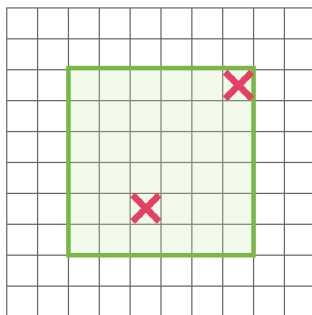
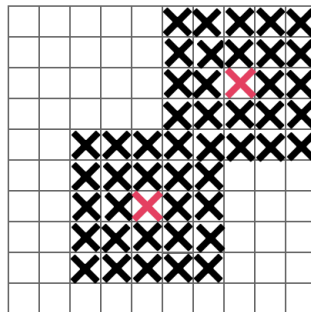


# Algorithm 1 DropBlock

- 1: **Input:** output activations of a layer ( $A$ ),  $block\_size$ ,  $\gamma$ ,  $mode$
- 2: **if**  $mode == Inference$  **then**
- 3:     return  $A$
- 4: **end if**
- 5: Randomly sample mask  $M$ :  $M_{i,j} \sim Bernoulli(\gamma)$
- 6: For each zero position  $M_{i,j}$ , create a spatial square mask with the center being  $M_{i,j}$ , the width, height being  $block\_size$  and set all the values of  $M$  in the square to be zero (see Figure 2).
- 7: Apply the mask:  $A = A \times M$
- 8: Normalize the features:  $A = A \times \mathbf{count}(M) / \mathbf{count\_ones}(M)$



(a)



(b)