

#	Layer (type)	Output Shape	Param #
	Input	(3, 128, 112)	0
1	Conv2d	(32, 64, 56)	896
2	BatchNorm2d	(32, 64, 56)	64
3	LeakyReLU	(32, 64, 56)	0
4	Conv2d	(64, 32, 28)	18,496
5	BatchNorm2d	(64, 32, 28)	128
6	LeakyReLU	(64, 32, 28)	0
7	Conv2d	(64, 16, 14)	36,928
8	BatchNorm2d	(64, 16, 14)	128
9	LeakyReLU	(64, 16, 14)	0
10	Conv2d	(64, 8, 7)	36,928
11	BatchNorm2d	(64, 8, 7)	128
12	LeakyReLU	(64, 8, 7)	0
13	Linear	(300)	1,075,500
14	LeakyReLU	(300)	0
15	Dropout	(300)	0
16	Linear	(300)	1,075,500
17	LeakyReLU	(300)	0
18	Dropout	(300)	0
19	Linear	(3584)	1,078,784
20	LeakyReLU	(3584)	0
21	Dropout	(3584)	0
22	UpsamplingNearest2d	(64, 16, 14)	0
23	ConvTranspose2d	(64, 16, 14)	36,928
24	BatchNorm2d	(64, 16, 14)	128
25	LeakyReLU	(64, 16, 14)	0
26	UpsamplingNearest2d	(64, 32, 28)	0
27	ConvTranspose2d	(64, 32, 28)	36,928
28	BatchNorm2d	(64, 32, 28)	128
29	LeakyReLU	(64, 32, 28)	0
30	UpsamplingNearest2d	(64, 64, 56)	0
31	ConvTranspose2d	(32, 64, 56)	18,464
32	BatchNorm2d	(32, 64, 56)	64
33	LeakyReLU	(32, 64, 56)	0
34	UpsamplingNearest2d	(32, 128, 112)	0
35	ConvTranspose2d	(3, 128, 112)	867
36	Sigmoid	(3, 128, 112)	0

Table 2. Description of the autoencoder architecture.