## Data Augmentation

UMSL 2022 DL Workshop

- What if you don't have enough data for a particular class?
  - Ex. ½ as many NEUTRAL faces as HAPPY or SAD
- What if you want to ensure your network can handle novel input?
  - **Ex.** Person has head tiled up or sideways, or image taken in poor lighting or is over-exposed
- Additional images may not be available
- We can modify our existing training images to create new training images









## Data Augmentation

- Generate more training data from existing training samples by augmenting them in several random transformations
- The model will never see the exact same image during training
  - Helps expose model to more aspects of data
  - Helps improve generalization
  - Helps prevent model overfitting

- Possible Transformations
  - Flipping image across axis
  - Rotating image
  - Translation
    - Moving image left, right, up, or down
  - Resizing image
  - Rescaling image
  - Cropping
  - Brightness/contrast changes
  - Grayscale conversion
  - Blurring
    - Make image fuzzier













Resized from 500X500 to 100X100

















## Does augmentation help?

- Multi-class classification on Caltech-101 image data set
- Baseline has no augmentation
- Augmentation significantly improved accuracy

baseball-bat		Novely Bachall Bats
Bop		
	<b>Top-1</b> Accuracy	<b>Top-5</b> Accuracy
Baseline	Top-1 Accuracy           48.13 ± 0.42%	Top-5 Accuracy           64.50 ± 0.65%
Baseline Flipping	Top-1 Accuracy           48.13 ± 0.42%           49.73 ± 1.13%	Top-5 Accuracy           64.50 ± 0.65%           67.36 ± 1.38%
Baseline Flipping Rotating	Top-1 Accuracy $48.13 \pm 0.42\%$ $49.73 \pm 1.13\%$ $50.80 \pm 0.63\%$	Top-5 Accuracy $64.50 \pm 0.65\%$ $67.36 \pm 1.38\%$ $69.41 \pm 0.48\%$
Baseline Flipping Rotating Cropping	Top-1 Accuracy $48.13 \pm 0.42\%$ $49.73 \pm 1.13\%$ $50.80 \pm 0.63\%$ $61.95 \pm 1.01\%$	Top-5 Accuracy           64.50 ± 0.65%           67.36 ± 1.38%           69.41 ± 0.48%           79.10 ± 0.80%
Baseline Flipping Rotating Cropping Color Jittering	Top-1 Accuracy $48.13 \pm 0.42\%$ $49.73 \pm 1.13\%$ $50.80 \pm 0.63\%$ $61.95 \pm 1.01\%$ $49.57 \pm 0.53\%$	Top-5 Accuracy $64.50 \pm 0.65\%$ $67.36 \pm 1.38\%$ $69.41 \pm 0.48\%$ $79.10 \pm 0.80\%$ $67.18 \pm 0.42\%$
Baseline Flipping Rotating Cropping Color Jittering Edge Enhancement	Top-1 Accuracy $48.13 \pm 0.42\%$ $49.73 \pm 1.13\%$ $50.80 \pm 0.63\%$ $61.95 \pm 1.01\%$ $49.57 \pm 0.53\%$ $49.29 \pm 1.16\%$	Top-5 Accuracy $64.50 \pm 0.65\%$ $67.36 \pm 1.38\%$ $69.41 \pm 0.48\%$ $79.10 \pm 0.80\%$ $67.18 \pm 0.42\%$ $66.49 \pm 0.84\%$

Luke T. & Nitschke G. Improving deep learning with generic data augmentation. *IEEE Symposium Series on Computational Intelligence SSCI 2018.* 

## How much is too much?

- Cautious about augmenting data
  - **Ex.** Don't want to flip a 6 horizontally or vertically for digit recognition task
- Creates irrelevant data
  - Hurts generalizability and accuracy





True Label: 6

True Label: 6



True Label: 6