

RandAugment

After AutoAugment and Fast AutoAugment

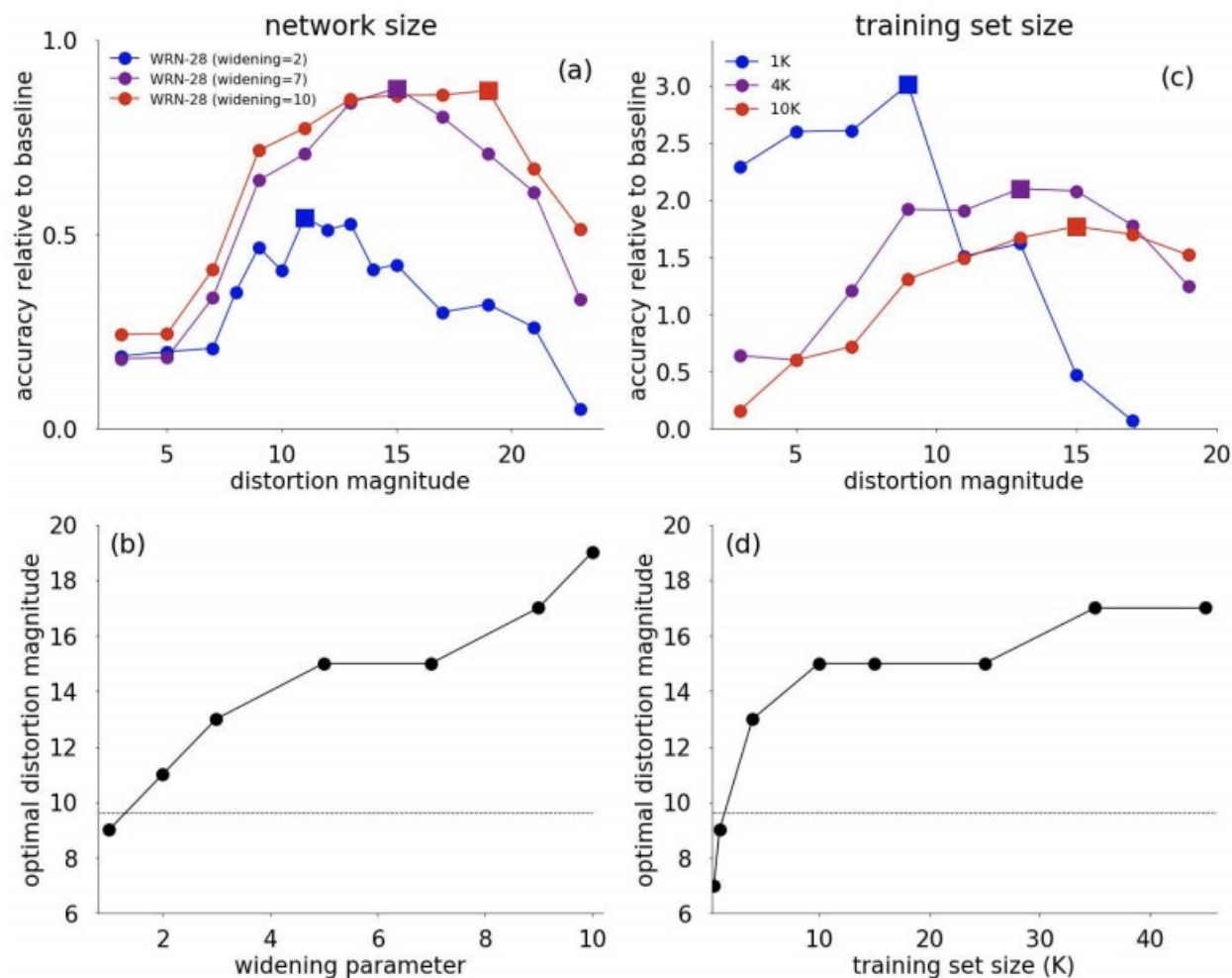
Algorithm

Grid Search(N, M)

```
transforms = [  
    'Identity', 'AutoContrast', 'Equalize', 'Rotate',  
        'Solarize', 'Color',  
    'Posterize', 'Contrast', 'Brightness', 'Sharpness',  
        'ShearX', 'ShearY',  
    'TranslateX', 'TranslateY']  
  
def randaugment(N, M):  
    """Generate a set of distortions.  
  
    Args:  
        N: Number of augmentation transformations to apply  
            sequentially.  
        M: Magnitude for all the transformations.  
    """  
  
    sampled_ops = np.random.choice(transforms, N)  
    return [(op, M) for op in sampled_ops]
```

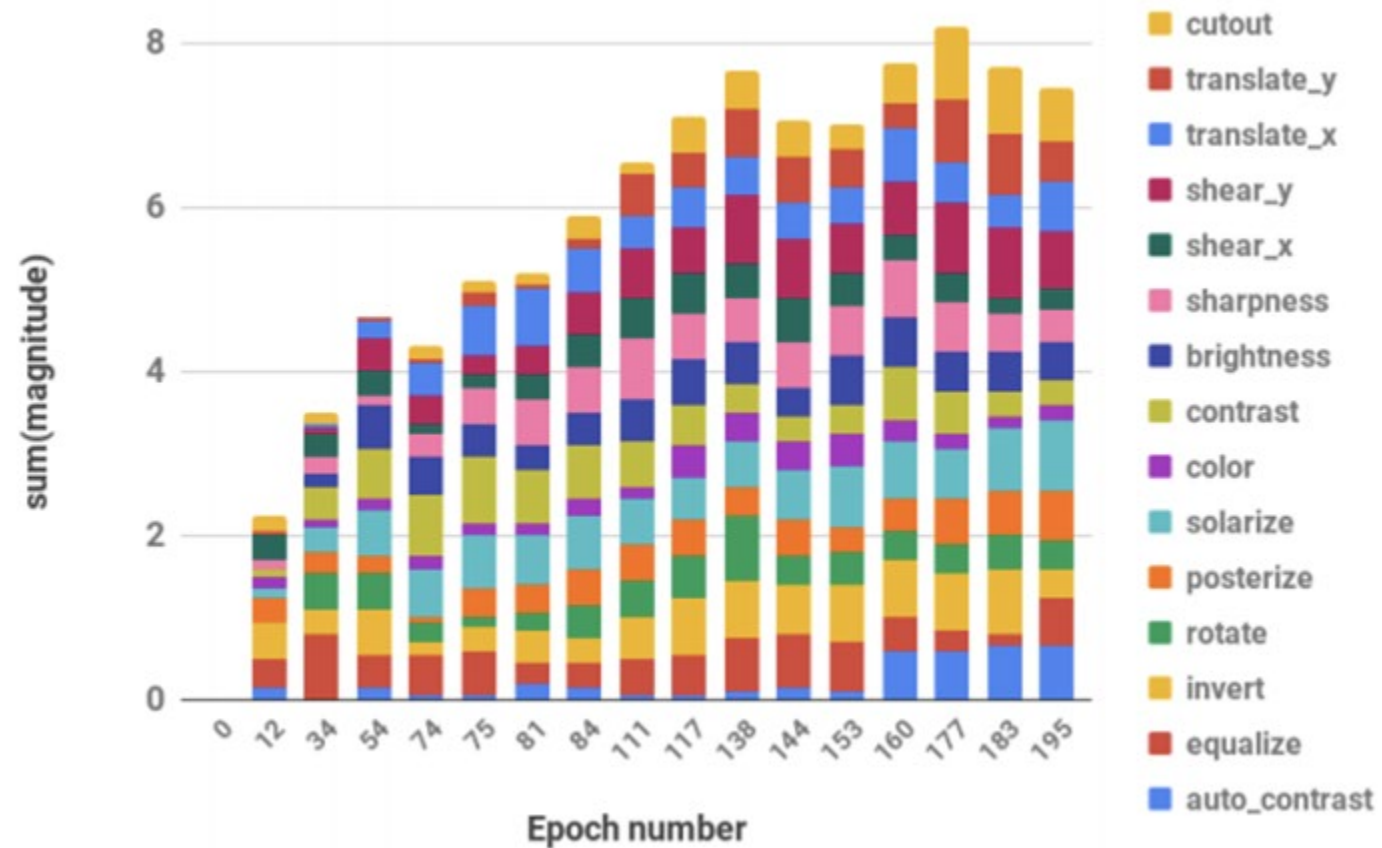
Figure 3. Python code for RandAugment based on numpy.

M: constant magnitude for all transformations



For width of model and training data size, there seems to be a relationship with optimal unified transformation magnitude

M: constant magnitude for all transformations



From PBA: the magnitudes for the transformations tend to be at similar levels

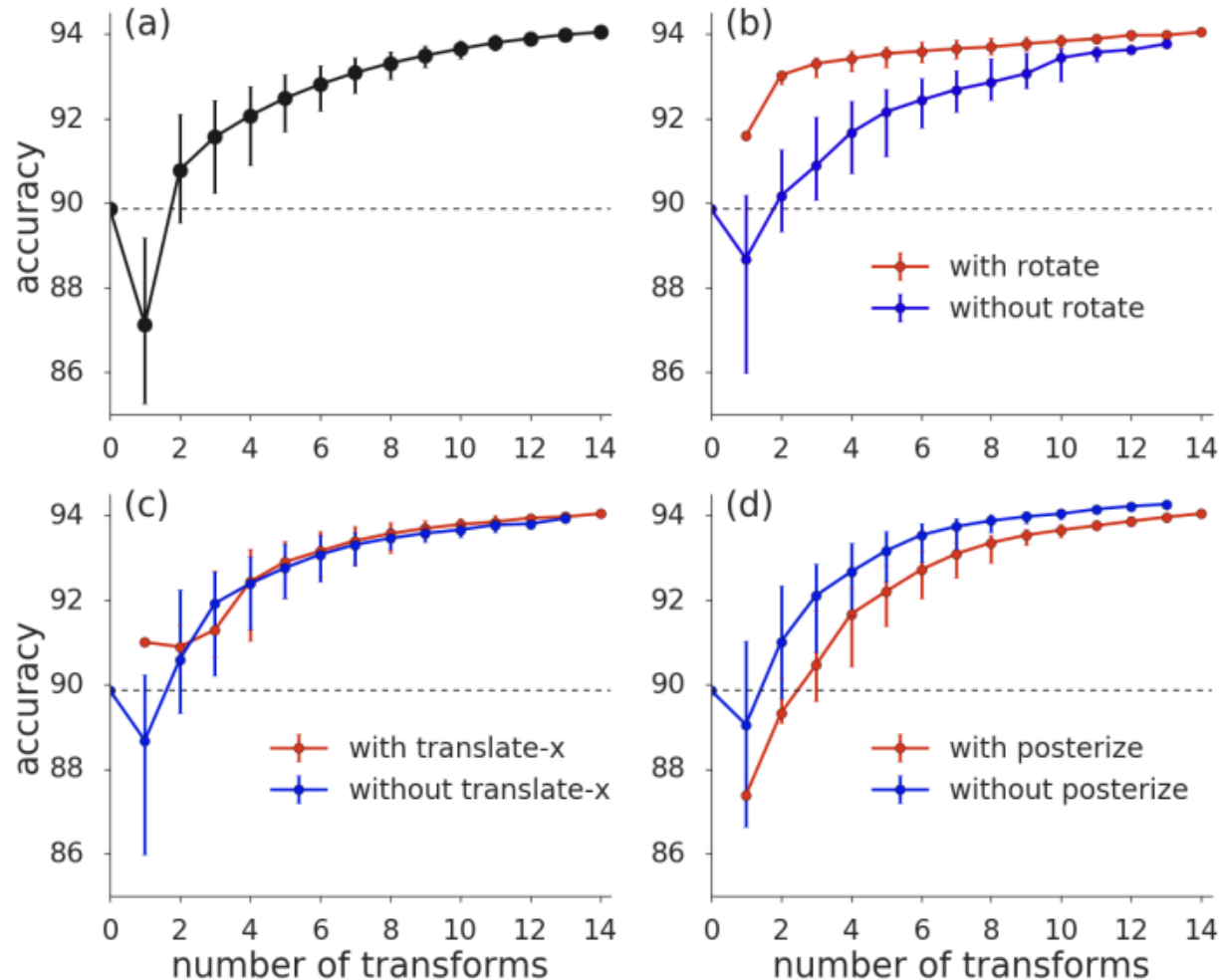
M: constant magnitude for all transformations

	baseline	AA	RA	+ 1 st
Reduced CIFAR-10				
Wide-ResNet-28-2	82.0	85.6	85.3	85.5
Wide-ResNet-28-10	83.5	87.7	86.8	87.4
CIFAR-10				
Wide-ResNet-28-2	94.9	95.9	95.8	96.1
Wide-ResNet-28-10	96.1	97.4	97.3	97.4

*1st-order density
matching operation: fine
tuning magnitudes for
individual
transformations*

*Can be expensive as K
transformations needs to
be applied N times to
each image
independently*

N: number of transformations



Experiment excluded flip/pad-n-crop/cutout which is default augmentation for better comparison

Including all transformations show good results

However, could think of finding and removing less helpful operations

N: number of transformations

transformation	Δ (%)	transformation	Δ (%)
rotate	1.3	shear-x	0.9
shear-y	0.9	translate-y	0.4
translate-x	0.4	autoContrast	0.1
sharpness	0.1	identity	0.1
contrast	0.0	color	0.0
brightness	0.0	equalize	-0.0
solarize	-0.1	posterize	-0.3

However, could think of finding and removing less helpful operations

Also, would rotate be as helpful if the default augmentations were also included here?

But could think of removing the last 6 for increased efficiency – if under computational restrictions