(a) The overall framework of MMA (b) The MLP-Mixer backbone **MLP-Mixer** $\mathcal{L}_{recon} \longrightarrow \mathcal{L}_{final} = \mathcal{L}_{recon} + \lambda \cdot \mathcal{L}_{contrast}$ Intra-patch Mixer **Projection Back** $\mathcal{X}_m \in \mathbb{R}^{C \times N \times D}$ $\mathcal{L}_{contrast}$ **Keep distant** $\mathcal{X}_m \in \mathbb{R}^{C \times N \times D}$ **Contrastive Learning** $\mathcal{X}_{m} \in \mathbb{R}^{C \times N \times D}$ Shared $|\mathcal{X}_{m} \in \mathbb{R}^{C \times N \times D}$ **MLP-Mixer** Inter-patch Mixer $\mathcal{X}_m \in \mathbb{R}^{C \times N \times D}$ Masking (c) Channel shared MLP $\mathcal{X}_m \in \mathbb{R}^{C \times D \times N}$ $\mathcal{X}_m \in \mathbb{R}^{C \times N \times D}$ Dropout $\mathcal{X}_m \in \mathbb{R}^{C \times D \times N}$ Patch Embedding



