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Efficient Scale-Permuted Backbone with Learned Resource Distribution

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A   Effect of using different training iterations

In this section, we conduct experiments by adopting different training iterations for SpineNetv2-D1 and its baseline EfficientNet-B1-FPN. We train all models from scratch on COCO 2017train and report AP on COCO 2017val. The results are presented in Table 1. We show that prolonging the training iterations from 50k to 350k improves the performance of SpineNetv2-D1 by 4.1% AP and EfficientNet-B1-FPN by 3.6% AP. EfficientNet-B1-FPN converges around iteration 200k and won't benefit from a longer training schedule. SpineNetv2 is further improved by 0.9% AP by increasing the training iteration from 200k to 350k.

Table 1: Effect of using different training iterations for SpineNetv2 and EfficientNet-B1-FPN. All models are train on COCO 2017train and evaluate on COCO 2017val

model	iter. 50k	iter. 100k	iter. 200k	iter. 280k	iter. 350k
SpineNetv2-D1	35.3	37.5	38.5	39.2	39.4
EfficientNet-B1-FPN	33.7	36.7	37.3	37.1	37.1