InputLayer (366, 366, 3) # 输入层，输入形状为 (366, 366, 3)

Conv2D (32 filters, 3x3, ReLU, padding='same')

Output shape: (366, 366, 32) # 第一卷积层，32个3x3卷积核，ReLU激活，输出形状为 (366, 366, 32)

MaxPooling2D (2x2)

Output shape: (183, 183, 32) # 最大池化层，池化窗口为2x2，输出形状为 (183, 183, 32)

Conv2D (64 filters, 3x3, ReLU, padding='same')

Output shape: (183, 183, 64) # 第二卷积层，64个3x3卷积核，ReLU激活，输出形状为 (183, 183, 64)

MaxPooling2D (2x2)

Output shape: (91, 91, 64) # 最大池化层，池化窗口为2x2，输出形状为 (91, 91, 64)

Conv2D (128 filters, 3x3, ReLU, padding='same')

Output shape: (91, 91, 128) # 第三卷积层，128个3x3卷积核，ReLU激活，输出形状为 (91, 91, 128)

MaxPooling2D (2x2)

Output shape: (45, 45, 128) # 最大池化层，池化窗口为2x2，输出形状为 (45, 45, 128)

Flatten ()

Output shape: (259200) # 展平层，将多维特征图展平成一维向量，输出形状为 (259200)

Dense (512, ReLU)

Output shape: (512) # 全连接层，512个神经元，ReLU激活，输出形状为 (512)

Dense (366\*366\*3, Sigmoid)

Output shape: (402732) # 全连接层，输出神经元数为输入图像的总像素数 (366 \* 366 \* 3 = 402732)，Sigmoid激活，输出形状为 (402732)

Reshape (366, 366, 3)

Output shape: (366, 366, 3) # 重塑层，将输出调整为输入图像的形状 (366, 366, 3)

InputLayer

↓

Conv2D (32 filters, 3x3, ReLU, padding='same')

↓

MaxPooling2D (2x2)

↓

Conv2D (64 filters, 3x3, ReLU, padding='same')

↓

MaxPooling2D (2x2)

↓

Conv2D (128 filters, 3x3, ReLU, padding='same')

↓

MaxPooling2D (2x2)

↓

Flatten

↓

Dense (512, ReLU)

↓

Dense (366\*366\*3, Sigmoid)

↓

Reshape (366, 366, 3)