Simple Masked Image Modeling
Major componends
Major componends  -> Mashing shategy - what it, how do mash
Encoder - fleature expaction, masked area prediction
L> Prediction head-generative head
L> Prediction Jarget - Jarget + loss
Musling Shortegy
La replacing the musked parches
· Parch-aligned random masking
-) The one clescripted above,  Postch-level masking as it is  Convinient
Other Stategies have also been chied
Lenhal region mashing

Lo bloch-wise mashing