	input-tensor depth:0 (16, 512) cat input: (16, 512), depth:2 output: (16, 5)		getitem input: (16, 3)getitem input: depth:1 output: (1, 3)			getitem input: (16, 3) getitem input: (depth:1 output: (1, 3)	(16, 3) getitem input: (16, 3) getitem depth:1 output: (1, 3) output: (input: (16, 3) output: (1, 3) output: (1, 3) output: (1, 3)	getitem input: (16, 3) depth:1 output: (1, 3) getitem depth:1 output: (1, 3)	t: (16, 3) t: (1, 3) getitem depth: 1	
	PixelNormLayer depth:2 input: (16, 515) output: (16, 515) output-tensor depth:3 output: (16, 512) output: (16, 512	data input: (500, 512) repeat depth: 1 output: (500, 512) repeat repeat depth: 1 output: (500, 512) repeat repeat	(1, 3) cuda depth:1 output: (500, 512) repeat depth:1 output: (500, 512) cuda depth:1 output: (500, 512) output: (500, 512) cat depth:2 output: (500, 515) cat depth:2 output: (500, 515) output:	repeat depth: 1 input: (1, 3) output: (500, 3) cuda depth: 1 output: (500, 512) cuda depth: 1 output: (500, 512) cut: (500, 512), (500, 3) cut: (500, 512) cut input: (500, 512)	cuda depth: 1 output: (500, 512) repeat depth: 1 output: (500, 512) output: (500, 512) repeat depth: 1 output: (500, 3) cuda	repeat depth: 1 input: (1, 3) output: (500, 3) repeat depth: 1 output: (500, 512)	cuda depth:1 input: (500, 512) repeat depth:1 output: (500, 3) cuda depth:1 output: (500, 512) cat depth:2 output: (500, 515) PixelNormLayer depth:2 output: (500, 515) PixelNormLayer depth:2 output: (500, 515)	t: (500, 512) repeat depth:1 output: (500, 512)	(1, 3)	nput: (500, 512) repeat depth: 1 output: (500, 3) cat depth: 2 input: (500, 515) repeat depth: 1 output: (500, 3) cuda depth: 1 output: (500, 512) cat depth: 2 output: (500, 515) PixelNormLayer depth: 2 output: (500, 515) PixelNormLayer depth: 2 output: (500, 515) Output: (500, 515)	Couda depth: 1 Couda depth: 1 Couda depth: 2 Couda depth: 1 Couda depth: 1 Couda depth: 2 Coud
	linear depth:3 input: (16, 512) LeakyReLU depth:3 input: (16, 512) linear depth:3 input: (16, 512) output: (16, 512) output: (16, 512) output: (16, 512)	LeakyReLU depth:3 input: (500, 512) output: (500, 512) LeakyReLU depth:3 output: output:	Inear depth:3 Input: (500, 515) Inear depth:3 Input: (500, 512) Inear depth:3 Input: (500, 512) Inear depth:3 Input: (500, 512) Inear depth:3 Inear depth:	input: (500, 512) LeakyReLU depth:3 output: (500, 512)	linear depth:3	LU input: (500, 512) output: (500, 512) LeakyReLU depth:3 output: (500, 512)	linear depth:3 input: (500, 515) output: (500, 512) LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) output: (500, 512) output: (500, 512)	LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	LeakyReLU depth:3 input: (500, 512) output: (500, 512)	linear depth:3 input: (500, 515) output: (500, 512) LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512)	LeakyReLU depth:3 input: (500, 512) output: (500, 512) LeakyReLU depth:3 input: (500, 512) output: (500, 512)
	LeakyReLU depth: 3 input: (16, 512) output: (16, 512) linear depth: 3 input: (16, 512) output: (16, 512)	LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512)	(500, 512) (500, 512) (500, 512) LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512)	input: (500, 512) output: (500, 512) input: (500, 512) input: (500, 512) linear depth:3 input: (500, 512) output: (500, 512)	LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:4 output: (500, 512)	LU input: (500, 512) LeakyReLU depth: 3 input: (500, 512) Input: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) output: (500, 512) output: (500, 512)	LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512)	LeakyReLU depth: 3 output: (500, 512) linear depth: 3 output: (500, 512) output: (500, 512) output: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)
	LeakyReLU depth:3 input: (16, 512) linear depth:3 input: (16, 512) LeakyReLU depth:3 input: (16, 512) LeakyReLU depth:3 input: (16, 512) output: (16, 512) output: (16, 512)	linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	Soo, 512) Iinear depth:3 Iinput: (500, 512) Iinear depth:3 Iinea	input: (500, 512) output: (500, 512) input: (500, 512)	linear depth: 3 output: (500, 512) LeakyReLU depth: 3 output: (500, 512) LeakyRelU depth: (500, 512) LeakyRelU depth: (500, 512)	input: (500, 512) output: (500, 512) linear depth:3 output: (500, 512) LU input: (500, 512) output: (500, 512) LeakyReLU depth:3 output: (500, 512) output: (500, 512)	linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) output: (500, 512) output: (500, 512)	linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	linear depth: 3 output: (500, 512) LeakyReLU depth: 3 output: (500, 512) output: (500, 512) output: (500, 512) output: (500, 512)	linear depth:3 input: (500, 512) LeakyReLU depth:3 input: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 input: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) depth:3 output: (500, 512)
	linear depth:3 input: (16, 512) LeakyReLU depth:3 input: (16, 512) linear depth:3 input: (16, 512) linear depth:3 input: (16, 512) output: (16, 512) output: (16, 512)	LeakyReLU depth:3 input: (500, 512) output: (500, 512) LeakyReLU input: depth:3 output:		input: (500, 512) output: (500, 512) LeakyReLU depth: 3 output: (500, 512)		LU input: (500, 512) Output: (500, 512) LeakyReLU depth: 3 output: (500, 512)	LeakyReLU depth:3 input: (500, 512) output: (500, 512)	LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	LeakyReLU depth: 3 output: (500, 512) output: (500, 512)		linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)
	LeakyReLU depth:3 input: (16, 512) output: (16, 512) linear depth:3 input: (16, 512) output: (16, 512)	LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512)	(500, 512) LeakyReLU depth:3 LeakyReLU depth:3 LeakyReLU depth:3	input: (500, 512) output: (500, 512) input: (500, 512) input: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512)	LU input: (500, 512) output: (500, 512) linear depth:3 input: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)	LeakyReLU depth: 3	LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512)	LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)	LeakyReLU depth:3	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512) linear depth:3 output: (500, 512) output: (500, 512)
	LeakyReLU depth:3 input: (16, 512) cuda depth:1 output: (16, 512) output: (16, 512) Output-tensor depth:0 (16, 512) TruncationModule depth:1 output: (16, 14, 512) Output: (16, 14, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 input: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	500, 512) linear depth:3 output: (500, 512) linear depth:3	input: (500, 512) output: (500, 512) input: (500, 512) input: (500, 512) output: (500, 512) output: (500, 512) linear depth: 3 output: (500, 512) output: (500, 512) leakyReLU depth: 3 output: (500, 512) leakyReLU depth: 3 output: (500, 512) output: (500, 512) output: (500, 512)		LeakyReLU depth:3 input: (500, 512) Input: (500, 512) Input: (500, 512)		LeakyReLU depth:3 output: (500, 512) linear depth:3 output: (500, 512) linear depth:3 output: (500, 512) LeakyReLU depth:3 output: (500, 512)	linear depth: 3 output: (500, 512) output: (500, 512)	LeakyReLU depth:3 input: (500, 512) linear depth:3 input: (500, 512) leakyReLU depth:3 input: (500, 512) leakyReLU depth:3 input: (500, 512) output: (500, 512) output: (500, 512)	LeakyReLU depth: 3 input: (500, 512) linear depth: 3 input: (500, 512) linear depth: 3 output: (500, 512) LeakyReLU depth: 3 input: (500, 512) linear depth: 3 output: (500, 512) LeakyReLU depth: 3 input: (500, 512) LeakyReLU depth: 3 output: (500, 512)
	tyleModLayer depth:3 input: (16, 512) output-tensor depth:0 (16, 1024) January depth:3 input: (16, 512, 4, 4) (16, 1024) January depth:0 input: (16, 512, 4, 4) output: (16, 512, 4, 4)	mean depth:1 output: (500, 512) mean depth:1 output: (512,)	mean depth:1 input: (500, 512) mean depth:1 output: (512,) mean depth:1	input: (500, 512) output: (512,) mean depth:1 output: (512,) (512,)	mean depth:1 input: (500, 512) output: (512,)	input: (500, 512) output: (512,) mean depth: 1 output: (512,) output: (512,)	mean depth: 1 input: (500, 512) output: (512,)	mean depth:1 input: (500, 512) mean depth:1 output: (512,) mean depth:1 output: (512,)	mean depth: 1 (500, 512) output: (512,)	mean depth:1 (500, 512) (512,) (512,) (512,) (512,) (512,)	mean depth:1 input: (500, 512) output: (512,) mean depth:1 input: (500, 512) output: (512,)
getitem input: (16, depth:2 output: (16	Identity depth:3 input: (16, 512, 4, 4)										
getitem input: (16, 14, 512) depth:2 output: (16, 512)	LeakyReLU depth:3 output: (16, 512, 4, 4) output: (16, 512, 4, 4) output: (16, 512, 4, 4)	(16, 14, 512)									
getitem depth:2 input: (16, 14, 512) output: (16, 512)	output-tensor depth:0 (16, 1024) UpsamplingLayer depth:3 input: (16, 512, 4, 4) output: (16, 512, 8, 8)	(16, 512)									
getitem depth:2 input: (16, 14, 512) output: (16, 512)	BlurLayer depth:3 input: (16, 512, 8, 8) NoiseApplyingLayer depth:3 input: (16, 512, 8, 8) add depth:3 input: (16, 512, 8, 8) output: (16, 512, 8, 8)	input: (16, 14, 512) output: (16, 512)									
input: (16, 14, 512) ch:2 output: (16, 512)	NoiseApplyingLayer depth:3 NoiseApplyingLayer input: (16, 512, 8, 8) output: (16, 512, 8, 8) output: (16, 512, 8, 8) LeakyReLI depth:3 output: (16, 512, 8, 8) output: (16, 512, 8, 8) InstanceNormLayer depth:3 output: (16, 512, 8, 8) StyleModLayer depth:3 output: (16, 512, 8, 8) (16, 512) output: (16, 512, 8, 8) Output: (16, 512, 8, 8) (16, 512) output: (16, 512, 8, 8)	getitem_depth:2 input: (16, 14, 512) output: (16, 512)									
	output-tensor depth:0 (16, 1024) Identity depth:3 input: (16, 512, 8, 8) output: (16, 512, 8, 8) conv2d depth:3 input: (16, 512, 8, 8) output: (16, 512, 8, 8) Identity depth:3 input: (16, 512, 8, 8)										
	NoiseApplyingLayer depth:3 NoiseApplyingLayer depth:3 input: (16, 512, 8, 8) output: (16,										
	LeakyReLU depth:3 input: (16, 512, 8, 8) InstanceNormLayer depth:3 input: (16, 512, 8, 8) StyleModLayer depth:3 input: (16, 512, 8, 8), (16, 512) output: (16, 512, 8, 8), (16, 512) output: (16, 512, 8, 8), (16, 1024)										
	Output-tensor depth: 0 (16, 1024) UpsamplingLayer depth: 3 input: (16, 512, 8, 8) output: (16, 512, 16, 16) Conv2d depth: 3 input: (16, 512, 16, 16) Output: (16, 512, 16, 16) BlurLayer depth: 3 input: (16, 512, 16, 16) Output: (16, 512, 16, 16)										
	NoiseApplyingLayer depth: 3 NoiseApplyingLayer depth: 3 Input: (16, 512, 16, 16) add depth: 3 Input: (16, 512, 16, 16) output: (16, 512, 16, 16) LeakyReLU depth: 3 output: (16, 512, 16, 16) output: (16, 512, 16, 16)										
	InstanceNormLayer depth:3 input: (16, 512, 16, 16) output: (16, 512, 16, 16) StyleModLayer depth:3 input: (16, 512, 16, 16), (16, 512) output: (16, 512, 16, 16), (16, 1024)										
	Conv2d depth:3 Identity depth:3 Output: (16, 512, 16, 16)										
	NoiseApplyingLayer depth: 3 input: (16, 512, 16, 16) add depth: 3 input: (16, 512, 16, 16) add depth: 3 input: (16, 512, 16, 16) LeakyReLU depth: 3 input: (16, 512, 16, 16) output: (16, 512, 16, 16) output: (16, 512, 16, 16)										
	InstanceNormLayer depth:3 input: (16, 512, 16, 16) output: (16, 512, 16, 16) StyleModLayer depth:3 input: (16, 512, 16, 16), (16, 512) output: (16, 512, 16, 16), (16, 1024) Output-tensor depth:0 (16, 1024)										
	conv2d depth:3 input: (16, 512, 32, 32) output: (16, 512, 32, 32) BlurLayer depth:3 input: (16, 512, 32, 32) output: (16, 512, 32, 32) NoiseApplyingLayer input: (16, 512, 32, 32)										
	depth:3 output: (16, 512, 32, 32) add depth:3 output: (16, 512, 32, 32) output: (16, 512, 32, 32) LeakyReLU depth:3 output: (16, 512, 32, 32) output: (16, 512, 32, 32)										
	InstanceNormLayer depth: 3										
	conv2d depth:3 input: (16, 512, 32, 32) Identity depth:3 input: (16, 512, 32, 32) NoiseApplyingLayer depth:3 input: (16, 512, 32, 32) NoiseApplyingLayer depth:3 input: (16, 512, 32, 32) Output: (16, 512, 32, 32) Output: (16, 512, 32, 32)										
	add depth:3 input: (16, 512, 32, 32) output: (16, 512, 32, 32) LeakyReLU depth:3 input: (16, 512, 32, 32) output: (16, 512, 32, 32) InstanceNormLayer depth:3 input: (16, 512, 32, 32) output: (16, 512, 32, 32)										
	StyleModLayer depth:3 input: (16, 512, 32, 32), (16, 512) output: (16, 512, 32, 32), (16, 1024) Output-tensor depth:0 (16, 1024) UpsamplingLayer depth:3 input: (16, 512, 32, 32) output: (16, 512, 64, 64)										
	BlurLayer depth:3 output: (16, 256, 64, 64) NoiseApplyingLayer depth:3 input: (16, 256, 64, 64) NoiseApplyingLayer depth:3 input: (16, 256, 64, 64) output: (16, 256, 64, 64)										
	InstanceNormLayer depth:3 Input: (16, 256, 64, 64)										
	StyleModLayer depth:3 input: (16, 256, 64, 64), (16, 512) output-tensor depth:0 (16, 512) Identity depth:3 input: (16, 256, 256, 256, 256, 256) conv2d depth:3 input: (16, 256, 256, 256) conv2d depth:3 output: (16, 256, 256) conv2d depth:3 output: (16, 256, 256) conv2d depth:3 output: (16, 256)										
	Identity depth:3 input: (16 output: (16 output: depth:3 input: (16 output: depth:3 input: (16 output: depth:3 input: (17 output: (18 outpu	(16, 256, 64, 64) : (16, 256, 64, 64)									
	LeakyReLU input: (depth:3 output: (6, 256, 64, 64) (16, 256, 64, 64) (16, 256, 64, 64) (16, 256, 64, 64) (16, 256, 64, 64)									
	StyleModLayer depth:3 output: (16, 256, 64, 64), (16, 512) output: (16, 256, 64, 64), (16, 512) Identity depth:3 conv_transpose2d depth:3 input: (16, 256, 64, 64) output: (16, 256, 64, 64)	4) 28)									
	BlurLayer depth:3 input: (16, 128, 128, 128) Output: (16, 128, 128, 128) NoiseApplyingLayer depth:3 input: (16, 128, 128, 128, 128) Output: (16, 128, 128, 128, 128)	28)									

add depth:3 input: (16, 128, 128, 128) output: (16, 128, 128, 128)

LeakyReLU depth:3 input: (16, 128, 128, 128) output: (16, 128, 128, 128)

InstanceNormLayer depth: 3 input: (16, 128, 128, 128) output: (16, 128, 128, 128)

output-tensor depth:0 (16, 256)

conv2d depth: 3 output: (16, 128, 128, 128) output: (16, 128, 128, 128)

StyleModLayer depth:3 input: (16, 128, 128, 128), (16, 512)
output: (16, 128, 128, 128), (16, 256)