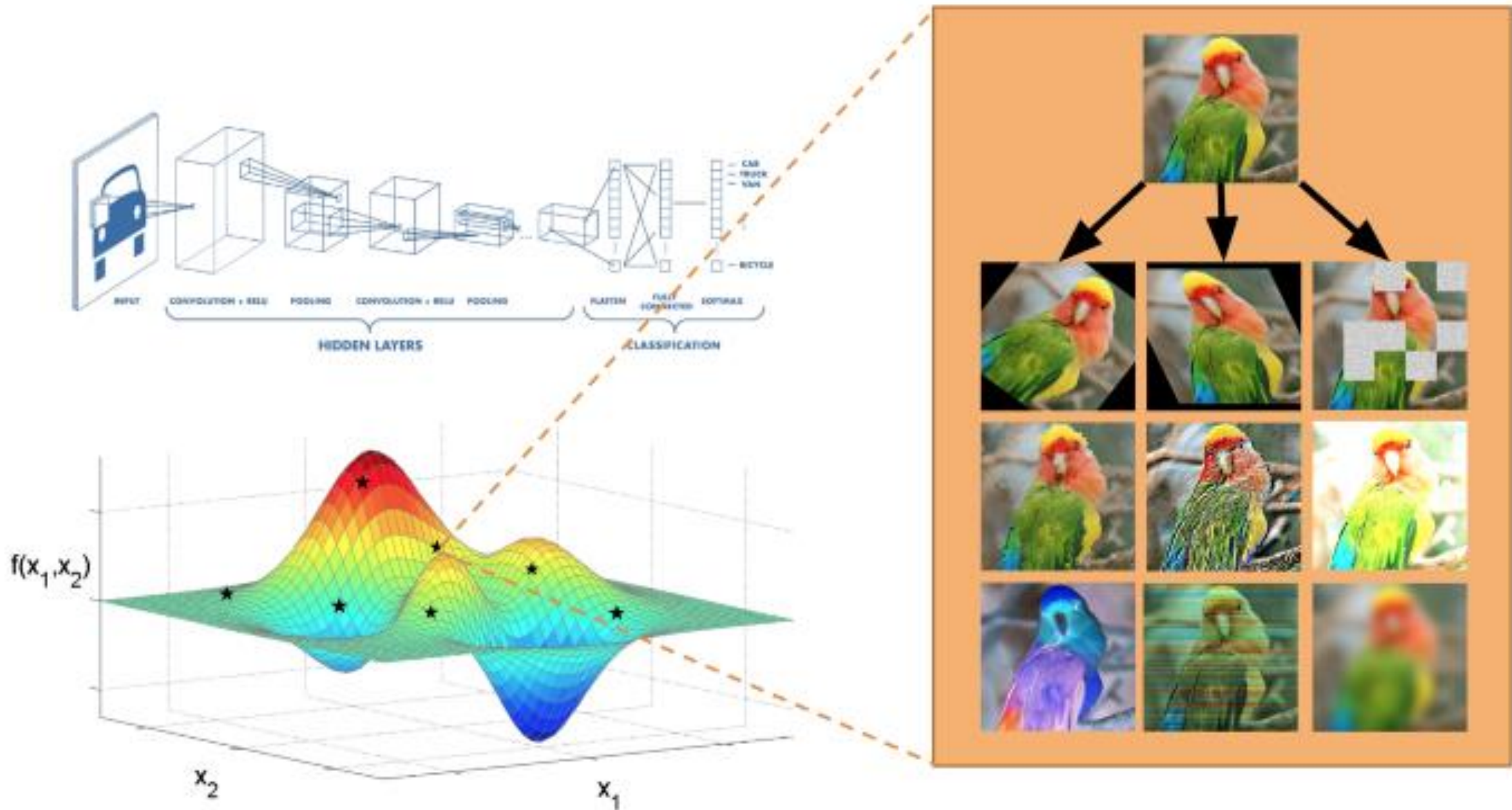


Augmentacja danych

Weronika Hryniewska



Three ways to improve data

1 - Collect more



- expensive
- requires manual labor

2 - Synthesize



- complicated
- might not truly represent the real data

3 - Augment



- simple
- but finding a good augmentation strategy takes lots of trial & error (**=time of AI engineers**)

6.2. Data augmentation

rotacje, odbicia lustrzane, skalowanie tj. RandomRotate90, Flip, Compose, Normalize, RandomResizedCrop

```
# data augmentation on both tile level and big image level
```

```
augmentation_pipeline_before_splitting = A.Compose([
    A.HorizontalFlip(p=0.6),
    A.VerticalFlip(p=0.6),
    A.OneOf([
        A.RandomContrast(),
        A.RandomGamma(),
        A.RandomBrightness(),
        A.RGBShift()
    ], p=0.9),
    A.ElasticTransform(alpha=120, sigma=120 * 0.05, alpha_affine=120 * 0.03, p=0.5),
    A.GridDistortion(p=0.5),
    A.OpticalDistortion(distort_limit=2, shift_limit=0.5, p=0.5),
], p=1)
```

```
augmentation_pipeline_after_splitting = A.Compose([
    A.Flip(p=0.7),
    A.RandomRotate90(p=1.0),
], p=1)
```


Base Augmentations

Geometry based



rotate



shear



vertical-flip



horizontal-flip



crop



crop-and-pad



Perspective-transform



Elastic-transformation

Color based



sharpen



brighten



Gamma-contrast



invert

Noise / occlusion



gaussian-blur



additive-gaussian-noise



translate-x



translate-y



coarse-salt



super-pixel



emboss

Weather



clouds



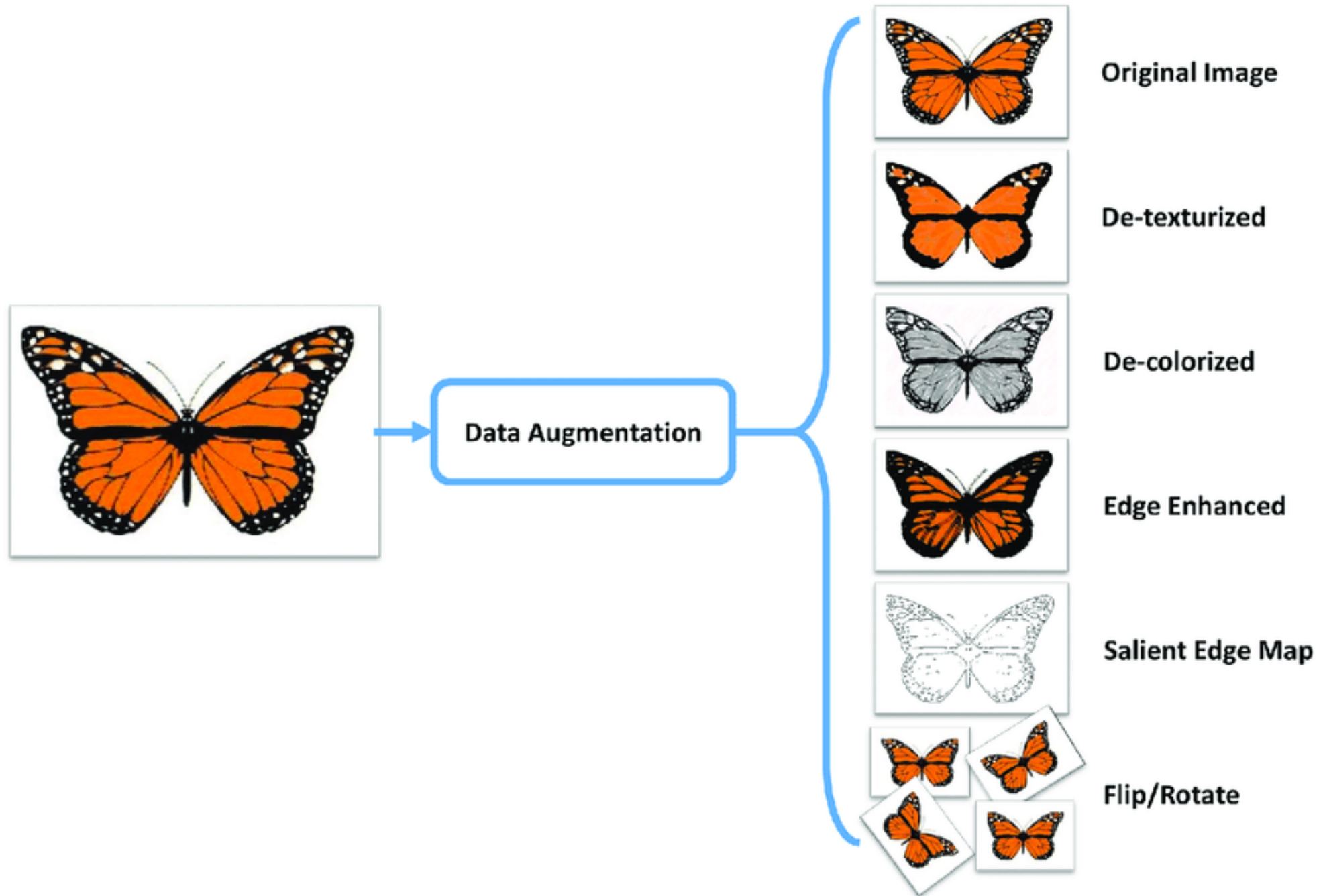
fog

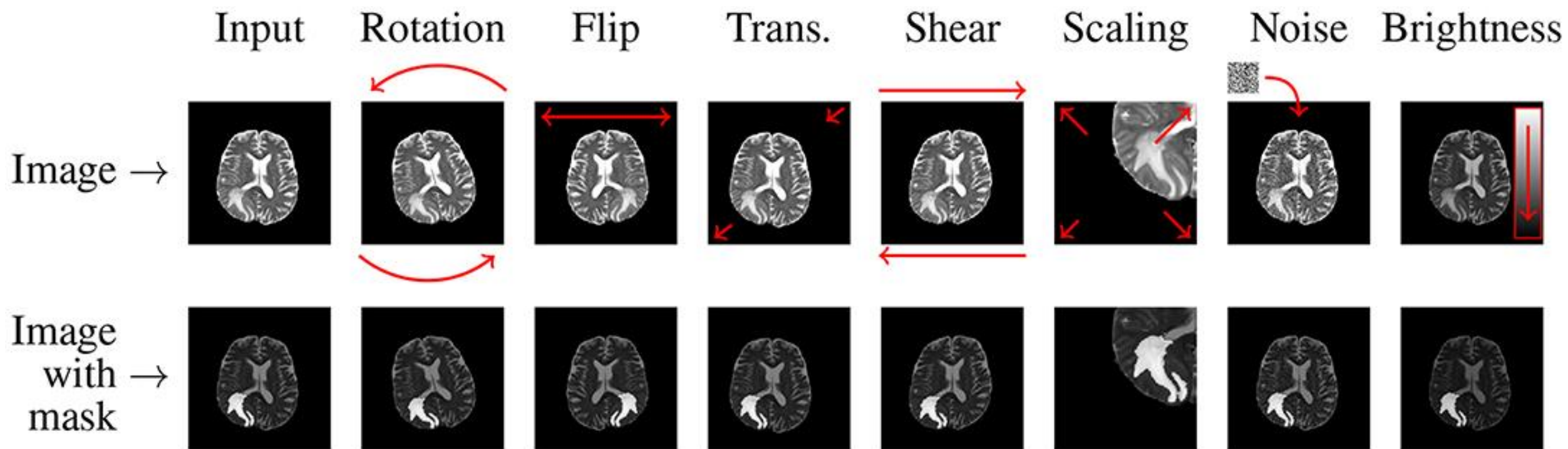


snow-flakes



Fast-snowy-landscape



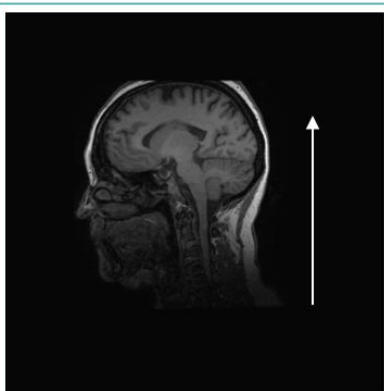


AUGMENTATION

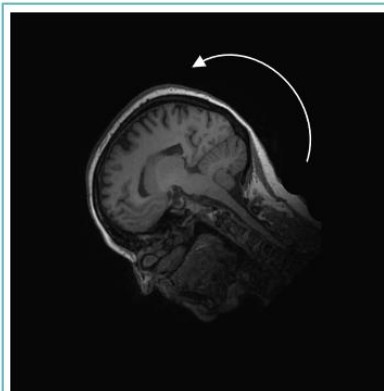
4 rigid examples



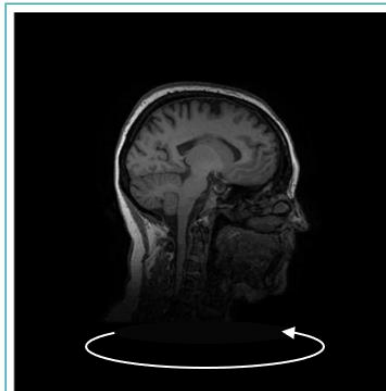
Original



Translated



Rotated



Flipped

AUGMENTATION

A contrast shift example



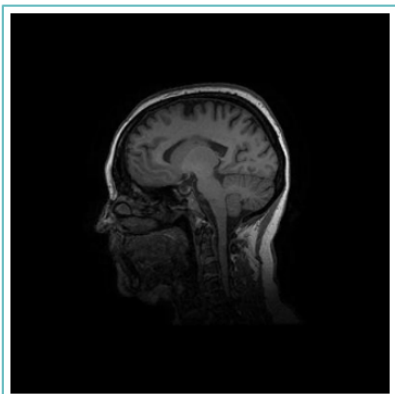
Original



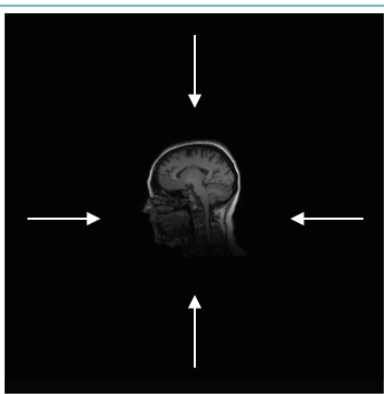
Contrast shifted

AUGMENTATION

3 stretch and sheering examples



Original



Zoomed out



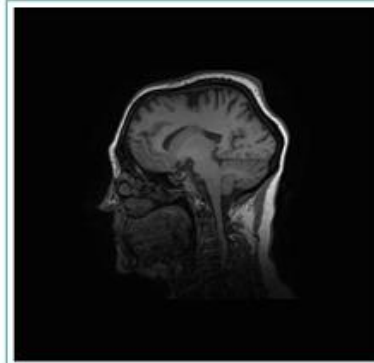
Stretched



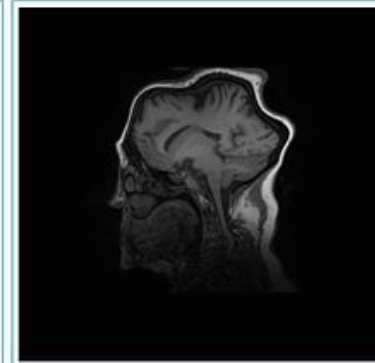
Sheared

AUGMENTATION















2 elastic deformation examples



Elastic deformation



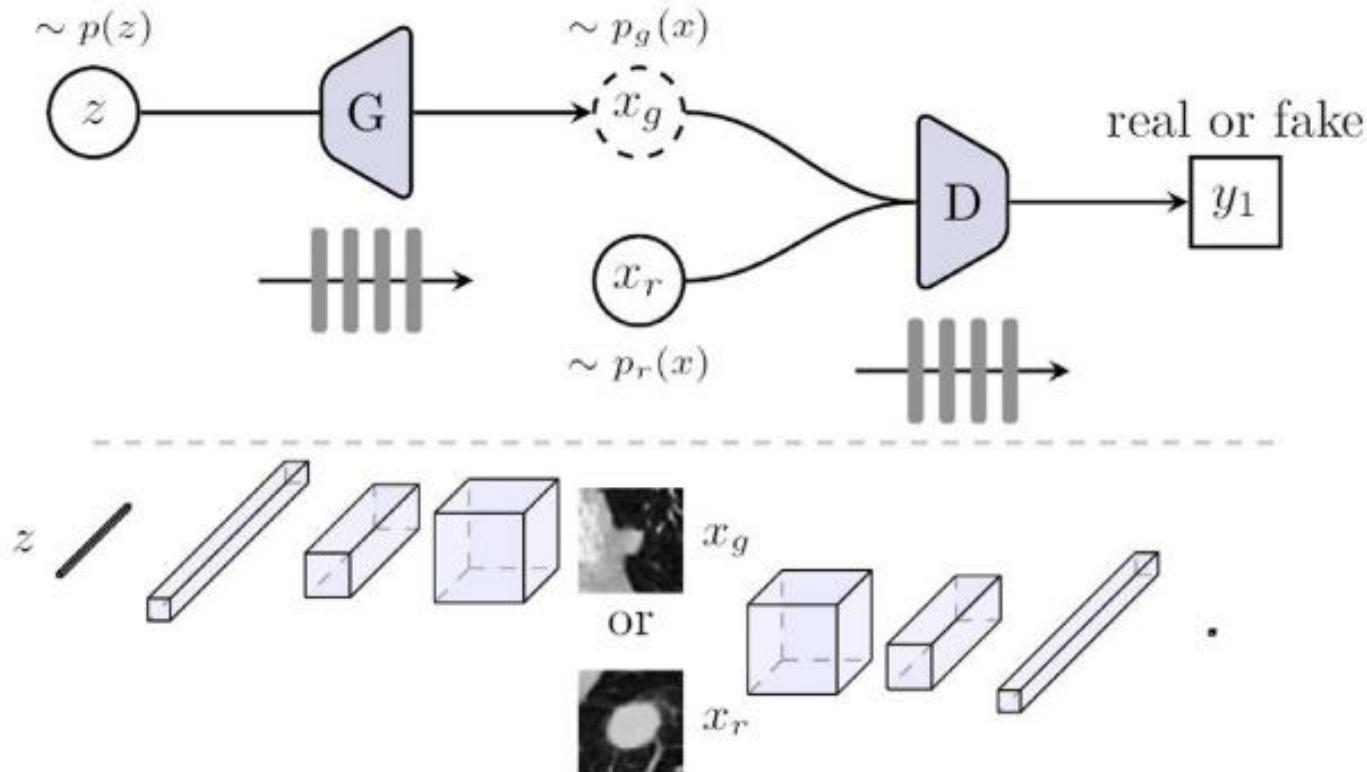
Too much elastic deformation

Original Image	Basic	Light deformation	Extreme deformation	Color deformation	Image overlapping	Background swapping
						
						

Vanilla GAN

$$\mathcal{L}_D^{GAN} = \max_D \mathbb{E}_{x_r \sim p_r(x)} [\log D(x_r)] + \mathbb{E}_{x_g \sim p_g(x)} [\log(1 - D(x_g))],$$

$$\mathcal{L}_G^{GAN} = \min_G \mathbb{E}_{x_g \sim p_g(x)} [\log(1 - D(x_g))].$$



$$z \in \mathbb{R}^{n \times 1 \times 1}$$

$$x_g, x_r \in \mathbb{R}^{c \times w \times h}$$

$$y_1 \in \{0, 1\}$$

Problemy

- Brak gwarancji równowagi między treningiem G i D
 - W większości przypadków D jest mocniejsza.
 - Gradienty z D zbliżają się do zera, nie dając żadnych wskazówek dla dalszego treningu G
- Generowanie obrazów o wysokiej rozdzielczości
- Mode collapse

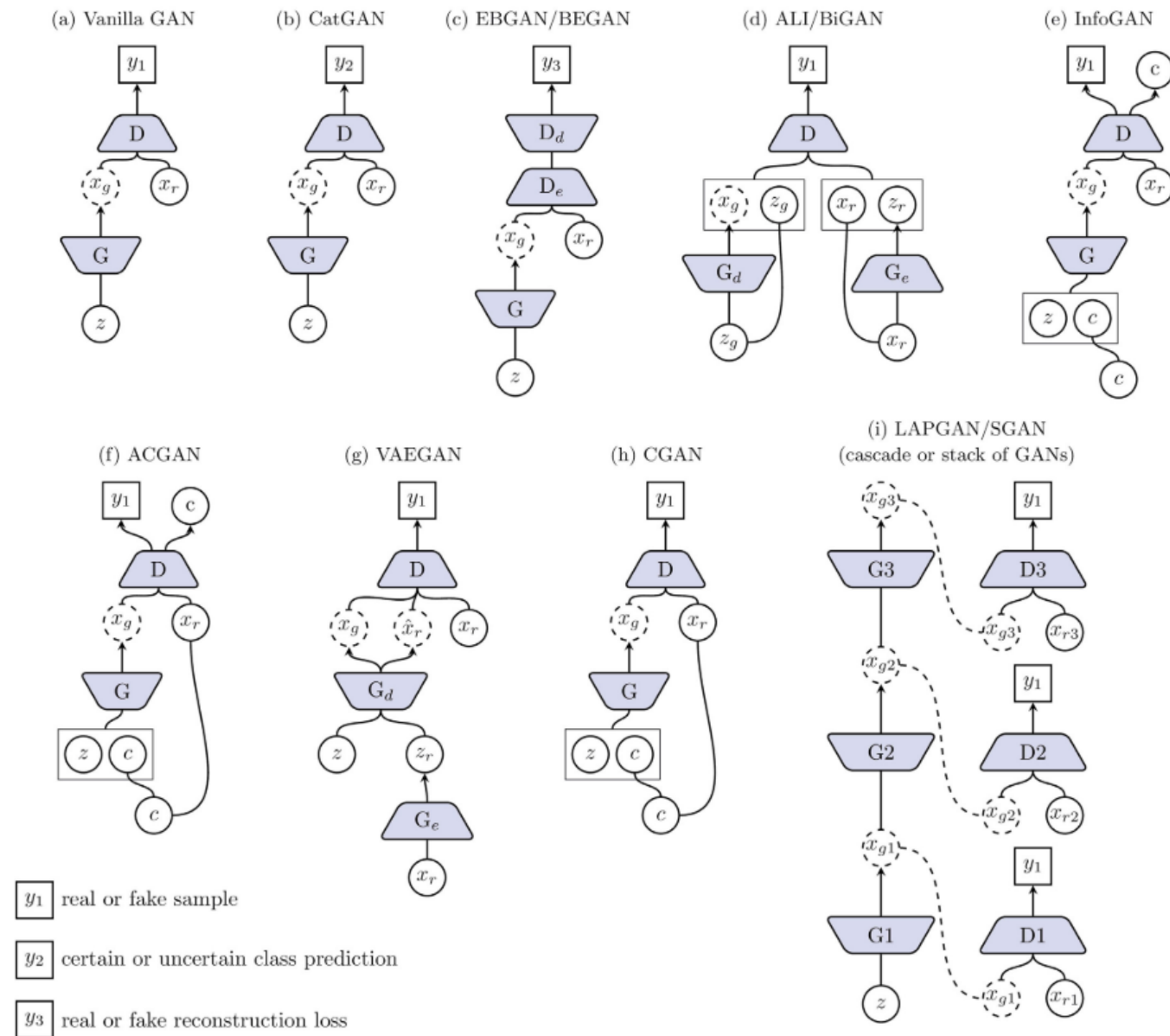


Fig. 3. A schematic view of variants of GAN. c represents the conditional vector. In CGAN and ACGAN, c is the discrete categorical code (e.g. one hot vector) that encodes class labels and in InfoGAN it can also be continuous code that encodes attributes. x_g generally refers to the generated image but can also be internal representations as in SGAN.