PyTorch

```python
dataset = CustomDataset(data_dir)
dataloader = DataLoader(dataset, batch_size=48,
                        shuffle=True, num_workers=8)

custom_transform = transforms.Compose([
    transforms.RandomVerticalFlip(0.5),
    transforms.RandomHorizontalFlip(0.5),
    transforms.RandomRotation(90),
    transforms.RandomCrop((500, 500))
])
```

FFCV

```python
loader_preprocess = Loader("data/train_data.beton",
                batch_size=48,
                num_workers=8,
                order=OrderOption.RANDOM,
                pipelines = {
                    "image": [
                        NDArrayDecoder(),
                        ToTensor(),
                        transforms.RandomVerticalFlip(0.5),
                        transforms.RandomHorizontalFlip(0.5),
                        transforms.RandomRotation(90),
                        transforms.RandomCrop((500, 500)),
                    ],
                    "label": [FloatDecoder(), ToTensor()]
                })
```