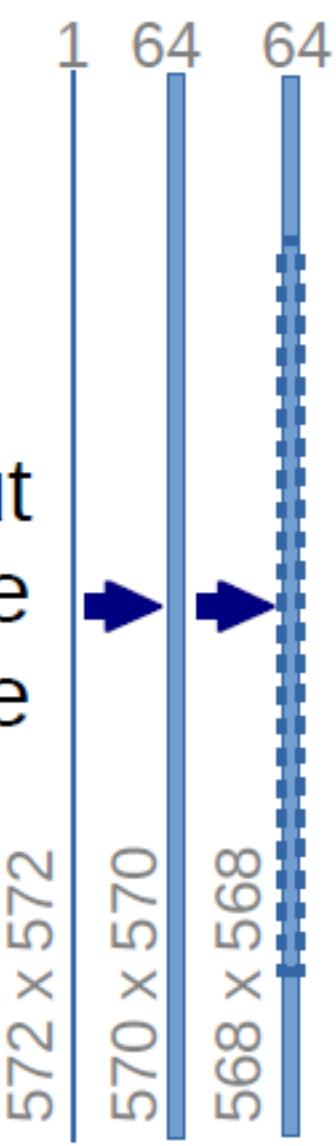


input  
image  
tile



128 128

282<sup>2</sup> 280<sup>2</sup>

284<sup>2</sup>

140<sup>2</sup>

138<sup>2</sup>

136<sup>2</sup>

256 256

68<sup>2</sup>

66<sup>2</sup>

512

512

32<sup>2</sup>

30<sup>2</sup>

1024

56<sup>2</sup>

1024

54<sup>2</sup>

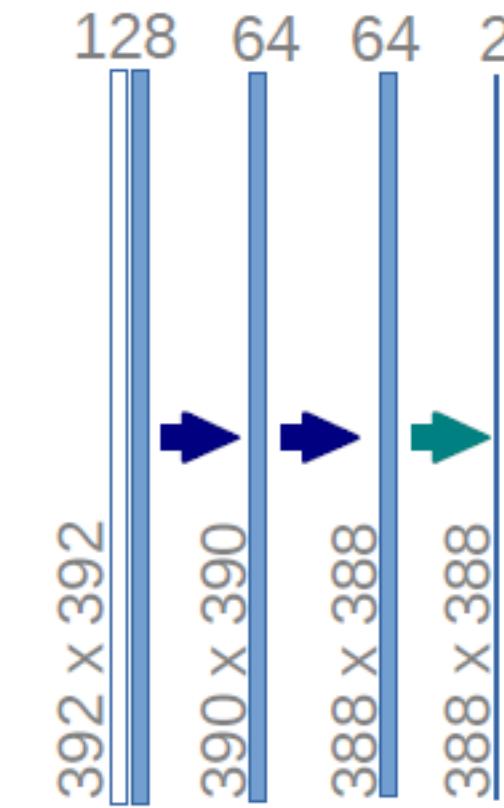
512

104<sup>2</sup>

102<sup>2</sup>

100<sup>2</sup>

52<sup>2</sup>



output  
segmentation  
map

→ conv 3x3, ReLU

→ copy and crop

↓ max pool 2x2

↑ up-conv 2x2

→ conv 1x1