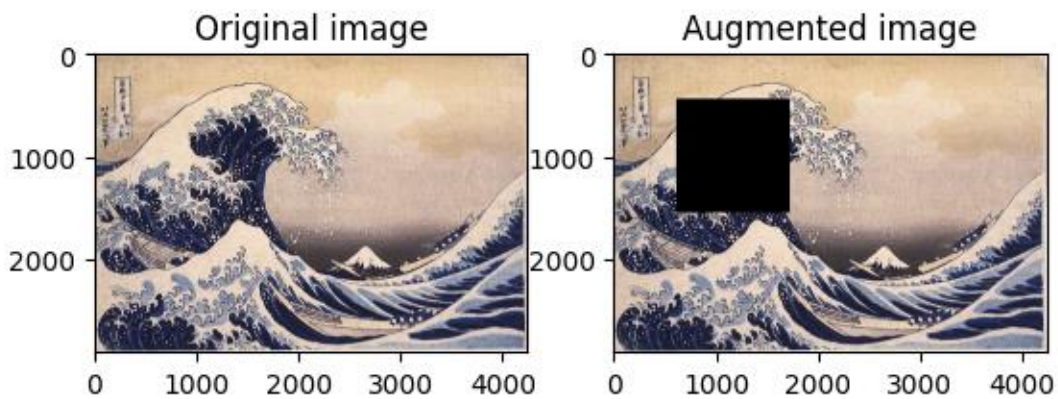
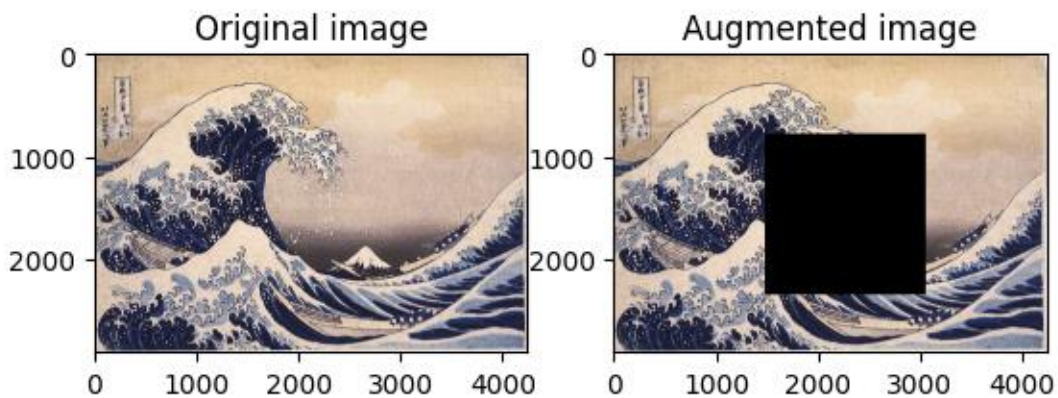


- scale : マスクのサイズを規定
- ratio : マスクの縦横比を規定

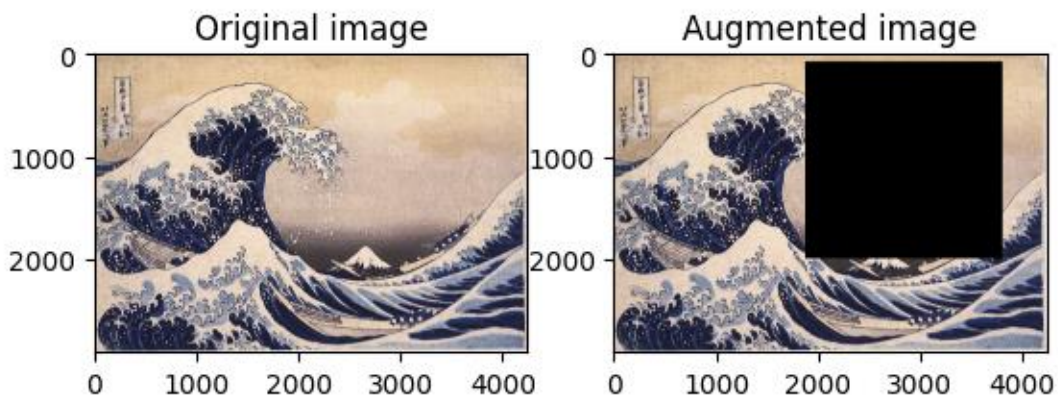
`transforms.RandomErasing(p=1, scale=(0.1,0.1), ratio=(1.0,1.0))`



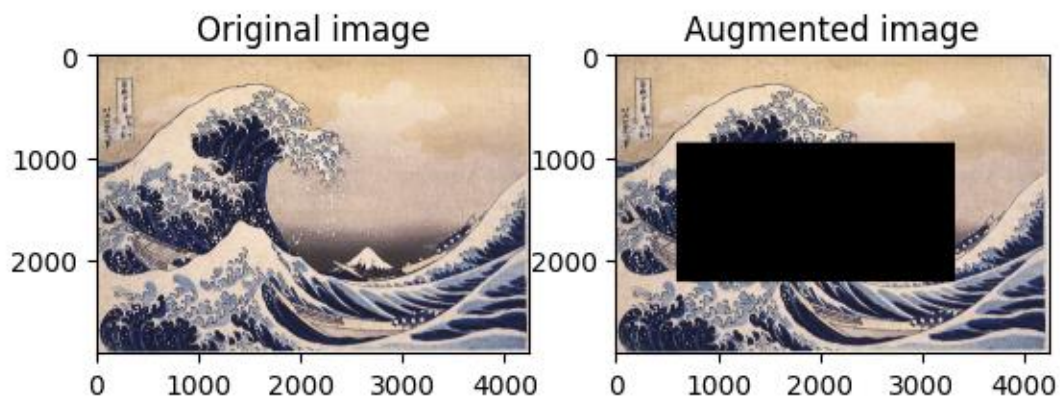
`transforms.RandomErasing(p=1, scale=(0.2,0.2), ratio=(1.0,1.0))`



`transforms.RandomErasing(p=1, scale=(0.3,0.3), ratio=(1.0,1.0))`



`transforms.RandomErasing(p=1, scale=(0.3,0.3), ratio=(0.5,0.5))`



`transforms.RandomErasing(p=1, scale=(0.3,0.3), ratio=(1.5,1.5))`

