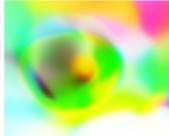


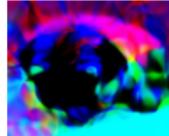
# Architecture Instances

Target

[32, 32, 32]



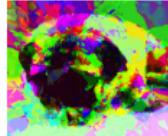
[128, 128, 128]



[512, 512, 512, 1]



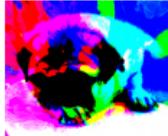
[256, 256, 128, 64, 64, 8]



[512, 64, 32, 32, 32, 16, 2]



[32, 64, 128, 256, 512]



[64, 256, 256, 64, 32, 6, 6, 6]

