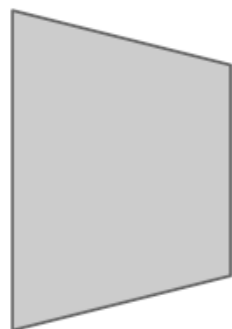


Efficient sliding window by converting fully-connected layers into convolutions



Image:
 $3 \times 221 \times 221$

Convolution
+ pooling



Feature map:
 $1024 \times 5 \times 5$

5×5
conv

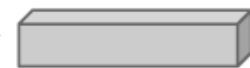
5×5
conv

$4096 \times 1 \times 1$



1×1 conv

$1024 \times 1 \times 1$



1×1 conv

Class scores:

$1000 \times 1 \times 1$



1×1 conv



$4096 \times 1 \times 1$

1×1 conv



$1024 \times 1 \times 1$

Box coordinates:
 $(4 \times 1000) \times 1 \times 1$

