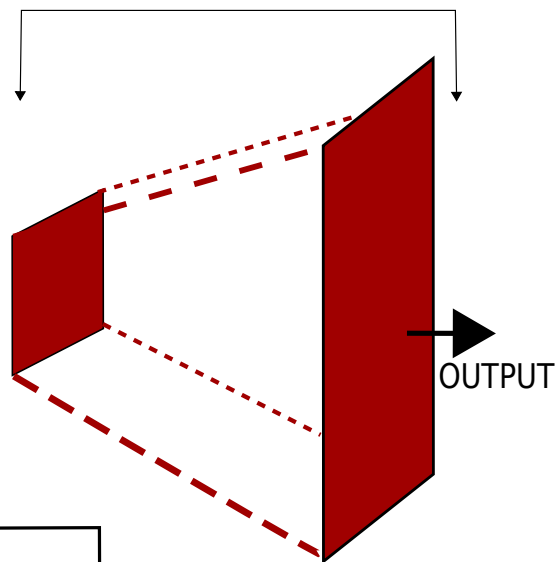
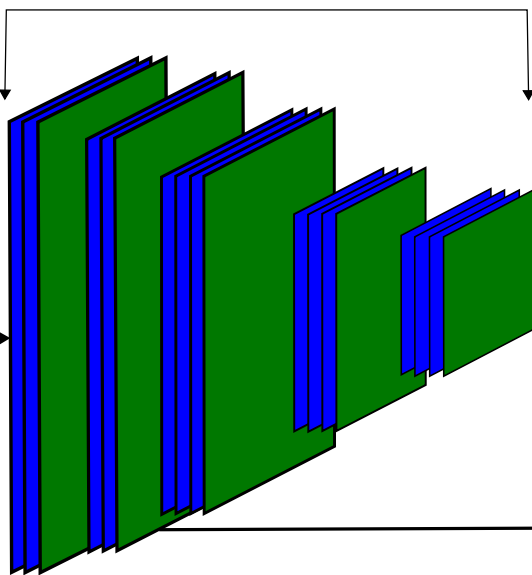


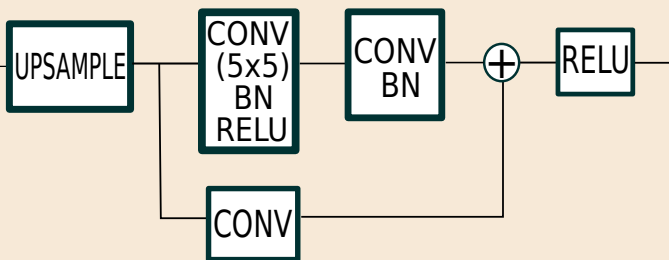
# ENCODER

# DECODER

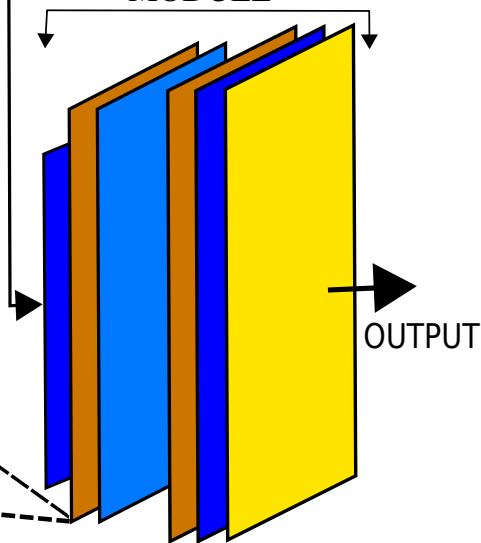
INPUT



## UP-PROJECTION



## ROUGHNESS MODULE



**3x3 Conv/Batch Normalization(BN)  
/RELU**



**Max Pooling**



**1x1 Conv/Batch Normalization(BN)  
/RELU**



**Up-Projection**



**Final Conv/RELU**