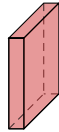
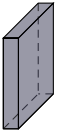
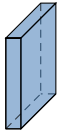

 7×7 Conv
 Stride = 1


 3×3 Conv
 Stride = 2


 Residual
 Block


 3×3 Trans.
 Conv


 InstanceNorm
 + ReLU