

Appendix

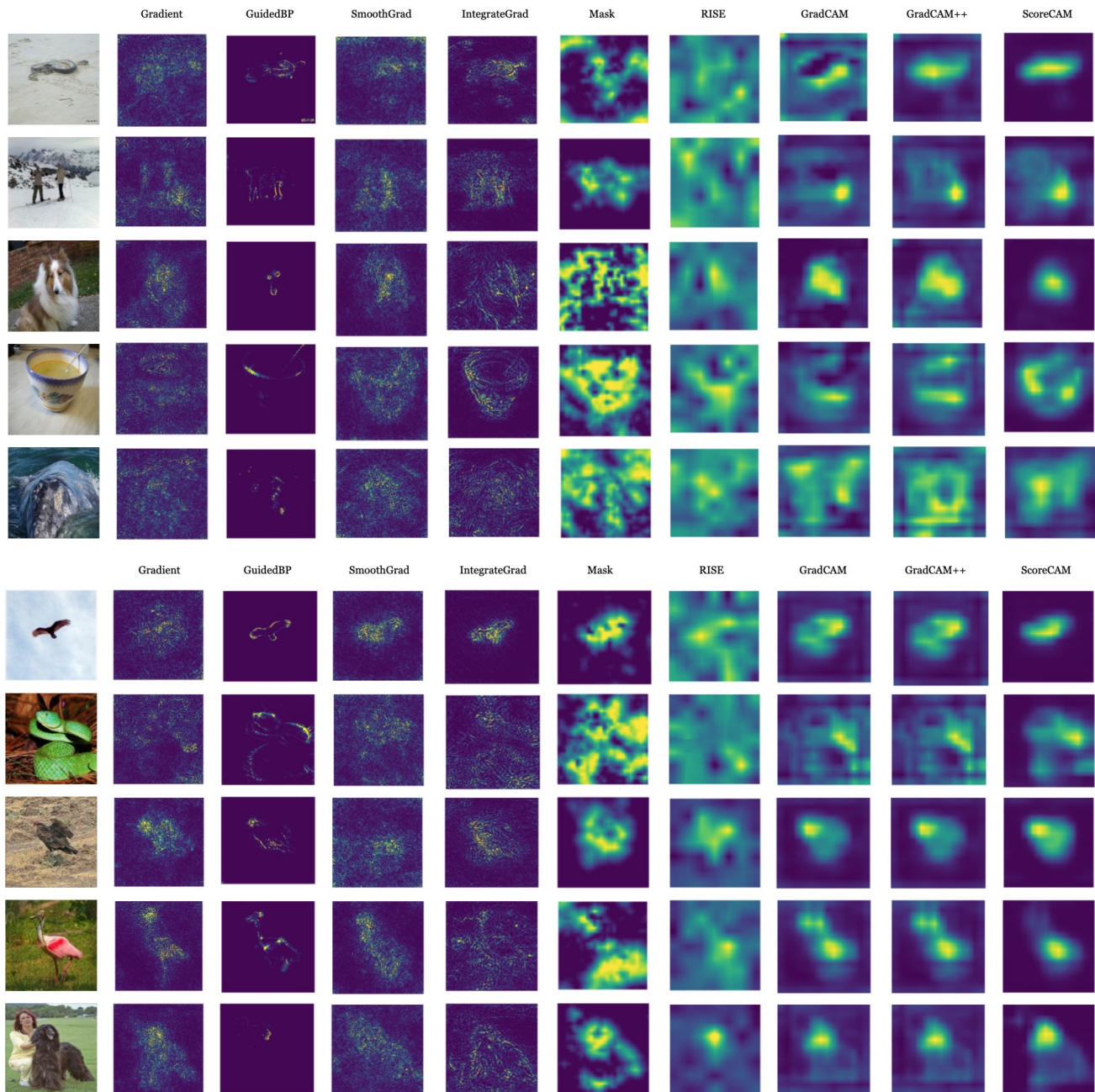


Figure 1. Visualization results on single object.

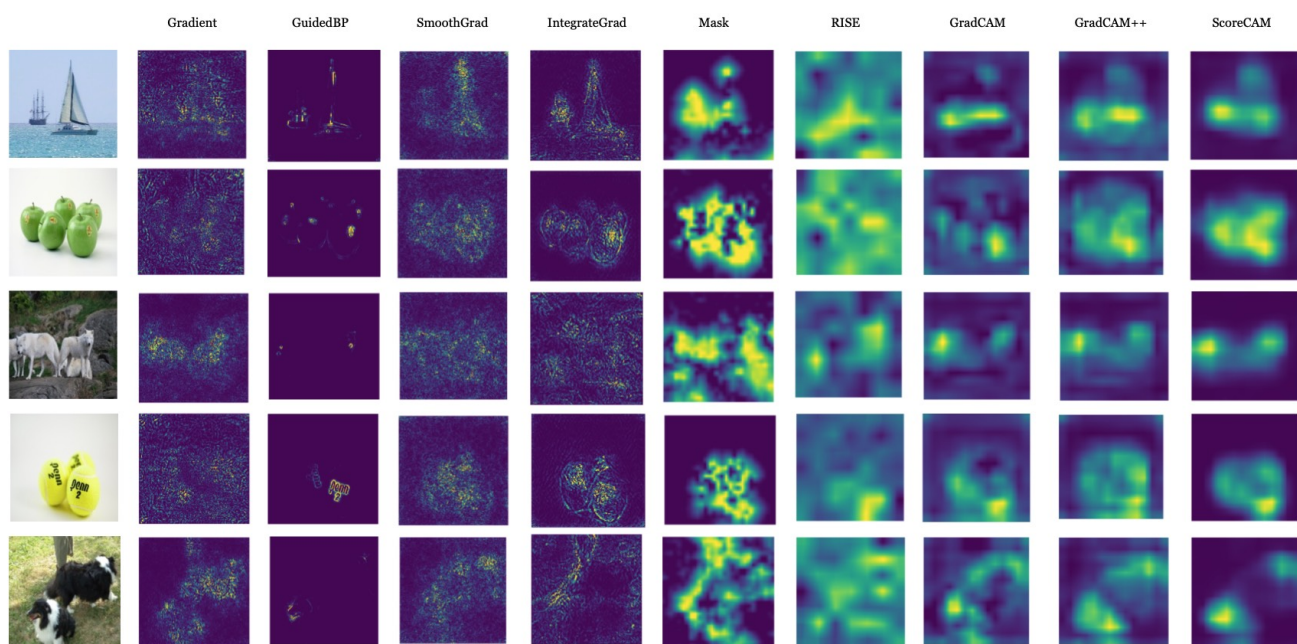


Figure 2. Visualization results on multiple objects.

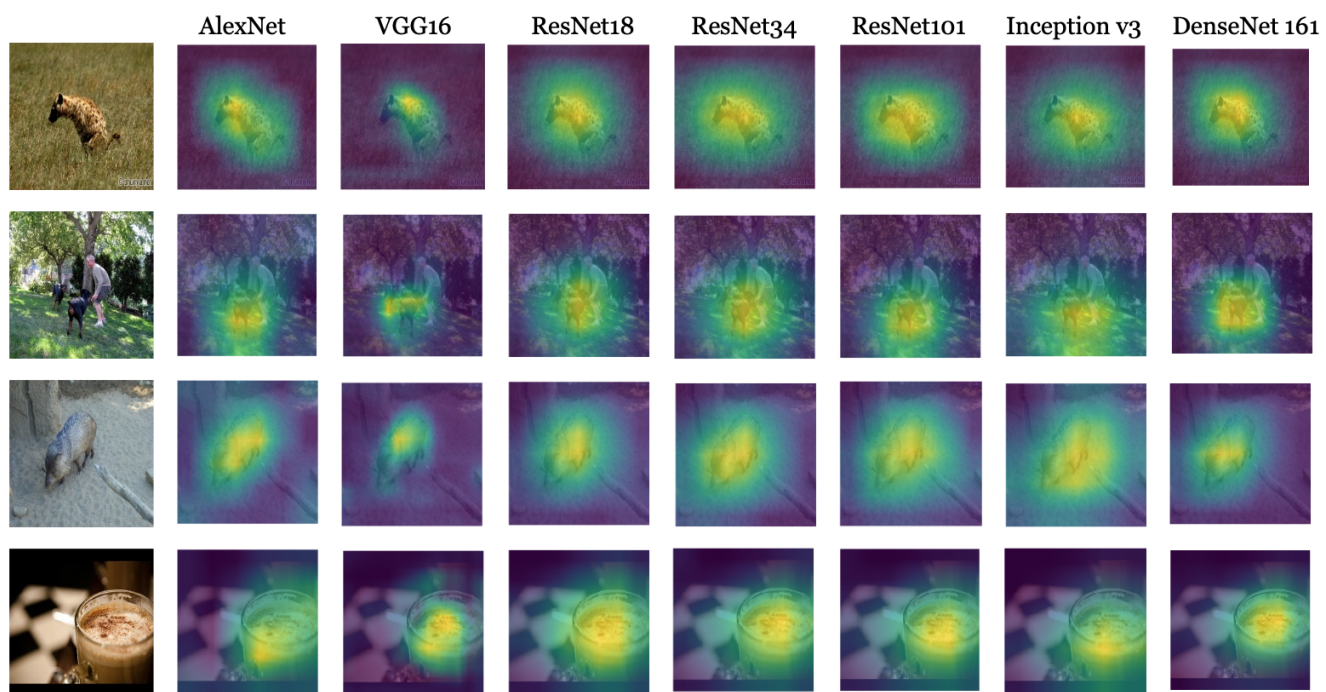


Figure 3. Score-CAM results on other model architectures.

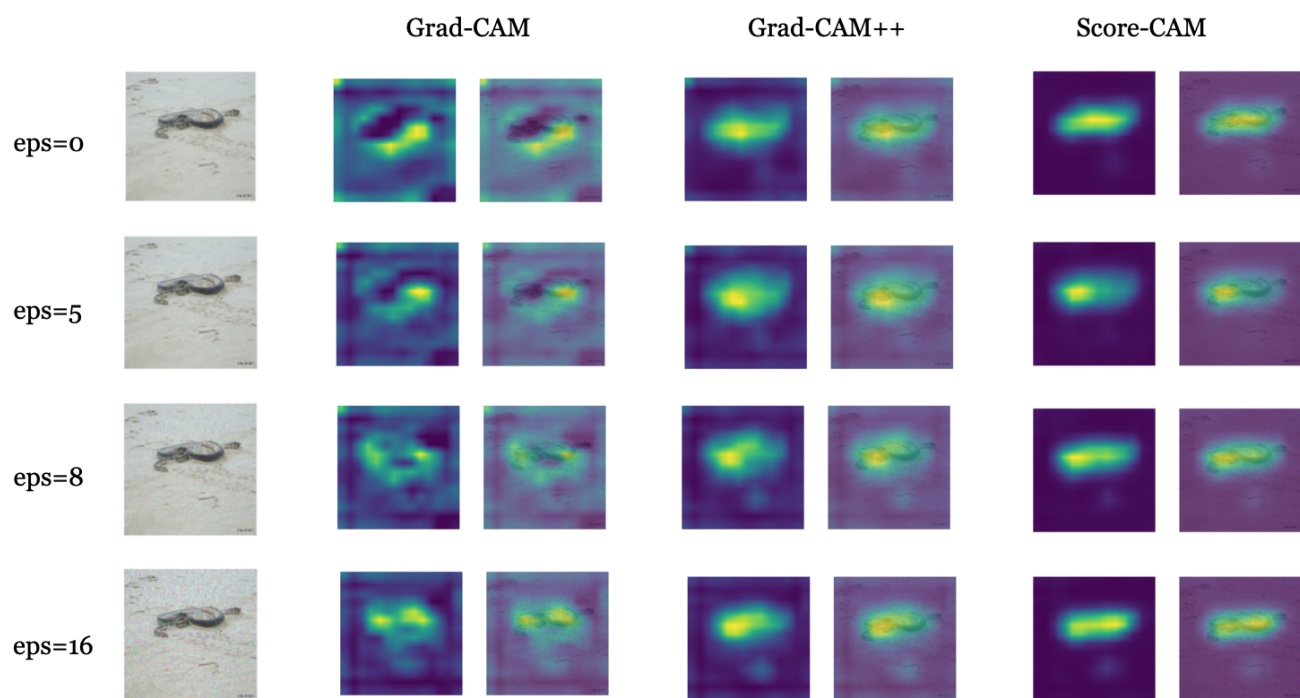


Figure 4. Visualization comparison under noise. Fast gradient sign method(FGSM) is adopted to generate adversarial noises on input. 'eps' is the scale of noise. As shown, Score-CAM shows best performance to sustain noise in input.