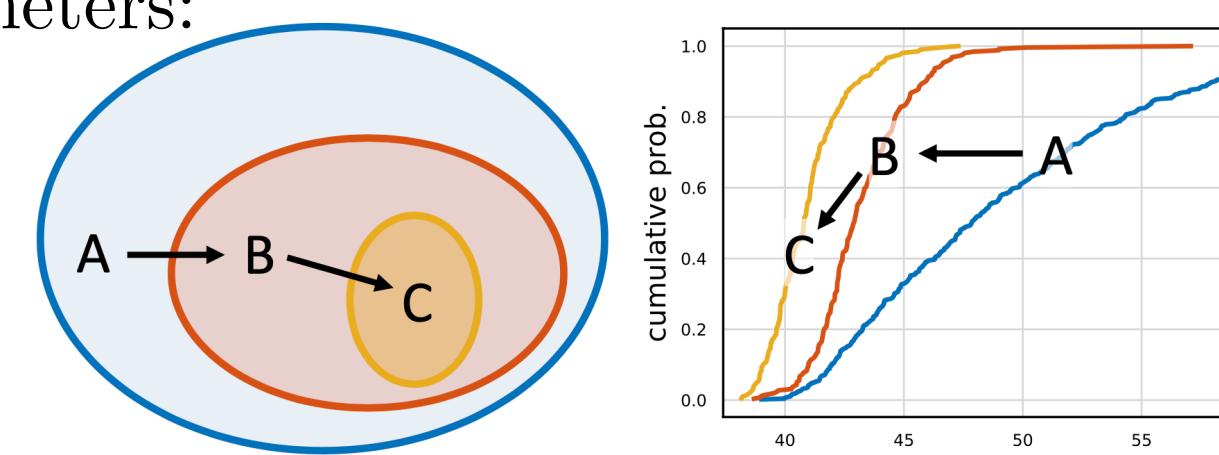
The AnyNet Design Space



Each network consists of a stem (stride-two 3×3 conv with w_0 output channels), followed by the network body that performs the bulk of the computation, and then a head (average pooling followed by a fully connected layer) that predicts n output classes.

The AnyNetX design space has 16 degrees of freedom as each network consists of 4 stages and each stage i has 4 parameters:

- $d_i \rightarrow$ number of blocks in stage i
- $w_i \rightarrow$ block width (number of channels)
- $b_i \rightarrow$ bottleneck ratio
- $g_i \rightarrow$ group width
- $r = 224 \rightarrow$ resolution
- log-uniform sampling of $d_i \leq 16$, $w_i \leq 1024$ and divisible by 8, $b_i \in \{1, 2, 4\}$, and $g_i \in \{1, 2, \dots, 32\} \implies \approx 10^{18}$ possible model configurations



Design Principles

1. simplify the structure of the design space,
2. improve the interpretability of the design space,
3. improve or maintain the design space quality,
4. maintain model diversity in the design space.

Tools for Design Space Design

Analyzing design space quality

$$F(e) = \frac{1}{n} \sum_{i=1}^n \mathbf{1}[e_i < e] \rightarrow \text{error EDF (empirical distribution function)} \text{ of } n \text{ models with errors } e_i$$

$F(e)$ gives the fraction of models with error less than e

$$\text{AnyNetX}_A = \text{AnyNetX}$$

$$\text{AnyNetX}_B = \text{AnyNetX}_A + (\text{shared bottleneck ratio } b_i = b)$$

$$\text{AnyNetX}_C = \text{AnyNetX}_B + (\text{shared group width } g_i = g)$$

$$\text{AnyNetX}_D = \text{AnyNetX}_C + (w_{i+1} \geq w_i)$$

$$\text{AnyNetX}_E = \text{AnyNetX}_D + (d_{i+1} \geq d_i)$$

The RegNet Design Space \rightarrow 6 degrees of freedom (d, w_0, w_a, w_m, b, g)
 $i \rightarrow$ index over stages $j \rightarrow$ index over blocks

$$u_j = w_0 + w_a \cdot j \text{ for } 0 \leq j < d \rightarrow \text{linear parameterization for block widths}$$

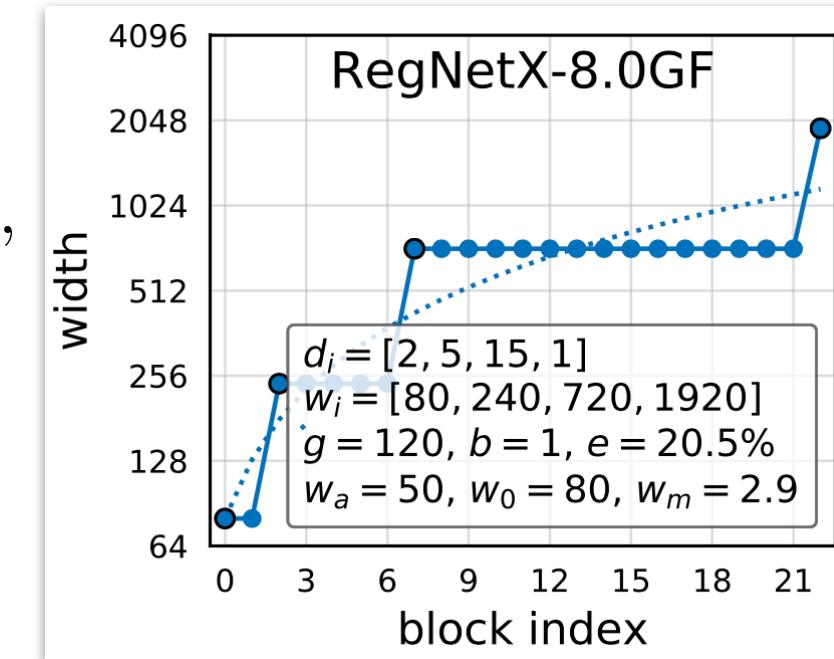
$w_m > 0 \rightarrow$ additional parameter controlling quantization

Compute s_j for each block j such that the following holds:

$$u_j = w_0 \cdot w_m^{s_j}$$

Compute quantized per-block widths via $w_j = w_0 \cdot w_m^{\lfloor s_j \rfloor}$ round

Each stage i has block width $w_i = w_0 \cdot w_m^{s_i}$ and number of blocks $d_i = \sum_j \mathbf{1}[\lfloor s_j \rfloor = i]$





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AutoAugment: Learning Augmentation Strategies from Data

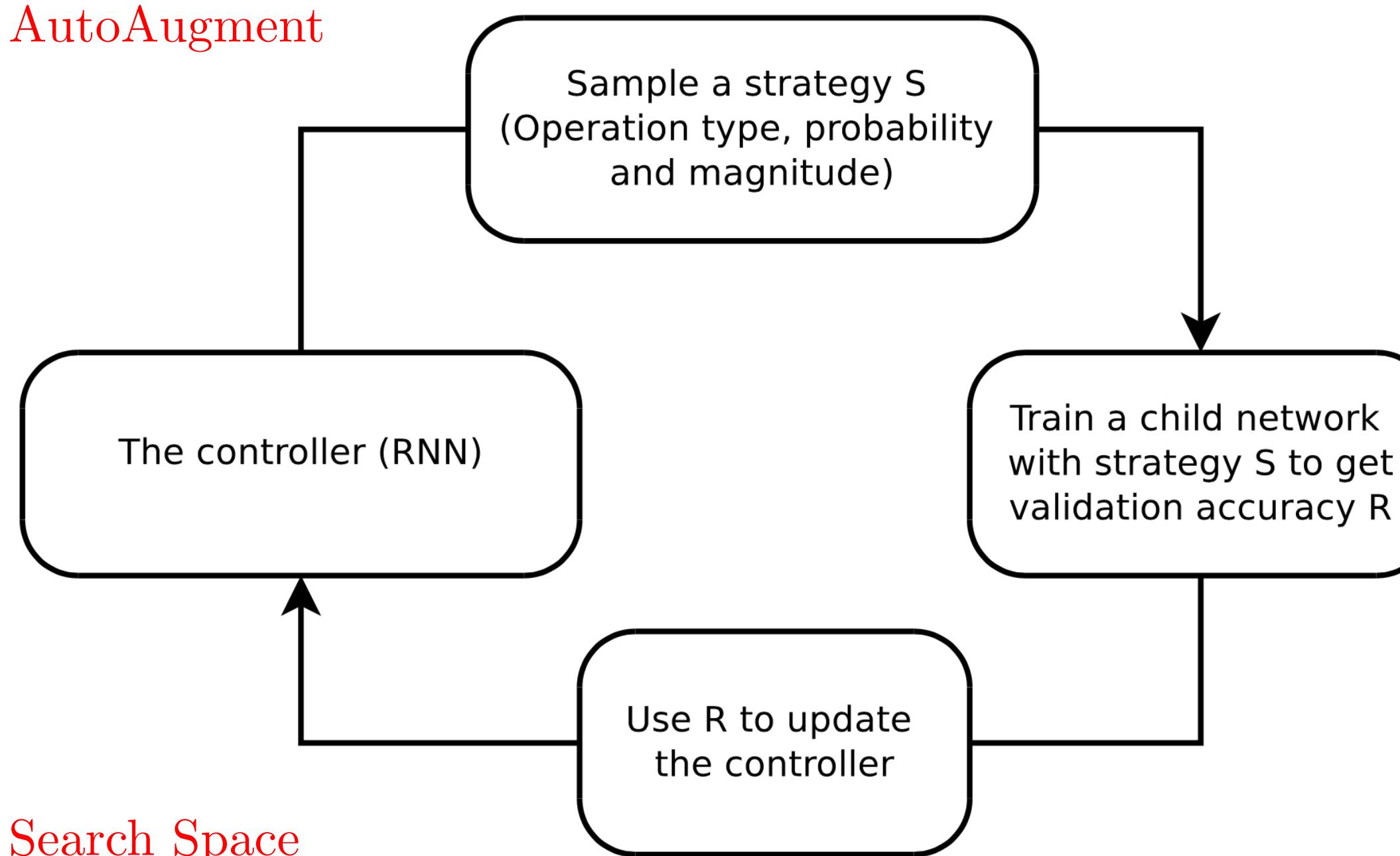


[YouTube Video](#)

Intuitively, data augmentation is used to teach a model about invariances in the data domain.

Horizontal flipping of images during training is an effective data augmentation method on CIFAR-10, but not on MNIST, due to the different symmetries present in these datasets.

AutoAugment



Search Space

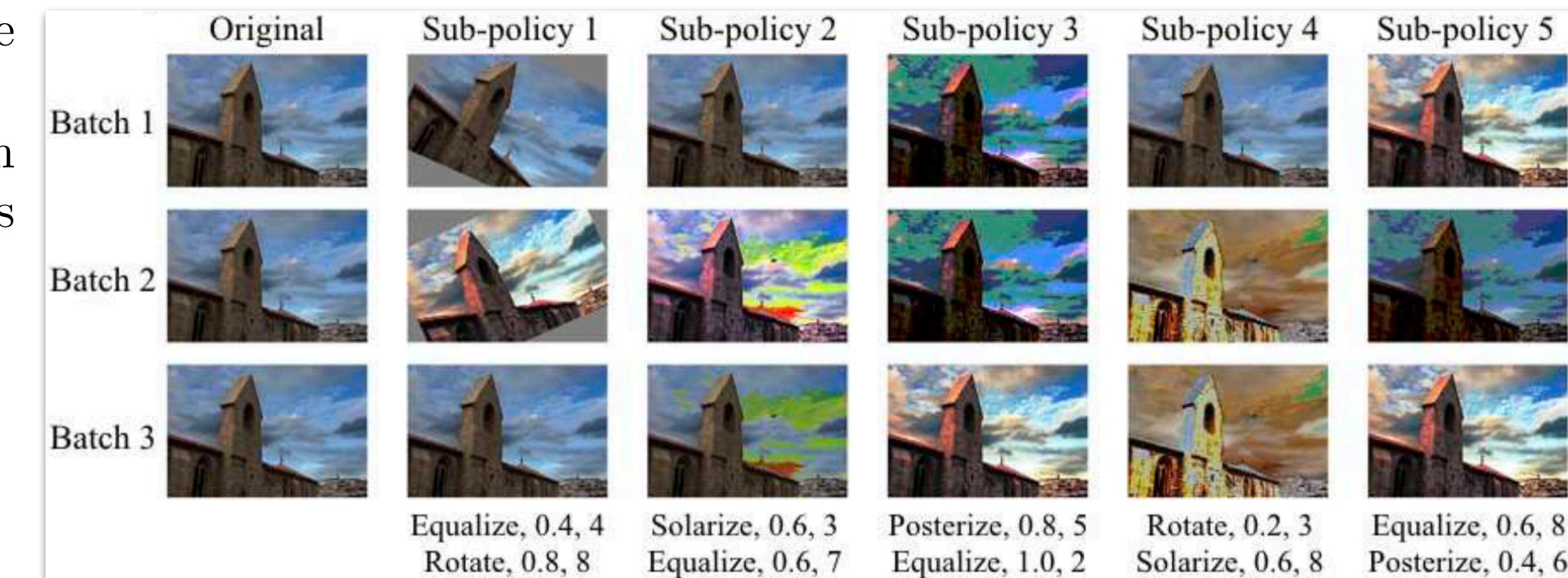
A policy consists of 5 sub-policies.

Each sub-policy consists of two image operations to be applied in sequence.

Each operation is associated with two hyper-parameters:

- the probability of applying the operation
- the magnitude of the operation

For every image in a mini-batch, choose a sub-policy uniformly at random.



PIL (Python Image Library): ShearX/Y, TranslateX/Y, Rotate, AutoContrast, Invert, Equalize, Solarize, Posterize, Contrast, Color, Brightness, Sharpness, Cutout, Sample Pairing
16 operations!

Discretize the ranges of magnitudes into 10 values (uniform spacing)

Discretize the probability of applying the operation into 11 values (uniform)
 $(16 \times 10 \times 11)^2$ possibilities!

$(16 \times 10 \times 11)^{10} \approx 2.9 \times 10^{32}$ possibilities (5 sub-policies)!

Search Algorithm

Recurrent Neural Network and Proximal Policy Optimization

30 softmax predictions in total

At the end of the search, concatenate the sub-policies from the best 5 policies into a single policy (with 25 sub-policies). This final policy with 25 sub-policies is used to train the models for each dataset.

[AutoAugment-direct & AutoAugment-transfer](#)



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RandAugment: Practical Automated Data Augmentation with a Reduced Search Space



[YouTube Video](#)

objective: reduce the computational expense of automated augmentation

Systematic failures of a separate proxy task

Optimal magnitude of augmentation depends on the size of the model and the training set

Larger networks demand larger data distortions for regularization and optimal distortion magnitude is larger for models that are trained on larger datasets

Dependence of augmentation strength on the dataset and model size indicate that a small proxy task may provide a sub-optimal indicator of performance on a larger task.

Automated data augmentation without a proxy task

Previous learned augmentation methods contained 30+ parameters!

Simplify the search space!

$K = 14$ available transformations:

- identity
- rotate
- posterize
- sharpness
- translate-x
- autoContrast
- solarize
- contrast
- shear-x
- translate-y
- equalize
- color
- brightness
- shear-y

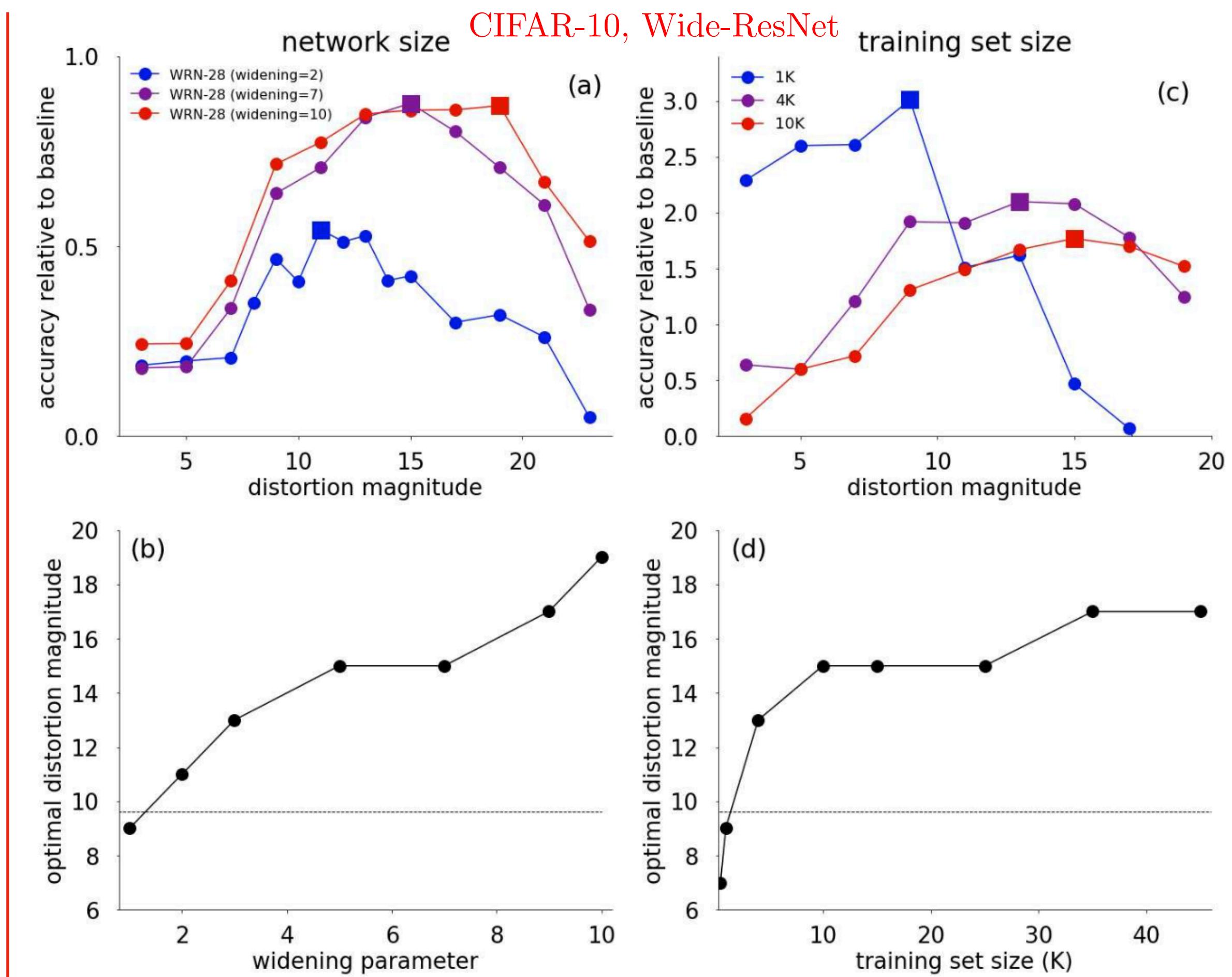
Replace the learned policies and probabilities for applying each transformation with a parameter-free procedure of always selecting a transformation with uniform probability $1/K$.

$N \rightarrow$ number of transformations for a training image

Each transformation resides on an integer scale from 0 to 10 where a value of 10 indicates the maximum scale for a given transformation.

$M \rightarrow$ a single global distortion may suffice for parametrizing all transformations

A simple grid search on M, N is sufficient to find a data augmentation policy



ImageNet results.	baseline	Fast AA	AA	RA
ResNet-50	76.3 / 93.1	77.6 / 93.7	77.6 / 93.8	77.6 / 93.8
EfficientNet-B5	83.2 / 96.7	-	83.3 / 96.7	83.9 / 96.8
EfficientNet-B7	84.0 / 96.9	-	84.4 / 97.1	85.0 / 97.2



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Questions?

[YouTube Playlist](#)
