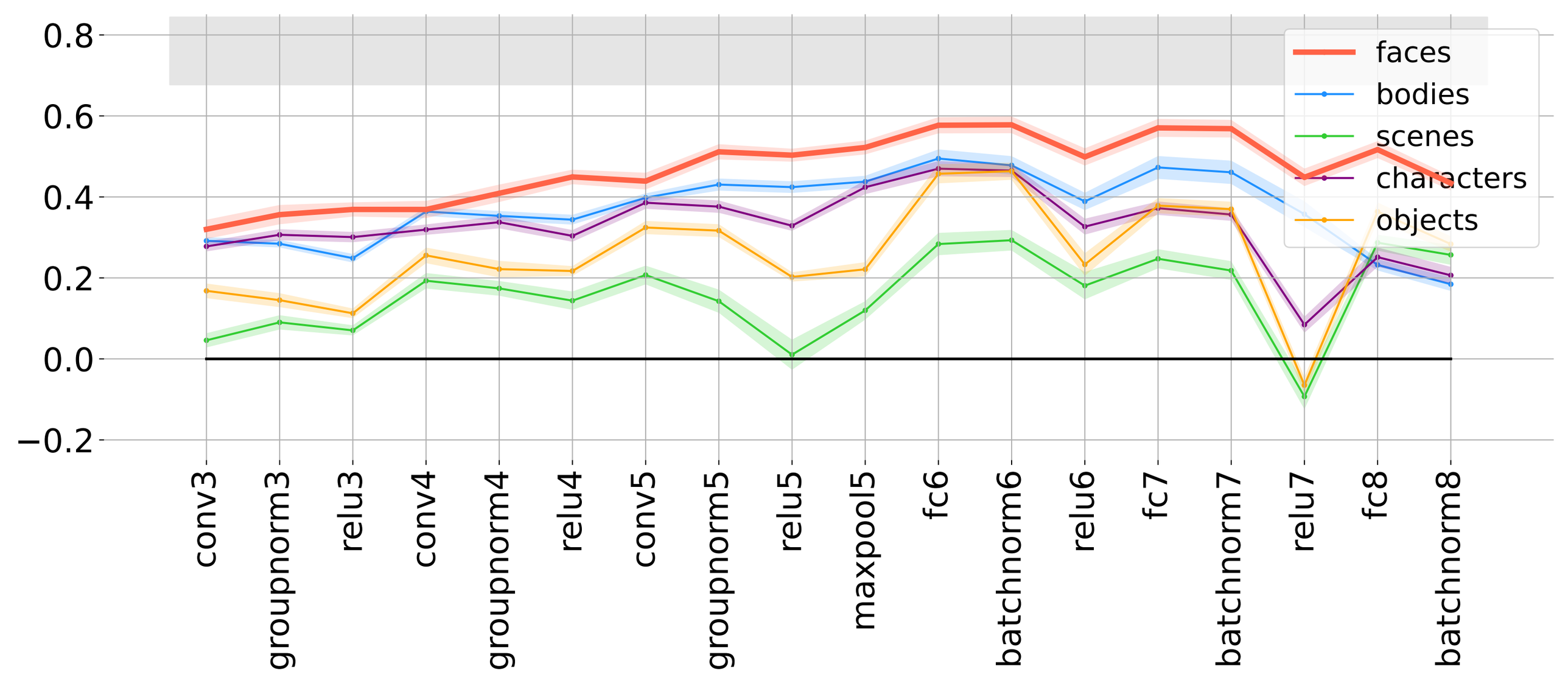
0.8
0.6
0.4
0.2
0.0
−0.2
faces
bodies
scenes
characters
objects
conv3
groupnorm3
relu3
conv4
groupnorm4
relu4
conv5
groupnorm5
relu5
maxpool5
fc6
batchnorm6
relu6
fc7
batchnorm7
relu7
fc8
batchnorm8