

```

SegmentationModule(
  (encoder): ResnetDilated(
    (conv1): DeformConv2d(3, 64, kernel_size=(3, 3), stride=(2, 2), padding=(1, 1),
bias=False)
    (bn1): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
    (relu1): ReLU(inplace=True)
    (conv2): DeformConv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
    (bn2): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
    (relu2): ReLU(inplace=True)
    (conv3): DeformConv2d(64, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
    (bn3): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
    (relu3): ReLU(inplace=True)
    (maxpool): MaxPool2d(kernel_size=3, stride=2, padding=1, dilation=1, ceil_mode=False)
    (layer1): Sequential(
      (0): Bottleneck(
        (conv1): Conv2d(128, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
        (bn2): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
        (downsample): Sequential(
          (0): Conv2d(128, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
          (1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        )
      )
      (1): Bottleneck(
        (conv1): Conv2d(256, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
        (bn2): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
      )
      (2): Bottleneck(
        (conv1): Conv2d(256, 64, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
        (bn2): SynchronizedBatchNorm2d(64, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(64, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
      )
    )
    (layer2): Sequential(
      (0): Bottleneck(
        (conv1): Conv2d(256, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(128, 128, kernel_size=(3, 3), stride=(2, 2), padding=(1,
1), bias=False)
        (bn2): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
        (downsample): Sequential(

```

```

        (0): Conv2d(256, 512, kernel_size=(1, 1), stride=(2, 2), bias=False)
        (1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
    )
    (1): Bottleneck(
        (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1,
1), bias=False)
        (bn2): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (2): Bottleneck(
        (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1,
1), bias=False)
        (bn2): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (3): Bottleneck(
        (conv1): Conv2d(512, 128, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(128, 128, kernel_size=(3, 3), stride=(1, 1), padding=(1,
1), bias=False)
        (bn2): SynchronizedBatchNorm2d(128, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(128, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (layer3): Sequential(
        (0): Bottleneck(
            (conv1): Conv2d(512, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
            (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(1,
1), bias=False)
            (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
            (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (relu): ReLU(inplace=True)
            (downsample): Sequential(
                (0): Conv2d(512, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
                (1): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            )
        )
        (1): Bottleneck(
            (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
            (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
            (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
            (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (relu): ReLU(inplace=True)
        )
        (2): Bottleneck(

```

```

        (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
        (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (3): Bottleneck(
        (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
        (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (4): Bottleneck(
        (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
        (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    (5): Bottleneck(
        (conv1): Conv2d(1024, 256, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(256, 256, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
        (bn2): SynchronizedBatchNorm2d(256, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(256, 1024, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(1024, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    )
    (layer4): Sequential(
      (0): Bottleneck(
        (conv1): Conv2d(1024, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(2,
2), dilation=(2, 2), bias=False)
        (bn2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(2048, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
        (downsample): Sequential(
          (0): Conv2d(1024, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
          (1): SynchronizedBatchNorm2d(2048, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        )
      )
      (1): Bottleneck(
        (conv1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(4,
4), dilation=(4, 4), bias=False)
        (bn2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,

```

```

track_running_stats=True)
    (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
    (bn3): SynchronizedBatchNorm2d(2048, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
    (relu): ReLU(inplace=True)
    )
    (2): Bottleneck(
        (conv1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv2): DeformConv2d(512, 512, kernel_size=(3, 3), stride=(1, 1), padding=(4,
4), dilation=(4, 4), bias=False)
        (bn2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (conv3): Conv2d(512, 2048, kernel_size=(1, 1), stride=(1, 1), bias=False)
        (bn3): SynchronizedBatchNorm2d(2048, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
        (relu): ReLU(inplace=True)
    )
    )
    (decoder): PPMDeepsup(
        (ppm): ModuleList(
            (0): Sequential(
                (0): AdaptiveAvgPool2d(output_size=1)
                (1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
                (2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
                (3): ReLU(inplace=True)
            )
            (1): Sequential(
                (0): AdaptiveAvgPool2d(output_size=2)
                (1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
                (2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
                (3): ReLU(inplace=True)
            )
            (2): Sequential(
                (0): AdaptiveAvgPool2d(output_size=3)
                (1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
                (2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
                (3): ReLU(inplace=True)
            )
            (3): Sequential(
                (0): AdaptiveAvgPool2d(output_size=6)
                (1): Conv2d(2048, 512, kernel_size=(1, 1), stride=(1, 1), bias=False)
                (2): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
                (3): ReLU(inplace=True)
            )
        )
        (cbr_deepsup): mySequential(
            (0): DeformConv2d(1024, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
            (1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (2): ReLU(inplace=True)
        )
        (conv_last): mySequential(
            (0): DeformConv2d(4096, 512, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1),
bias=False)
            (1): SynchronizedBatchNorm2d(512, eps=1e-05, momentum=0.001, affine=True,
track_running_stats=True)
            (2): ReLU(inplace=True)
            (3): Dropout2d(p=0.1, inplace=False)
            (4): Conv2d(512, 150, kernel_size=(1, 1), stride=(1, 1))
        )
        (conv_last_deepsup): Conv2d(512, 150, kernel_size=(1, 1), stride=(1, 1))
        (dropout_deepsup): Dropout2d(p=0.1, inplace=False)
    )
    (crit): NLLLoss()
)

```