

Paper

Searching for MobileNetV3

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Abstract

We present the next generation of MobileNets based on a combination of complementary search techniques as well as a novel architecture design. MobileNetV3 is tuned to mobile phone CPUs through a combination of hardware-aware network architecture search (NAS) complemented by the NetAdapt algorithm and then subsequently improved through novel architecture advances. This paper starts the exploration of how automated search algorithms and network design can work together to harness complementary approaches improving the overall state of the art. Through this process we create two new MobileNet models for on-device: MobileNetV3-Large and MobileNetV3-Small which are targeted for high and low resource use cases. These models are then adapted and applied to the tasks of object detection and semantic segmentation. For the task of semantic segmentation (or any dense pixel predictions), we propose a new efficient segmentation decoder *Lite Reduced Atrous Spatial Pyramid Pooling* (LRASPP). We achieve new state of the art results for mobile classification, detection and segmentation. MobileNetV3-Large is 3.2% more accurate on ImageNet classification while reducing latency 10% compared to MobileNetV2. MobileNetV3-Small is 1.2% more accurate compared to a MobileNetV2 model capable latencies. MobileNetV3-Large detection is faster at roughly the same accuracy as MobileNetV2. MobileNetV3-Large LRASPP

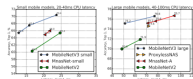


Figure 1. The trade-off between Pixel 1 latency and top-1 ImageNet accuracy. All models use the input resolution 224. V3 Large and V3 Small use multipliers 0.75, 1 and 1.25 to show optimal frontier. All latencies were measured on a single large core of the same device using TensorFlow [1]. MobileNetV3-Small and Large are our proposed next-generation mobile models.

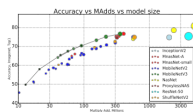


Figure 2. The trade-off between MACs and top-1 accuracy. This allows to compare models that were targeted different hardware or

This model is an implementation of MobileNet-v3-Small found [here](#). This repository provides to run MobileNet-v3-Small on Qualcomm devices. More details on model performance across various devices, can be found [here](#).

Model Card

Model Details

- Model Type: image classification
- Model Status:
 - Model checkpoint: imagenet
 - Input resolution: 224x224
 - Number of parameters: 2.54M
 - Model size: 9.72 MB

Device	Chipset	Target Runtime	Inference Time (ms)	Peak Memory (MB)	Precision	Primary Compute Unit	Target Model
Samsung Galaxy S23 Ultra (Android 13)	Exynos 2200	TF Lite	0.844 ms	0 - 2 MB	FP16	NPU	MobileNetV3-Small
Samsung Galaxy S23 (Android 13)	Exynos 2200	QNN Library	0.879 ms	1 - 5 MB	FP16	NPU	MobileNetV3-Small

Installation

can be installed as a Python package via pip.

Everything you need to know about MobileNetV3 Blog Post

Vandit Jain · Follow
Published in Towards Data Science · 8 min read · Nov 22, 2019

When MobileNet V1 came in 2017, it essentially started a new section of deep learning research in computer vision, i.e. coming up with models that can run in embedded systems. This lead to several important works including but not limited to ShuffleNet(V1 and V2), MNasNet, CondenseNet, EffNet, among others. Somewhere in between came the second version of MobileNet as well last year. Now, this year's iteration gives us the third version of MobileNet called MobileNetV3. This story is a review of MobileNetV3 from Google that was presented at ICCV in Seoul, South Korea this year.

Contents:

- Efficient Mobile Building Blocks
- Neural Architecture Search for Block-Wise Search
- NetAdapt for Layer wise search
- Work Improvements — Layer removal and H-swish

MobileNetV3

Introduced by Howard et al. in *Searching for MobileNetV3*

MobileNetV3 is a convolutional neural network that is tuned to mobile phone CPUs through a combination of hardware-aware network architecture search (NAS) complemented by the NetAdapt algorithm, and then subsequently improved through novel architecture advances. Advances include (1) complementary search techniques, (2) new efficient versions of convolutional layers practical for the mobile setting, (3) new efficient network design.

The network design includes the use of a *hard-swish* activation and squeeze-and-excitation modules in the MBConv blocks.

Source: [Searching for MobileNetV3](#)

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Hardware-Efficient Ghost Module Via Parameterization
Cheng-Lin Yang, Cheng-Chi Chou, Hao Zhang



Figure 4. MobileNetV3-Large and MobileNetV3-Small. The figure shows two diagrams of the network architecture. The left diagram shows the MobileNetV3-Large architecture with a depth multiplier of 1.0. The right diagram shows the MobileNetV3-Small architecture with a depth multiplier of 0.75. Both diagrams show the flow of data through the network layers, including convolutional layers, batch normalization, and activation functions.

AI FACTSHEET

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Fact Sheet

Object Detector

Overview

This document is a FactSheet accompanying the **Object Detector** model on IBM Developer [Machine Learning eXchange](#). FactSheets aim at increasing trust in AI services through supplier's declarations of conformity and this FactSheet documents the process of training the Object Detector model as well as its expected results and appropriate use.

Purpose

Detect multiple objects within an image, with bounding boxes. The model is trained to recognize 80 different classes of objects in the COCO Dataset. The model consists of a deep convolutional neural base model for image feature extraction, together with additional convolutional layers specialized for the task of object detection, that was trained on the COCO dataset. It is based on SSD