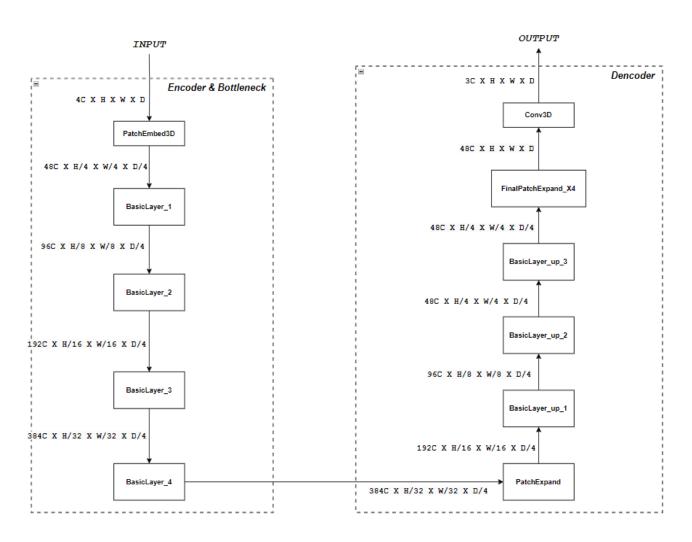
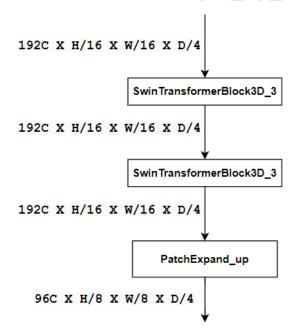
# CR-Swin2-ViT Model Architecture Diagram

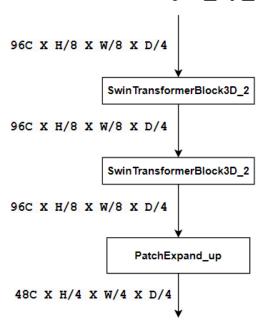
# **CR-Swin2-ViT Architecture Diagram**



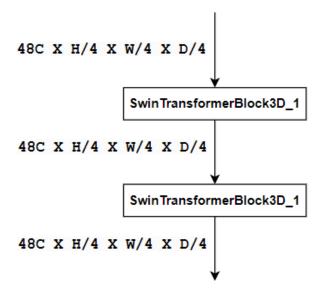
# BasicLayer\_up\_1



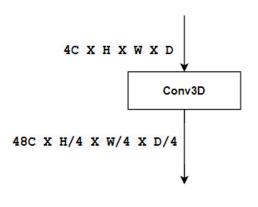
## BasicLayer\_up\_2



# BasicLayer\_up\_3

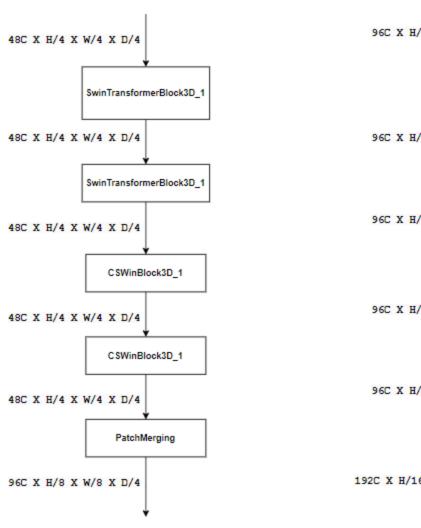


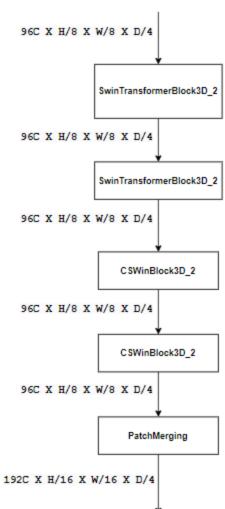
### PatchEmbed3D Block



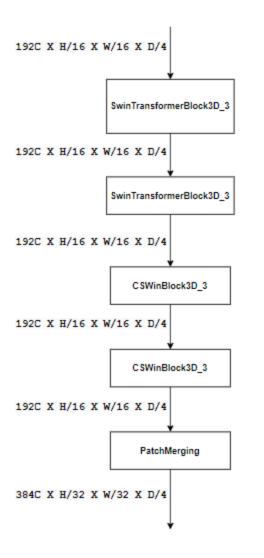
### BasicLayer\_1

### BasicLayer\_2

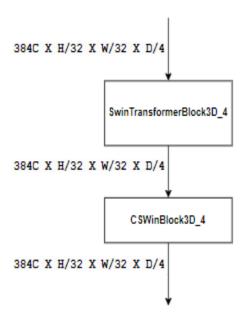




### BasicLayer\_3



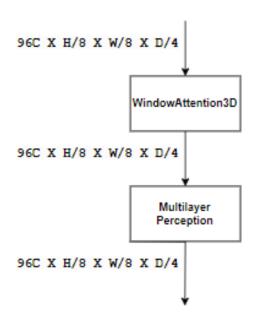
# BasicLayer\_4



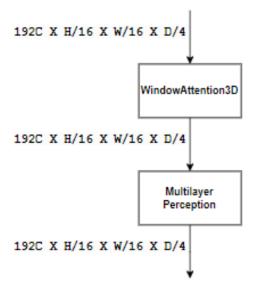
### SwinTransformerBlock3D\_1

# WindowAttention3D 48C X H/4 X W/4 X D/4 Multilayer Perception 48C X H/4 X W/4 X D/4

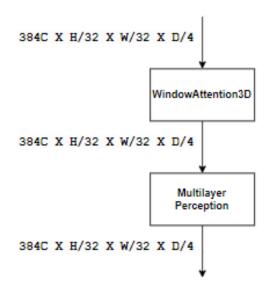
### SwinTransformerBlock3D\_2



### SwinTransformerBlock3D\_3

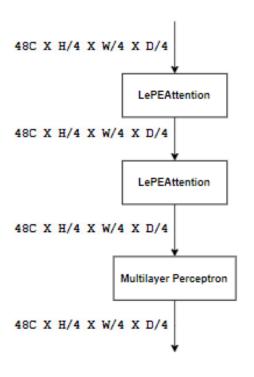


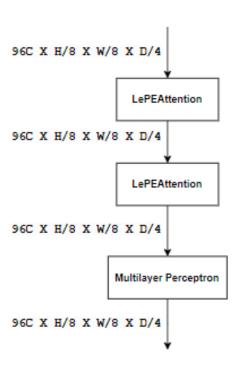
### SwinTransformerBlock3D\_4



### CSWinBlock3D\_1

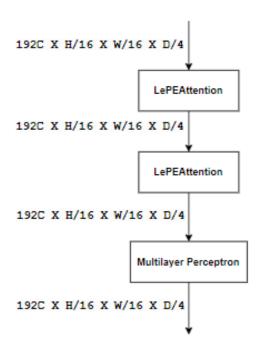
### CSWinBlock3D\_2

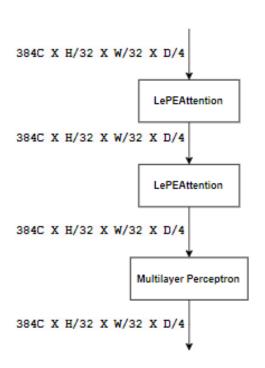




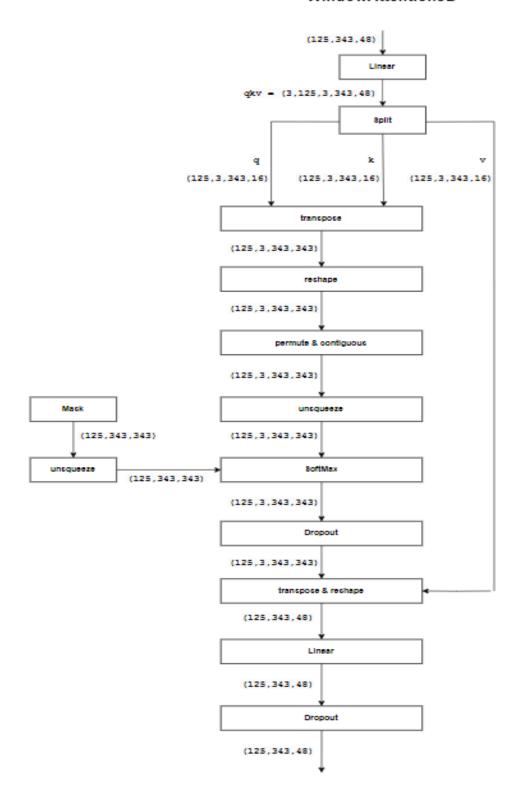
### CSWinBlock3D\_3

### CSWinBlock3D\_4

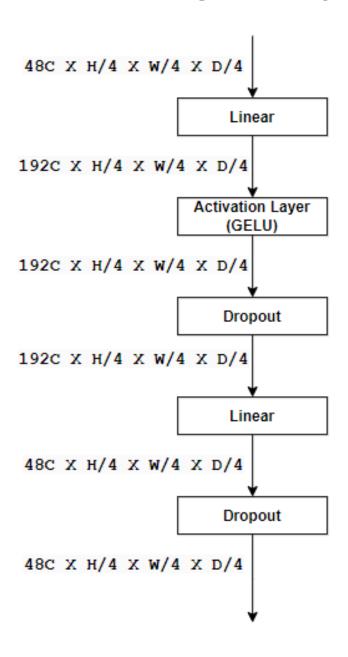




### WindowAttention3D



# MultiLayer Perceptron



### LePEAttention

