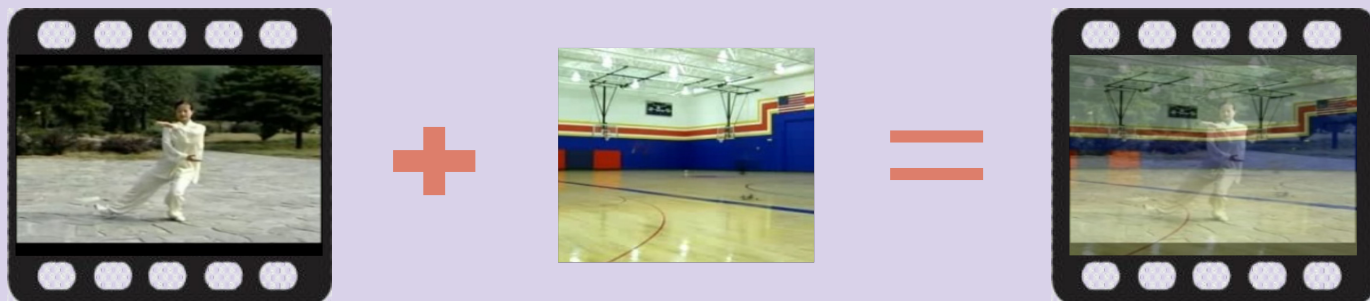


Background Augmentation (Section 3.5)



Photometric/Geometric Augmentation (Section 3.6)

