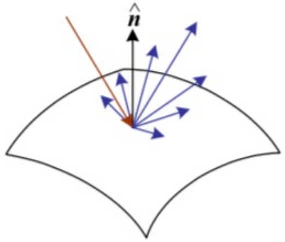
Deep Object Recognition

Frank Dellaert

CS 6476 Computer Vision at Georgia Tech

Several Slides by Dhruv Bathra, James Hays, Kaiming He, and others



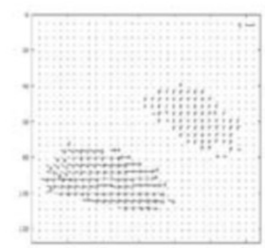
2. Image Formation

3. Image Processing

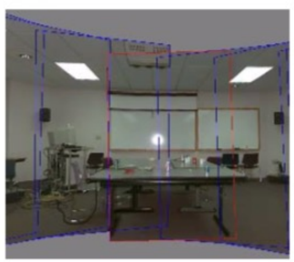
4. Features

5. Segmentation

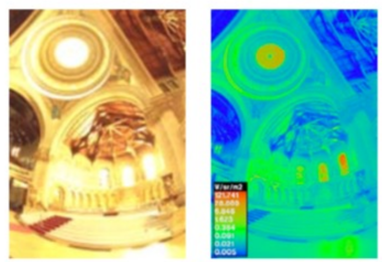
6-7. Structure from Motion



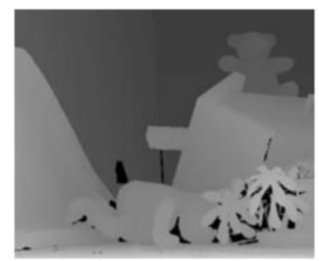
8. Motion



9. Stitching

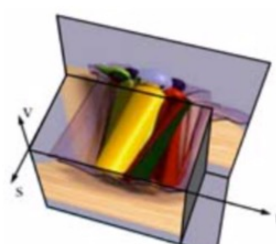


10. Computational Photography



11. Stereo

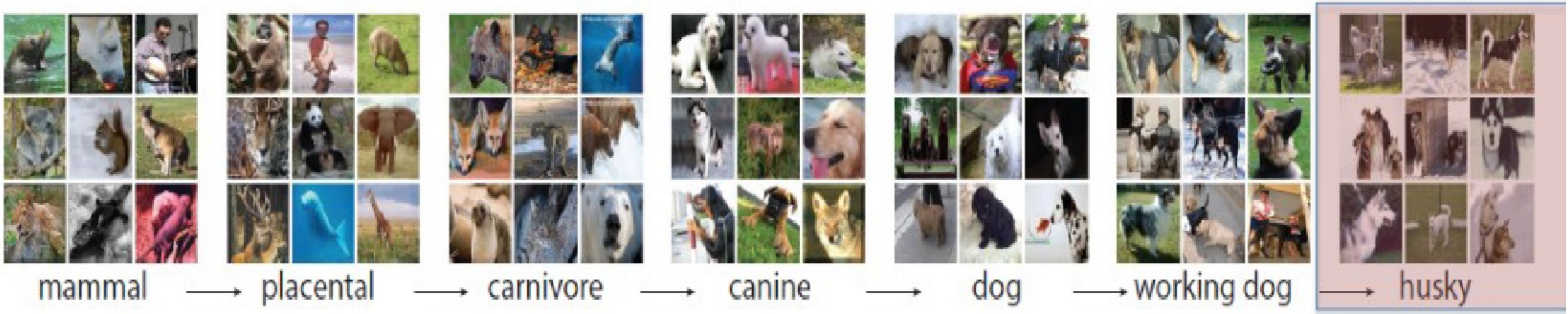
12. 3D Shape



13. Image-based Rendering

14. Recognition

Dataset: ImageNet 2012



- S: (n) Eskimo dog, husky (breed of heavy-coated Arctic sled dog)
  - direct hypernym / ***inherited hypernym*** / sister term
    - S: (n) working dog (any of several breeds of usually large powerful dogs bred to work as draft animals and guard and guide dogs)
      - S: (n) dog, domestic dog, Canis familiaris (a member of the genus Canis (probably descended from the common wolf) that has been domesticated by man since prehistoric times; occurs in many breeds) *"the dog barked all night"*
        - S: (n) canine, canid (any of various fissiped mammals with nonretractile claws and typically long muzzles)
          - S: (n) carnivore (a terrestrial or aquatic flesh-eating mammal) *"terrestrial carnivores have four or five clawed digits on each limb"*
            - S: (n) placental, placental mammal, eutherian, eutherian mammal (mammals having a placenta; all mammals except monotremes and marsupials)
              - S: (n) mammal, mammalian (any warm-blooded vertebrate having the skin more or less covered with hair; young are born alive except for the small subclass of monotremes and nourished with milk)
                - S: (n) vertebrate, craniate (animals having a bony or cartilaginous skeleton with a segmented spinal column and a large brain enclosed in a skull or cranium)
                  - S: (n) chordate (any animal of the phylum Chordata having a notochord or spinal column)
                    - S: (n) animal, animate being, beast, brute, creature, fauna (a living organism characterized by voluntary movement)
                      - S: (n) organism, being (a living thing that has (or can develop) the ability to act or function independently)
                        - S: (n) living thing, animate thing (a living (or once living) entity)
                          - S: (n) whole, unit (an assemblage of parts that is regarded as a single entity) *"how big is that part compared to the whole?"; "the team is a unit"*
                            - S: (n) object, physical object (a tangible and visible entity; an entity that can cast a shadow) *"it was full of rackets, balls and other objects"*
                              - S: (n) physical entity (an entity that has physical existence)
                                - S: (n) entity (that which is perceived or known or inferred to have its own distinct existence (living or nonliving))

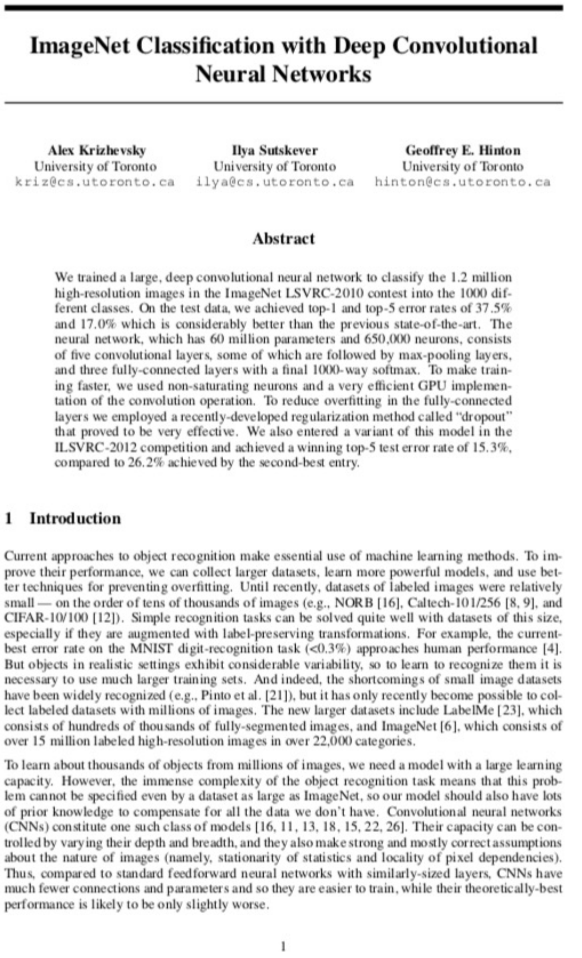
Deng et al. "Imagenet: a large scale hierarchical image database" CVPR 2009

ImageNet

Examples of hammer:

AlexNet

- CNN by Alex Krizhevsky, Ilya Sutskever and Geoffrey Hinton
- Competed in the ImageNet Large Scale Visual Recognition Challenge on September 30, 2012. Achieved a top-5 error of 15.3%, beating SOTA by 10%.
- Seen by many as the start of the DL revolution in CV.
- That claim is contested by Jürgen Schmidhuber, whose postdoc Dan Ciresan published a similar result in IJCAI 2011 (but on easier datasets).
- Both owe a debt to Fukushima, who invented CNNs in 1980, and Yann LeCun, who applied backprop to CNNs in 89.



ImageNet Classification with Deep Convolutional Neural Networks

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Abstract

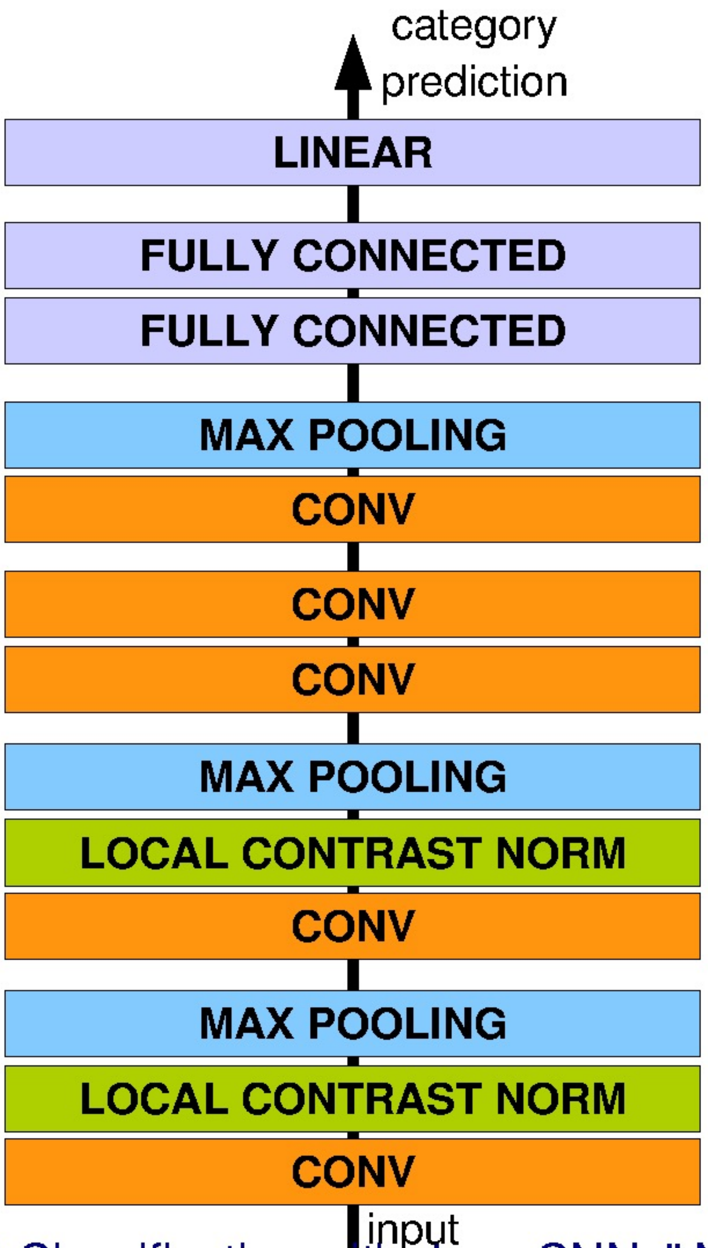
We trained a large, deep convolutional neural network to classify the 1.2 million high-resolution images in the ImageNet LSVRC-2010 contest into the 1000 different classes. On the test data, we achieved top-1 and top-5 error rates of 37.5% and 17.0% which is considerably better than the previous state-of-the-art. The neural network, which has 60 million parameters and 650,000 neurons, consists of five convolutional layers, some of which are followed by max-pooling layers, and three fully-connected layers with a final 1000-way softmax. To make training faster, we used non-saturating neurons and a very efficient GPU implementation of the convolution operation. To reduce overfitting in the fully-connected layers we employed a recently-developed regularization method called "dropout" that proved to be very effective. We also entered a variant of this model in the ILSVRC-2012 competition and achieved a winning top-5 test error rate of 15.3%, compared to 26.2% achieved by the second-best entry.

1 Introduction

Current approaches to object recognition make essential use of machine learning methods. To improve their performance, we can collect larger datasets, learn more powerful models, and use better techniques for preventing overfitting. Until recently, datasets of labeled images were relatively small — on the order of tens of thousands of images (e.g., NORB [16], Caltech-101/256 [8, 9], and CIFAR-10/100 [12]). Simple recognition tasks can be solved quite well with datasets of this size, especially if they are augmented with label-preserving transformations. For example, the current-best error rate on the MNIST digit-recognition task (<0.3%) approaches human performance [4]. But objects in realistic settings exhibit considerable variability, so to learn to recognize them it is necessary to use much larger training sets. And indeed, the shortcomings of small image datasets have been widely recognized (e.g., Pinto et al. [21]), but it has only recently become possible to collect labeled datasets with millions of images. The new larger datasets include LabelMe [23], which consists of hundreds of thousands of fully-segmented images, and ImageNet [6], which consists of over 15 million labeled high-resolution images in over 22,000 categories.

To learn about thousands of objects from millions of images, we need a model with a large learning capacity. However, the immense complexity of the object recognition task means that this problem cannot be specified even by a dataset as large as ImageNet, so our model should also have lots of prior knowledge to compensate for all the data we don't have. Convolutional neural networks (CNNs) constitute one such class of models [16, 11, 13, 18, 15, 22, 26]. Their capacity can be controlled by varying their depth and breadth, and they also make strong and mostly correct assumptions about the nature of images (namely, stationarity of statistics and locality of pixel dependencies). Thus, compared to standard feedforward neural networks with similarly-sized layers, CNNs have much fewer connections and parameters and so they are easier to train, while their theoretically-best performance is likely to be only slightly worse.

Architecture for Classification



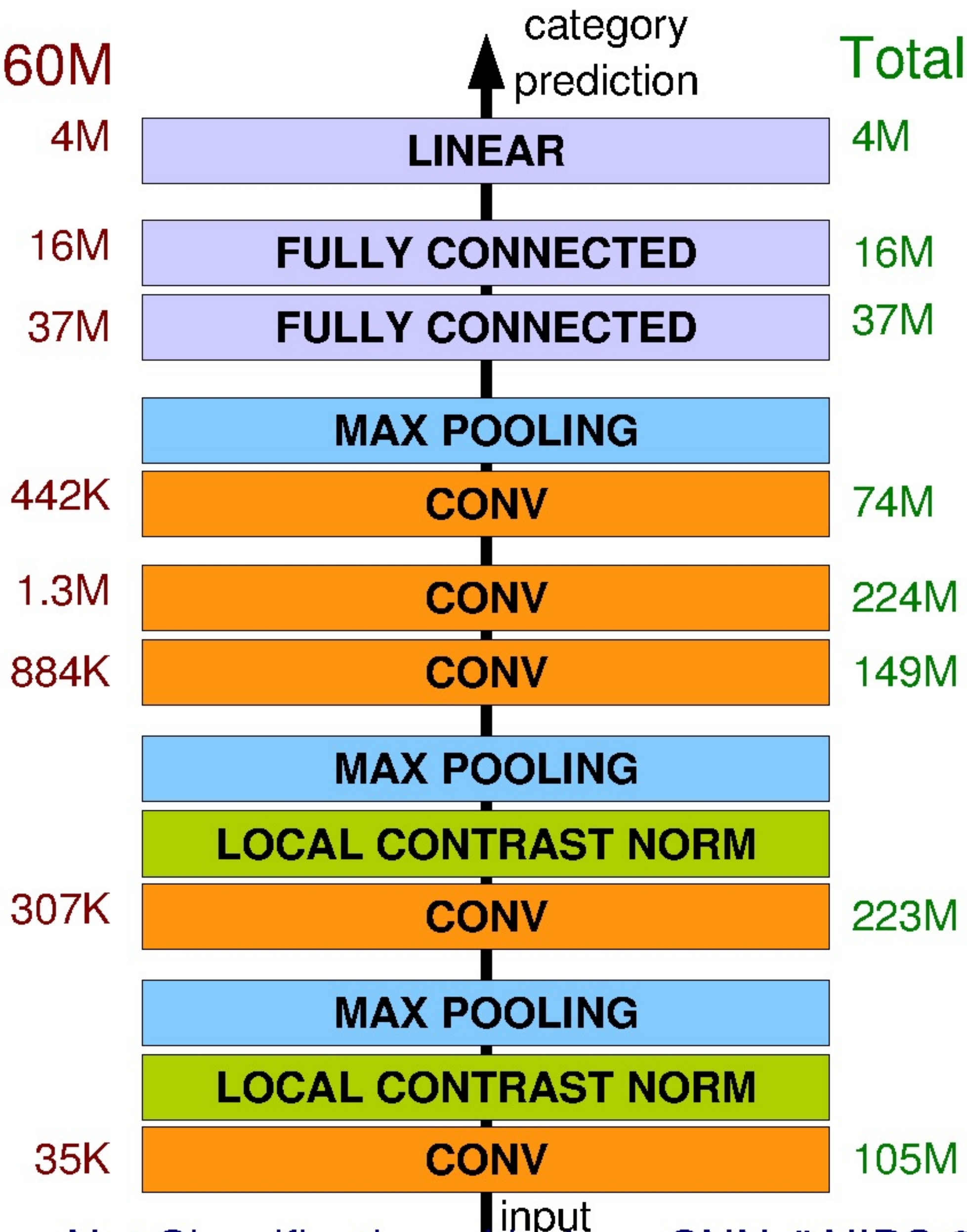
Krizhevsky et al. "ImageNet Classification with deep CNNs" NIPS 2012

Ranzato

Architecture for Classification

Total nr. params: 60M

Total nr. flops: 832M



Krizhevsky et al. “ImageNet Classification with deep CNNs” NIPS 2012

Ranzato

Optimization

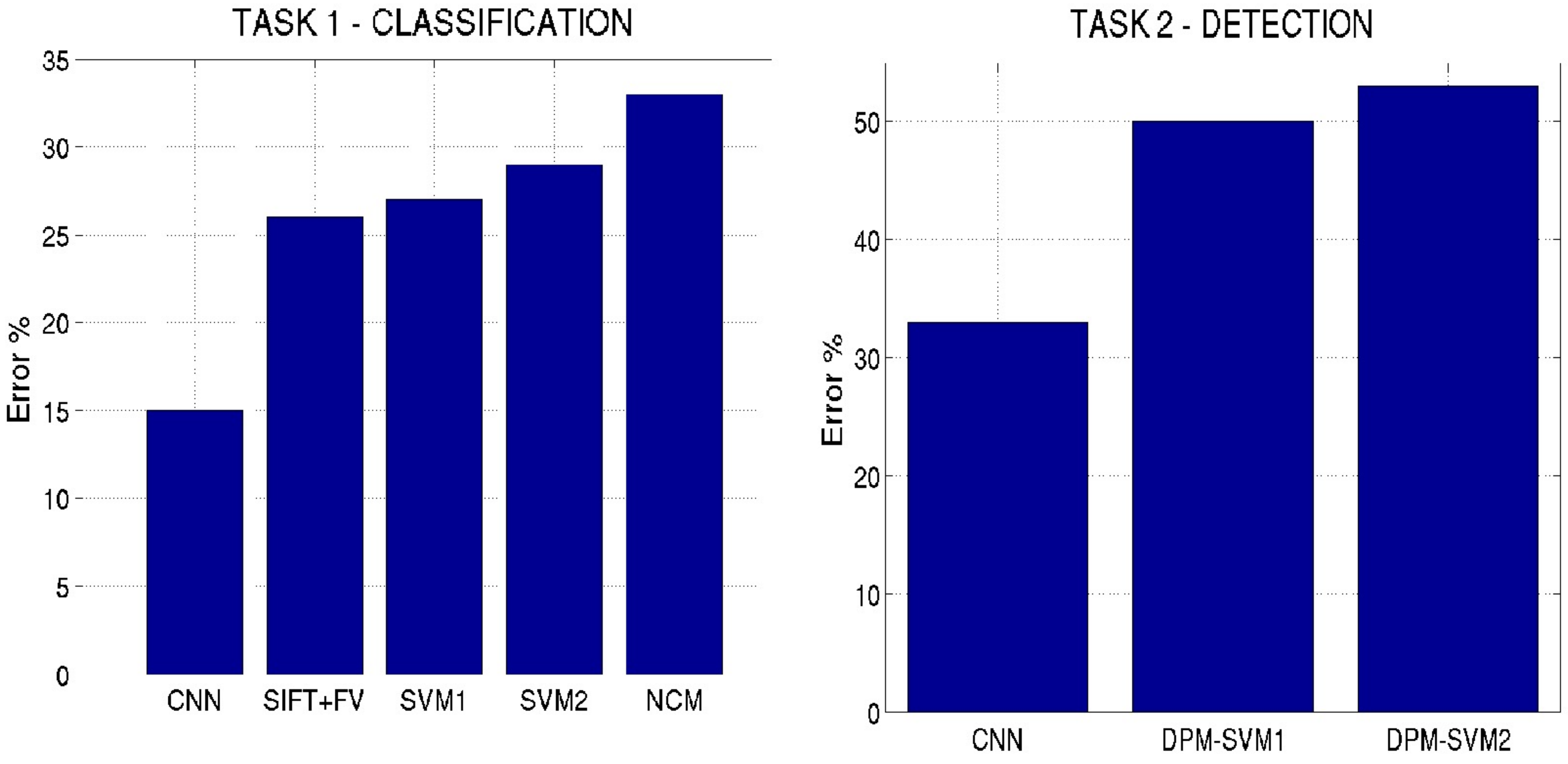
SGD with momentum:

- Learning rate = 0.01
- Momentum = 0.9

Improving generalization by:

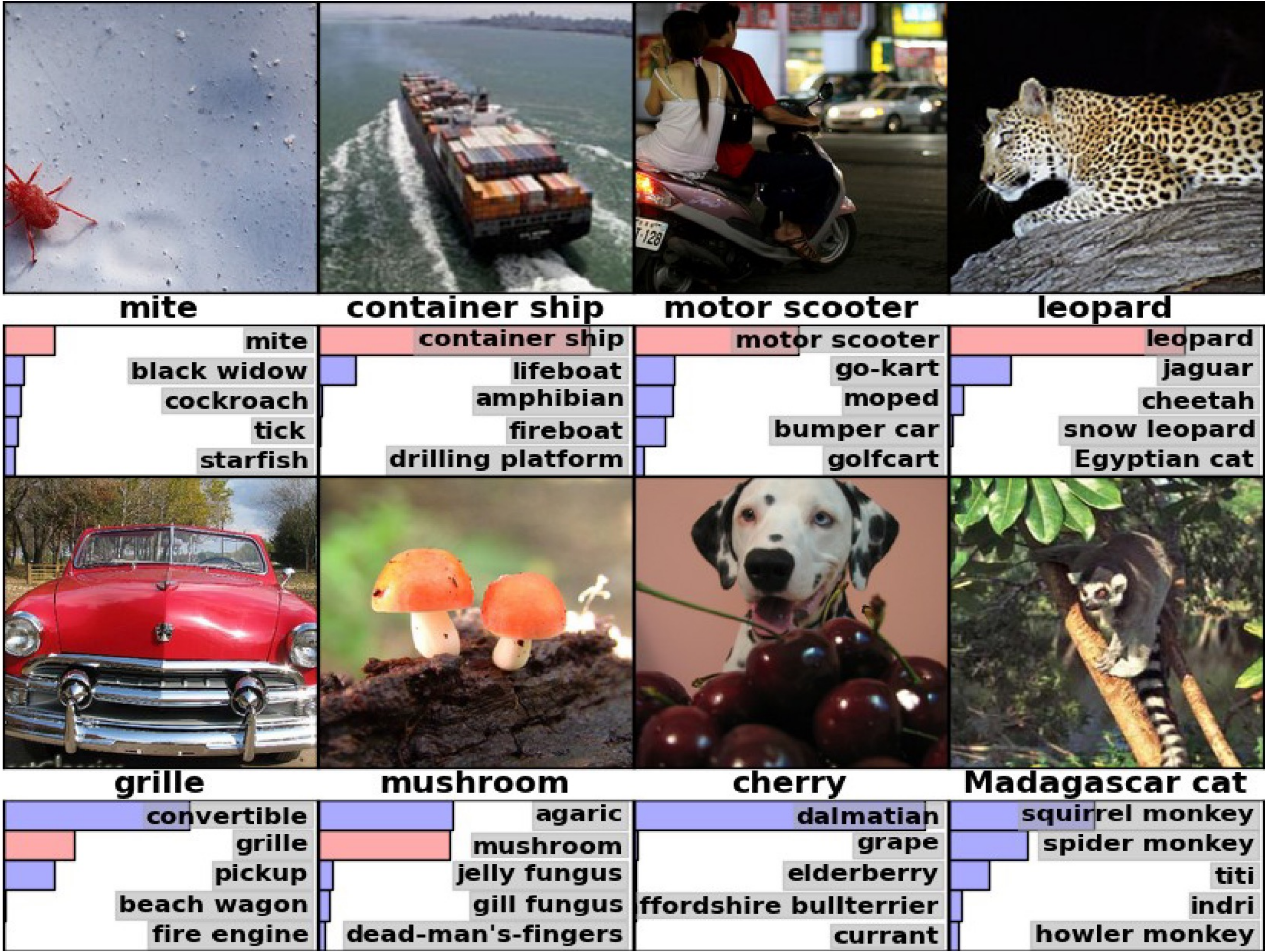
- Weight sharing (convolution)
- Input distortions
- Dropout = 0.5
- Weight decay = 0.0005

Results: ILSVRC 2012



Krizhevsky et al. “ImageNet Classification with deep CNNs” NIPS 2012

Ranzato


mite
mite
black widow
cockroach
tick
starfish
container ship
container ship
lifeboat
amphibian
fireboat
drilling platform
motor scooter
motor scooter
go-kart
moped
bumper car
golfcart
leopard
leopard
jaguar
cheetah
snow leopard
Egyptian cat
grille
convertible
grille
pickup
beach wagon
fire engine
mushroom
agaric
mushroom
jelly fungus
gill fungus
dead-man's-fingers
cherry
dalmatian
grape
elderberry
ffordshire bullterrier
currant
Madagascar cat
squirrel monkey
spider monkey
titi
indri
howler monkey

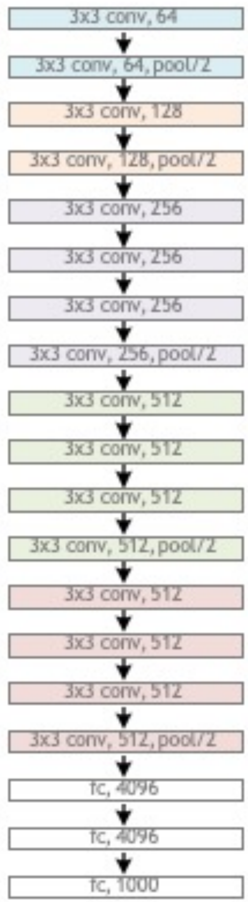
Beyond AlexNet

VERY DEEP CONVOLUTIONAL NETWORKS FOR LARGE-SCALE IMAGE RECOGNITION

Karen Simonyan & Andrew Zisserman 2015

These are the “VGG” networks.

VGG



ConvNet Configuration					
A	A-LRN	B	C	D	E
11 weight layers	11 weight layers	13 weight layers	16 weight layers	16 weight layers	19 weight layers
input (224 × 224 RGB image)					
conv3-64	conv3-64 **LRN**	conv3-64 **conv3-64**	conv3-64 conv3-64	conv3-64 conv3-64	conv3-64 conv3-64
maxpool					
conv3-128	conv3-128	conv3-128 **conv3-128**	conv3-128 conv3-128	conv3-128 conv3-128	conv3-128 conv3-128
maxpool					
conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256	conv3-256 conv3-256 **conv1-256**	conv3-256 conv3-256 **conv3-256**	conv3-256 conv3-256 conv3-256 **conv3-256**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512	conv3-512 conv3-512 **conv1-512**	conv3-512 conv3-512 **conv3-512**	conv3-512 conv3-512 conv3-512 **conv3-512**
maxpool					
FC-4096					
FC-4096					
FC-1000					
soft-max					

Table 2: **Number of parameters** (in millions).

Network	A,A-LRN	B	C	D	E
Number of parameters	133	133	134	138	144

Table 4: **ConvNet performance at multiple test scales.**

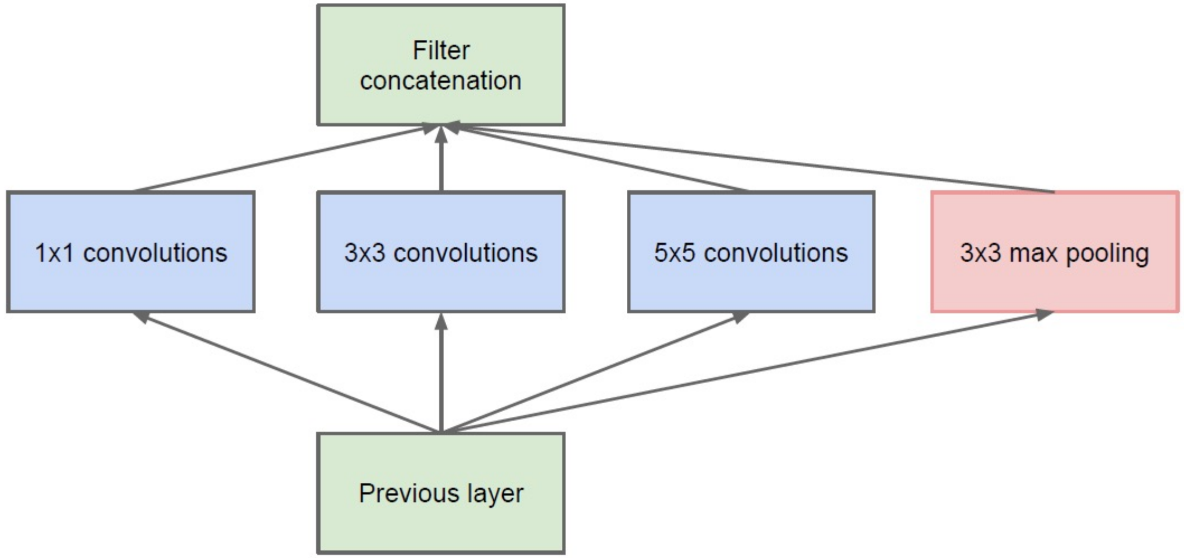
ConvNet config. (Table 1)	smallest image side		top-1 val. error (%)	top-5 val. error (%)
	train (S)	test (Q)		
B	256	224,256,288	28.2	9.6
C	256	224,256,288	27.7	9.2
	384	352,384,416	27.8	9.2
	[256; 512]	256,384,512	26.3	8.2
D	256	224,256,288	26.6	8.6
	384	352,384,416	26.5	8.6
	[256; 512]	256,384,512	**24.8**	**7.5**
E	256	224,256,288	26.9	8.7
	384	352,384,416	26.7	8.6
	[256; 512]	256,384,512	**24.8**	**7.5**

Going Deeper with Convolutions

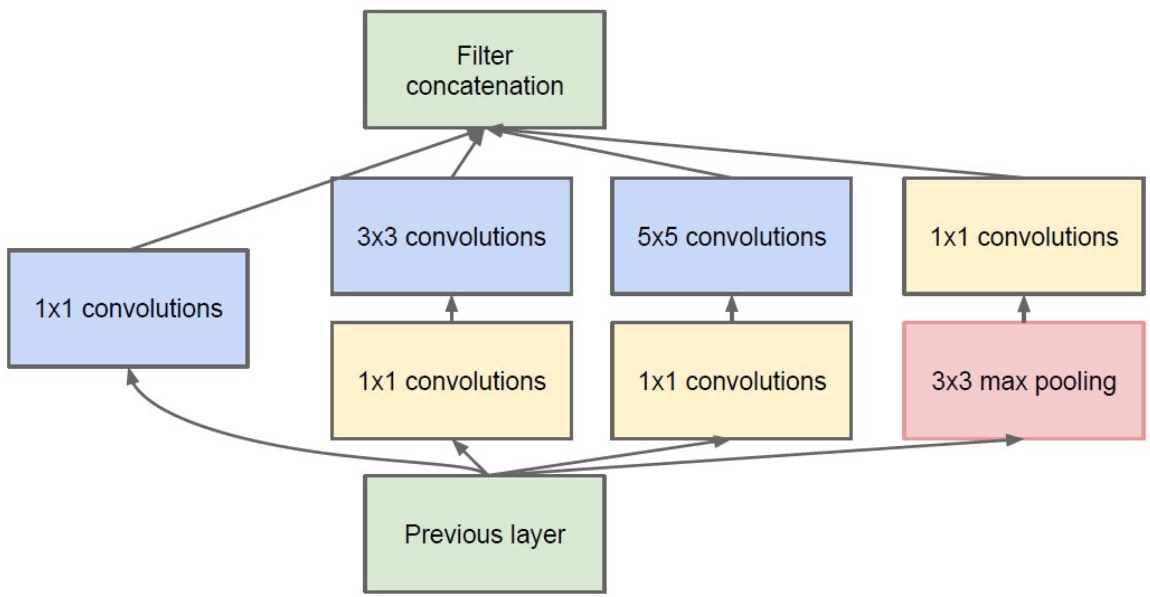
Christian Szegedy, Wei Liu, Yangqing Jia, Pierre Sermanet, Scott Reed, Dragomir Anguelov, Dumitru Erhan, Vincent Vanhoucke, Andrew Rabinovich
2015

This is the “Inception” architecture or “GoogLeNet”

***The architecture blocks are called “Inception” modules and the collection of them into a particular net is “GoogLeNet”**

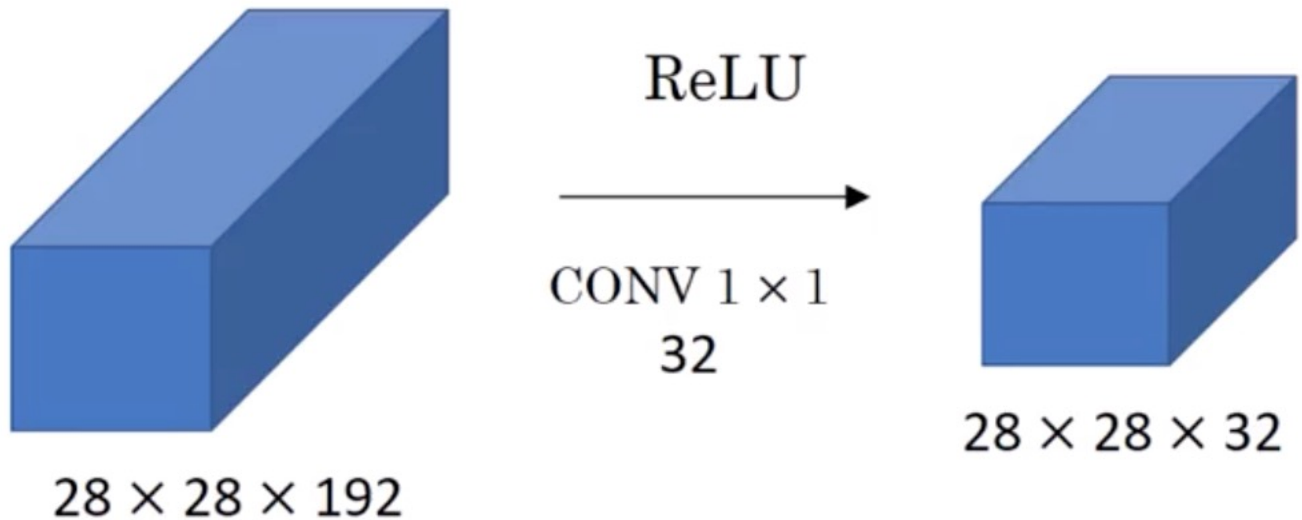


(a) Inception module, naïve version



(b) Inception module with dimensionality reduction

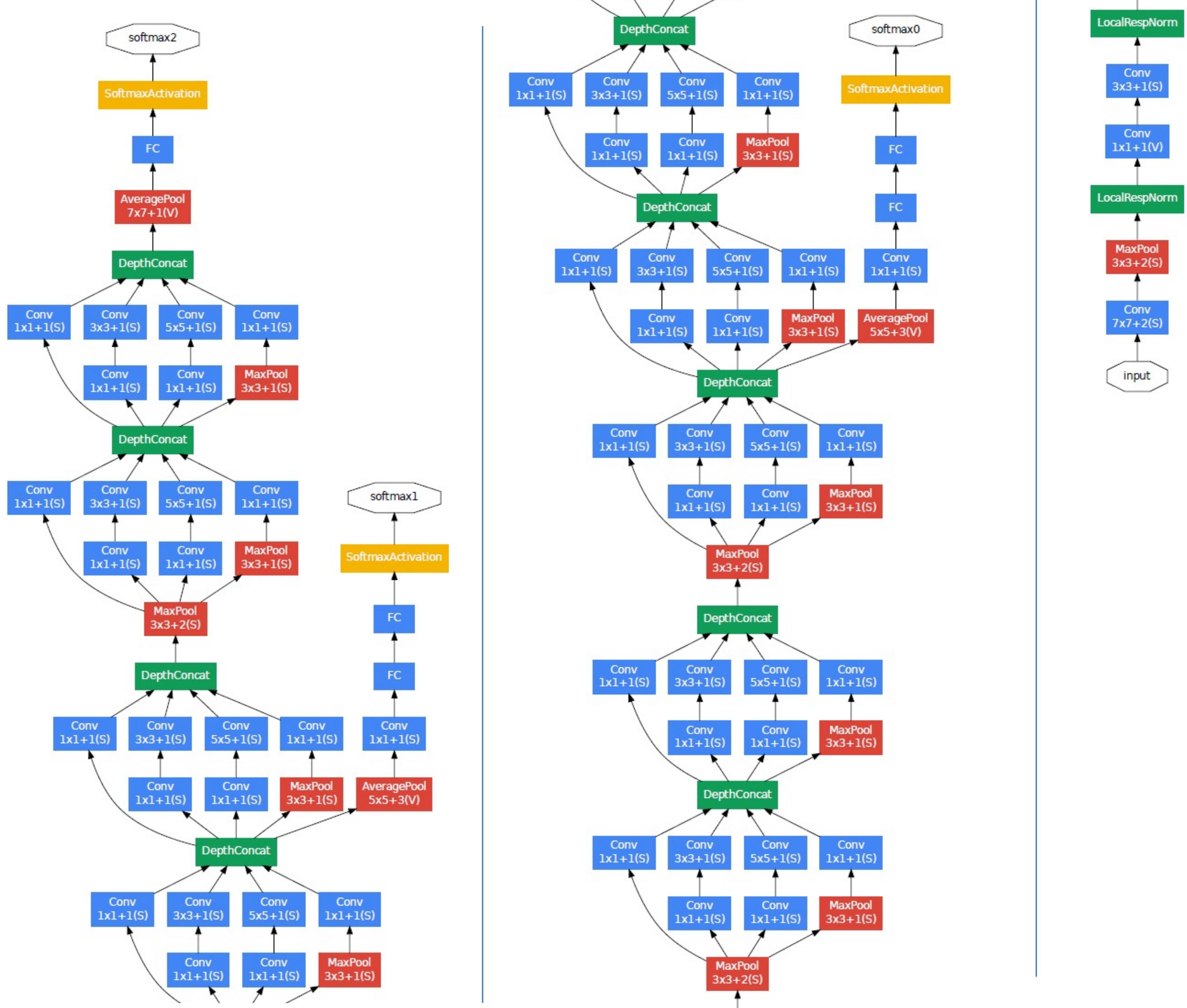
1x1 Convolutions



- Linearly reduce a set of n features to a set of m features. Example: 192 -> 32
- I.e., matrix multiplication with *m x n* matrix, at each location (32x192 in example: 32 "bases")
- Typically followed by ReLU

type	patch size/ stride	output size	depth	#1×1	#3×3 reduce	#3×3	#5×5 reduce	#5×5	pool proj	params	ops
convolution	7×7/2	112×112×64	1							2.7K	34M
max pool	3×3/2	56×56×64	0								
convolution	3×3/1	56×56×192	2		64	192				112K	360M
max pool	3×3/2	28×28×192	0								
inception (3a)		28×28×256	2	64	96	128	16	32	32	159K	128M
inception (3b)		28×28×480	2	128	128	192	32	96	64	380K	304M
max pool	3×3/2	14×14×480	0								
inception (4a)		14×14×512	2	192	96	208	16	48	64	364K	73M
inception (4b)		14×14×512	2	160	112	224	24	64	64	437K	88M
inception (4c)		14×14×512	2	128	128	256	24	64	64	463K	100M
inception (4d)		14×14×528	2	112	144	288	32	64	64	580K	119M
inception (4e)		14×14×832	2	256	160	320	32	128	128	840K	170M
max pool	3×3/2	7×7×832	0								
inception (5a)		7×7×832	2	256	160	320	32	128	128	1072K	54M
inception (5b)		7×7×1024	2	384	192	384	48	128	128	1388K	71M
avg pool	7×7/1	1×1×1024	0								
dropout (40%)		1×1×1024	0								
linear		1×1×1000	1							1000K	1M
softmax		1×1×1000	0								

GoogLeNet: Only 6.8 million parameters. AlexNet ~60 million, VGG up to 138 million



softmax2
SoftmaxActivation
FC
AveragePool 7x7+1(V)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
MaxPool 3x3+2(S)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
softmax1
SoftmaxActivation
FC
FC
Conv 1x1+1(S)
AveragePool 5x5+3(V)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
softmax0
SoftmaxActivation
FC
FC
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
Conv 1x1+1(S)
AveragePool 5x5+3(V)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
MaxPool 3x3+2(S)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
DepthConcat
Conv 1x1+1(S)
Conv 3x3+1(S)
Conv 5x5+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
Conv 1x1+1(S)
MaxPool 3x3+1(S)
MaxPool 3x3+2(S)
LocalRespNorm
Conv 3x3+1(S)
Conv 1x1+1(V)
LocalRespNorm
MaxPool 3x3+2(S)
Conv 7x7+2(S)
input

Results

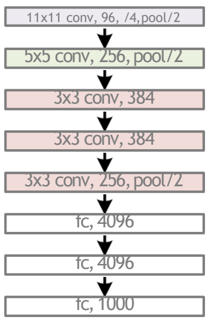
- ILSVRC 2014:

Team	**Year**	**Place**	**Error (top-5)**	**Uses external data**
SuperVision	2012	1st	16.4%	no
SuperVision	2012	1st	15.3%	Imagenet 22k
Clarifai	2013	1st	11.7%	no
Clarifai	2013	1st	11.2%	Imagenet 22k
MSRA	2014	3rd	7.35%	no
VGG	2014	2nd	7.32%	no
GoogLeNet	2014	1st	6.67%	no

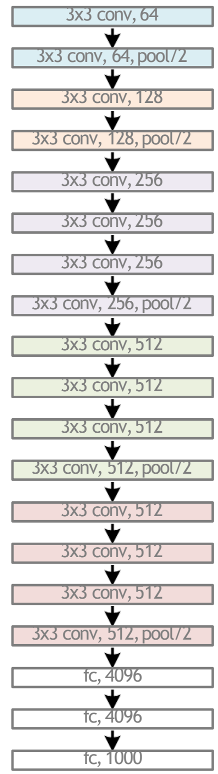
Table 2: Classification performance.

Revolution of Depth

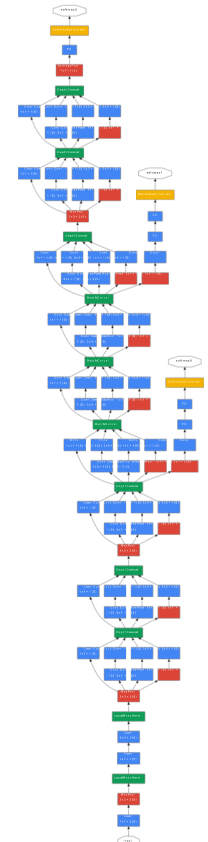
AlexNet, 8 layers
(ILSVRC 2012)



VGG, 19 layers
(ILSVRC 2014)



GoogleNet, 22 layers
(ILSVRC 2014)



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. CVPR 2016.

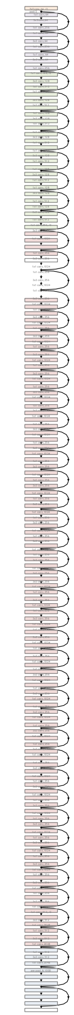
Surely it would be ridiculous to go any deeper…

Introducing: ResNet

AlexNet, 8 layers
(ILSVRC 2012)

VGG, 19 layers
(ILSVRC 2014)

ResNet, 152 layers
(ILSVRC 2015)



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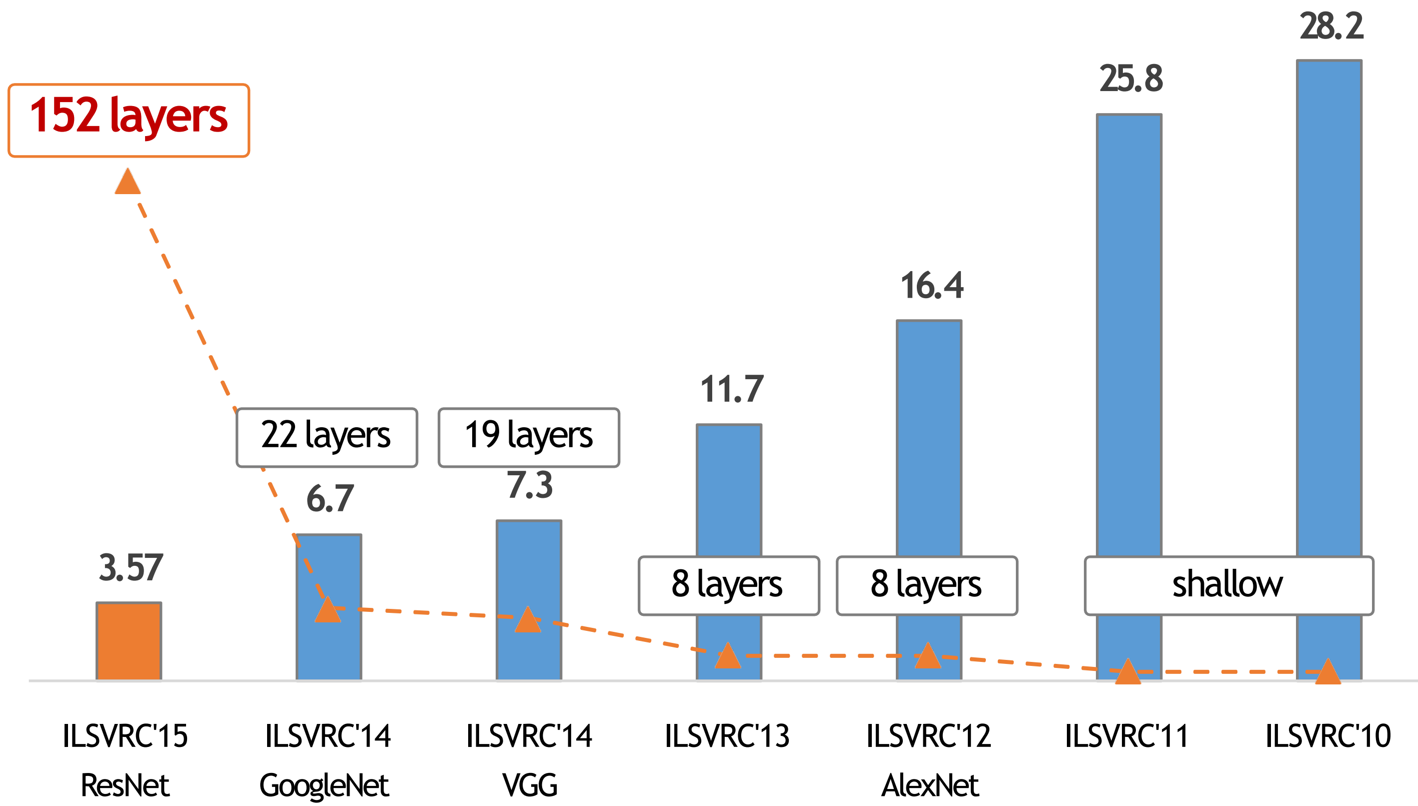
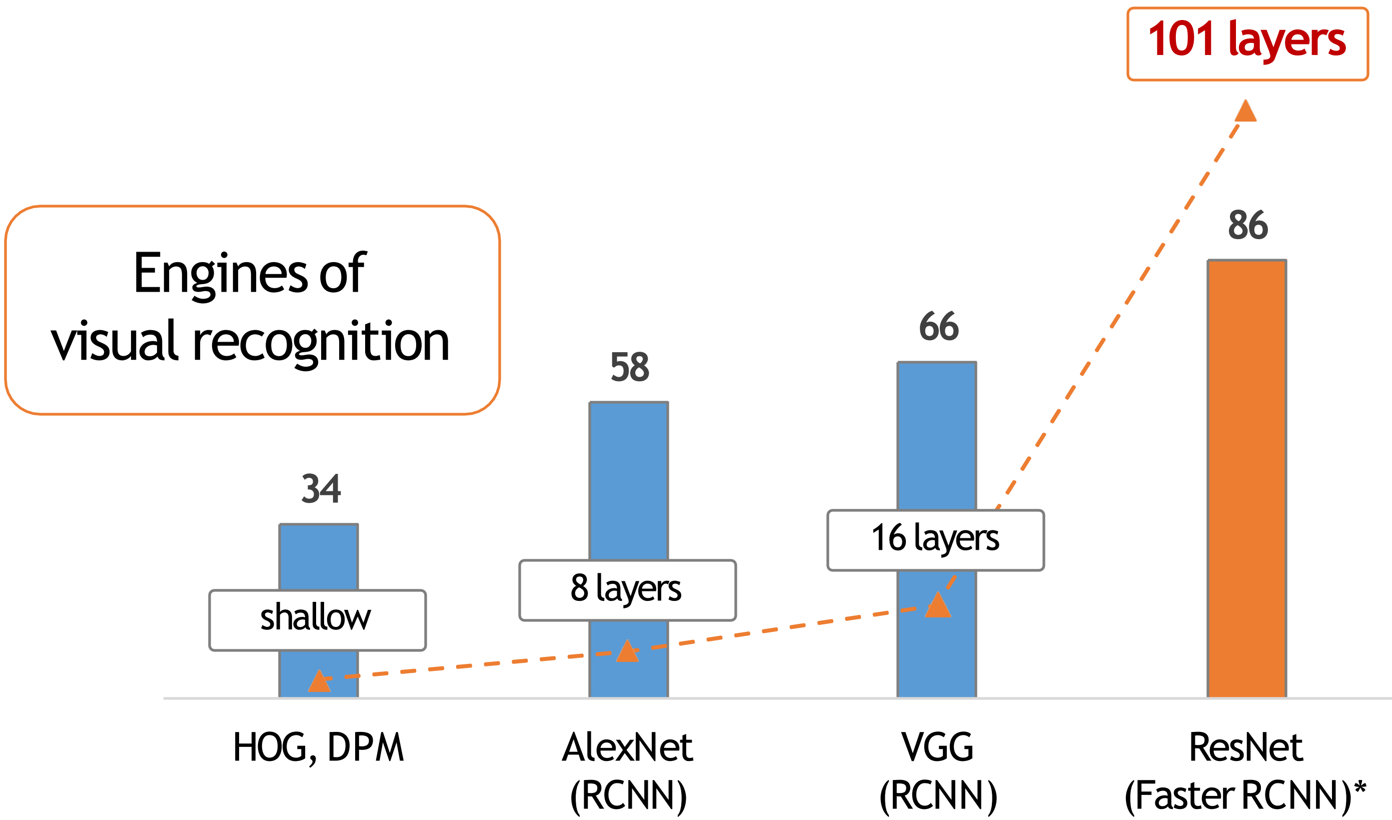
Revolution of Depth



ImageNet Classification top-5 error (%)

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

Revolution of Depth



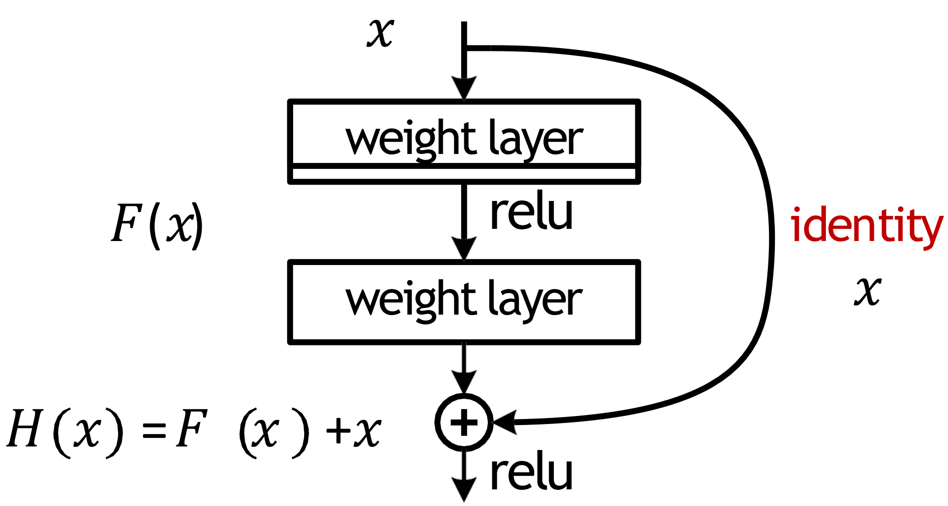
PASCAL VOC 2007 **Object Detection** mAP (%)

*w/ other improvements & more data

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

Deep Residual Learning

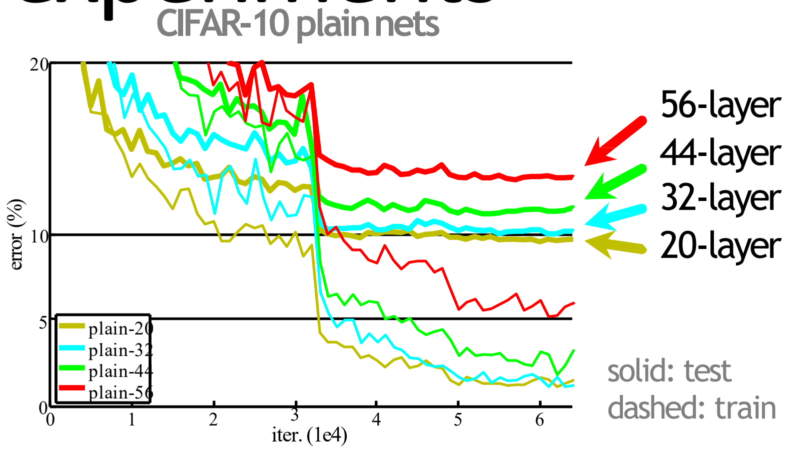
- $F(x)$ is a residual mapping w.r.t. identity

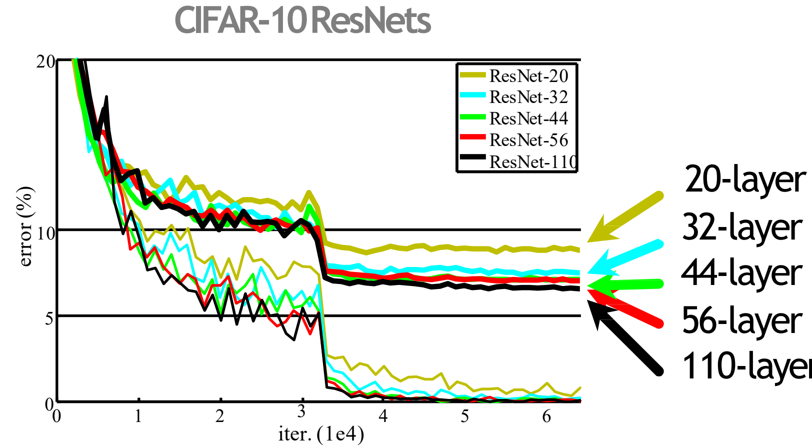


- If identity were optimal, easy to set weights as 0
- If optimal mapping is closer to identity, easier to find small fluctuations

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

CIFAR-10 experiments





- Deep ResNets can be trained without difficulties
- Deeper ResNets have **lower training error**, and also lower test error

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

ResNets @ ILSVRC & COCO 2015 Competitions

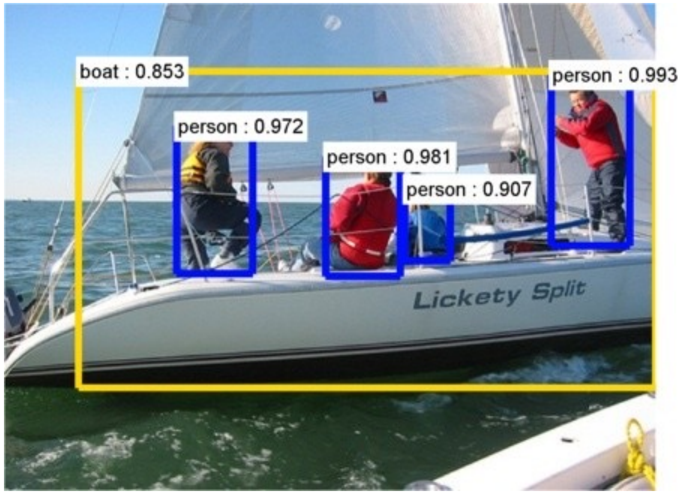
- **1st places in all five main tracks**
  - ImageNet Classification: "*Ultra-deep*" 152-layer nets
  - ImageNet Detection: 16% better than 2nd
  - ImageNet Localization: 27% better than 2nd
  - COCO Detection: 11% better than 2nd
  - COCO Segmentation: 12% better than 2nd
- **57K citations (in 6 years)**

*improvements are relative numbers

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.

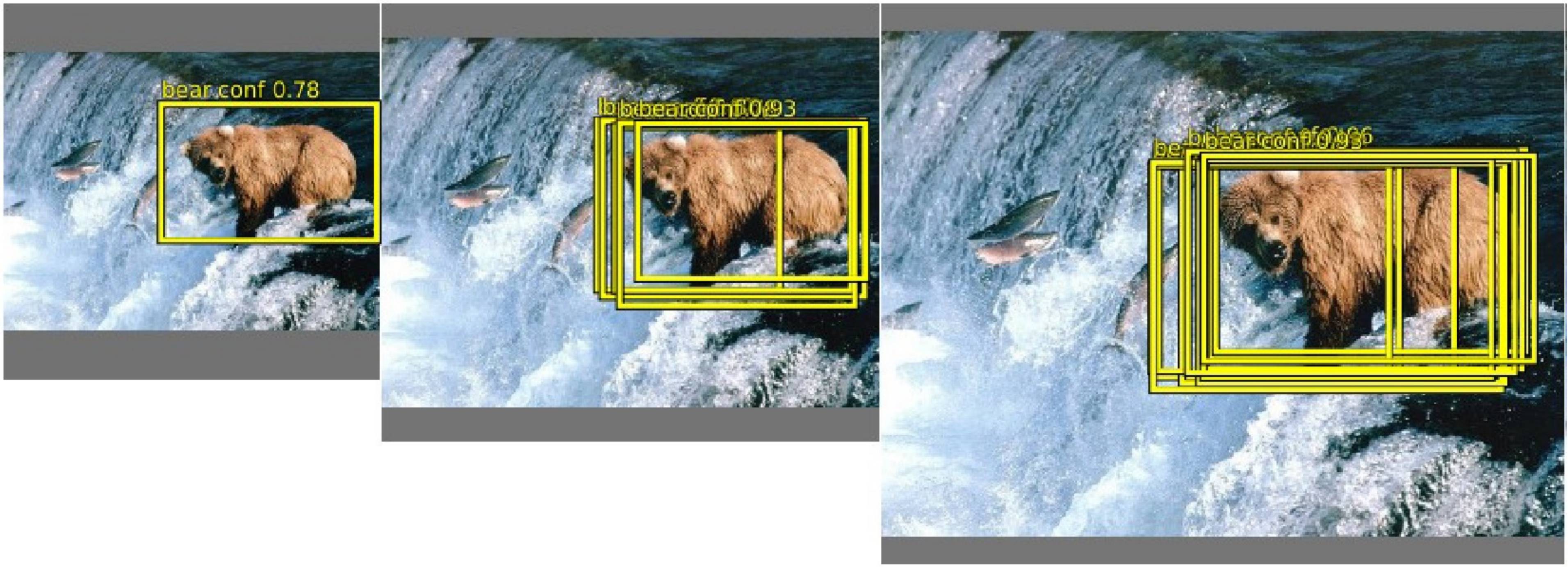
Object Detection Architectures

Image Classification
(what?)



Object Detection
(what + where?)

Object Detection: Early Work

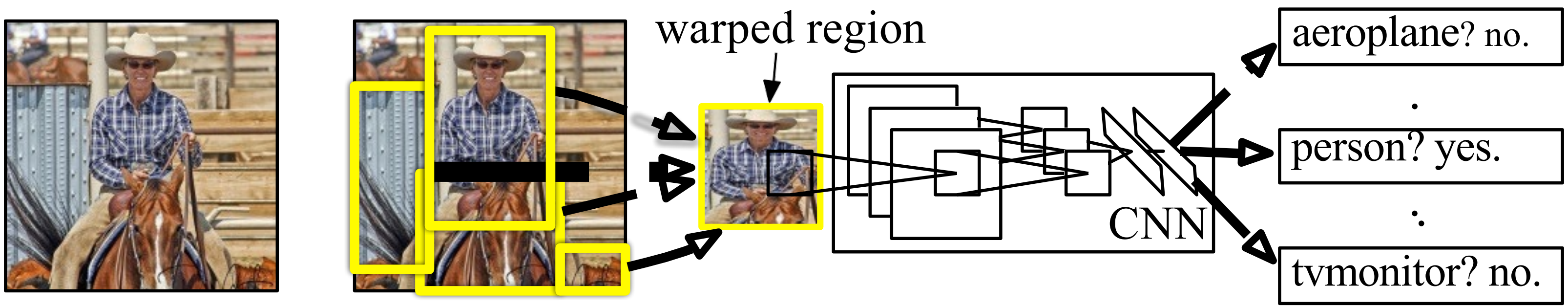


Sermanet et al. "OverFeat: Integrated recognition, localization, ..." arxiv 2013
Girshick et al. "Rich feature hierarchies for accurate object detection..." arxiv 2013
Szegedy et al. "DNN for object detection" NIPS 2013

Ranzato

Object Detection: R-CNN

figure credit: R. Girshick et al.



input image

region proposals
~2,000

1 CNN for each region
-> 4096 feature vector

classify regions

Region-based **CNN** pipeline

Proposals by "Selective search" algorithm (2013)
Two "heads":

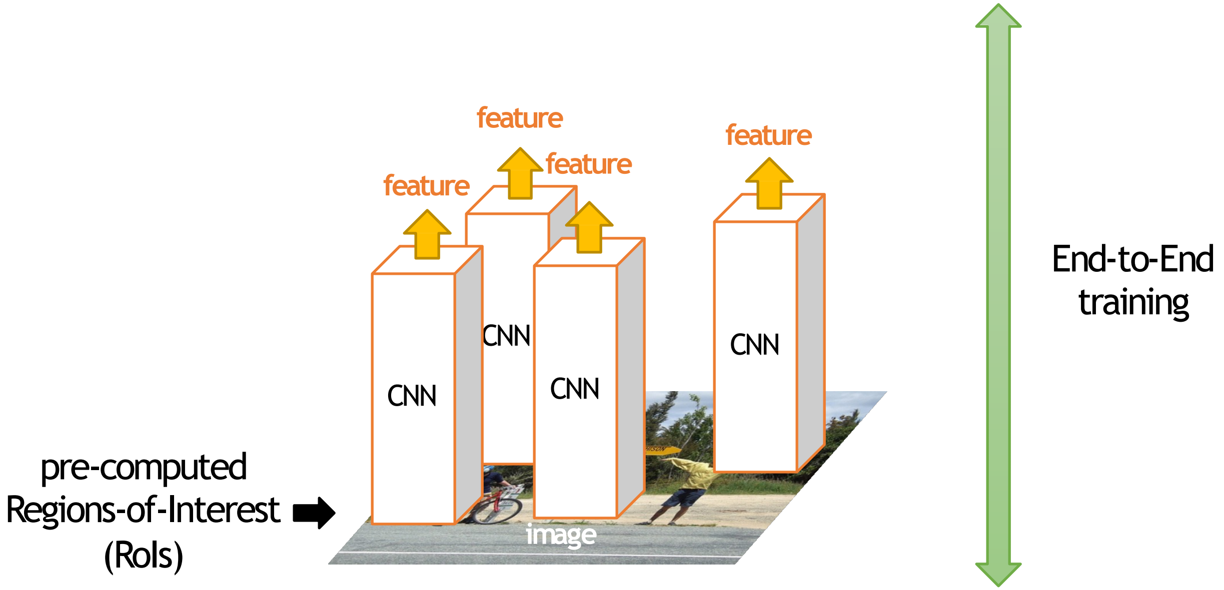
- classifier
- BB regressor

Nice post: https://towardsdatascience.com/r-cnn-fast-r-cnn-faster-r-cnn-yolo-object-detection-algorithms-36d53571365e

Girshick, Donahue, Darrell, Malik. Rich Feature Hierarchies for Accurate Object Detection and Semantic Segmentation. CVPR2014

Object Detection: R-CNN

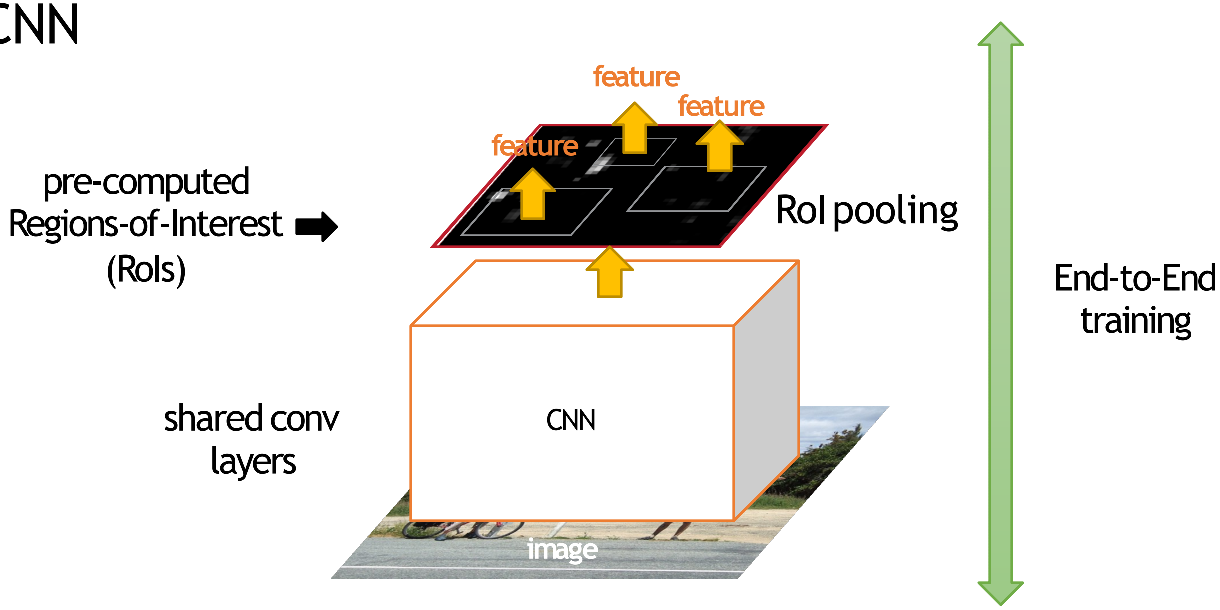
- R-CNN



Girshick, Donahue, Darrell, Malik. Rich Feature Hierarchies for Accurate Object Detection and Semantic Segmentation. CVPR2014

Object Detection: Fast R-CNN

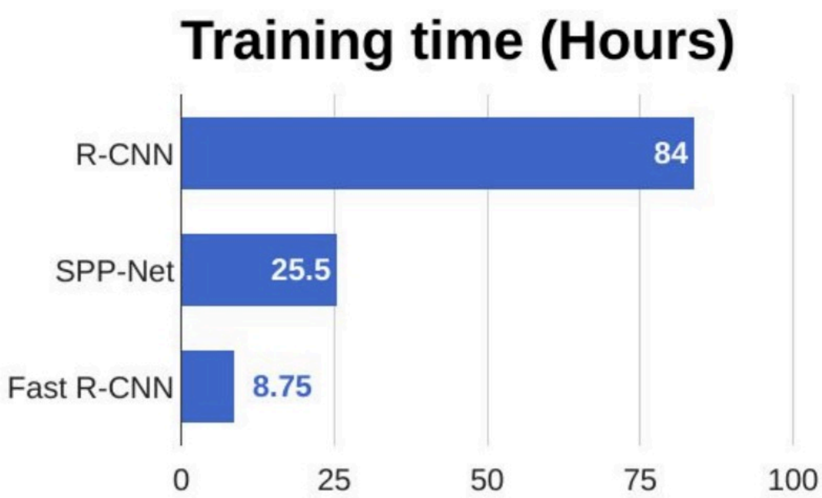
- Fast R-CNN

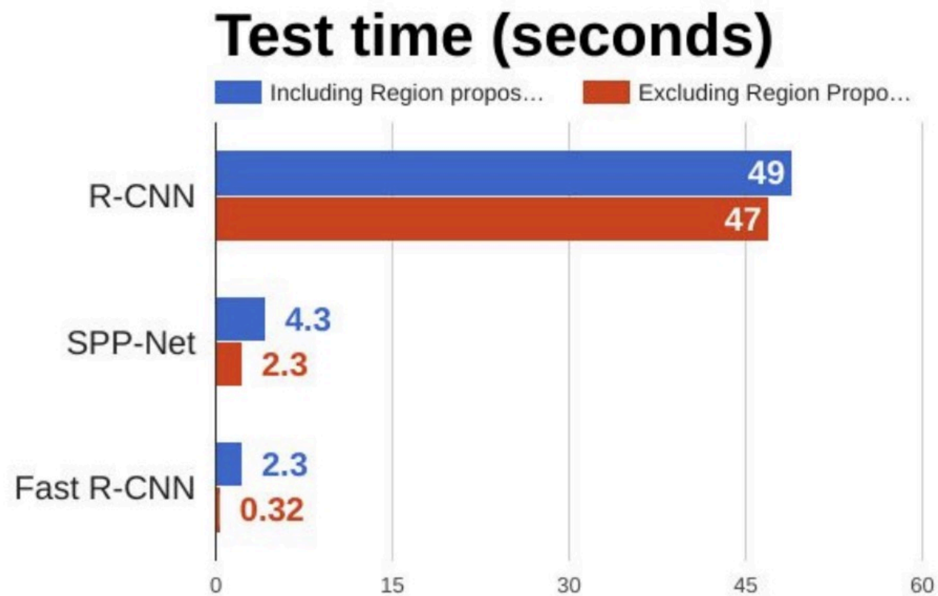


Girshick. Fast R-CNN. ICCV 2015

Object Detection: Fast R-CNN

- Fast R-CNN

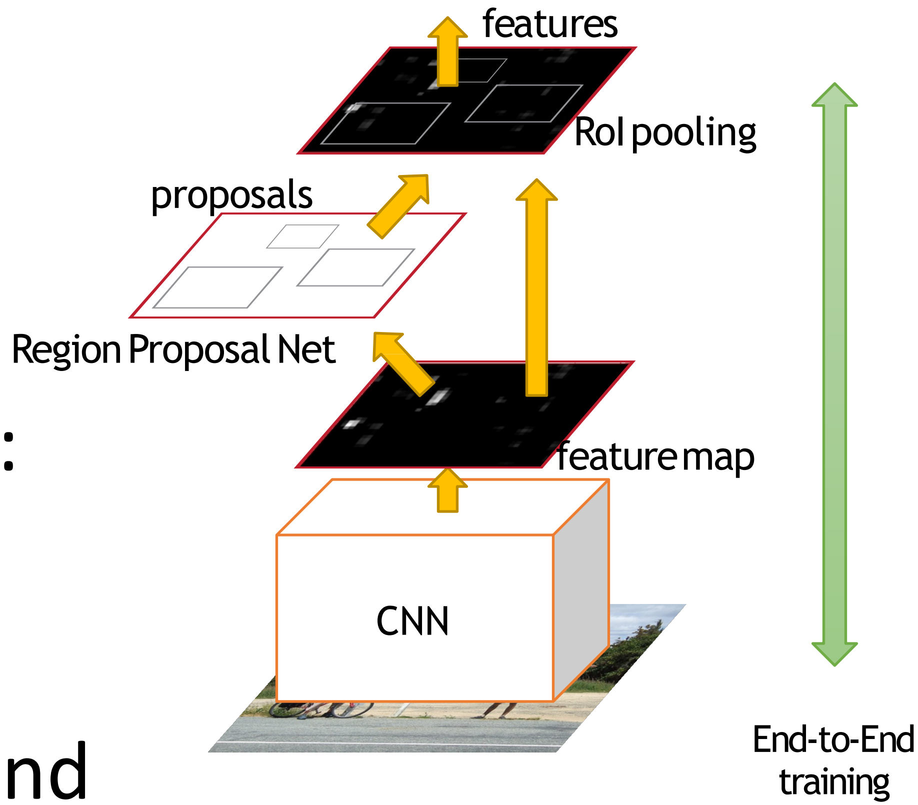




Girshick. Fast R-CNN. ICCV 2015

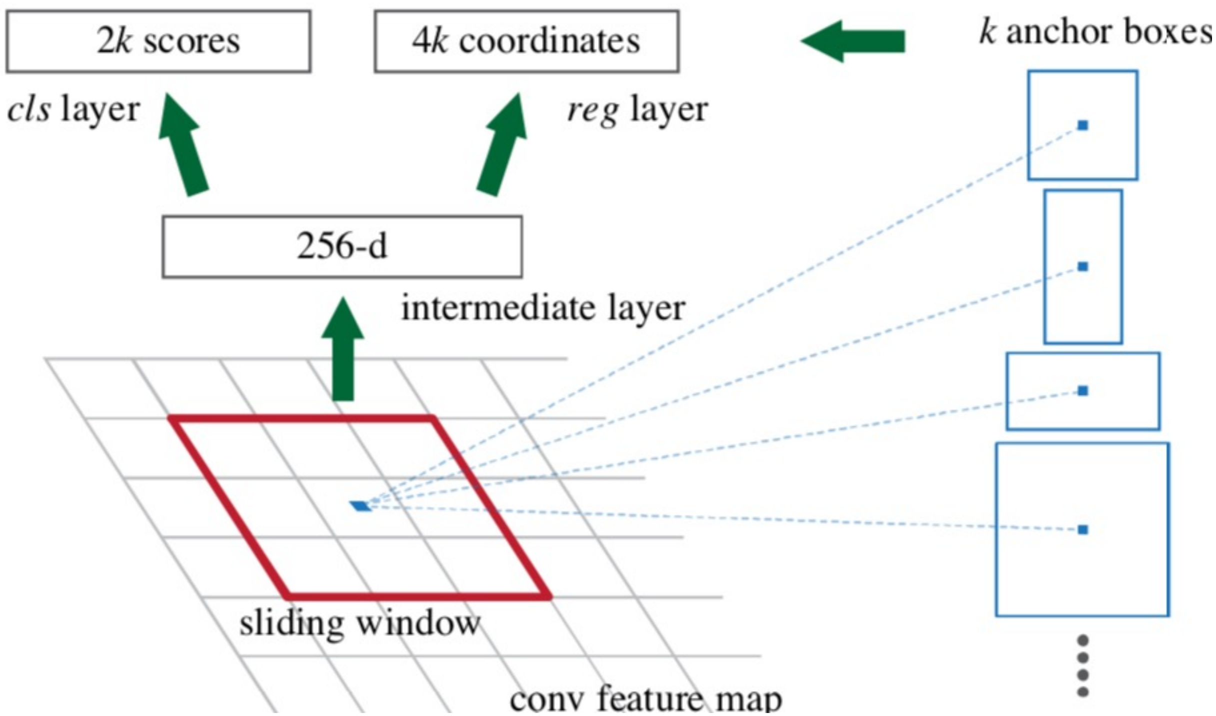
Object Detection: Faster R-CNN

- Introduces "Region Proposal Networks" (RPNs)
- Solely based on CNN: use for classification *and* regions
- Each step is end-to-end



Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

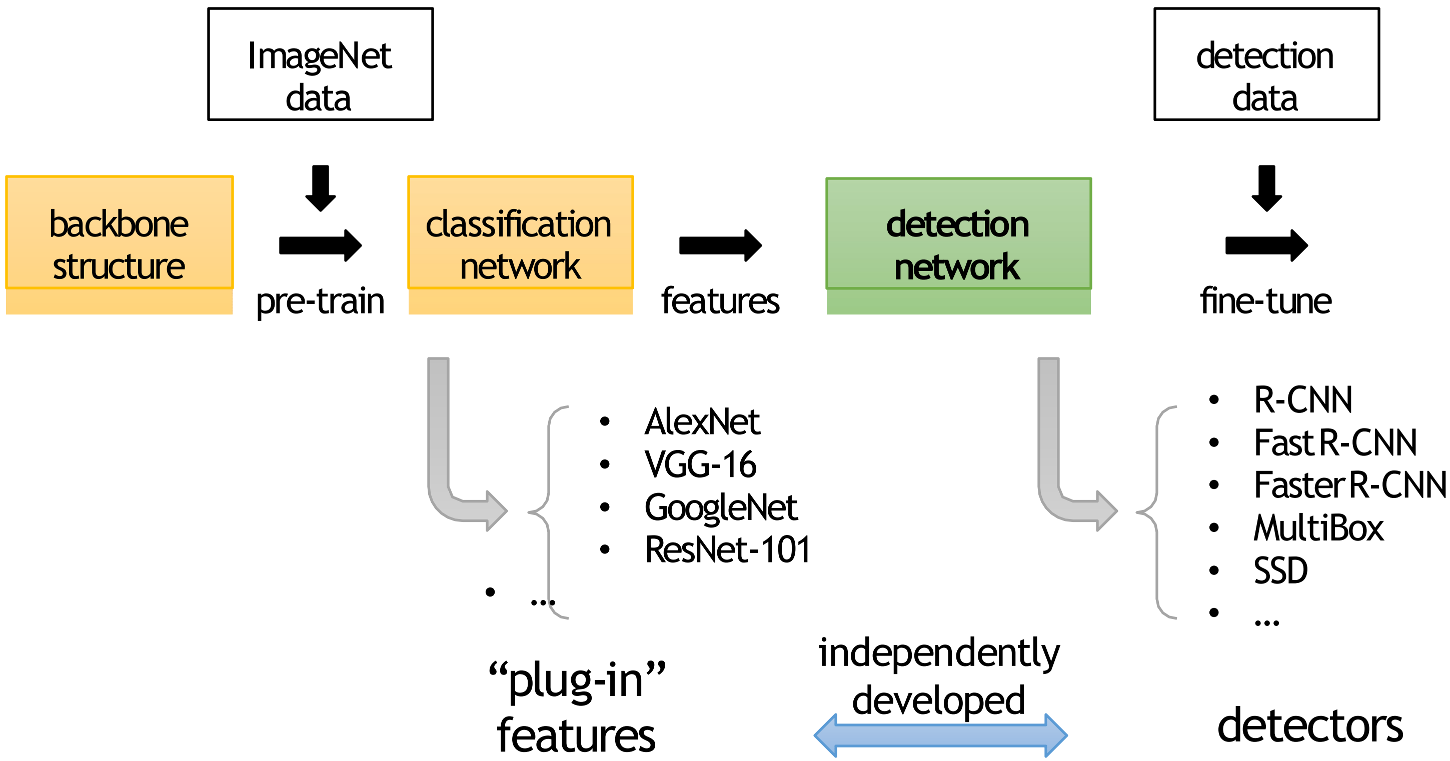
Region Proposal Nets in Faster R-CNN



- In paper: k=9 (3 scales, 3 aspect ratios)
- Sibling objectness (2k) and BB regression(4k) outputs

Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

Object Detection



Slide by Kaiming He,

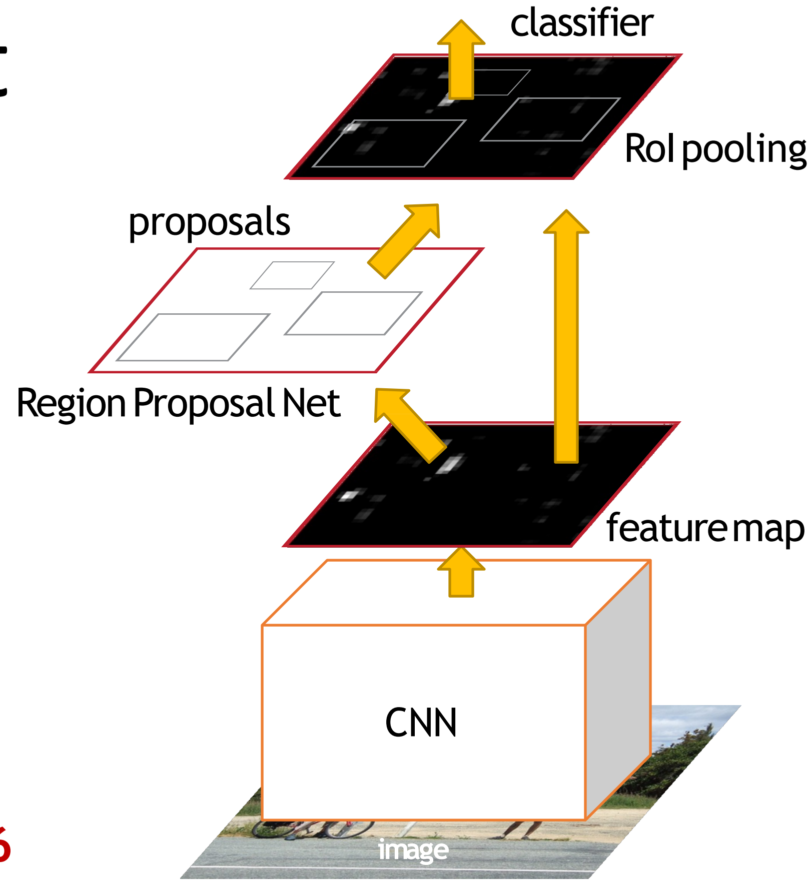
Faster R-CNN w Resnet

- Simply "Faster R-CNN + ResNet"

CNN	mAP@.5	mAP@.5:.95
VGG-16	41.5	21.5
ResNet-101	**48.4**	**27.2**

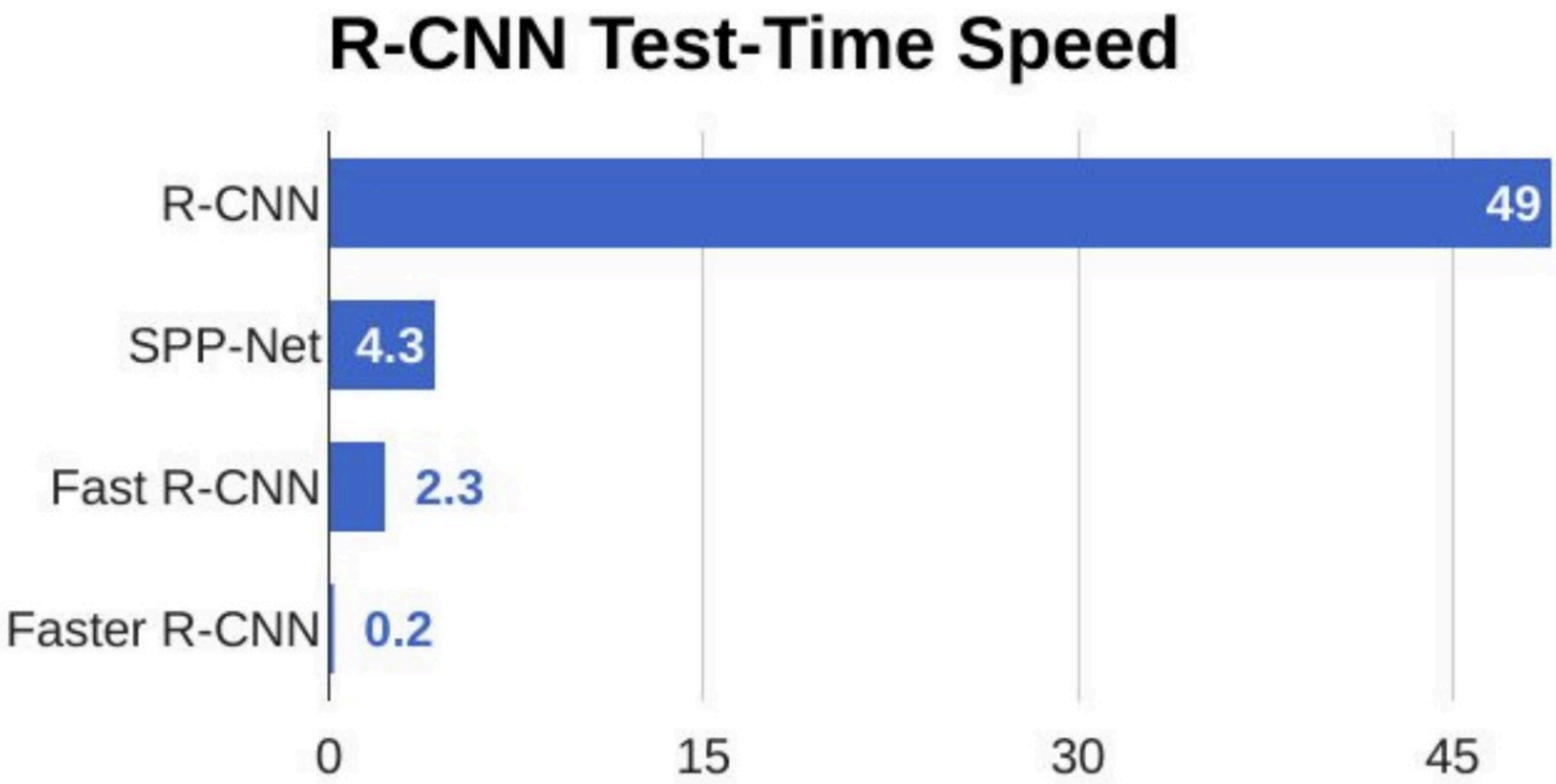
COCO detection results

ResNet-101 has 28% relative gain vs VGG-16



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

Faster R-CNN Efficiency

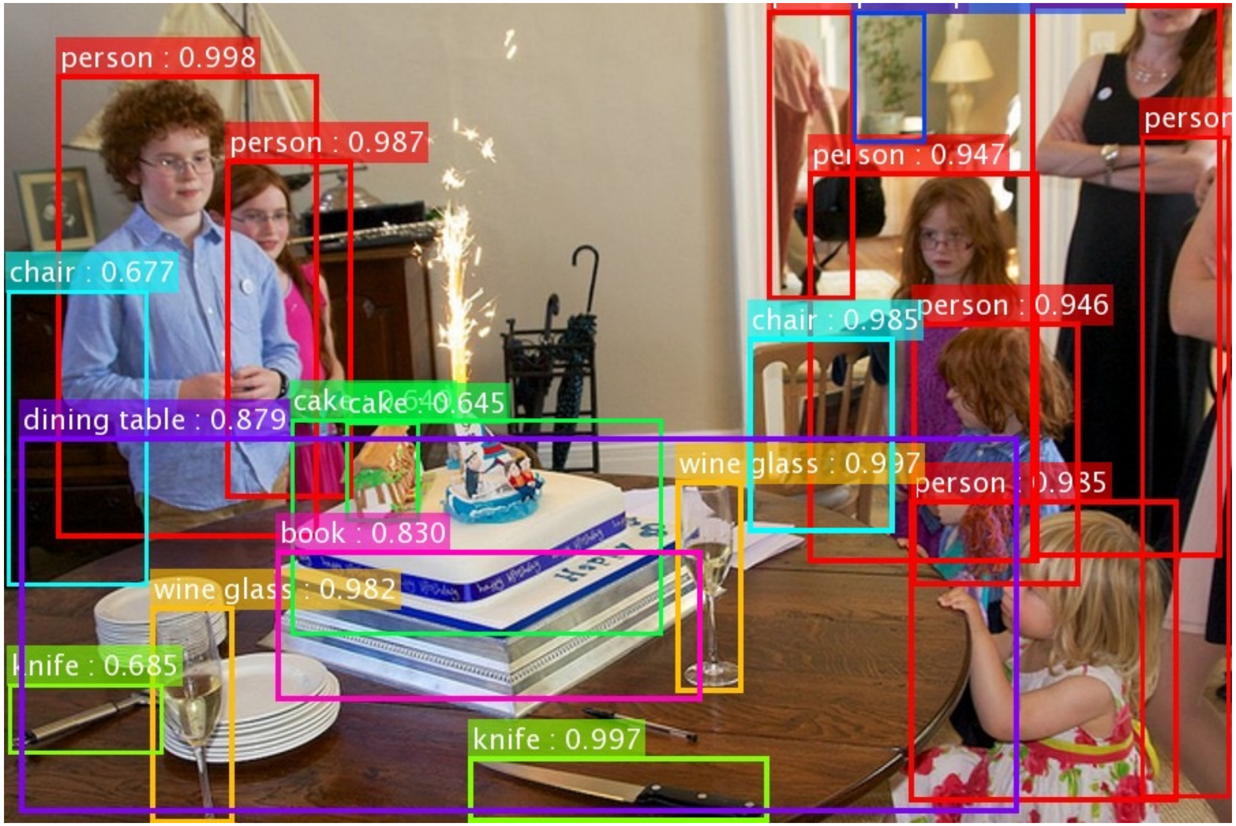


- Expensive "Selective Search" is gone

Object Detection

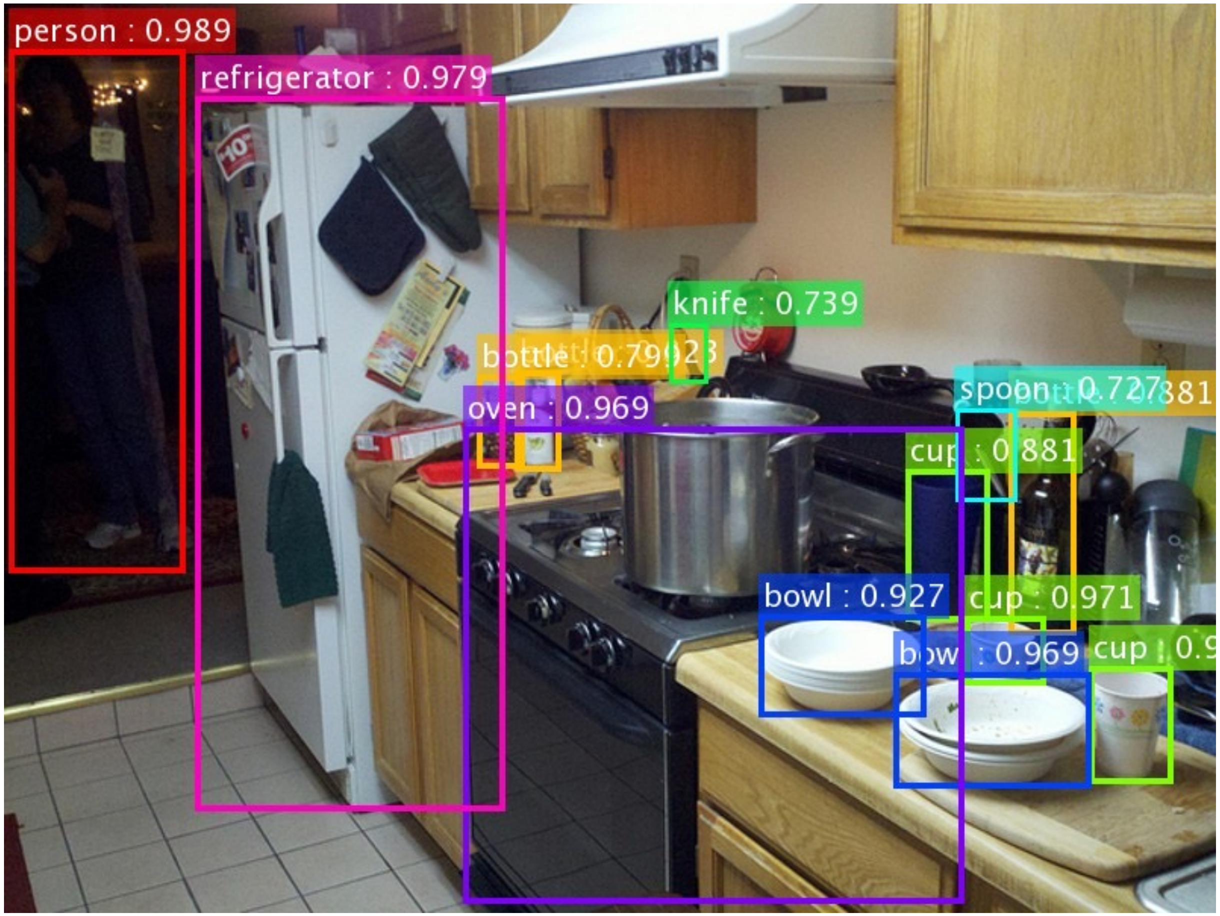
- RPN learns proposals by extremely deep nets
  - Uses only 300 proposals (no hand-designed proposals)
- Add components:
  - Iterative localization
  - Context modeling
  - Multi-scale testing
- All are based on CNN features; all are end-to-end
- All benefit more from deeper features – cumulative gains!

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

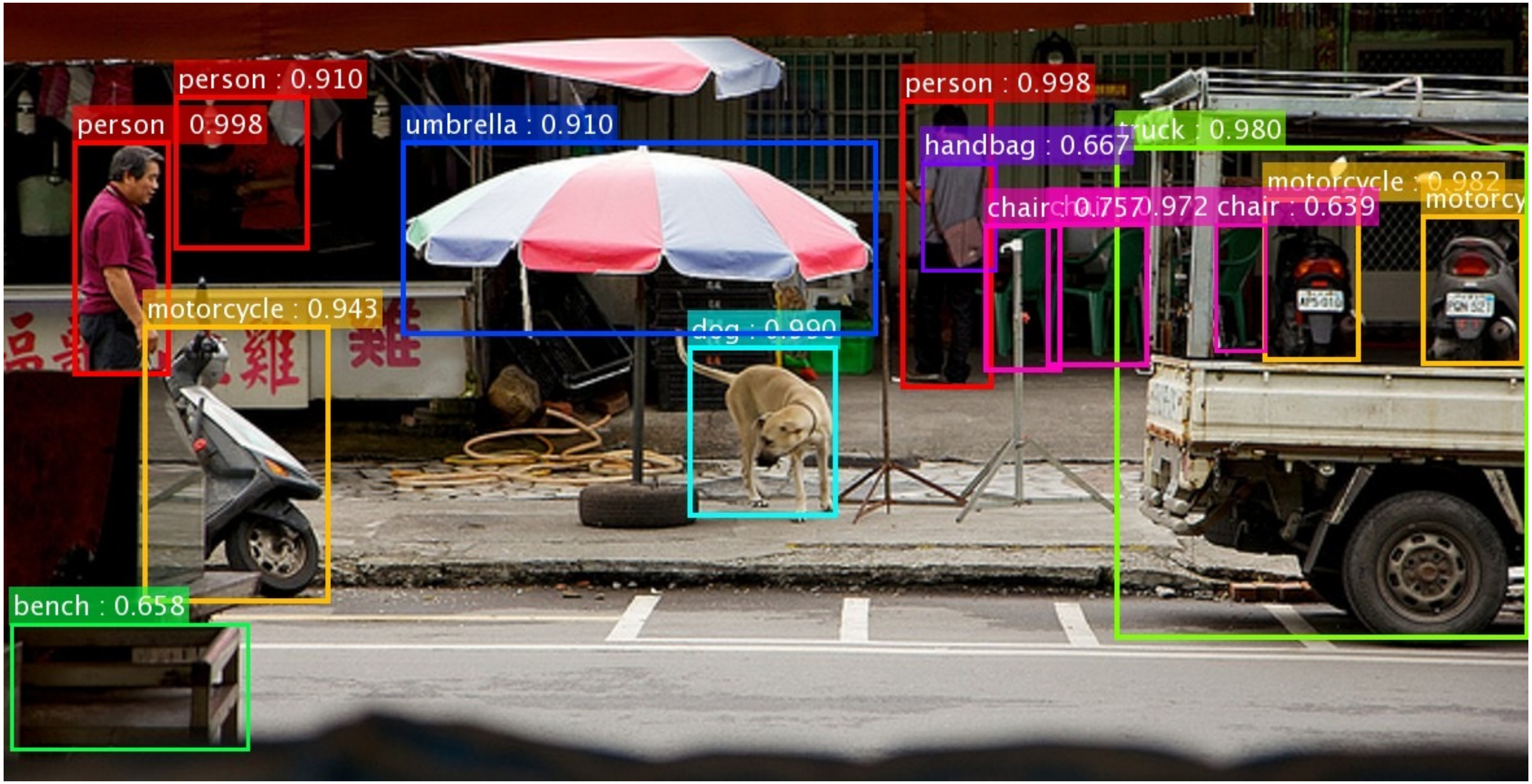


ResNet’s object detection result on COCO

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. “Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks”. NIPS 2015.



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. “Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks”. NIPS 2015.



Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. "Deep Residual Learning for Image Recognition". CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. "Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks". NIPS 2015.

this video is available online: https://youtu.be/WZmSMkK9VuA

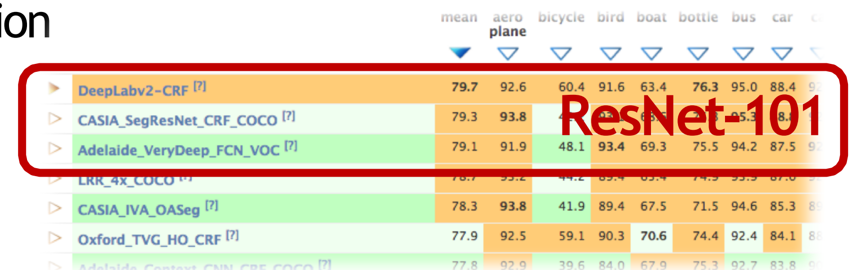
Results on real video. Models trained on MS COCO (80 categories).
(frame-by-frame; no temporal processing)

Kaiming He, Xiangyu Zhang, Shaoqing Ren, & Jian Sun. “Deep Residual Learning for Image Recognition”. CVPR 2016.
Shaoqing Ren, Kaiming He, Ross Girshick, & Jian Sun. “Faster R-CNN: Towards Real-Time Object Detection with Region Proposal Networks”. NIPS 2015.

More Visual Recognition Tasks

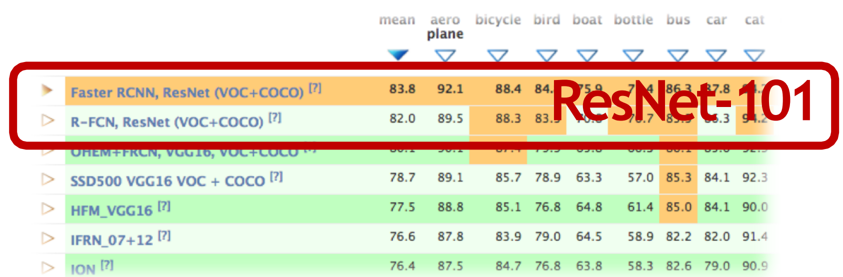
ResNet-based methods lead on these benchmarks (incomplete list):

- ImageNet classification, detection, localization
- MS COCO detection, segmentation
- PASCAL VOC detection, segmentation



PASCAL **segmentation** leaderboard

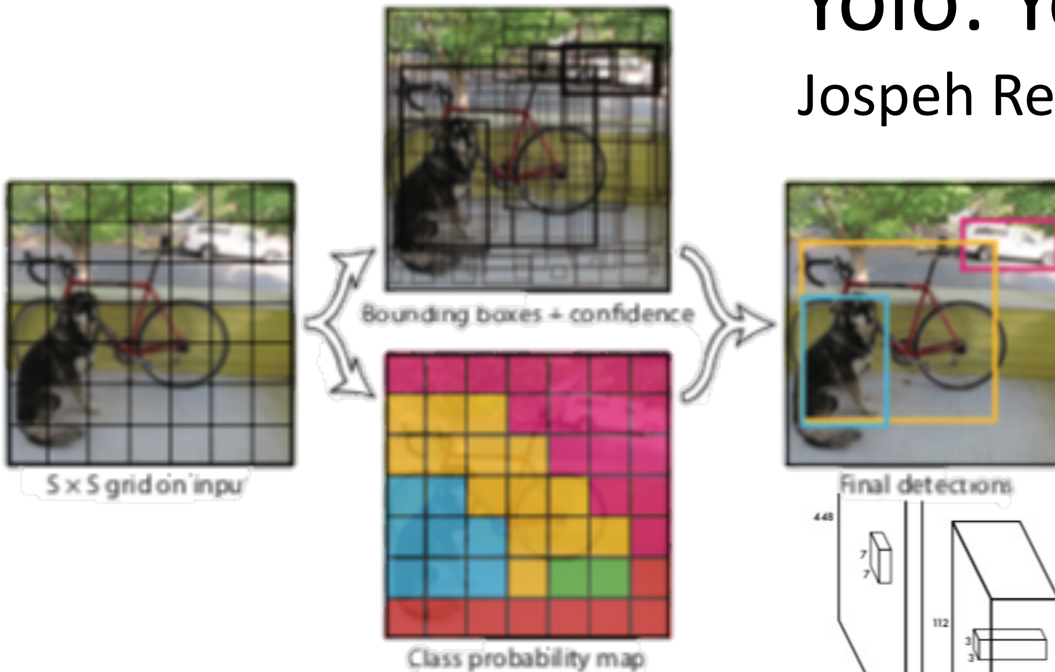
- Human pose estimation [Newell et al 2016]
- Depth estimation [Laina et al 2016]
- Segment proposal [Pinheiro et al 2016]
- ...

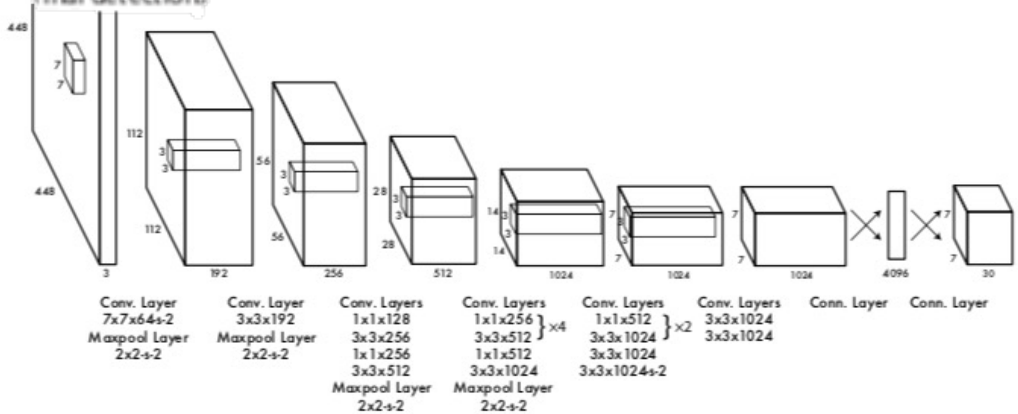


PASCAL **detection** leaderboard

Yolo: You Only Look Once

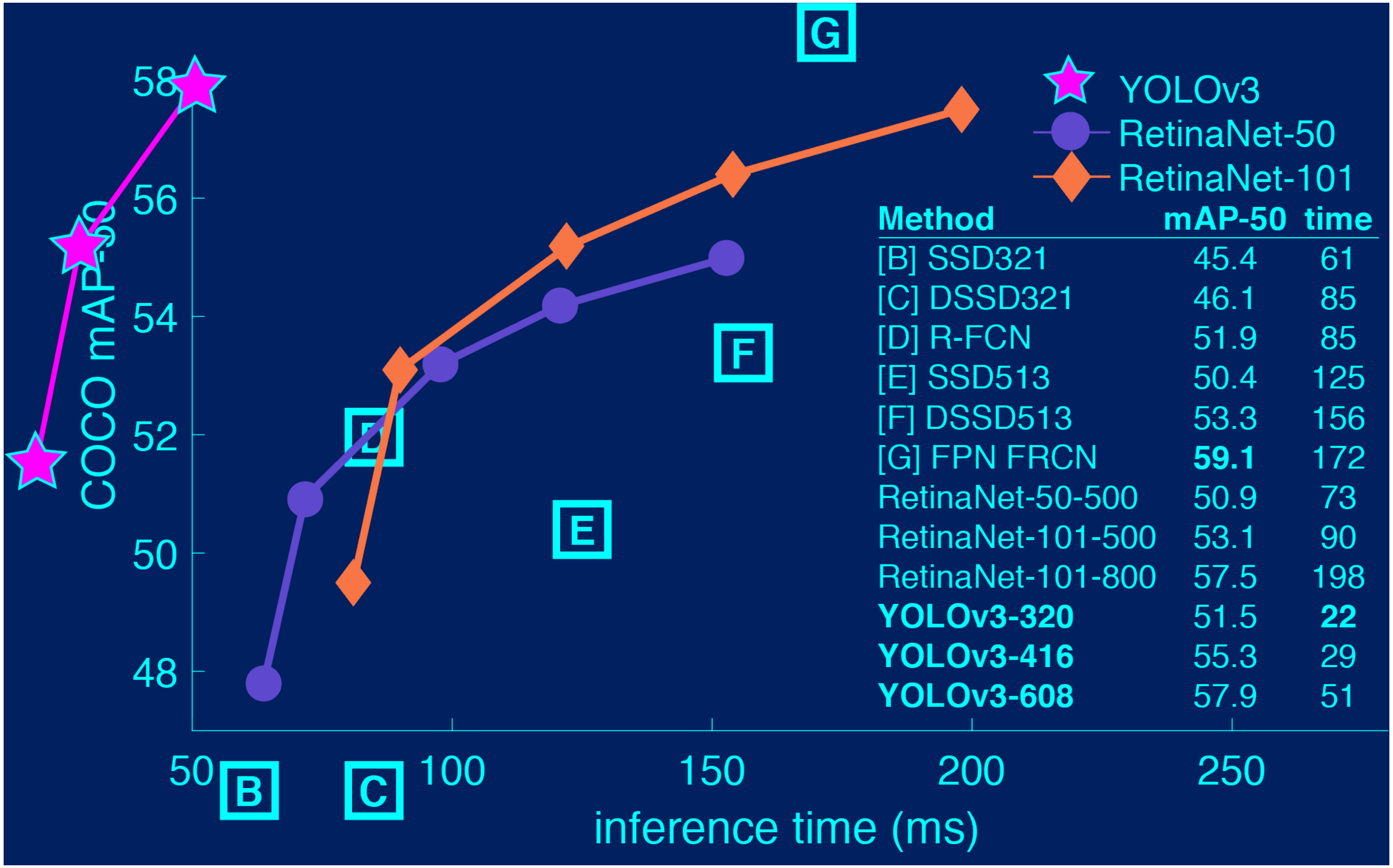
Jospeh Redmom et.al ([resumé](#))





- 7x7 grid of cells
- Each grid cell predicts
  - 2 bounding boxes (x, y, w, h, confidence) = 10 reals
  - Probabilities over 20 classes
- Final output: 7x7x30 tensor (30 = 5+5+20)
- “the fastest extant object detector” at CVPR 2016

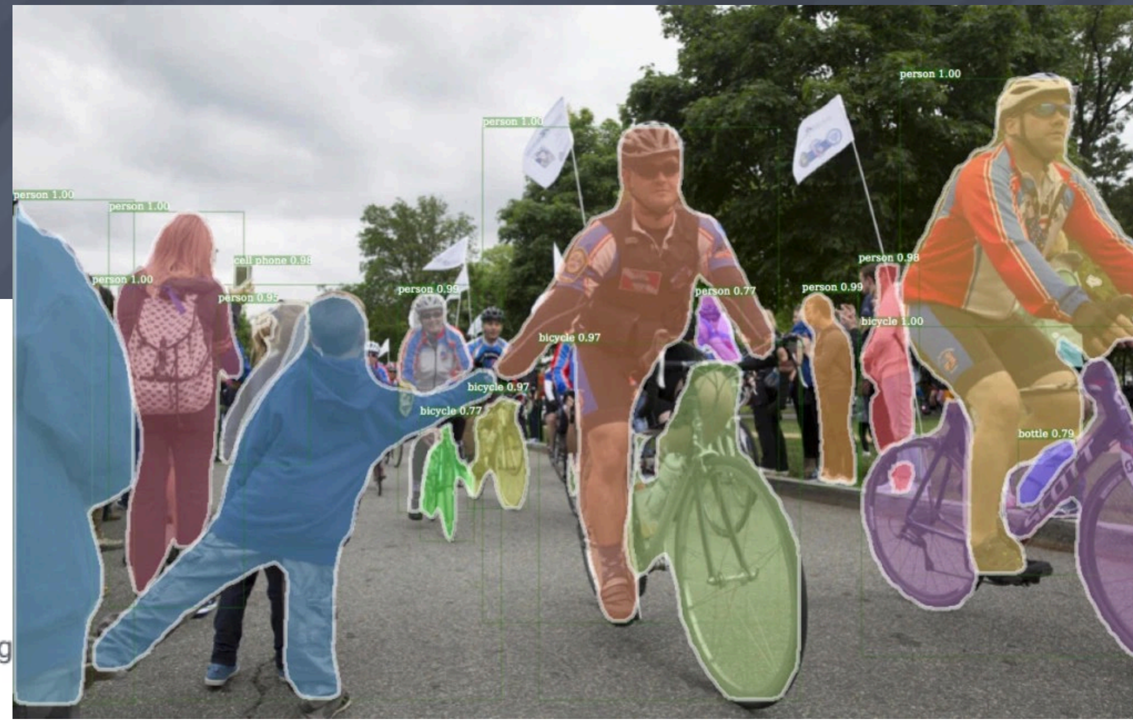
Yolo 1,2,3…



- YOLO: CVPR 2016
- YOLO9000 (YOLOv2) = CVPR 2017
- YOLOv3: Arxiv 2018

Quotes from "**YOLOv3: An Incremental Improvement**":
Sometimes you just kinda phone it in for a year, you know? … Spent a lot of time on Twitter. Played around with GANs a little.

Detectron



Detectron includes implementations of the following

- Mask R-CNN — *Marr Prize at ICCV 2017*
- RetinaNet — *Best Student Paper Award at ICCV 2017*
- Faster R-CNN
- RPN
- Fast R-CNN
- R-FCN

using the following backbone network architectures:

- ResNeXt{50,101,152}
- ResNet{50,101,152}
- Feature Pyramid Networks (with ResNet/ResNeXt)
- VGG16