


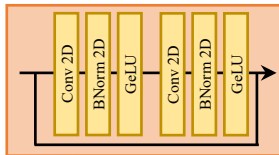


-  : ResidualConvBlock
-  : maxPooling layer
-  : ConvTranspose layer

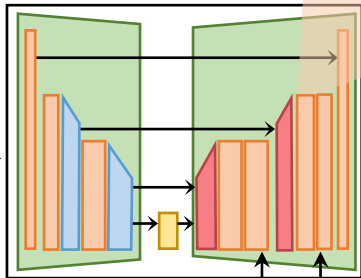


ResidualConvBlock

Gaussian noise



$\mathbf{H}_{v,i}[T]$



$\mathbf{H}_{v,i}[T-1]$

$T-1$  times



Output :  
Synthetic  
channel

$\mathbf{H}_{v,i}[0]$

Input : UE  
position  $\mathbf{x}$