LeakyReLU input:	(16, 64, 256, 256)
depth:2 output:	(16, 64, 256, 256)
Identity depth: 2 output:	(16, 64, 256, 256) (16, 64, 256, 256)
Identity depth: 2 output:	(16, 64, 256, 256) (16, 64, 256, 256)
conv2d depth: 2 output:	(16, 64, 256, 256) (16, 64, 256, 256)
Identity depth:2 output:	(16, 64, 256, 256) (16, 64, 256, 256)
LeakyReLU input:	(16, 64, 256, 256)
Identity input:	(16, 64, 256, 256)
depth:2 output:	(16, 64, 256, 256)
BlurLayer depth: 2 output:	(16, 64, 256, 256)
conv2d input: depth:2 output:	(16, 64, 256, 256) (16, 128, 128, 128)
dentity	(16, 128, 128, 128) (16, 128, 128, 128)
LeakyReLU input: depth: 2 output:	(16, 128, 128, 128) (16, 128, 128, 128)
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donthi 2	(16, 128, 128, 128) (16, 128, 128, 128)
conv2d input:	(16, 128, 128, 128)
	(16, 128, 128, 128) (16, 128, 128, 128)
depth:2 output:	(16, 128, 128, 128)
LeakyReLU input: depth: 2 output:	(16, 128, 128, 128) (16, 128, 128, 128)
donth: 2	(16, 128, 128, 128) (16, 128, 128, 128)
BlurLayer depth: 2 output:	(16, 128, 128, 128) (16, 128, 128, 128)
conv2d input: depth: 2 output:	(16, 128, 128, 128) (16, 256, 64, 64)
Identity input: depth:2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
LeakyReLU input:	(16, 256, 64, 64)
Identity input:	(16, 256, 64, 64)
depth:2 output:	(16, 256, 64, 64)
depth:2 output:	(16, 256, 64, 64)
conv2d depth:2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
Identity input: depth:2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
LeakyReLU input: depth:2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
Identity input: depth:2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
BlurLayer depth: 2 output:	(16, 256, 64, 64) (16, 256, 64, 64)
conv2d input:	(16, 256, 64, 64)
depth:2 output: DownsamplingLayer in	(16, 512, 64, 64) put: (16, 512, 64, 64)
depth: 2 ou	tput: (16, 512, 32, 32)
LeakyReLU input:	(16, 512, 32, 32)
Identity depth: 2 output:	(16, 512, 32, 32) (16, 512, 32, 32)
Identity input: depth: 2 output:	(16, 512, 32, 32) (16, 512, 32, 32)
conv2d depth:2 output:	(16, 512, 32, 32) (16, 512, 32, 32)
Identity input:	(16, 512, 32, 32)
depth:2 output:	(16, 512, 32, 32)
depth:2 output:	(16, 512, 32, 32)
LeakyReLU depth: 2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU input: depth:2 output:	(16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU depth:2 input: output: Identity depth:2 output: BlurLayer depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU depth:2 input: output: Identity depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU depth:2 input: output: Identity depth:2 output: BlurLayer depth:2 output: conv2d depth:2 output: DownsamplingLayer input: output:	(16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU depth:2 input: output: Identity depth:2 output: BlurLayer depth:2 output: conv2d depth:2 output: DownsamplingLayer input: output:	(16, 512, 32, 32) (16, 512, 32, 32)
LeakyReLU depth:2 input: output: Identity depth:2 output: BlurLayer depth:2 input: output: Conv2d depth:2 output: DownsamplingLayer depth:2 input: output:	(16, 512, 32, 32) (16, 512, 16, 16)
LeakyReLU depth:2 output: LeakyReLU depth:2 output: Identity depth:2 Input: depth:2	(16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
LeakyReLU depth:2 input: output: Identity depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32) put: (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
LeakyReLU depth:2 input: output: Identity depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
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LeakyReLU depth:2 input: Identity depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
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LeakyReLU depth:2 input: depth:2 input: depth:2 output: DownsamplingLayer depth:2 input: depth:2 output: LeakyReLU depth:2 input: depth:2 output: Identity depth:2 input: depth:2 output: LeakyReLU depth:2 input: depth:2 output: depth:2 output: LeakyReLU depth:2 input: depth:2 output: depth:2 output: depth:2 output: depth:2 output: depth:2 input: depth:2 output: depth:2 input: depth:2 output: depth:2 input: depth:2 output: depth:2 input: depth:2 inp	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
LeakyReLU depth:2 input: output: BlurLayer depth:2 input: output: conv2d depth:2 input: output: LeakyReLU depth:2 input: output: LeakyReLU depth:2 input: output: Identity depth:2 input: output: Identity depth:2 input: output: LeakyReLU depth:2 input: output: LeakyReLU depth:2 input: output: LeakyReLU depth:2 input: output: LeakyReLU depth:2 input: output: Identity depth:2 input: output: BlurLayer depth:2 input: output: Identity depth:2 input: output: Identity depth:2 input: output: Identity depth:2 input: output:	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
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LeakyReLU depth:2 input: depth:2 input: depth:2 output: BlurLayer depth:2 input: depth:2 output: LeakyReLU depth:2 input: depth:2 input: depth:2 output: LeakyReLU depth:2 input: depth:2 input: depth:2 output: LeakyReLU depth:2 input: depth:2	(16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 32, 32) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16) (16, 512, 16, 16)
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output-tensor depth:0

input-tensor depth:0 (16, 3, 256, 256)

Identity depth: 2 output: (16, 3, 256, 256) (16, 3, 256, 256)

Identity depth:2 (16, 3, 256, 256) output: (16, 3, 256, 256)

Identity depth: 2 output: (16, 64, 256, 256) output: (16, 64, 256, 256)

conv2d depth:2

input: (16, 3, 256, 256)
output: (16, 64, 256, 256)