Noise of dimension:

$(256 \times 1 \times 1)$

Conv2dTranspose(kernel_site = (4x4), stride = 1, padding = 1)

$(2048 \times 4 \times 4)$

BatchNorm2d

GLU

$(1024 \times 4 \times 4)$

InitLayer

Upsample(scale_factor = 2, mode = 'nearest')

$(1024 \times 8 \times 8)$

Conv2d(kernel_size = (3,3), stride = 1, padding = 1)

$(1024 \times 8 \times 8)$

NoiseInjection

BatchNorm2d

GLU

$(512 \times 8 \times 8)$

Conv2dTranspose(kernel_site = (3x3), stride = 1, padding = 1)

$(1024 \times 8 \times 8)$

NoiseInjection

BatchNorm2d

GLU

$(512 \times 8 \times 8)$

UpBlockComp

Upsample(scale_factor = 2, mode = 'nearest')

$(512 \times 16 \times 16)$

Conv2dTranspose(kernel_site = (3x3), stride = 1, padding = 1)

$(512 \times 16 \times 16)$

BatchNorm2d

GLU

$(256 \times 16 \times 16)$

UpBlock

$(256 \times 16 \times 16)$

UpBlockComp

$(128 \times 32 \times 32)$

$(128 \times 32 \times 32)$

UpBlock

$(128 \times 64 \times 64)$

$(1024 \times 4 \times 4)$

SEBlock

$(128 \times 64 \times 64)$

UpBlockComp

$(64 \times 128 \times 128)$

$(512 \times 8 \times 8)$

SEBlock

$(64 \times 128 \times 128)$

UpBlock

$(32 \times 256 \times 256)$

$(256 \times 16 \times 16)$

SEBlock

$(32 \times 256 \times 256)$

In the case of a size of (3x256x256) of the real images:

Conv2d(kernel_size = (3x3), stride = 1, padding = 1)

output
$(3 \times 256 \times 256)$

UpBlock

$(16 \times 512 \times 512)$

$(128 \times 32 \times 32)$

SEBlock

$(16 \times 512 \times 512)$

In the case of a size of (3x512x512) of the real images:

Conv2d(kernel_size = (3x3), stride = 1, padding = 1)

output
$(3 \times 512 \times 512)$

In the case of a size of (3x1024x1024) of the real images:

UpBlock

$(8 \times 1024 \times 1024)$

Conv2d(kernel_size = (3x3), stride = 1, padding = 1)

Tanh

output
$(3 \times 1024 \times 1024)$