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# Supplementary Material

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## A Visualization

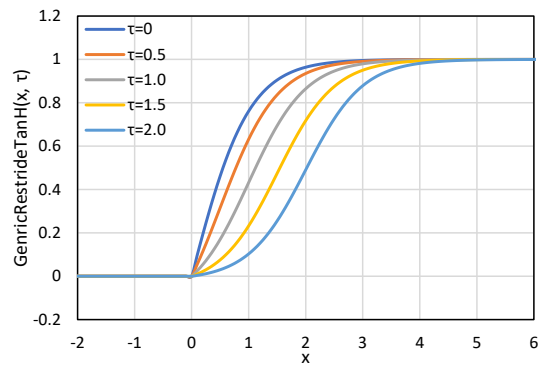


Figure 6: Visualization of the proposed gate activation function. As the coefficient  $\tau$  increased, the gradient at  $0+$  will decrease to alleviate the discontinuity problem.

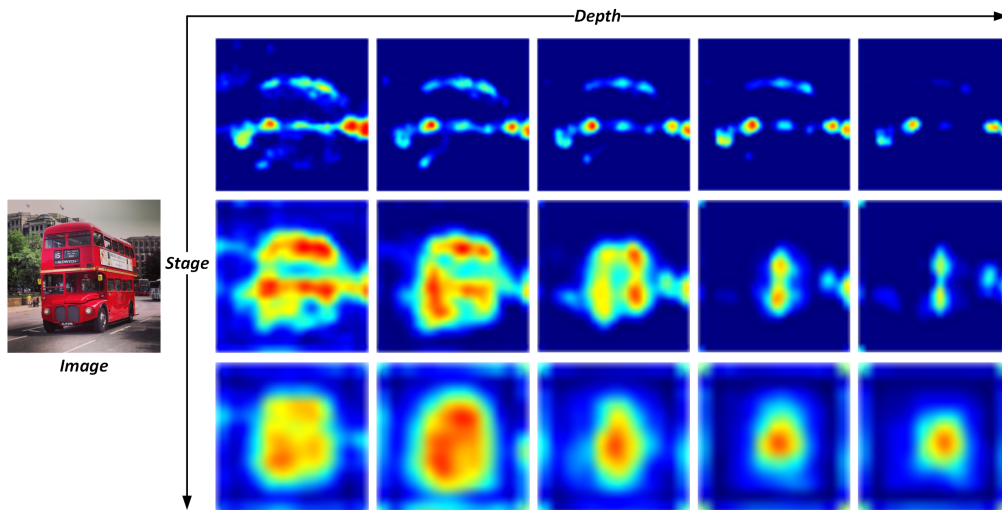


Figure 7: Visualization of the spatial gates in a dynamic head. The response maps are generated from three adjacent FPN scales, *i.e.*, P4, P5 and P6. The row and column of the heatmaps correspond to depth and scale, respectively.

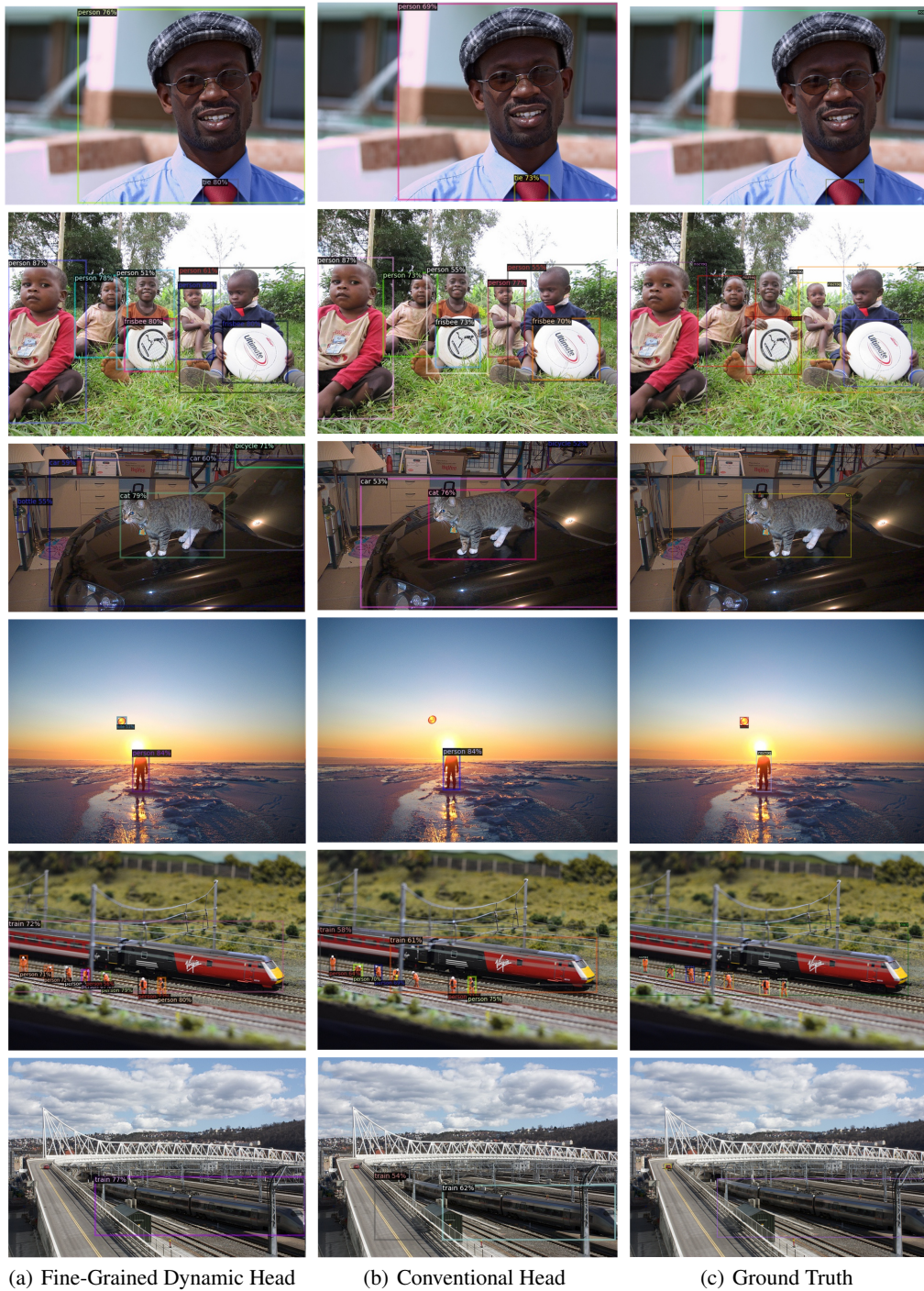


Figure 8: Comparisons of predictions between the proposed dynamic head and the conventional head. The predictions are generated from the FCOS framework with the specific head when using ResNet-50 backbone.

## B Runtime

Table 5: The latency and computational complexity of the FPN heads on a Tesla V100 GPU. The computational complexity only accounts for the head.

Model	Dynamic Head	mAP(%)	Latency <sub>avg</sub> (ms)	FLOPs <sub>avg</sub> (G)
FCOS-D6 Baseline	✗	40.4	46.8	298.1
Ours@Large	✓	<b>41.4</b>	53.6	117.6
Ours@Small	✓	40.6	<b>35.1</b>	<b>67.6</b>