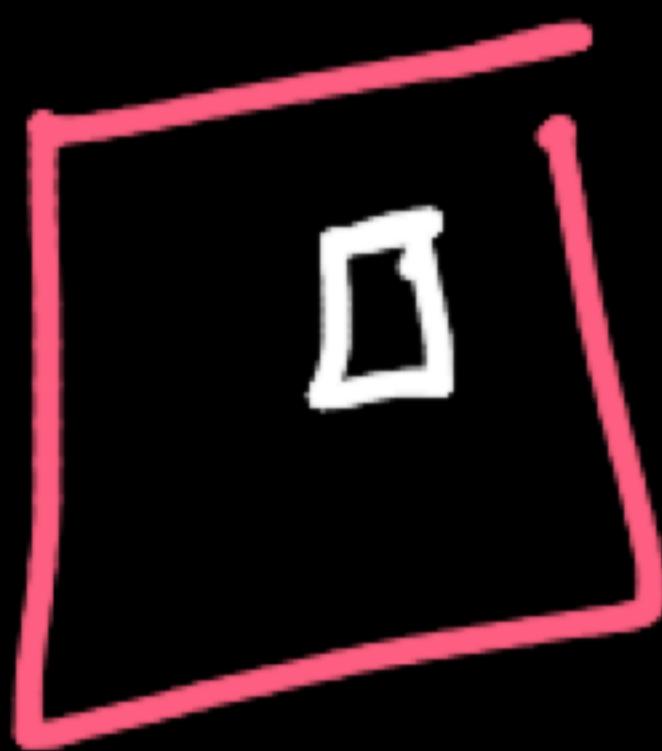


# Topics:



- Efficient-Net
- Object localization + Detection  
(basic Model)
- R-CNN
- fast R-CNN
- Faster R-CNN

YOLO



ResNets



depth

MobileNets



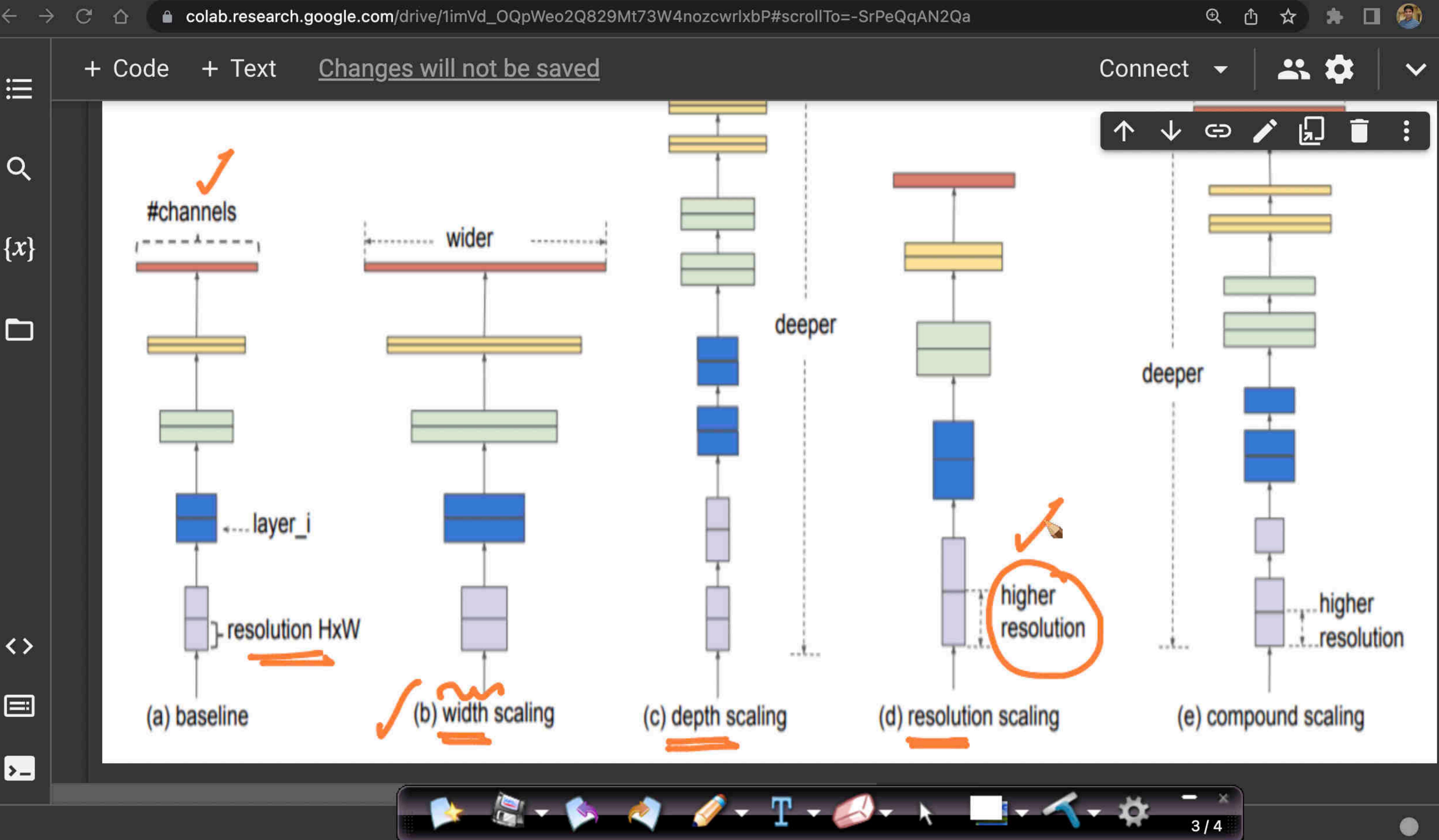
Conv-dw

1x1 CONV

L6\_CNN\_for\_Medical\_Diagnos

EfficientNet: Rethinking Model

L7: Object Detection with Two



## EfficientNet: Rethinking Model Scaling for Convolutional Neural...

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## Abstract

Neural Networks (ConvNets) are developed at a fixed resource budget, and up for better accuracy if more available. In this paper, we study model scaling and identify that scaling network depth, width, and resolution to better performance. Based on this observation, we propose a new scaling rule that uniformly scales all dimensions of the solution using a simple yet highly *smooth coefficient*. We demonstrate the success of this method on scaling up DenseNet and ResNet.

Further, we use neural architecture search to design a new baseline network, EfficientNet, to obtain a family of

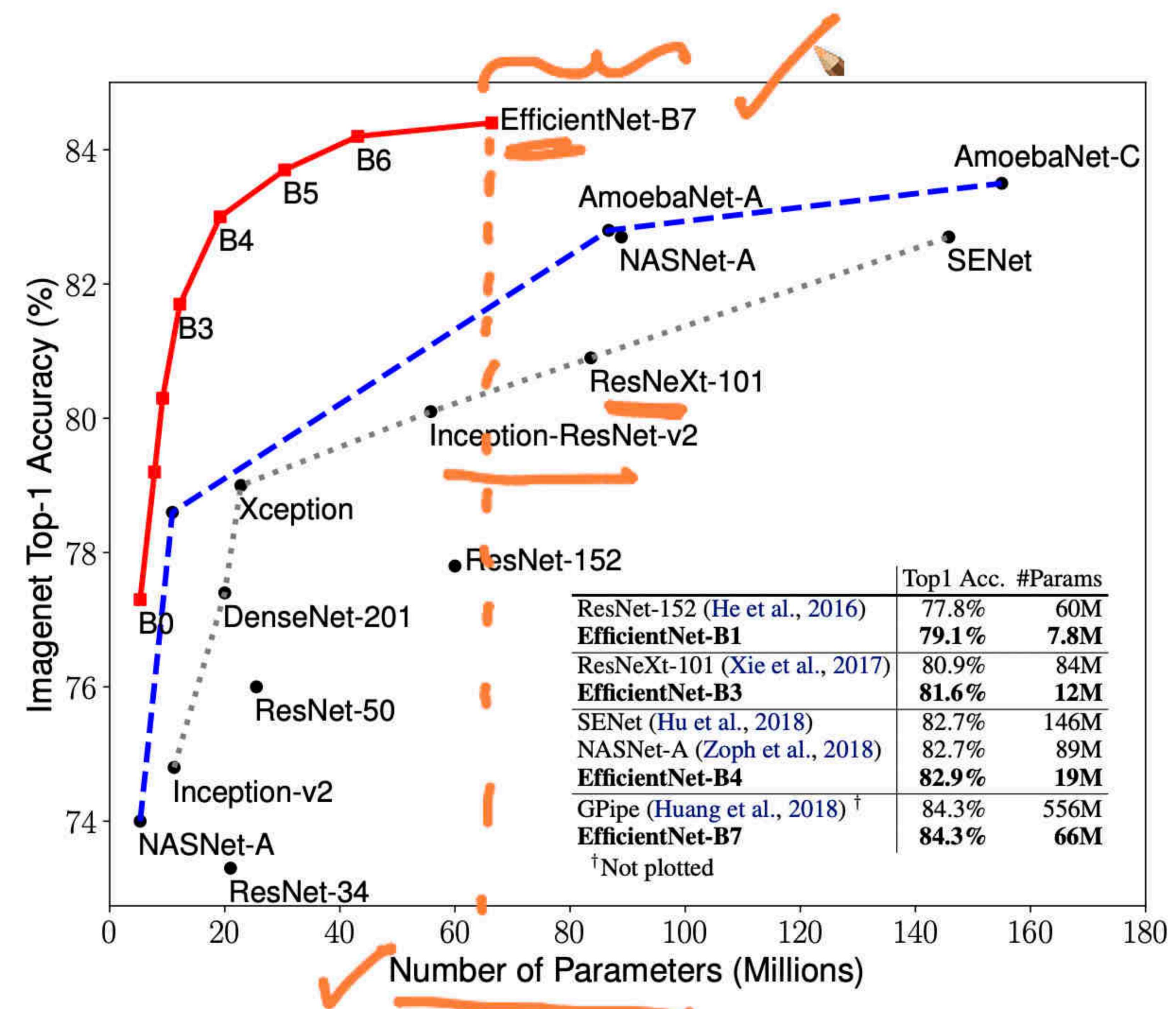


Figure 1. Model Size vs. ImageNet Accuracy. All numbers are

L6\_CNN\_for\_Medical\_Diagnos

EfficientNet: Rethinking Model

L7: Object Detection with Two

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Figure 5. Scaling up a baseline model with different network width ( $w$ ), Depth ( $d$ ), and Resolution ( $h \times w$ ). Networks with larger width, depth, or resolution tend to achieve higher accuracy, but the accuracy gain quickly saturates after reaching 80%, demonstrating the limitation of single dimension scaling. Baseline network is described in Table 1.

- EfficientNet models generally use an order of magnitude fewer parameters and FLOPS than other ConvNets with similar accuracy

- They Came up with eight models B0 to B7 (with increasing size)

 For example, EfficientNet-B3 achieves higher accuracy than ResNet101 using 18x fewer FLOPS.

- Full efficientnet code from scratch:

<https://github.com/qubvel/efficientnet/blob/f7f3e736c113b872caf53dae9fbbda996a8eb87d/efficientnet/model.py>



>Loading pretrained efficientnet:

<https://keras.io/api/applications/efficientnet/>

# EfficientNet: Rethinking Model Scaling for Convolutional Neural Networks

In fact, a few prior work (Zoph et al., 2018; Real et al., 2019) have already tried to arbitrarily balance network width and depth, but they all require tedious manual tuning.

In this paper, we propose a new **compound scaling method**, which use a compound coefficient  $\phi$  to uniformly scales network width, depth, and resolution in a principled way:

$$\begin{aligned}
 & \text{depth: } d = \alpha^\phi \\
 & \text{width: } w = \beta^\phi \\
 & \text{resolution: } r = \gamma^\phi \\
 & \text{s.t. } \alpha \cdot \beta^2 \cdot \gamma^2 \approx 2 \\
 & \alpha \geq 1, \beta \geq 1, \gamma \geq 1
 \end{aligned} \tag{3}$$

where  $\alpha, \beta, \gamma$  are constants that can be determined by a small grid search. Intuitively,  $\phi$  is a user-specified coefficient that controls extra resources to network width, depth, and resolution re-

**Table 1. EfficientNet-B0 baseline network** – Each row describes a stage  $i$  with  $\hat{L}_i$  layers, with input resolution  $\langle \hat{H}_i, \hat{W}_i \rangle$  and output channels  $\hat{C}_i$ . Notations are adopted from equation 2.

Stage <i>i</i>	Operator $\hat{\mathcal{F}}_i$	Resolution $\hat{H}_i \times \hat{W}_i$	#Channels $\hat{C}_i$	#Layers $\hat{L}_i$
1	✓Conv3x3	$224 \times 224$	32	1
2	✗MBConv1, k3x3	$112 \times 112$	16	1
3	✗MBConv6, k3x3	$112 \times 112$	24	2
4	MBConv6, k5x5	$56 \times 56$	40	2
5	MBConv6, k3x3	$28 \times 28$	80	3
6	MBConv6, k5x5	$14 \times 14$	112	3
7	MBConv6, k5x5	$14 \times 14$	192	4
8	MBConv6, k3x3	$7 \times 7$	320	1
9	Conv1x1 & Pooling & FC	$7 \times 7$	1280	1

Net, except our EfficientNet-B0 is slightly bigger due to the larger FLOPS target (our FLOPS target is 400M). Table 1 shows the architecture of EfficientNet-B0. Its main building block is mobile inverted bottleneck MBConv (San-  
2019), to which we also add squeeze-and-excitation optimization (Hu et al., 2018).

Google

## mbconv block

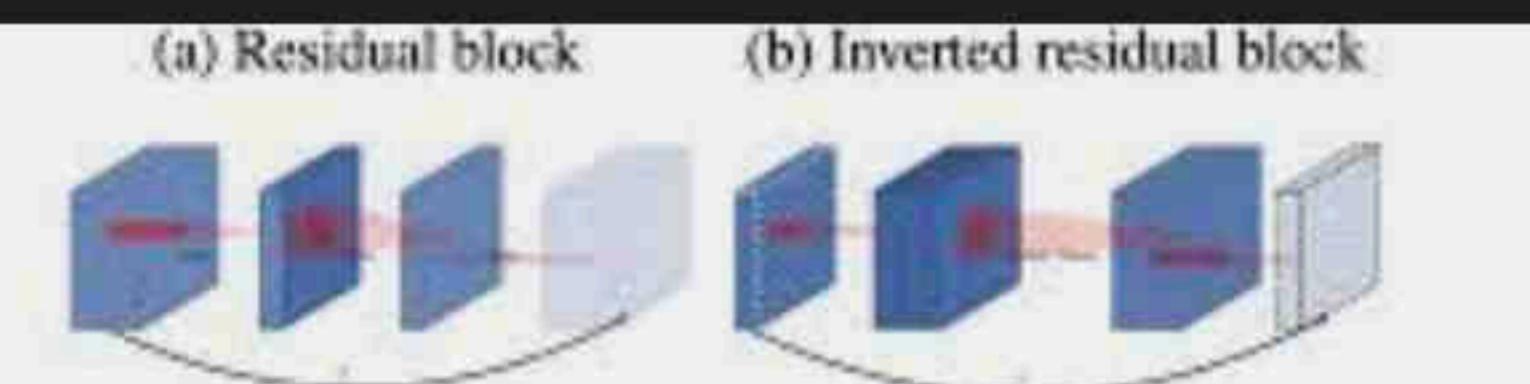
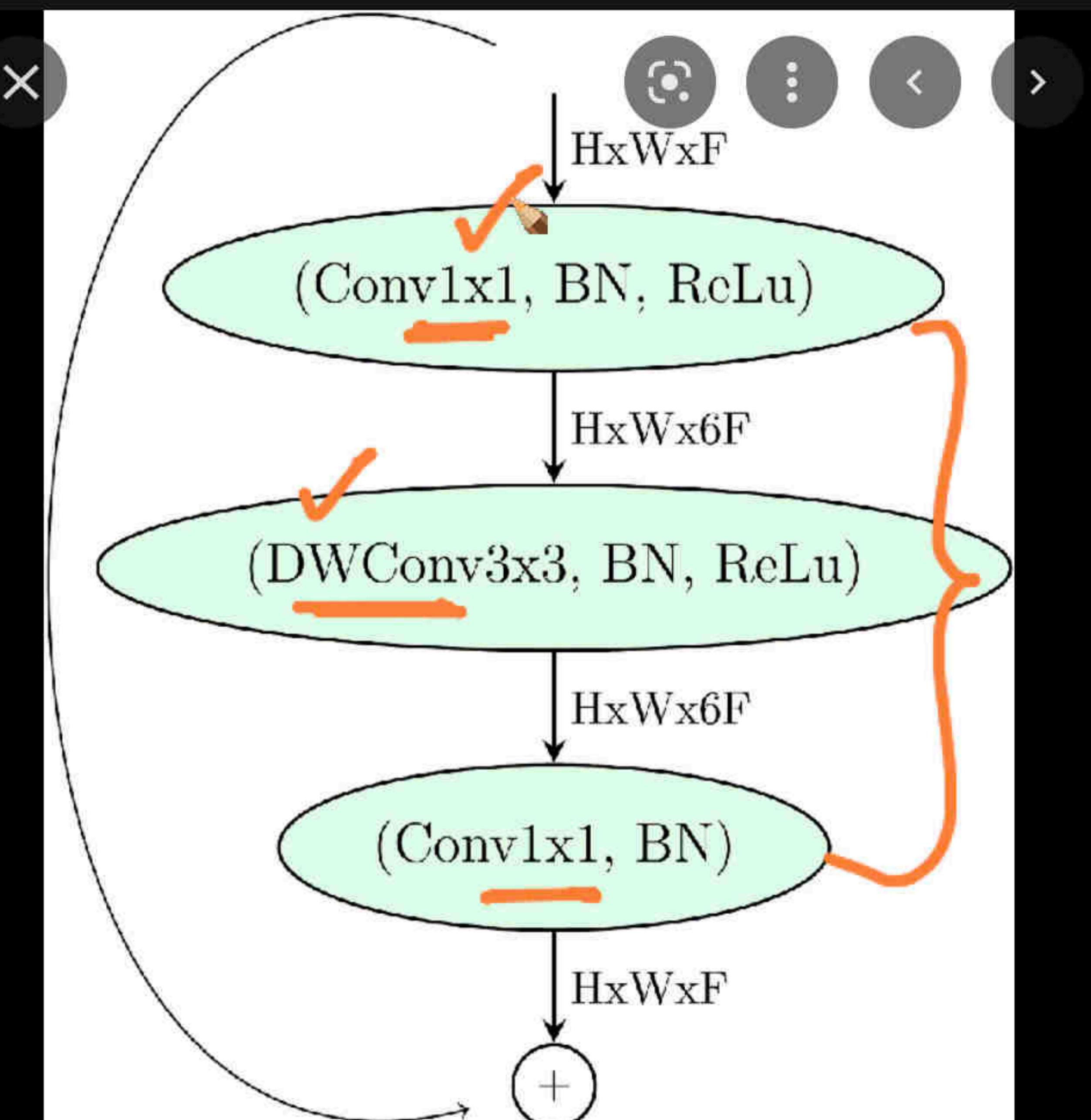
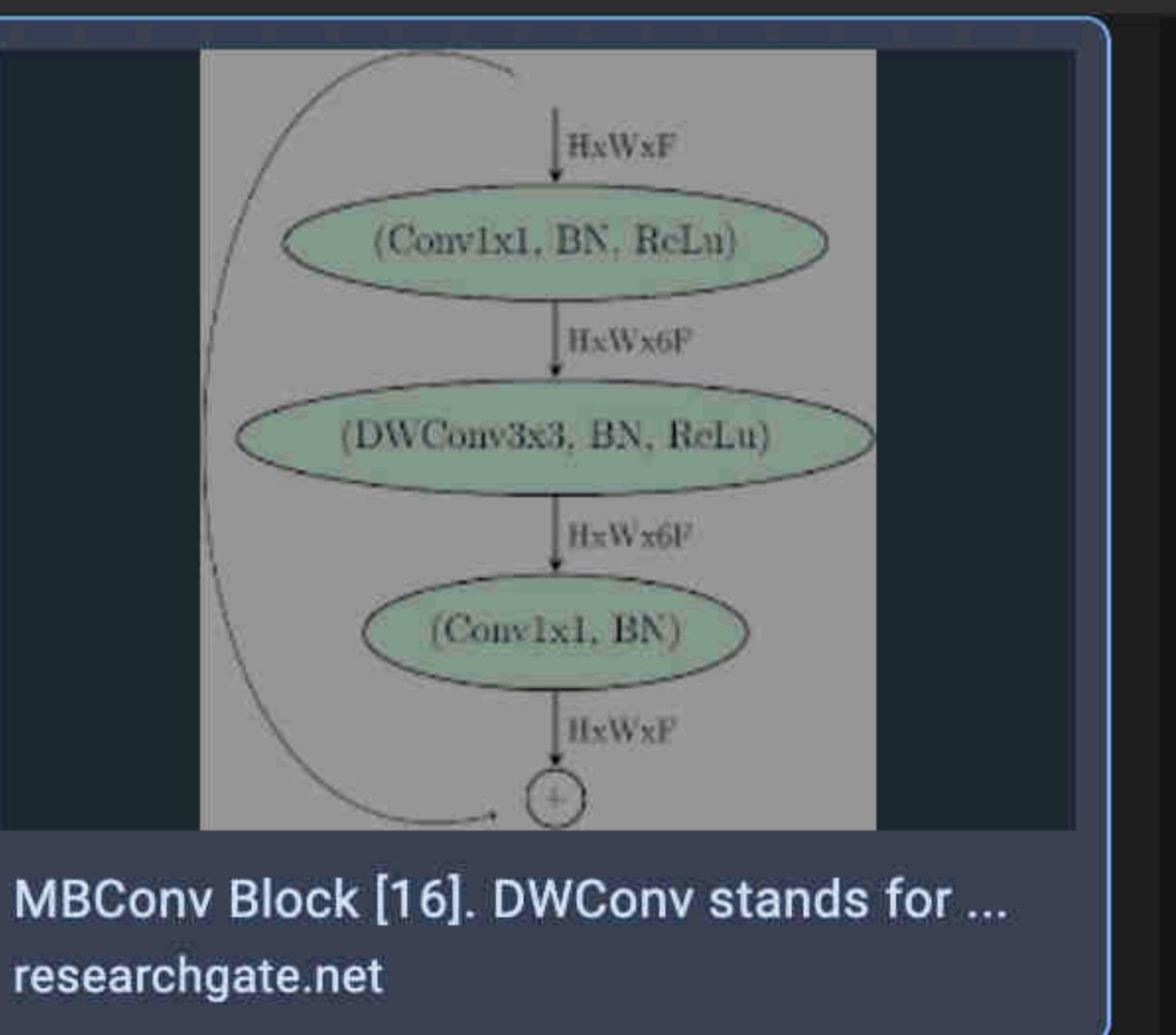
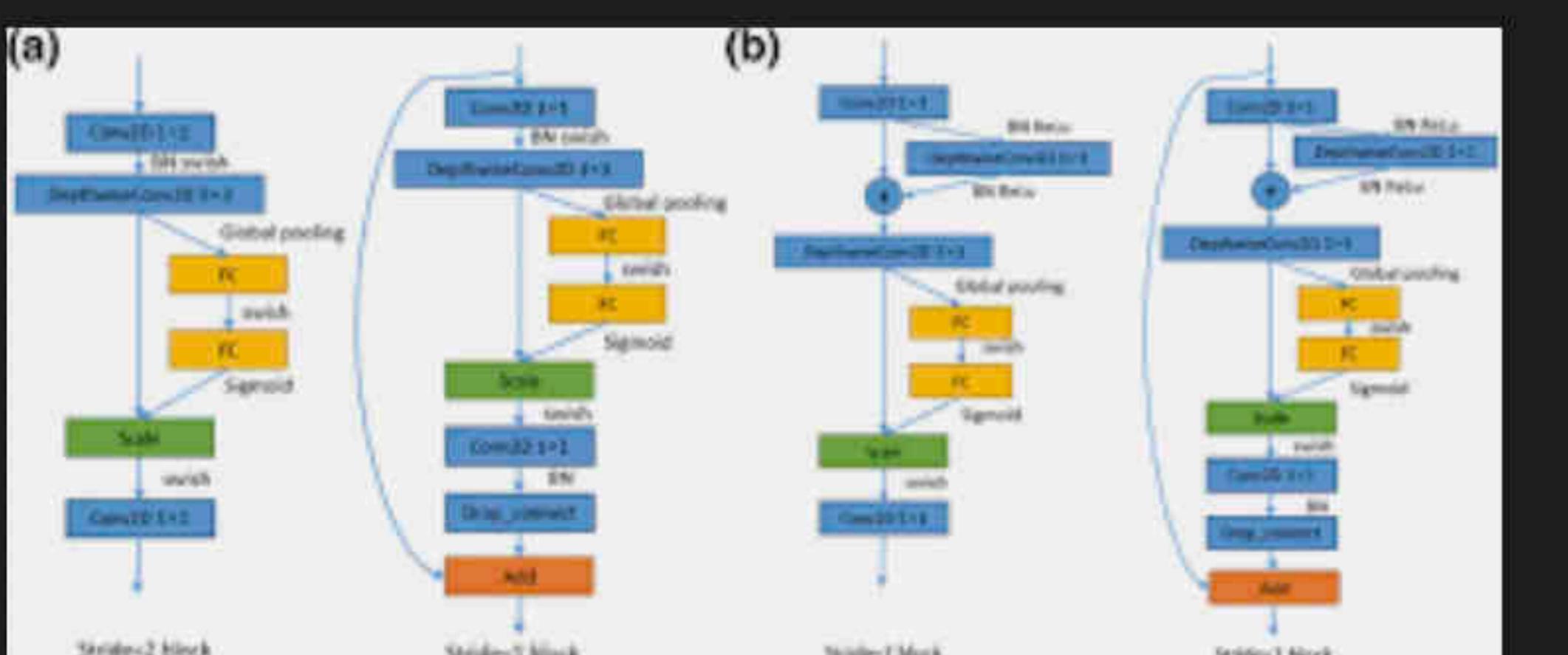


Figure 3: The difference between residual block [8, 30] and inverted residual. Diagonally hatched layers do not use non-linearities. We use thickness of each block to indicate its relative number of channels. Note how classical residuals connects the layers with high number of channels, whereas the inverted residuals connect the bottlenecks. Best viewed in color.

Inverted Residual Block Explained ...  
paperswithcode.com



Structure of MBConv module. a Basic ...  
researchgate.net

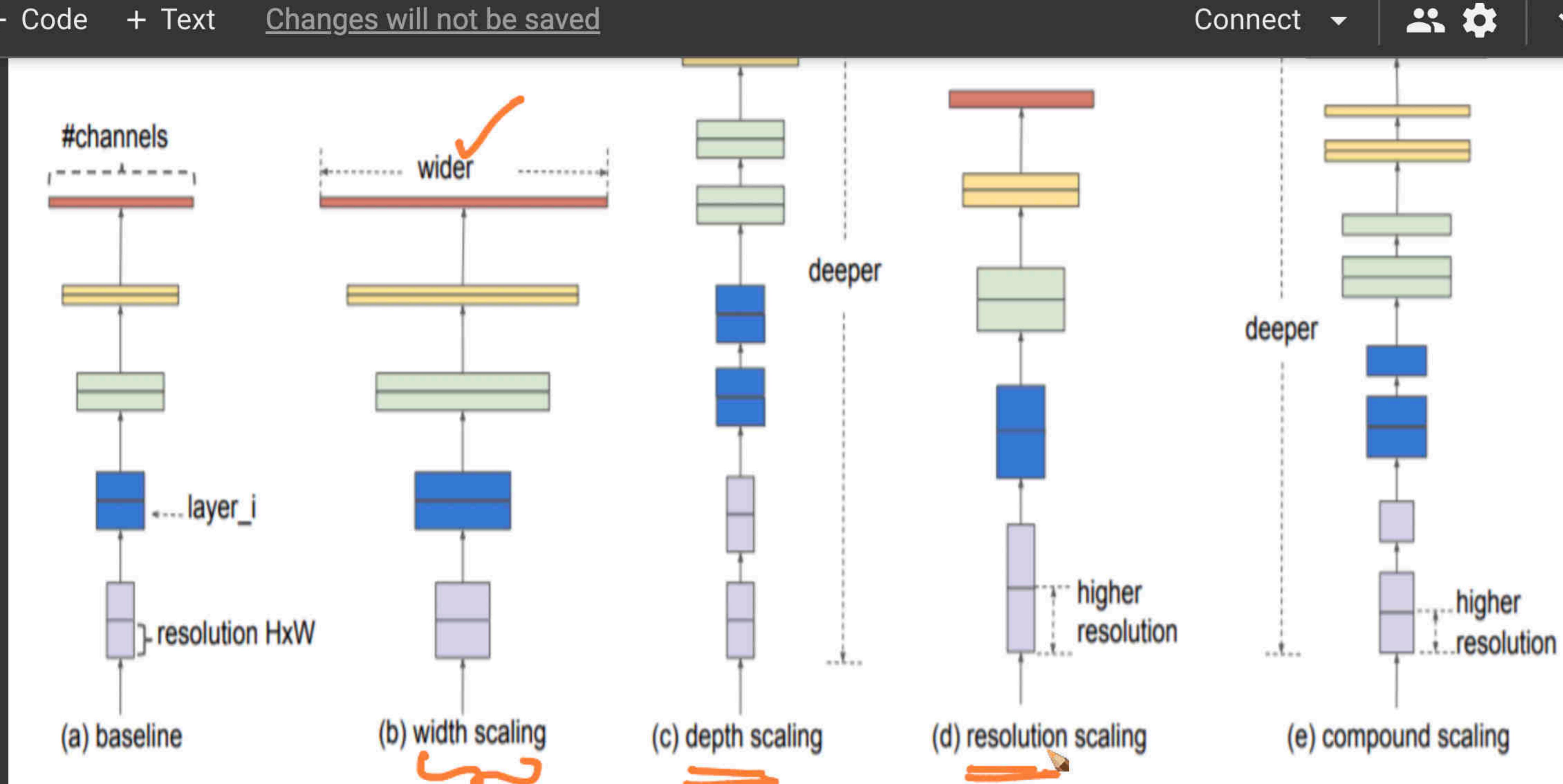


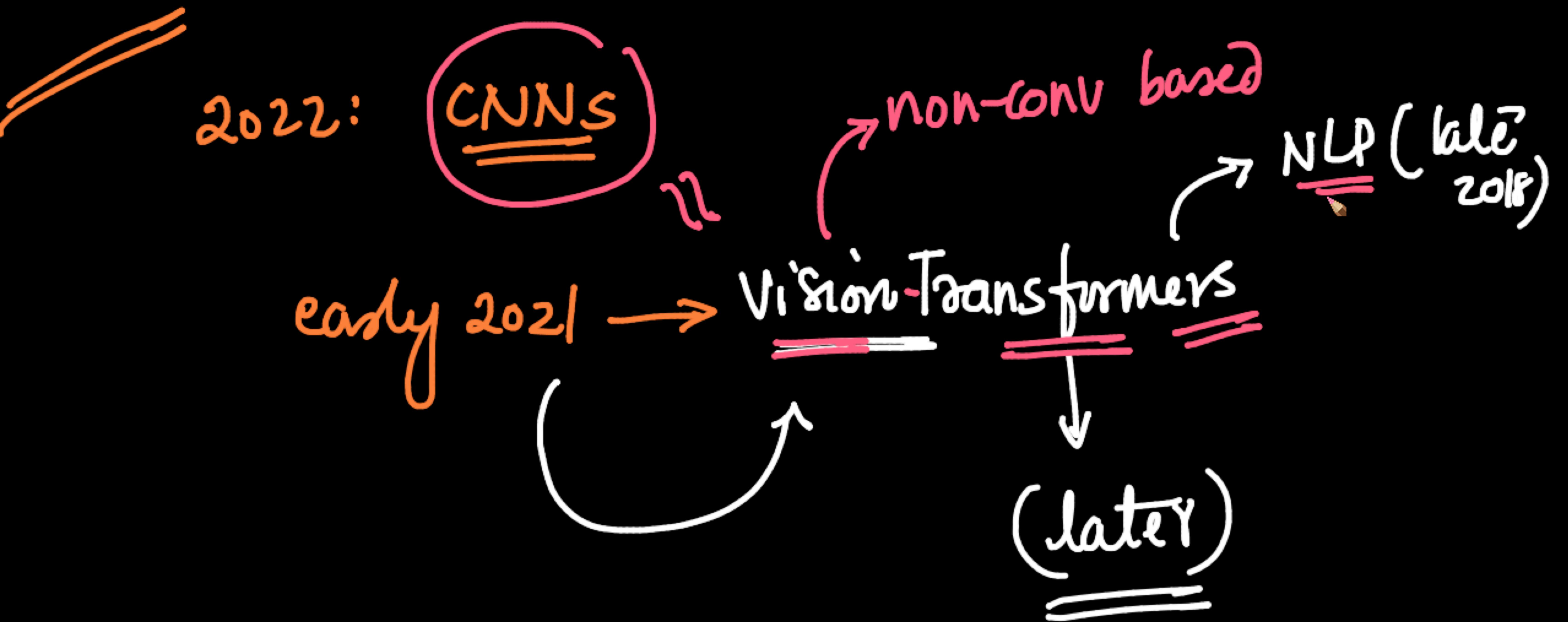
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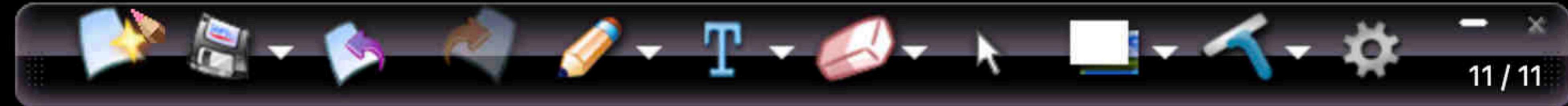
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L6\_CNN\_for\_Medical\_Diagnos x EfficientNet: Rethinking Model x L7: Object Detection with Two x mbconv block - Google Search x +  
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## Summary of pretrained models:

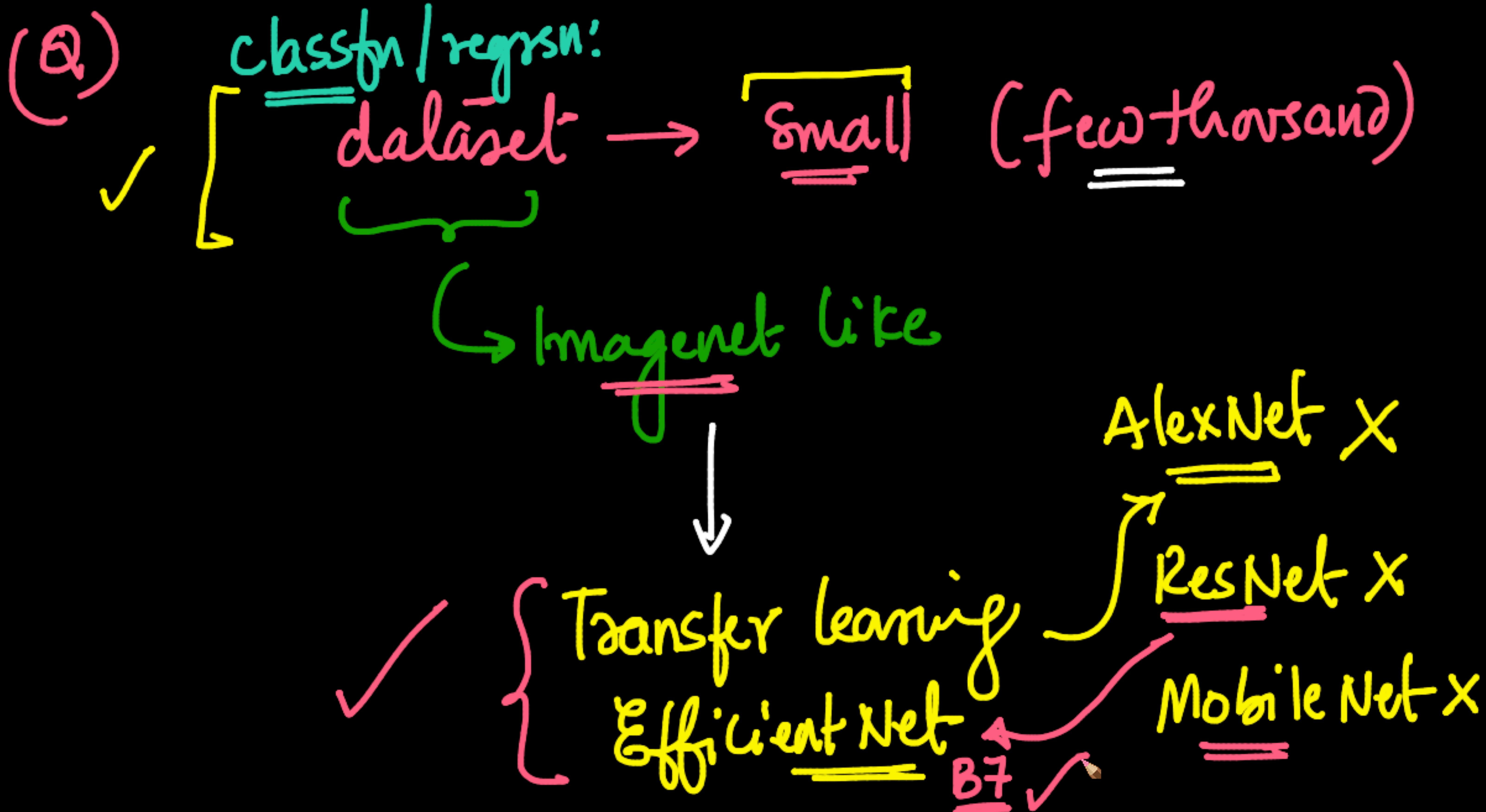
Model Name	Number of params	Top 1 Acc	Top 5 Acc
EfficientnetB0	5.3M	77.3	93.5
MobileNet	2.3M	71.0	90.5
ResNet50	25.6M	83.2	96.5
Inception	22.9M	79.0	94.5
VGG16	138M	74.4	91.9
AlexNet	62M	63.3	84.6

How do you decide which model you should chose on a new dataset?

- If you want to roll your own layers, start with VggNet. It's the simplest model that will perform well.
- For edge devices, you typically want to optimize for models that can be downloaded fast, occupy very little space on the device, and don't incur high latencies during prediction. For a small model that runs fast on low-power devices, consider MobileNetV2.

- If you don'







{ EN-BO → 5.3 MN params  
MobileNet → 2.3 MN params

2.5 Sec  
↓  
1 sec

Qualcomm

Q  
≡

Siamese  
≡  
n/vs  
&  
(later)  
Contrastive learning  
≡

Small dataset  
(few 1000's)



[data set ≠ ImageNet]

May / May not  
≡

- ① MobileNet  
all-layers trainable  
≡
  - ② Some of the  
last layers  
trainable  
≡
- other layers: ImageNet  
≡

v5 [CS.LG] 11 Sep 2020

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L7: Object Detection with Two

mbconv block - Google Search

arxiv.org/pdf/1905.11946.pdf



EfficientNet: Rethinking Model Scaling for Convolutional Neural...

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□

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□

Mingxing Tan<sup>1</sup> Quoc V. Le<sup>1</sup>*Case 1*

## Abstract

Convolutional Neural Networks (ConvNets) are commonly developed at a fixed resource budget, and then scaled up for better accuracy if more resources are available. In this paper, we systematically study model scaling and identify that carefully balancing network depth, width, and resolution can lead to better performance. Based on this observation, we propose a new scaling method that uniformly scales all dimensions of depth/width/resolution using a simple yet highly effective *compound coefficient*. We demonstrate the effectiveness of this method on scaling up MobileNets and ResNet.

To go even further, we use neural architecture search to design a new baseline network and scale it called *EfficientNet*, which achieves better accuracy and efficiency than previous

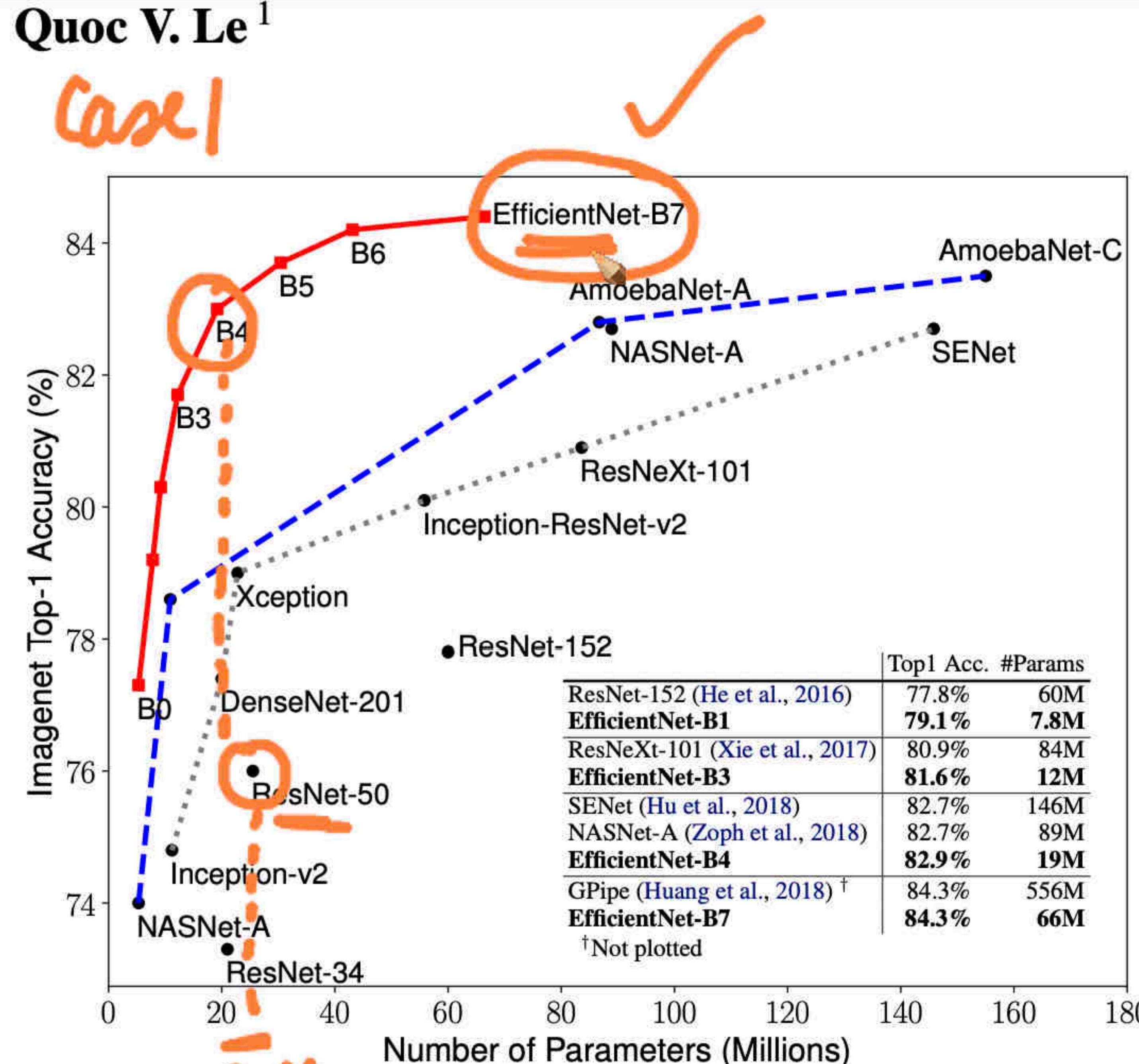
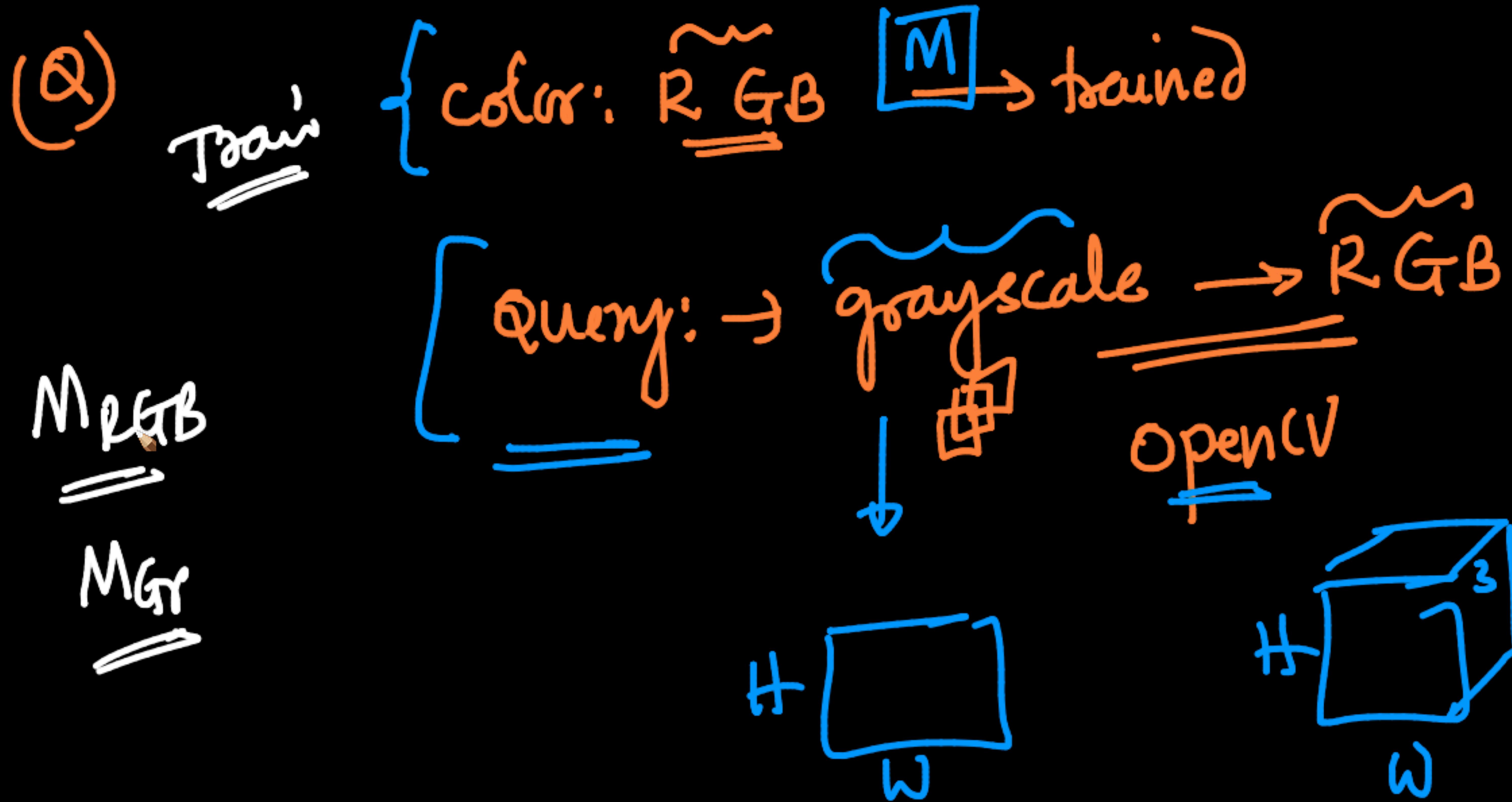


Figure 1. Model Size vs. ImageNet Accuracy. All numbers are final. Our EfficientNets significantly outperform previous state-of-the-art. In particular, EfficientNet-B7 achieves new state-of-the-art 84.3% top-1 accuracy but being 8.4x smaller and 6.1x faster than GPipe. EfficientNet-B1 is 7.6x smaller and





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to this dataset as well.

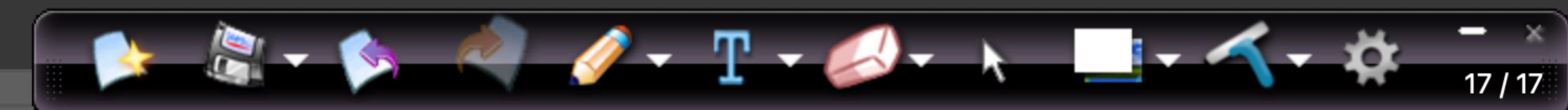
- New dataset is large and similar to the original dataset.
  - Since we have more data, we can have more confidence that we won't overfit if we were to try to fine-tune through the full network.
- New dataset is large and very different from the original dataset.
  - Since the dataset is very large, we may expect that we can afford to train a ConvNet from scratch.
  - However, in practice it is very often still beneficial to initialize with weights from a pretrained model.

Imagenet

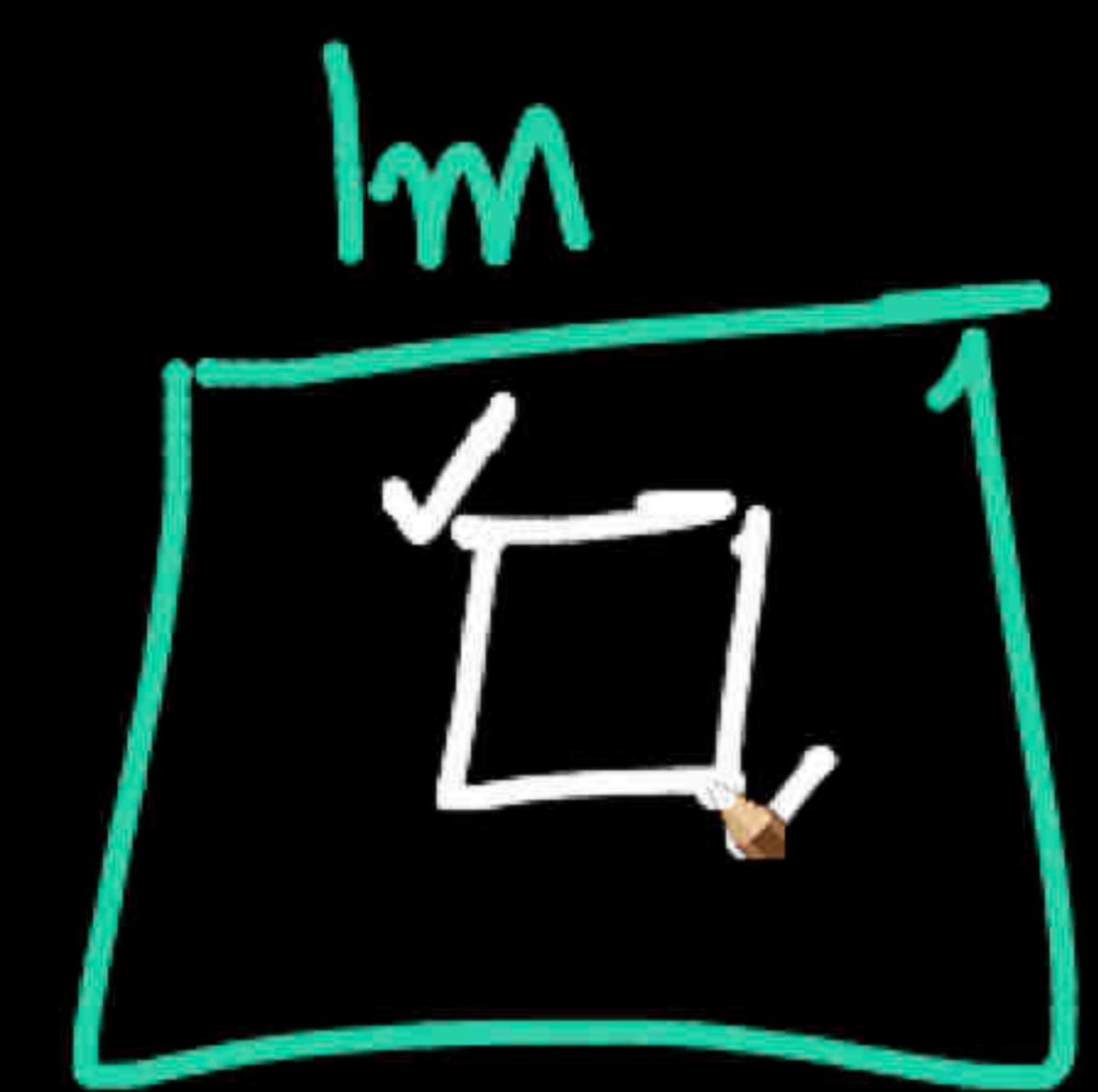
EN B7

## Supplementary material

Other models to follow :-



Q



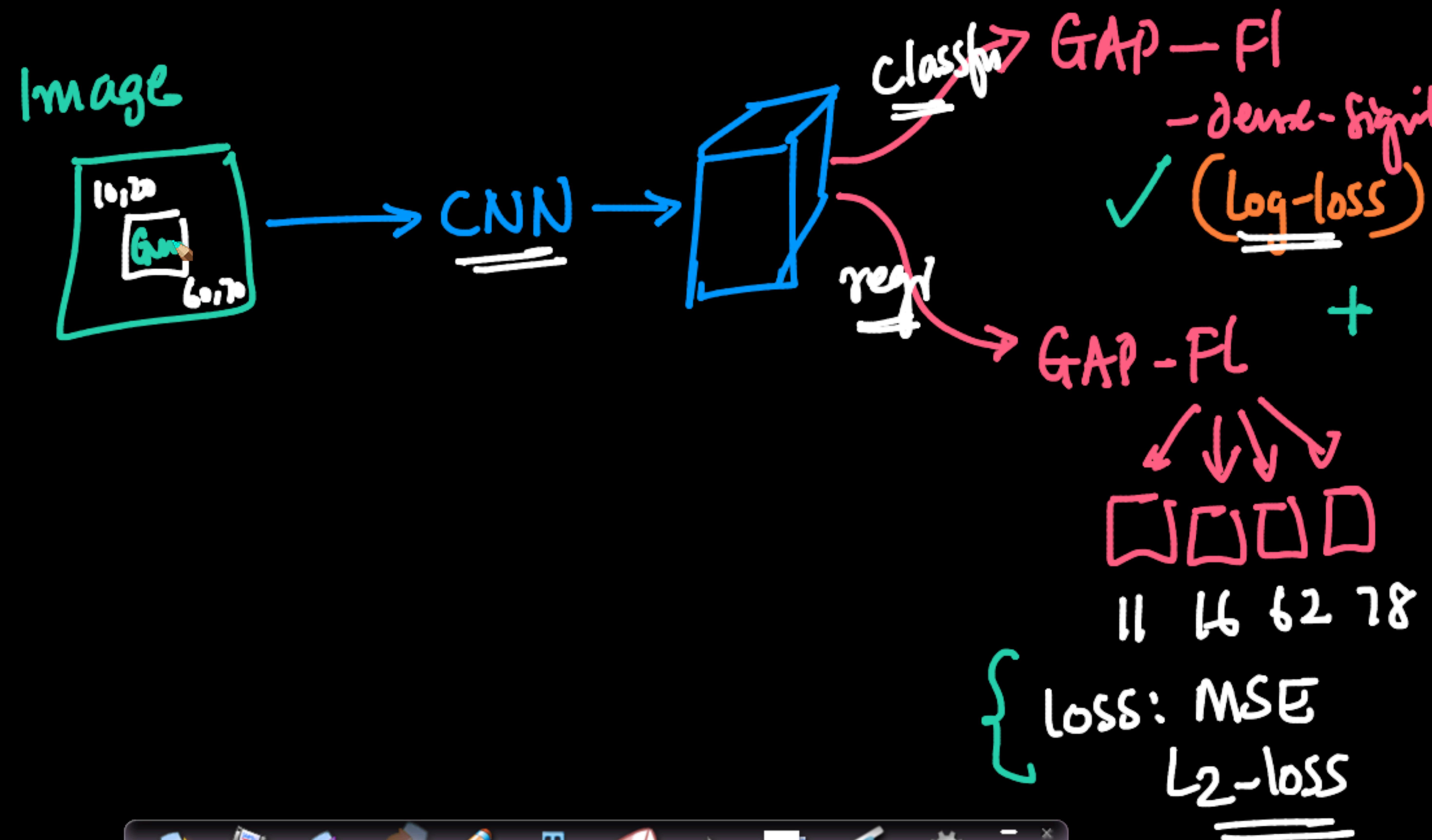
Model

class fm  
Is Gun?

Co-ordinates of

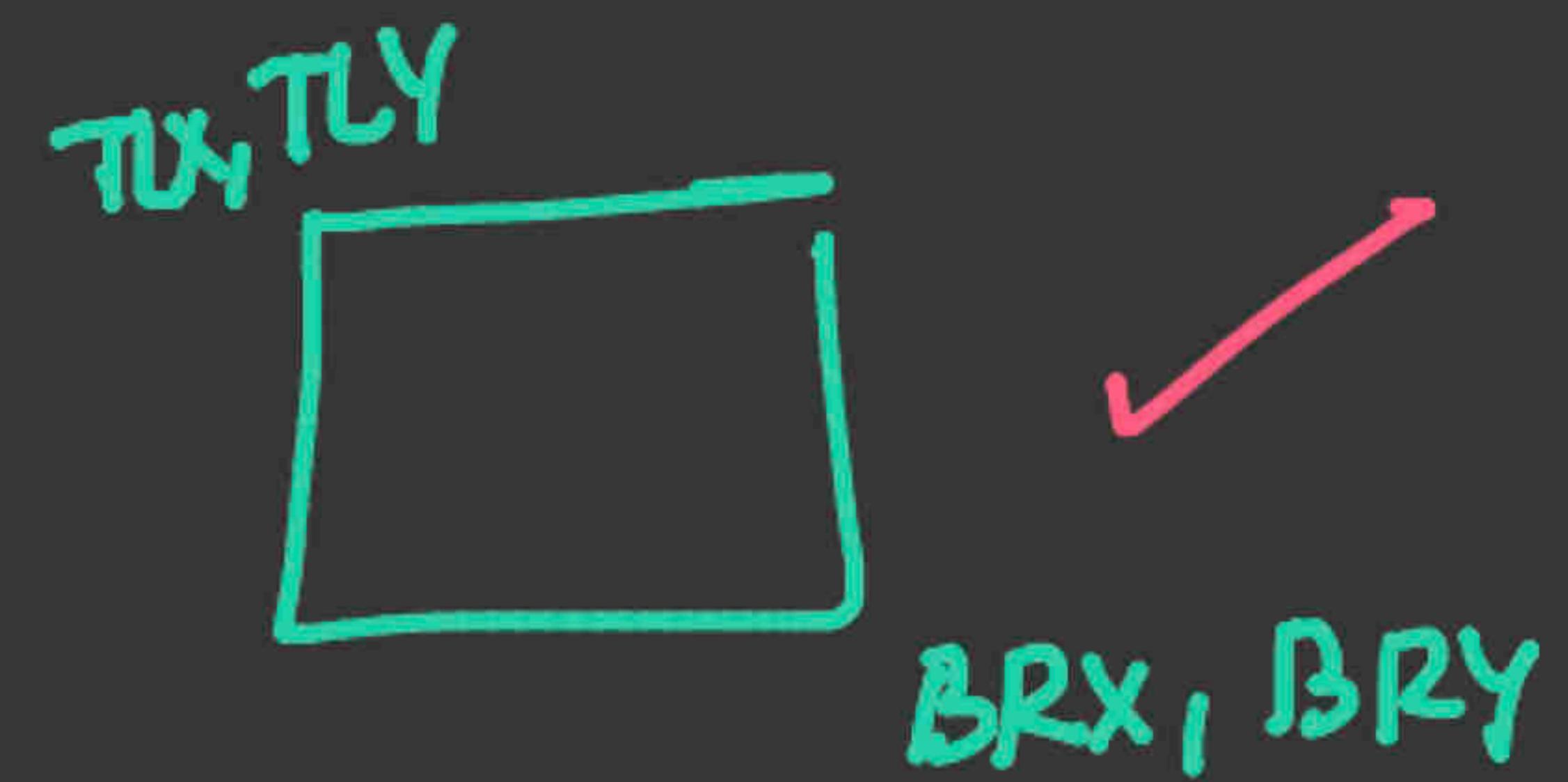
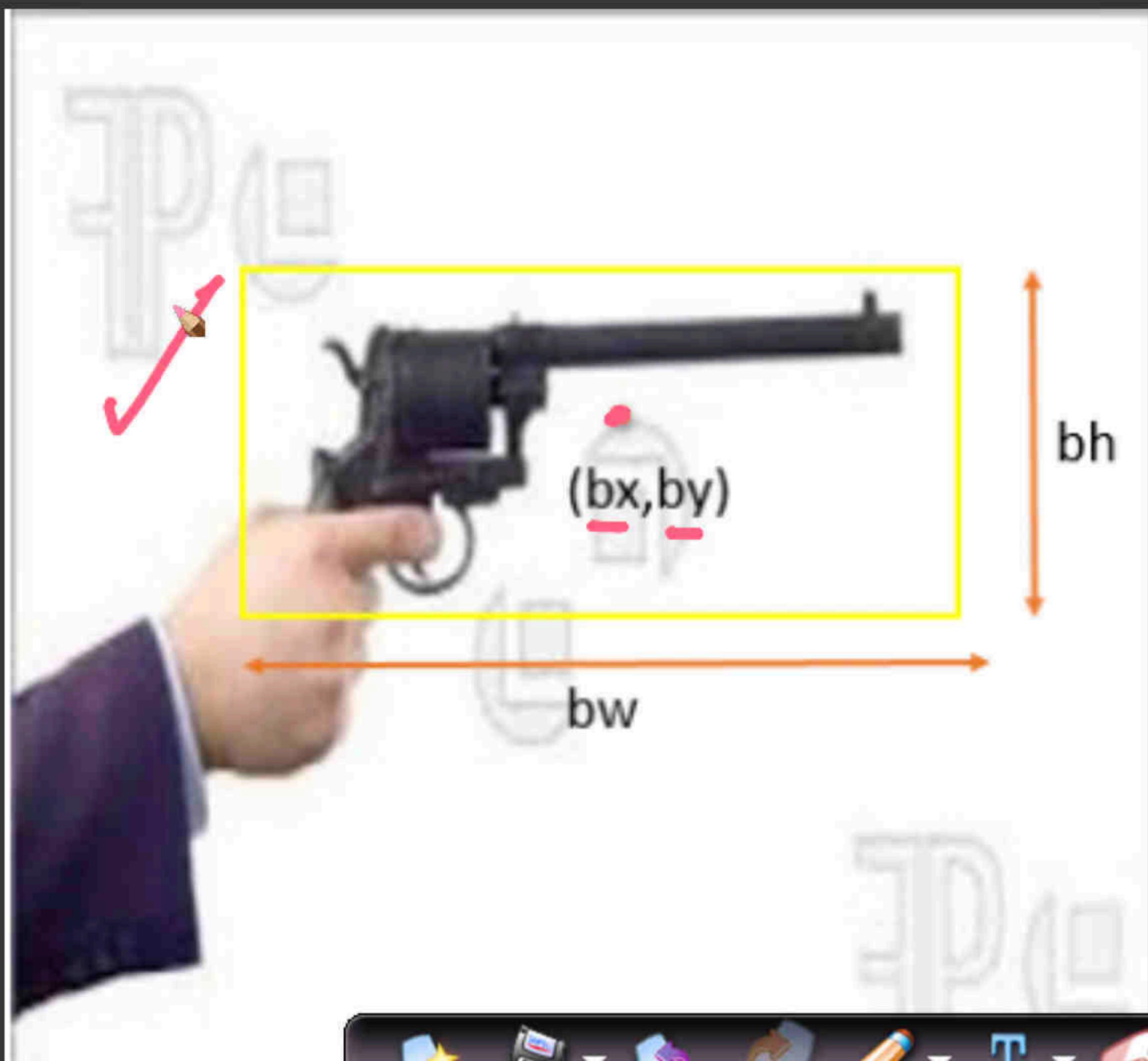
BBox

Regr



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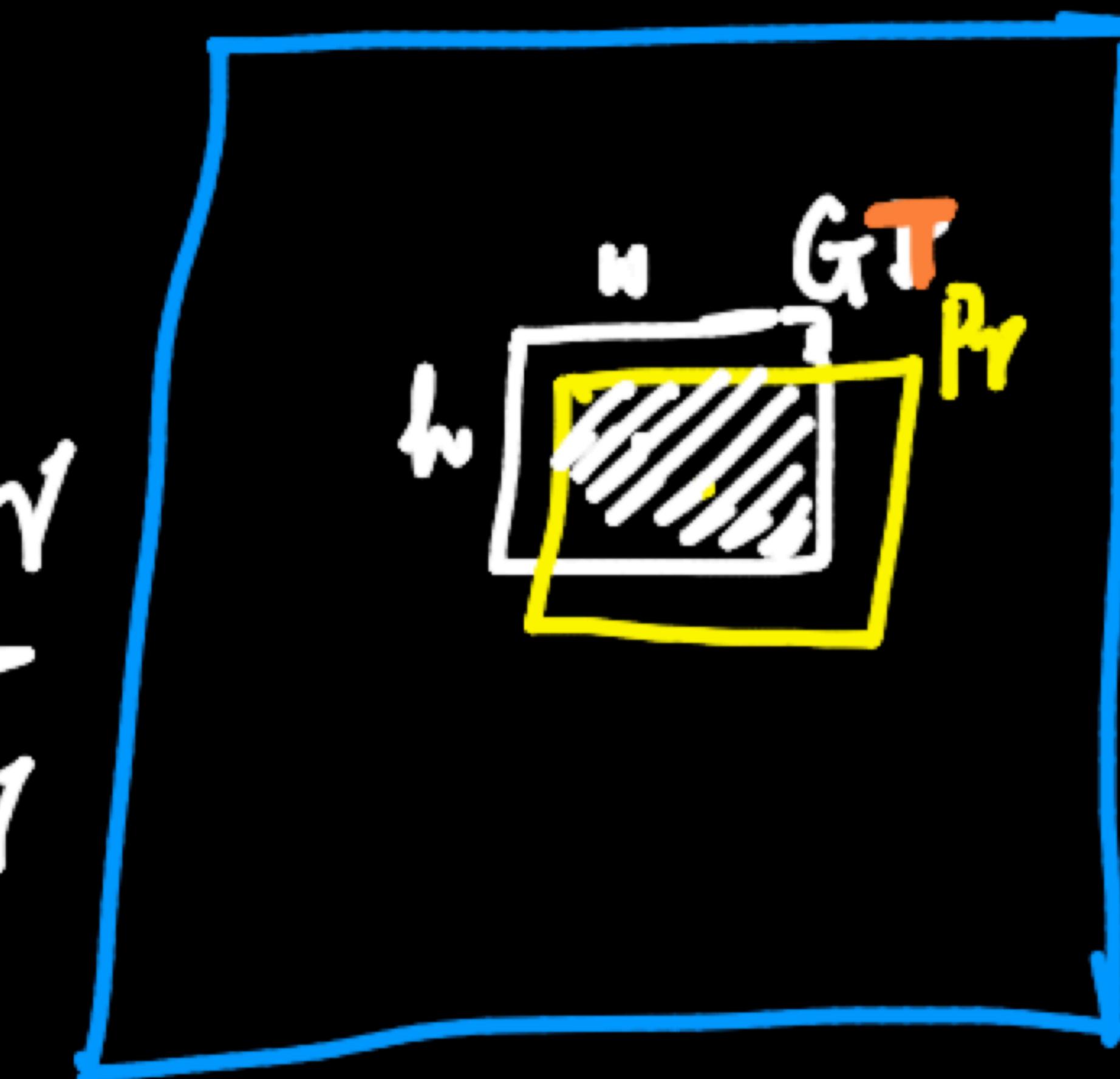
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Q  
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$$\text{IoU} = \frac{\text{GT} \cap \text{Pr}}{\text{GT} \cup \text{Pr}}$$

Image



measure:

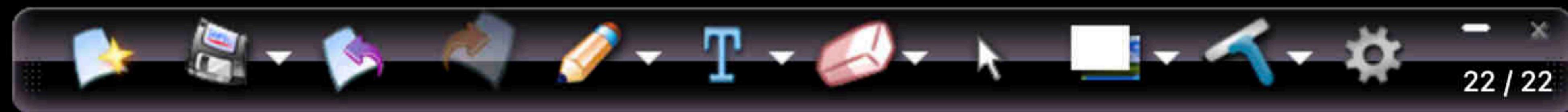
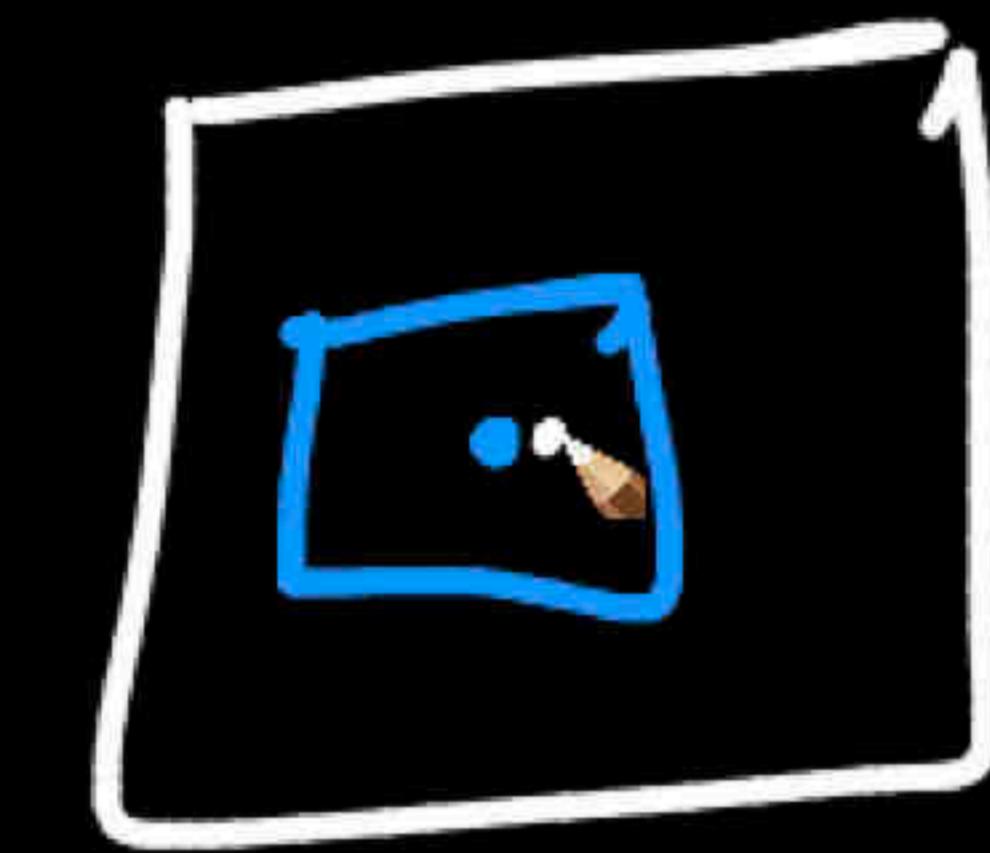
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fully overlapping = high

less overlapping = low

1

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+ Code + Text Connect |

Locate Multiple Objects

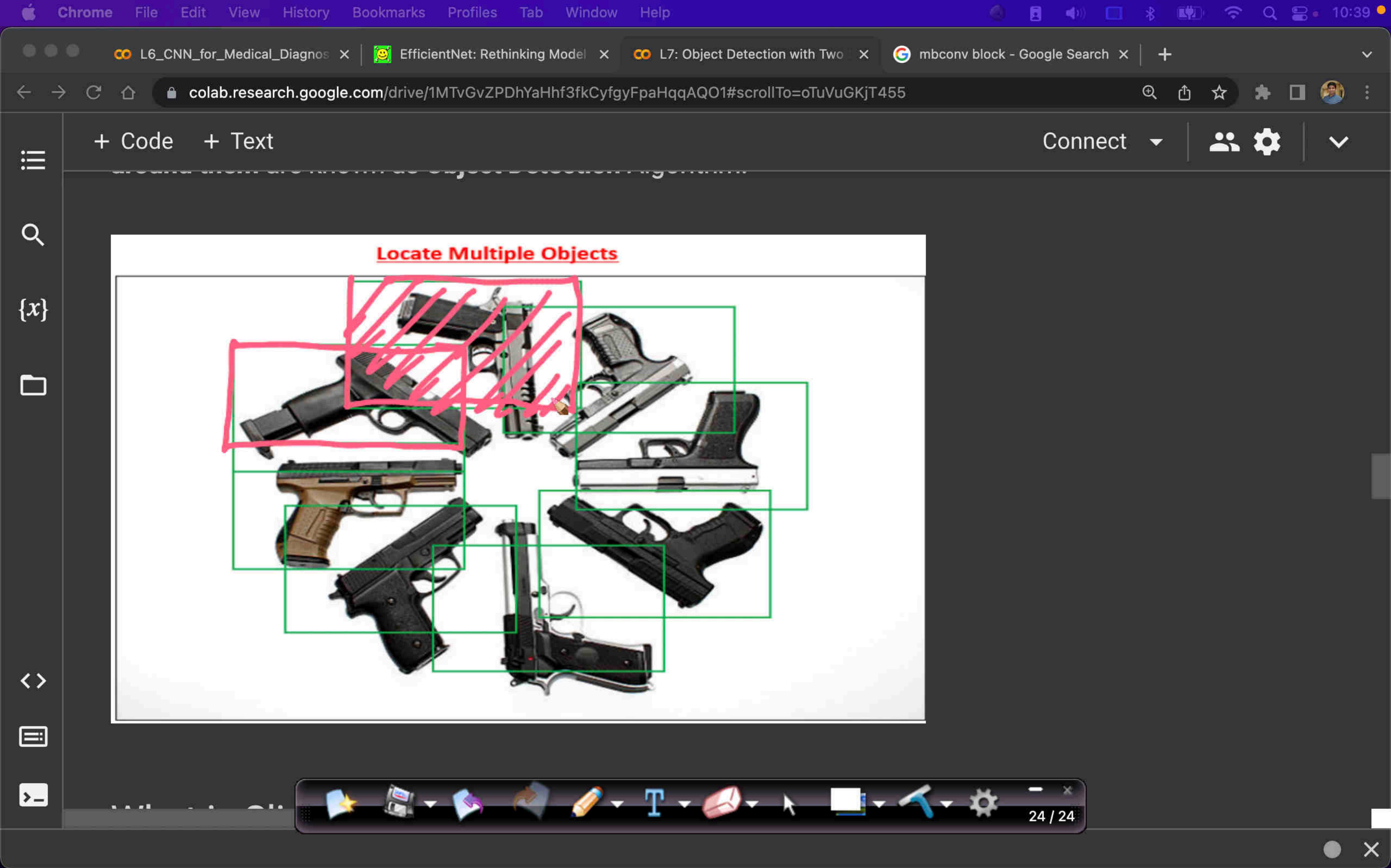
{x}

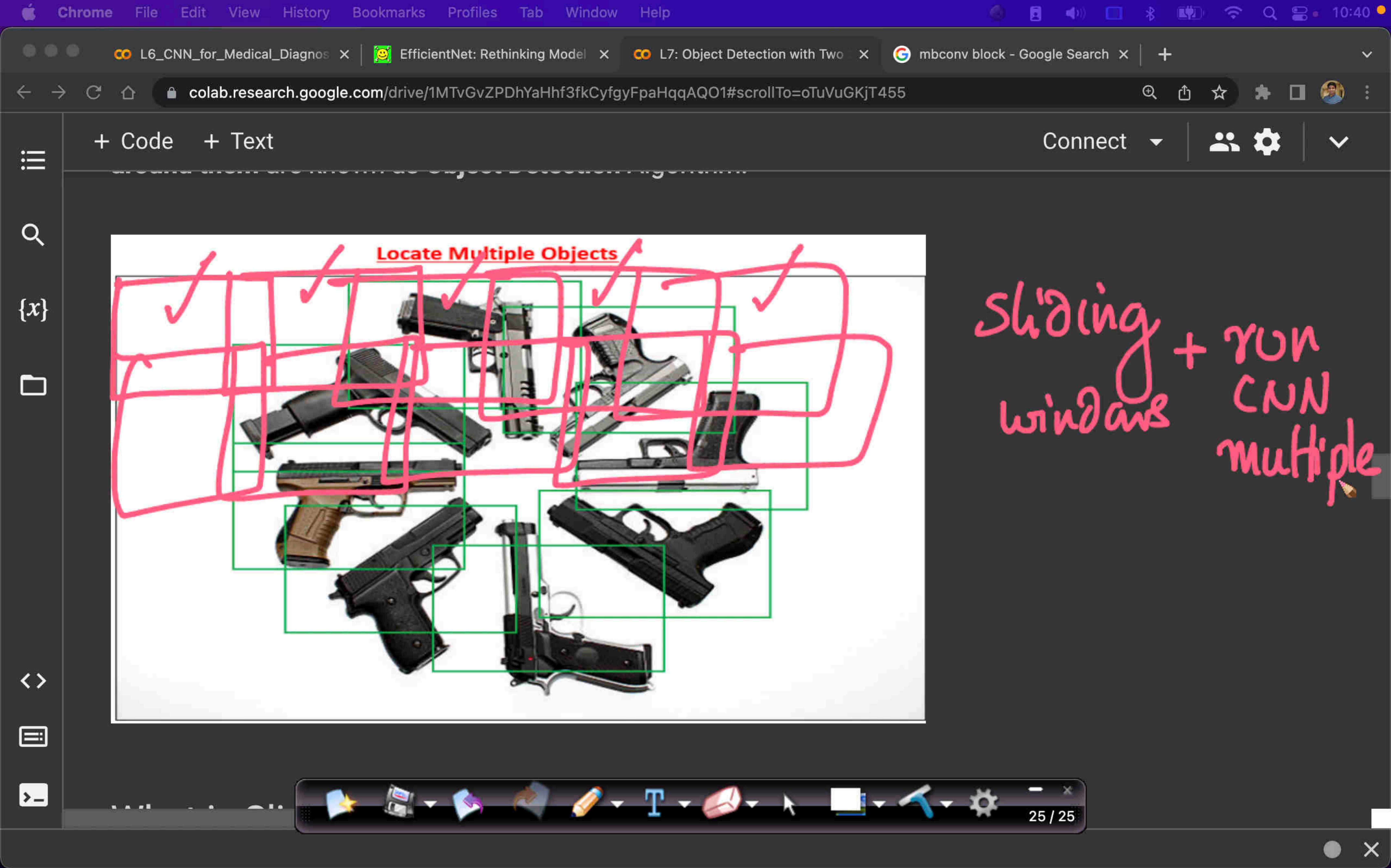
5 guns → 5x4

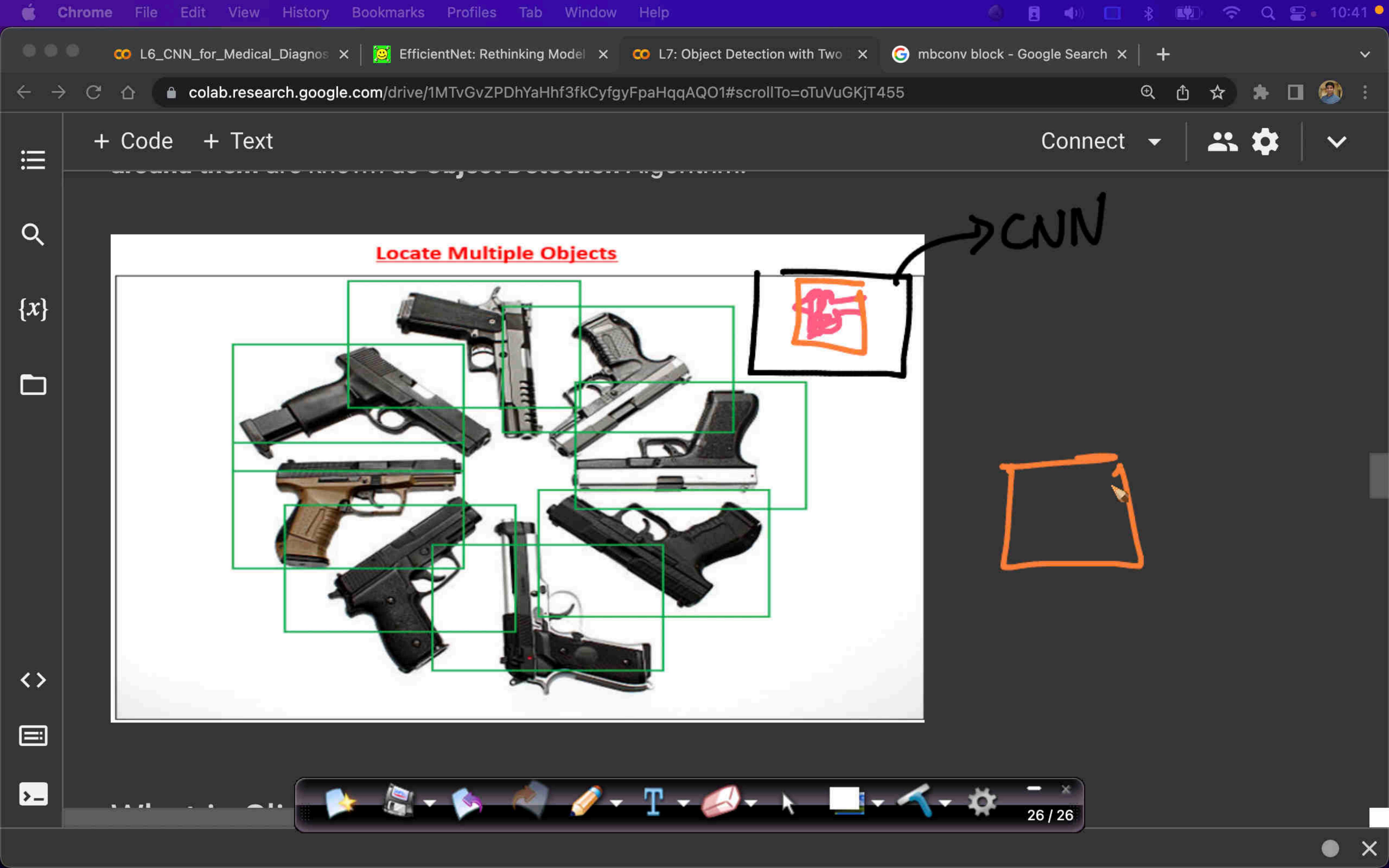
2 guns → 2x4

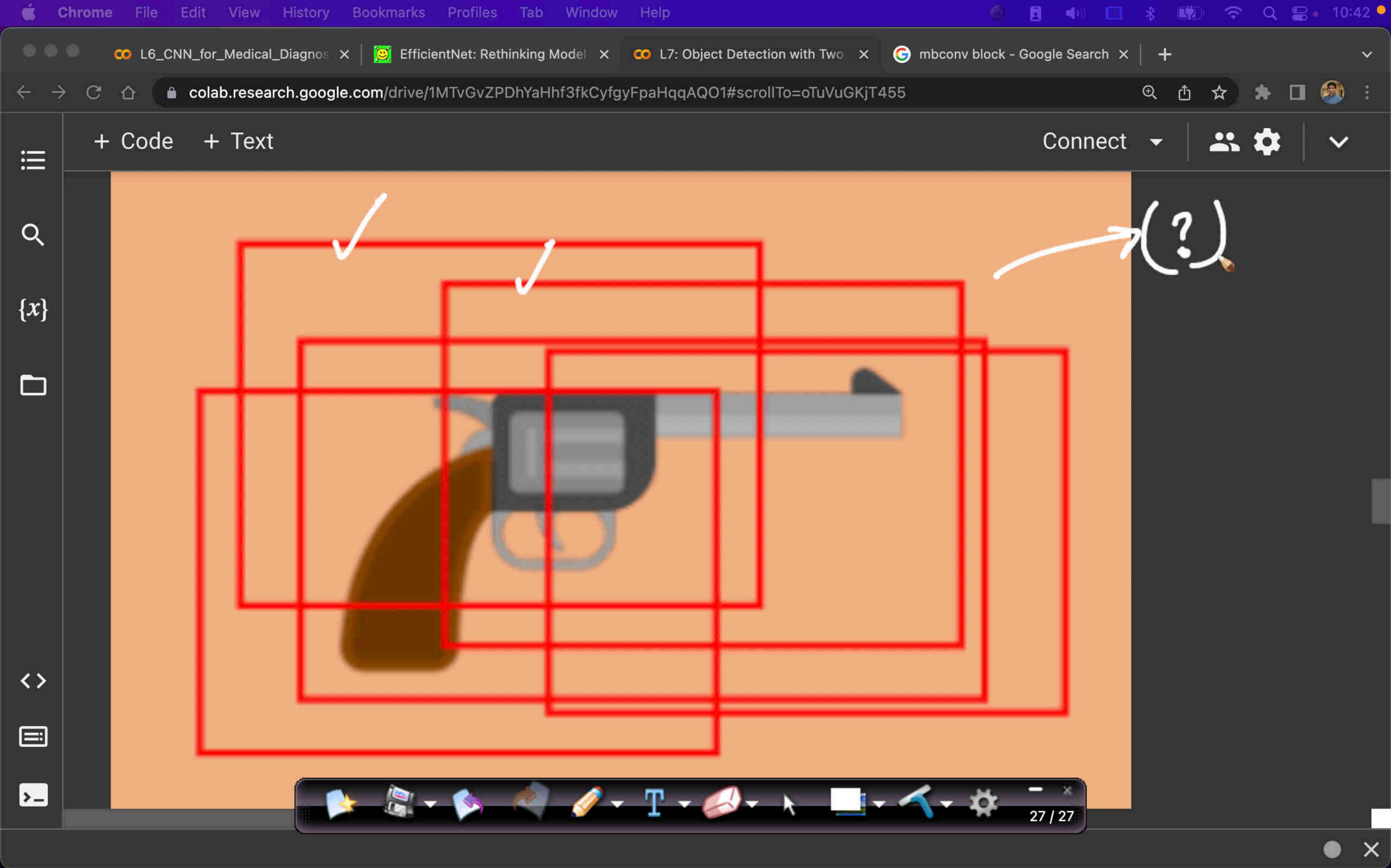
7 guns → 7x4

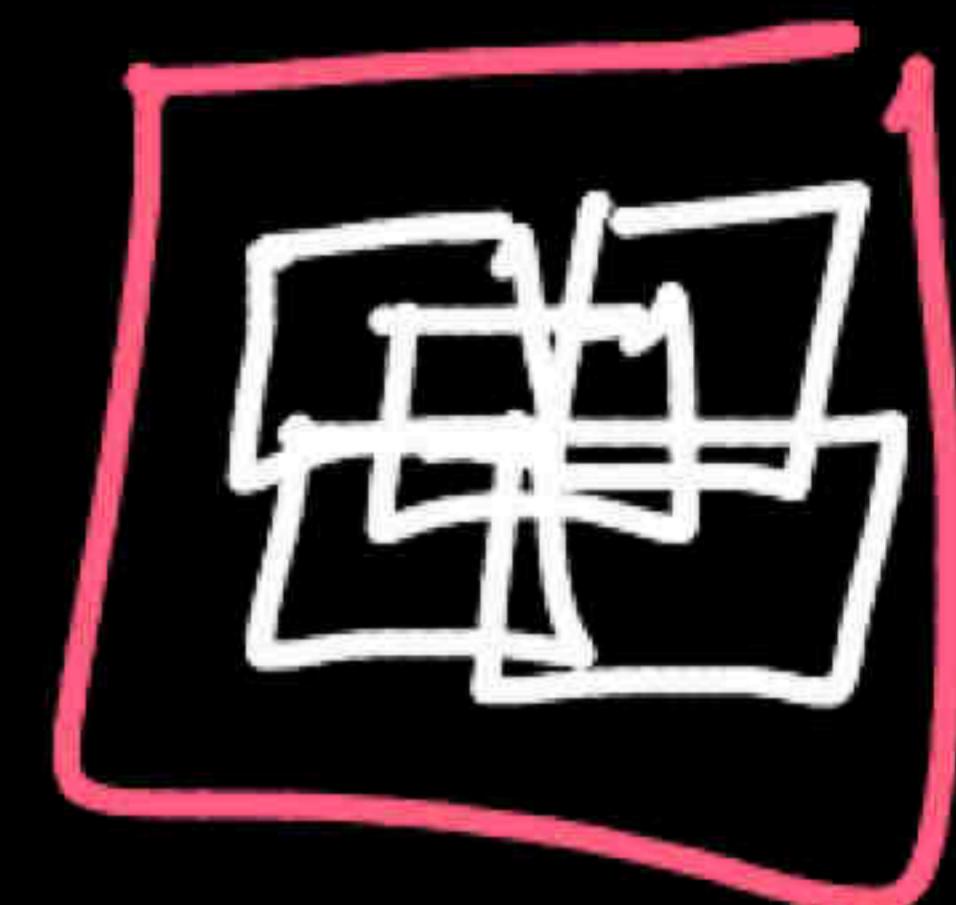
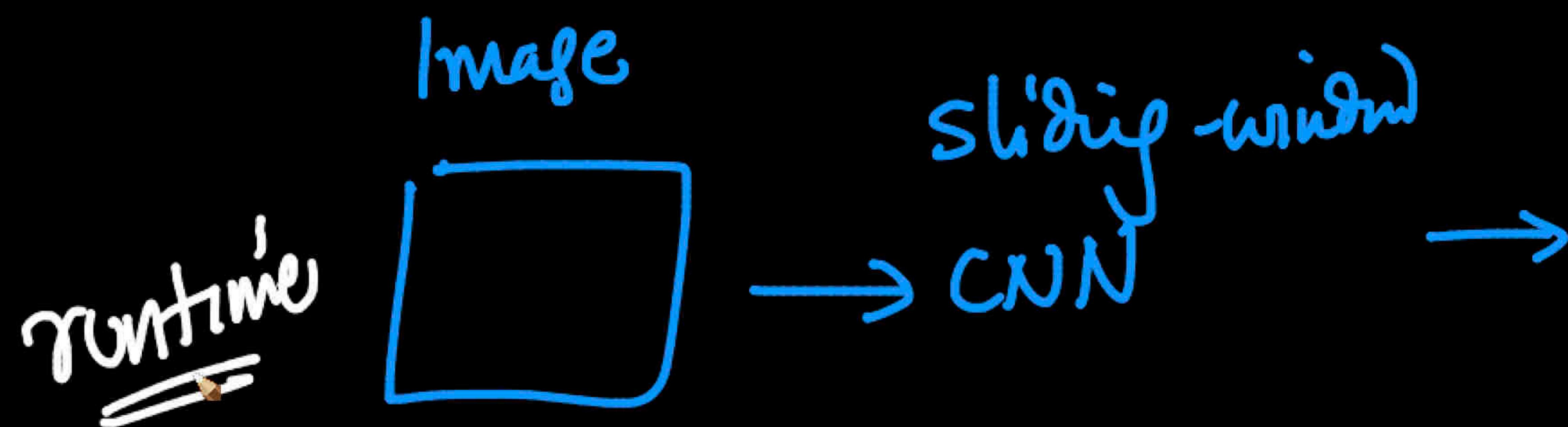
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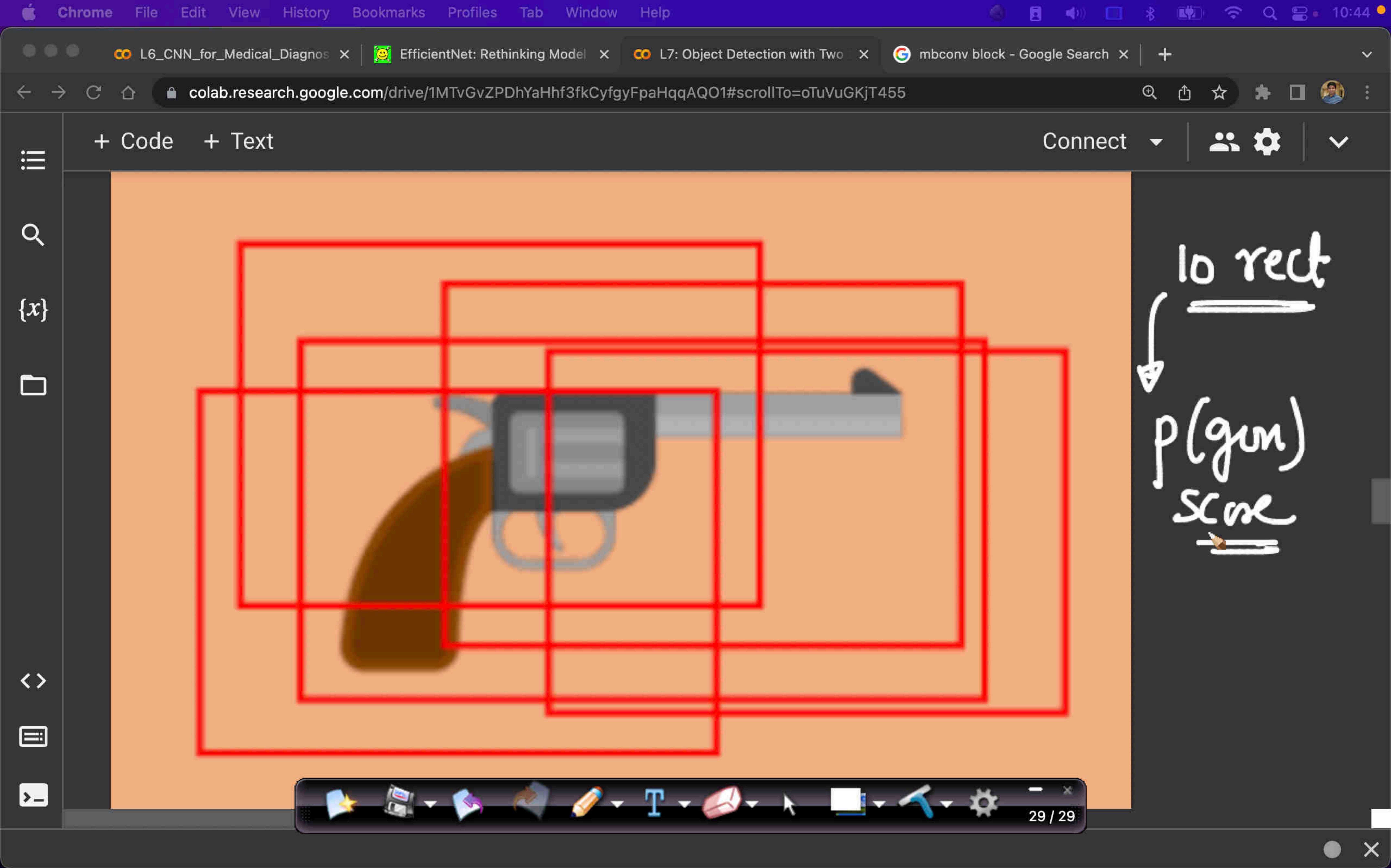


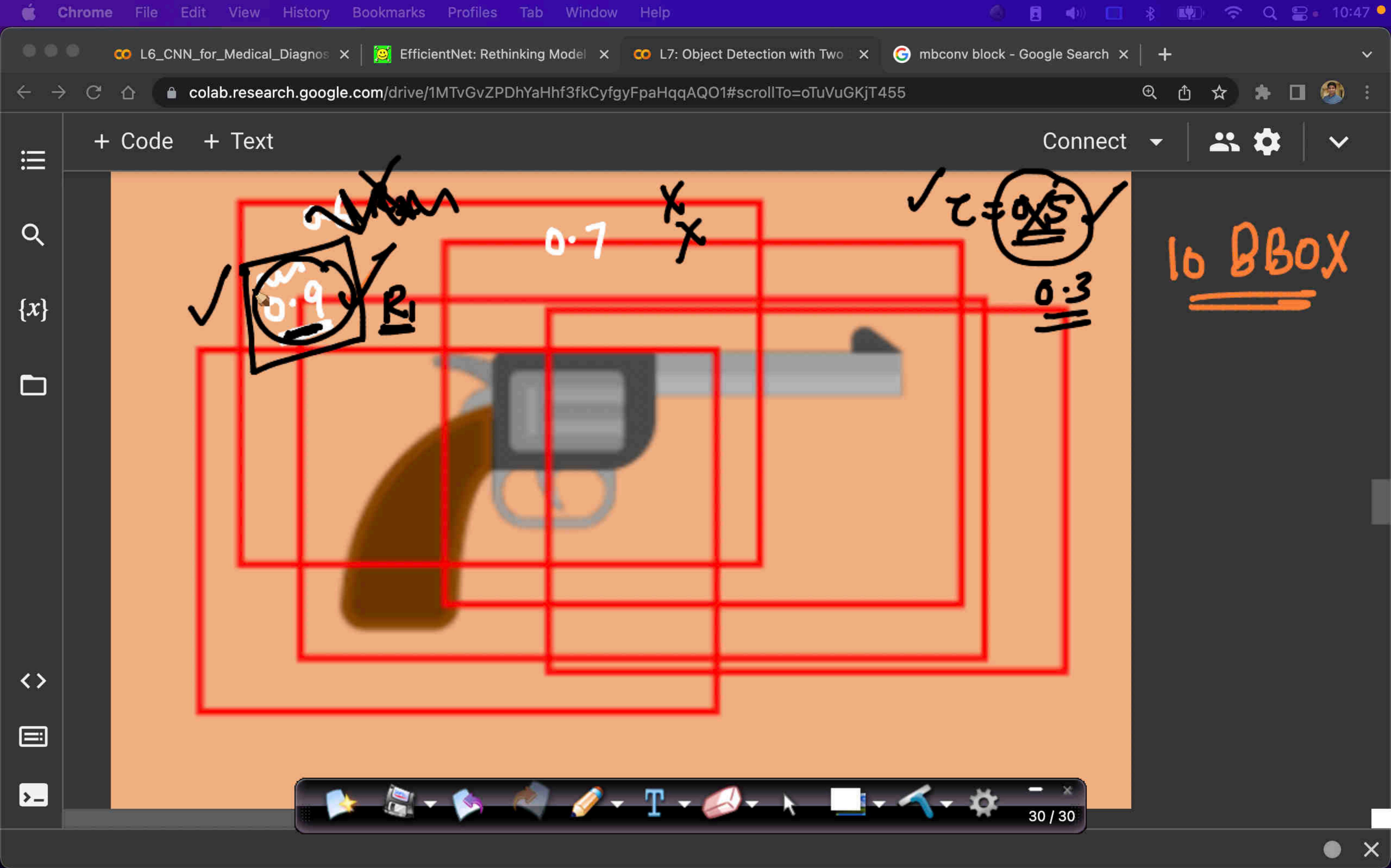




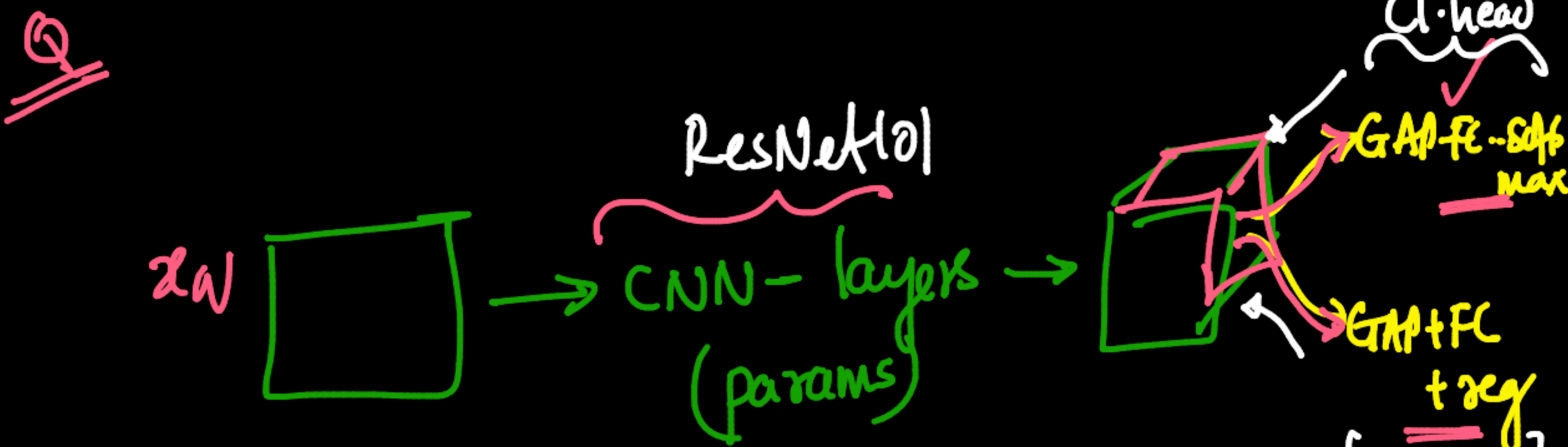








- 
- 3
- 1 BBox + object-det  
(classfn)
- 2 sliding-window
- 3 NMS ✓
- IoU: metric for  
BBox



$$\text{Loss} = \alpha \log \text{loss} + \beta L_2\text{-loss}$$



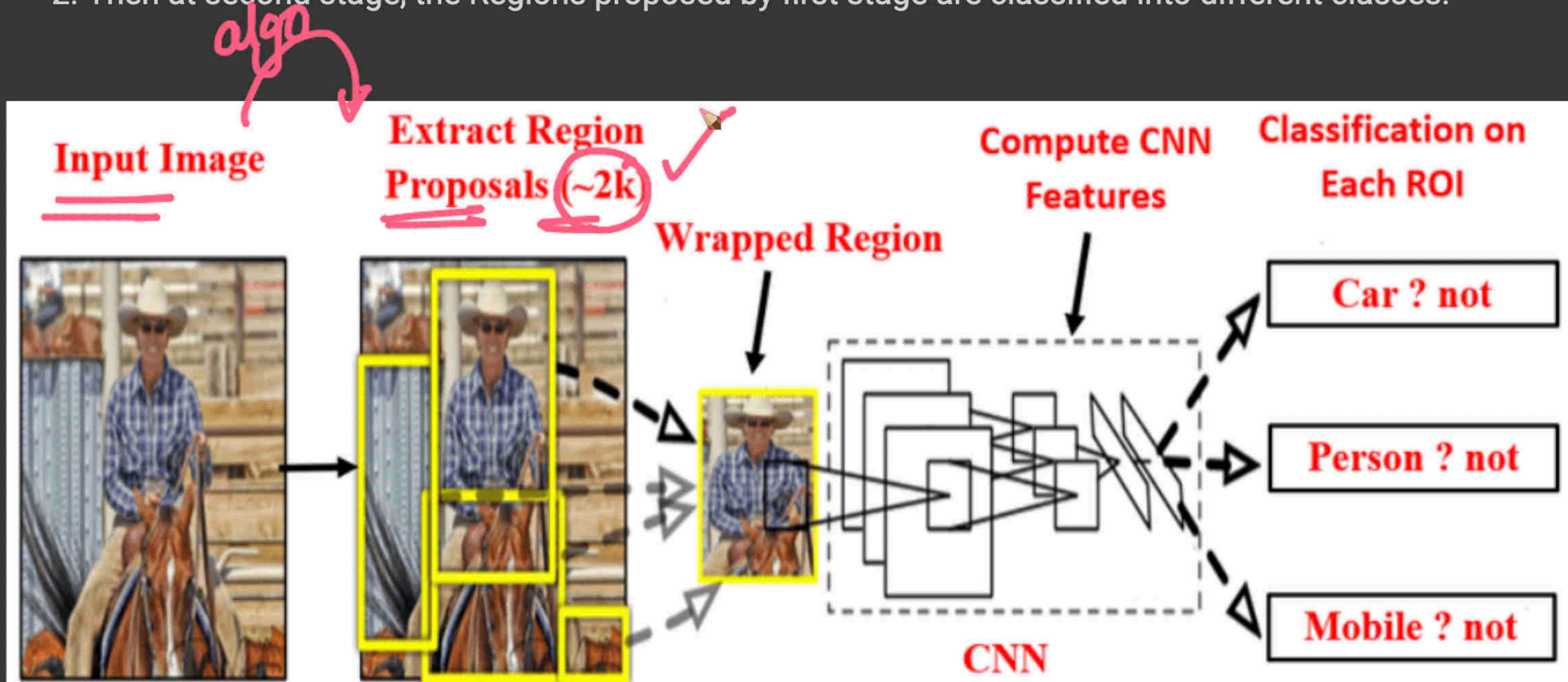


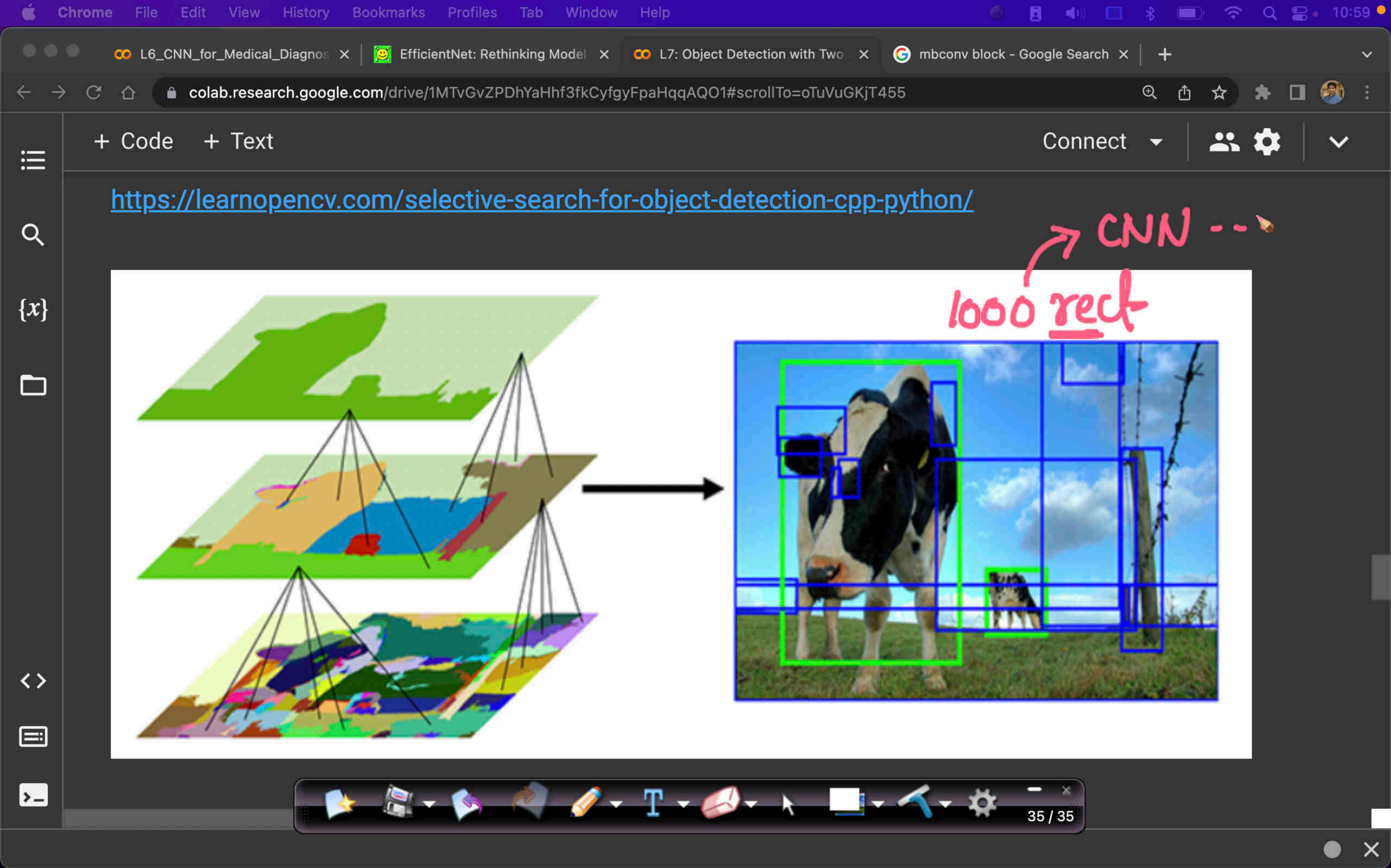
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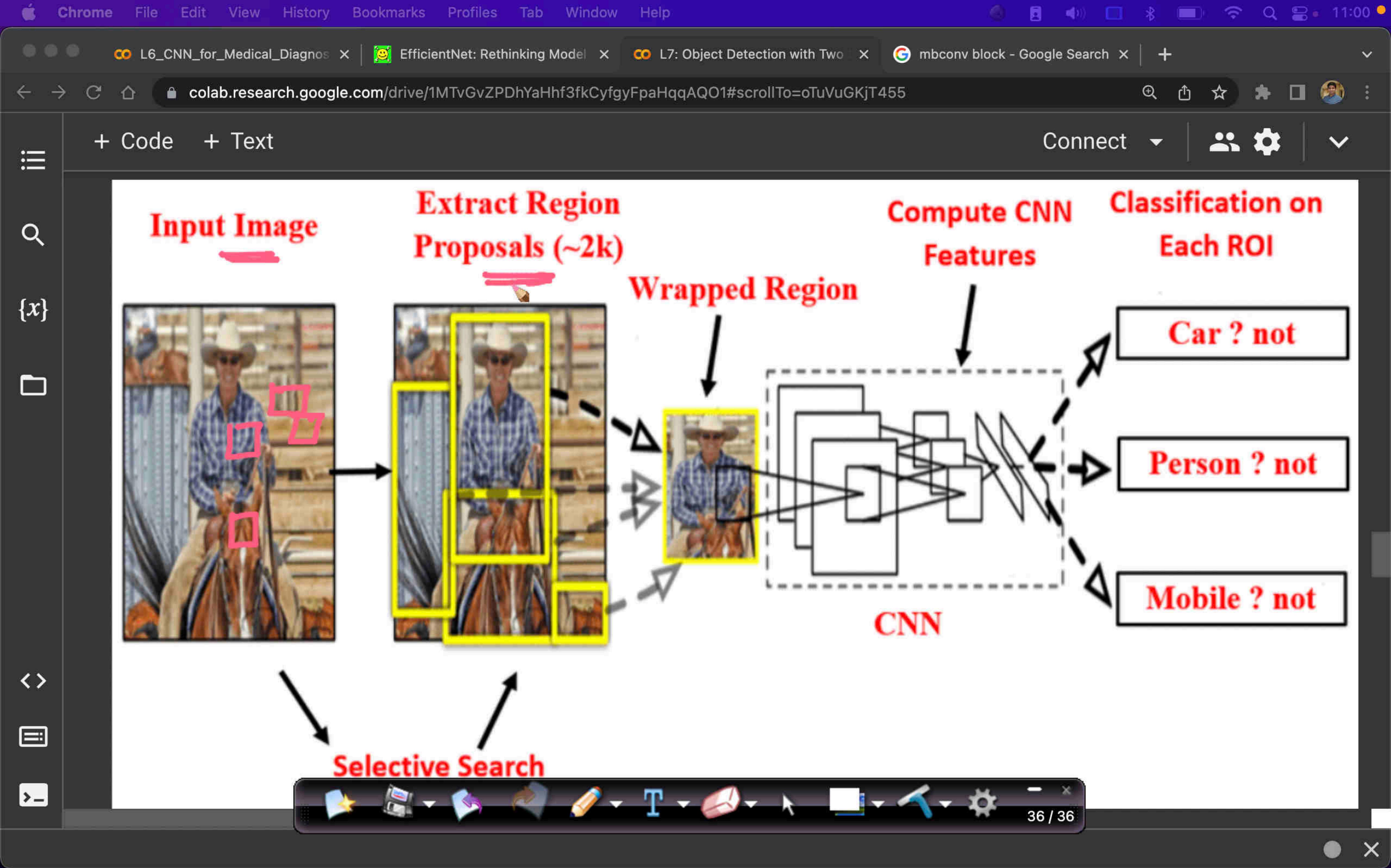
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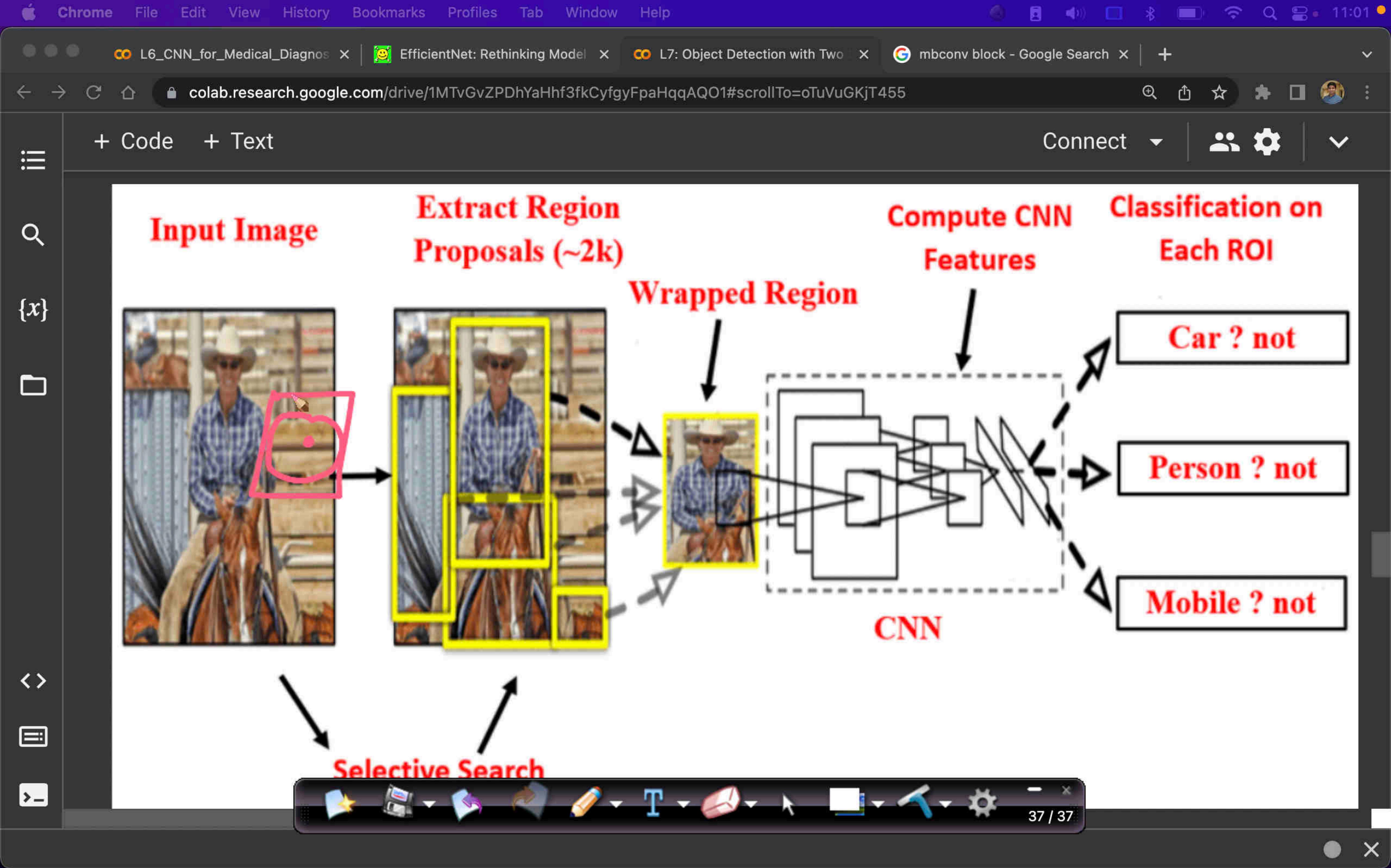
1

2. Then at second stage, the Regions proposed by first stage are classified into different classes.









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Search {x} File

Is it possible to obtain end-to-end deep learning-based object detection?

The diagram illustrates the process of obtaining end-to-end deep learning-based object detection. It shows a multi-layered feature map (green, orange, blue, red) being processed by a neural network, leading to a final output image of a cow with various bounding boxes and annotations.

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L7: Object Detection with Two

mbconv block - Google Search

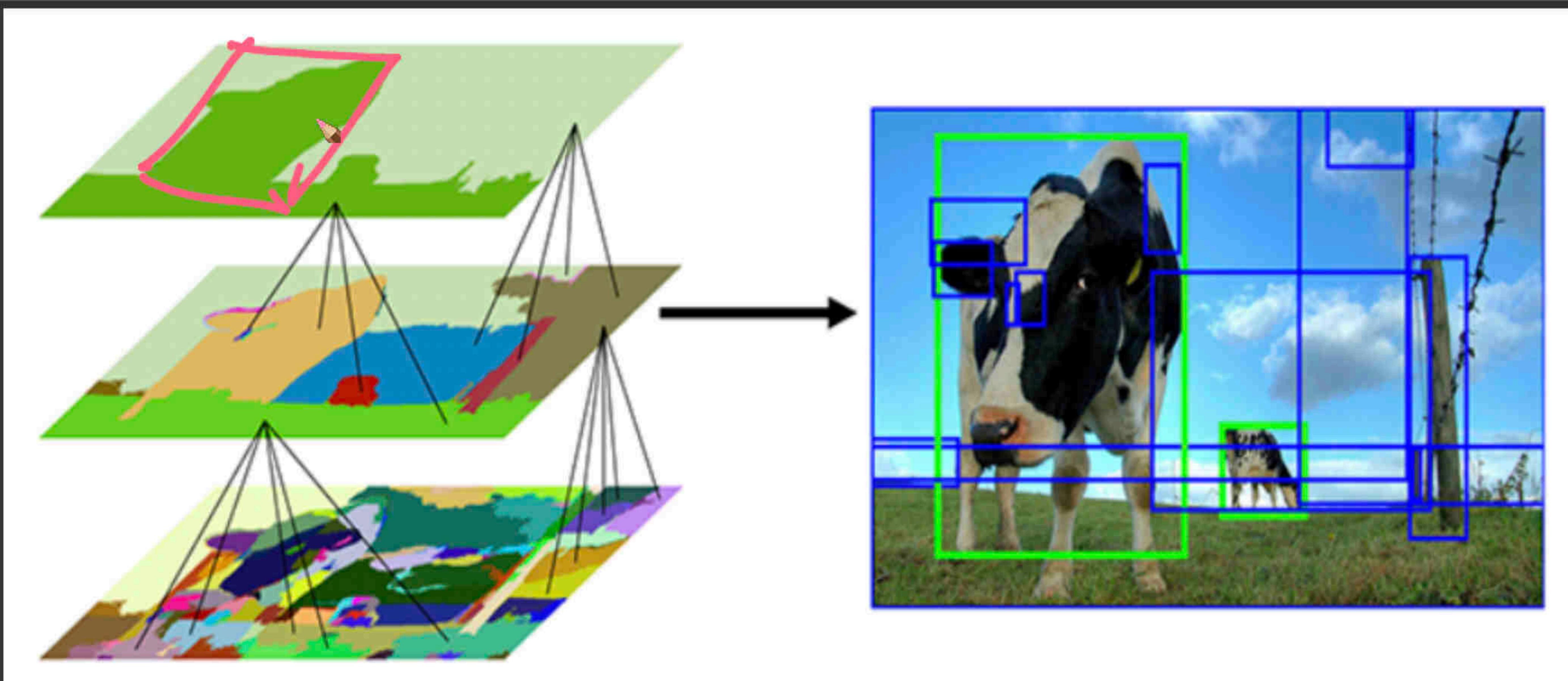
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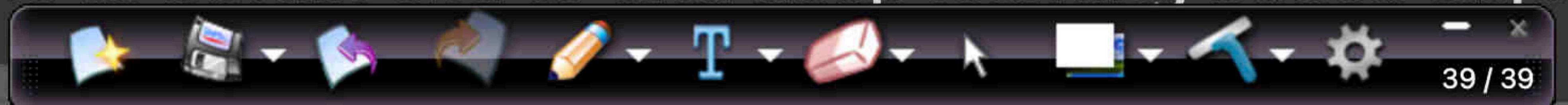


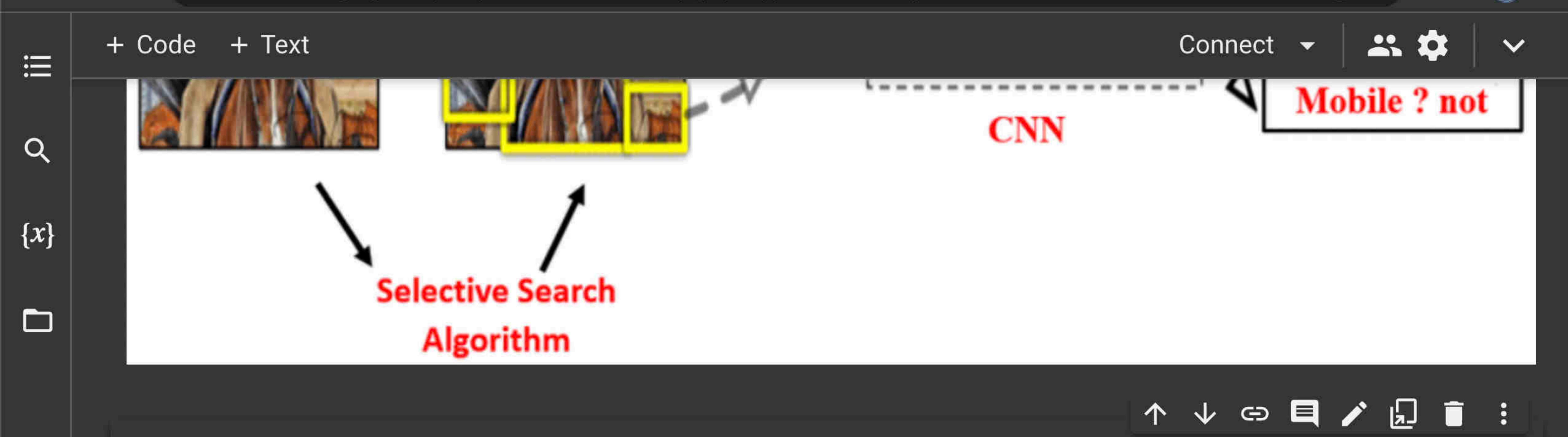
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Is it possible to obtain end-to-end deep learning-based object detection?





RCNN: Rich feature hierarchies for accurate object detection

<https://arxiv.org/abs/1311.2524>

