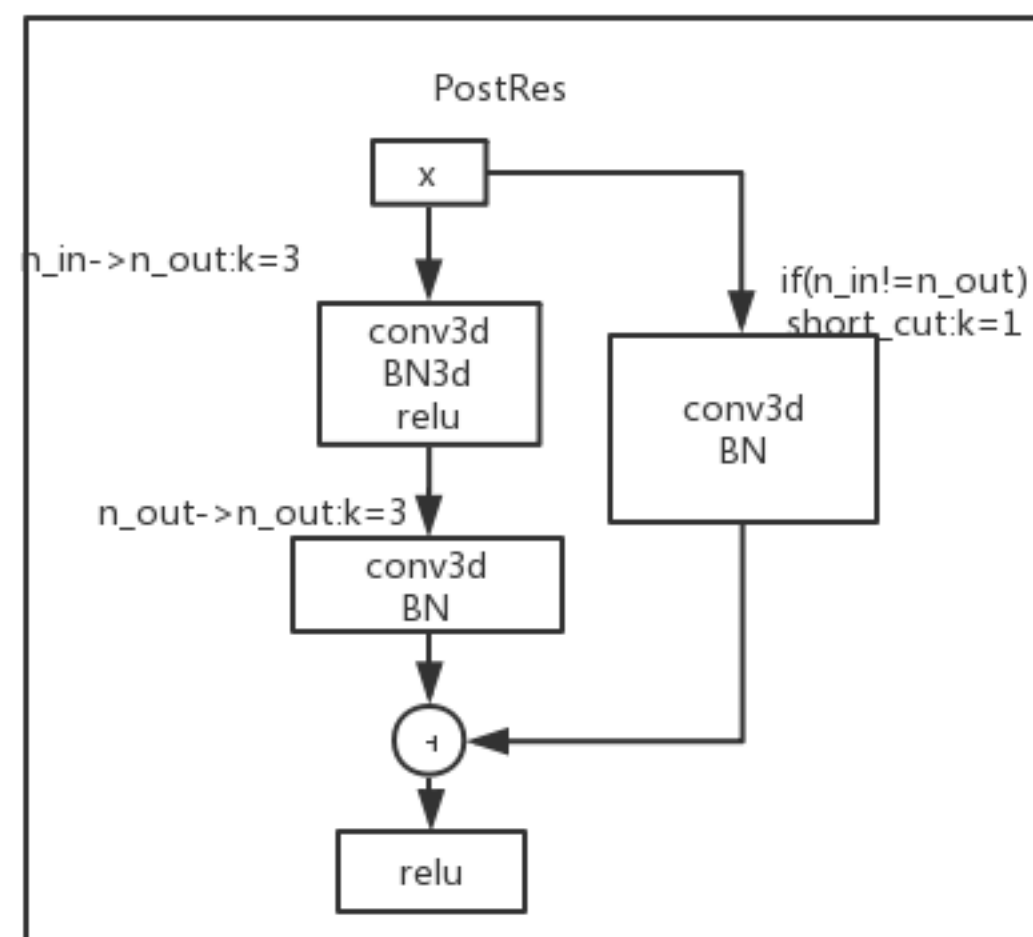


preblock:1->24->24

conv3d
bn3d
relu
conv3d
bn3d
relu



path1

$64 \times 64; k=2, \text{stride}=2$
convtransposed3D
BN3d
relu

path2

$64 \times 64; k=2, \text{stride}=2$
convtransposed3D
BN3d
relu

forw

24->32, 32->32

forw1

2*PostRes

32->64, 64->64

forw2

2*PostRes

64->64, 64->64,
64->64

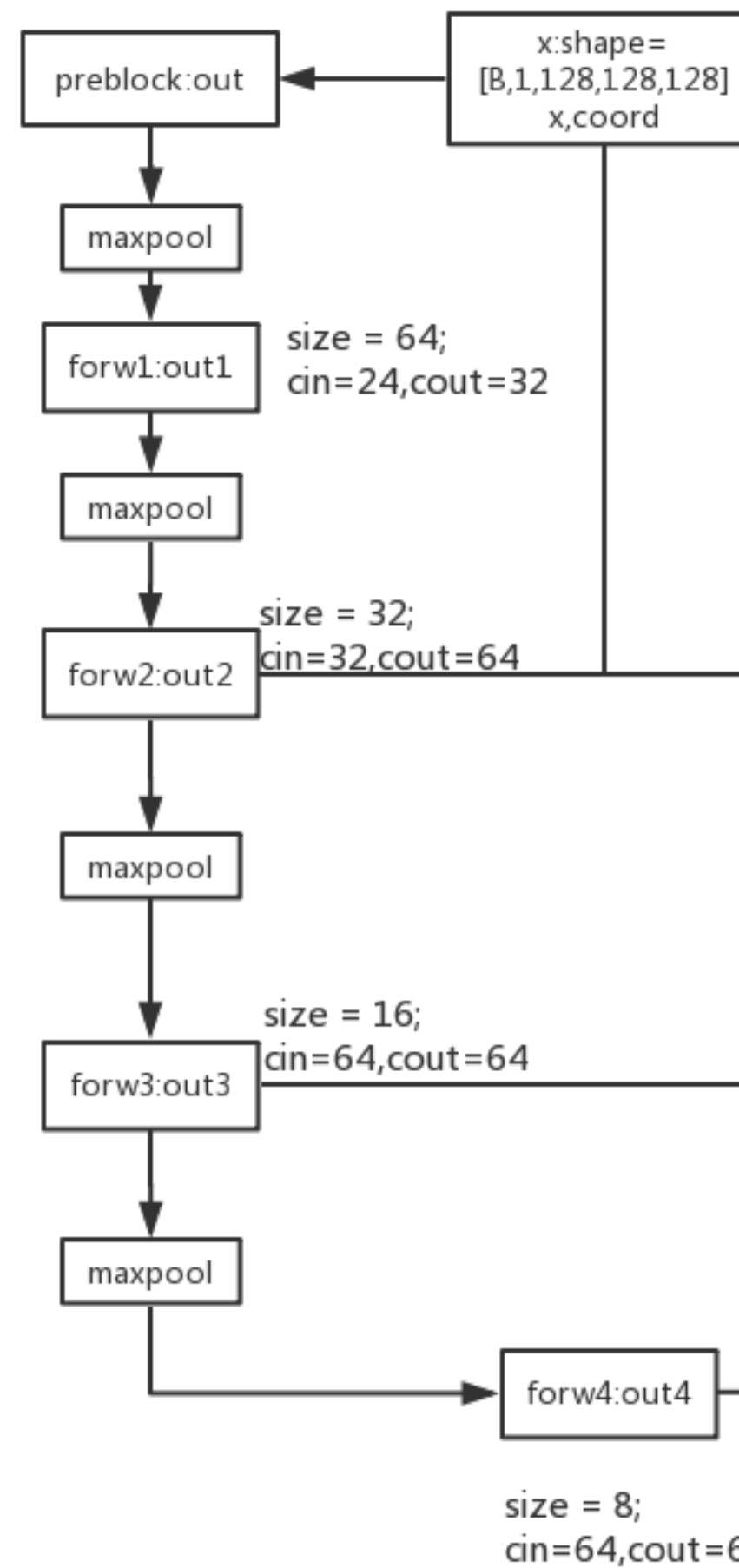
forw3

3*PostRes

64->64, 64->64,
64->64

forw4

3*PostRes



output_shape:
b,z,h,w,4,5

output_size = 32;
cin=128+3;cout=6
4

dropout
output

back2:comb2

cat(rev2,out2,coord)

path2:rev2

output_size = 32;
cin=64,cout=64

back3:comb3

output_size = 16;
cin=128,cout=64

cat(rev3,out3)

path2:rev3

output_size = 16;
cin=64,cout=64

back

(64+64+3)->128,
64->64
64->64

3*PostRes

back3

64+64)->128,
64->64
64->64

3*PostRes

back4