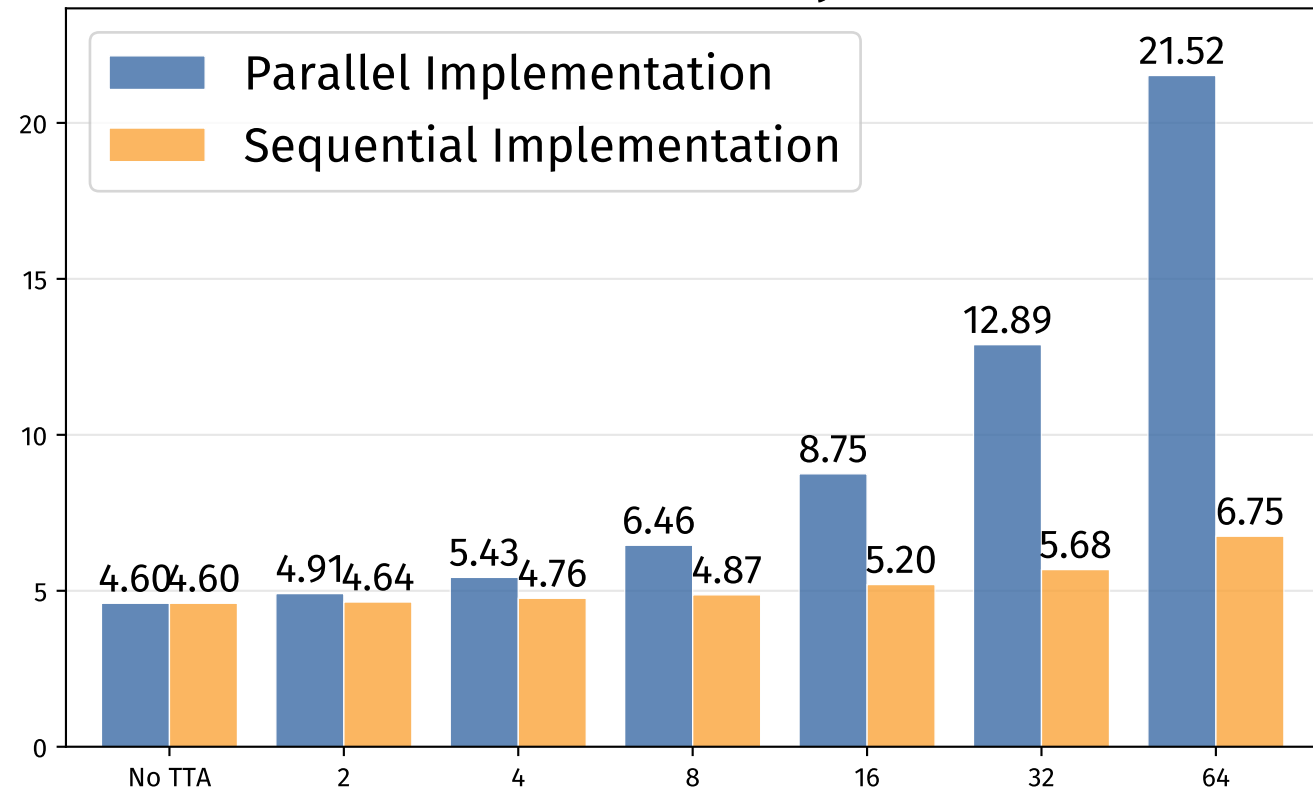
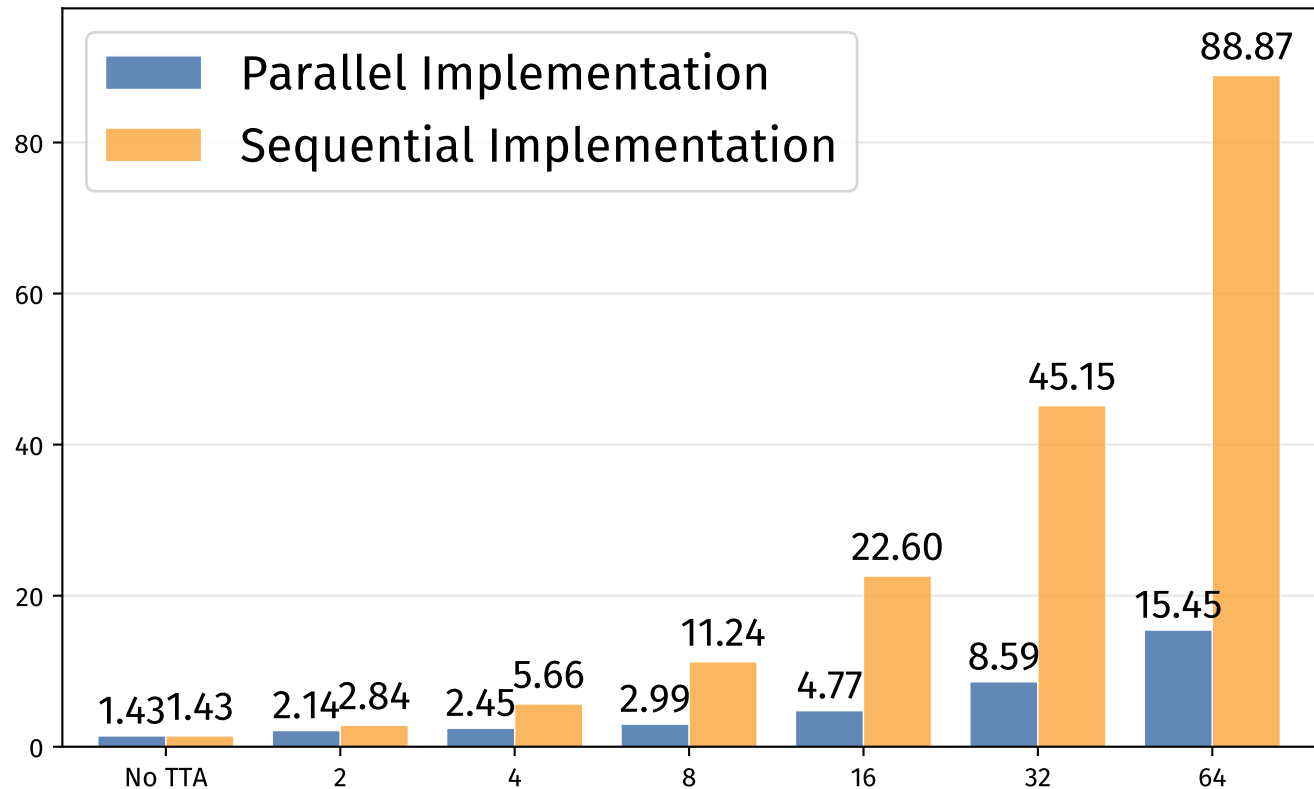


Peak GPU Memory (GB)



Number of Augmentations

Runtime (sec)



Number of Augmentations