

436 **A Implementation Details on Small and Medium Dataset**

437 We adopt the same backbone and data augmentation for all methods as we already described in
 438 Section 4. For SimCLR and BYOL, we use the LARS optimizer with a momentum of 0.9 and
 439 weight decay of $1e-4$; the learning rate will be linearly warmed up for 5 epochs until it reaches
 440 $1.0 \times BatchSize/256$. For linear evaluation, we use a standard SGD optimizer with a momentum
 441 of 0.9, weight decay of 0, and a learning rate of $0.2 \times BatchSize/256$; the learning rate will be
 442 cosine decayed for 100 epochs. For SimSiam, the optimizer, learning rate, weight decay, and the
 443 linear evaluation details are the same as our MoCo and ReSSL implementation (as in Section 4).

444 **B More Experiments on Temperature**

445 In this section, we add more experiments for different τ_t (an extension for Table 2). As we can
 446 see, when $\tau_t \rightarrow \tau_s$, the model is simply collapsed, which further verified that τ_t has to be properly
 447 sharpened. *Note, as we have mentioned in Table 2, the optimal value for τ_t is 0.04~0.05.*

Table 8: More experiments for different τ_t (Top-1 accuracy on small and medium dataset)

τ_s	τ_t	CIFAR-10	CIFAR-100	STL-10	Tiny ImageNet
0.1	0.08	10.00	1.00	83.05	39.38
0.1	0.09	10.00	1.00	10.00	0.50
0.1	0.10	10.00	1.00	10.00	0.50

448 **C More Experiments on Weak Augmentation**

449 Since the weak augmentation for the teacher model is one of the crucial points in ReSSL, we further
 450 analyze the effect of applying different augmentations on the teacher model. In this experiment, we
 451 simply set $\tau_t = 0.04$ and report the linear evaluation performance on the Tiny ImageNet dataset. The
 452 results are shown in Table 9. The first row is the baseline, where we simply resize all images to the
 453 same resolution (no extra augmentation is applied). Then, we applied random resized crops, random
 454 flip, color jitter, grayscale, gaussian blur, and various combinations. We empirically find that if we
 455 use no augmentation (*e.g.*, no random resized crops) for the teacher model, the performance tends to
 456 degrade. This might result from that the gap of features between two views is way too smaller, which
 457 undermines the learning of representations. However, too strong augmentations of teacher model
 458 will introduce too much noise and make the target distribution inaccurate (see Figure 2). Thus mildly
 459 weak augmentations are better option for the teacher, and random resized crops with random flip is
 460 the combination with the highest performance as Table 9 shows.

Table 9: Effect of different augmentation for teacher model (Tiny ImageNet)

Random Resized Crops	Random Flip	Color Jitter	GrayScale	Gaussian Blur	Acc
					31.74
✓					46.00
	✓				30.98
		✓			29.46
			✓		29.68
				✓	30.10
✓	✓				46.60
✓		✓			44.44
✓			✓		42.28
✓				✓	44.88
✓	✓	✓			43.70
✓	✓		✓		42.28
✓	✓			✓	44.52

461 **D Working with Smaller Architecture**

462 We also applied our proposed method on the smaller architecture (ResNet-18). The result is shown
 463 in Table 10. Following the setting of ReSSL*, our proposed method has a higher performance than
 464 SEED [21] without a larger pretrained network.

Table 10: Experiments on ResNet-18 (Linear Evaluation on ImageNet)

Method	Epochs	Student	Teacher	Acc
MoCoV2	200	ResNet-18	EMA	52.2
SEED	200	ResNet-18	ResNet-50 (MoCoV2)	57.6
ReSSL*	200	ResNet-18	EMA	58.1

465 **E Further Comparison on ImageNet with Similar Training Cost**

466 In this section, we further add the multi-crop strategy for matching the training cost with $2\times$
 467 backprop method as in Table 6. Specifically, we use 4 crops with the resolution $224 \times 224, 160 \times$
 468 $160, 128 \times 128, 96 \times 96$ for the student network. The result is shown in Table 11, as we can see the
 469 training cost of ReSSL* + Multi-Crops is on par with the SimCLR and BYOL, but our performance
 470 is significantly better than all state-of-the-art methods.

Table 11: Working with Multi-crop strategy.

Method	Epochs	Batch Size	GPU	GPU Memory	(GPU·Time)/Epoch	Acc
SimCLR	200	4096	32 x V100	858 G	3.55	66.8
BYOL	200	4096	32 x V100	863 G	3.88	70.6
SimSiam	200	256	8 x V100	58 G	3.51	70.0
MoCoV2	200	256	8 x V100	40 G	2.25	67.5
ReSSL (Ours)	200	256	8 x V100	40 G	2.25	68.7
ReSSL* (Ours)	200	256	8 x V100	42 G	2.33	69.6
ReSSL* + Multi-Crops	200	256	8 x V100	80 G	3.62	73.8