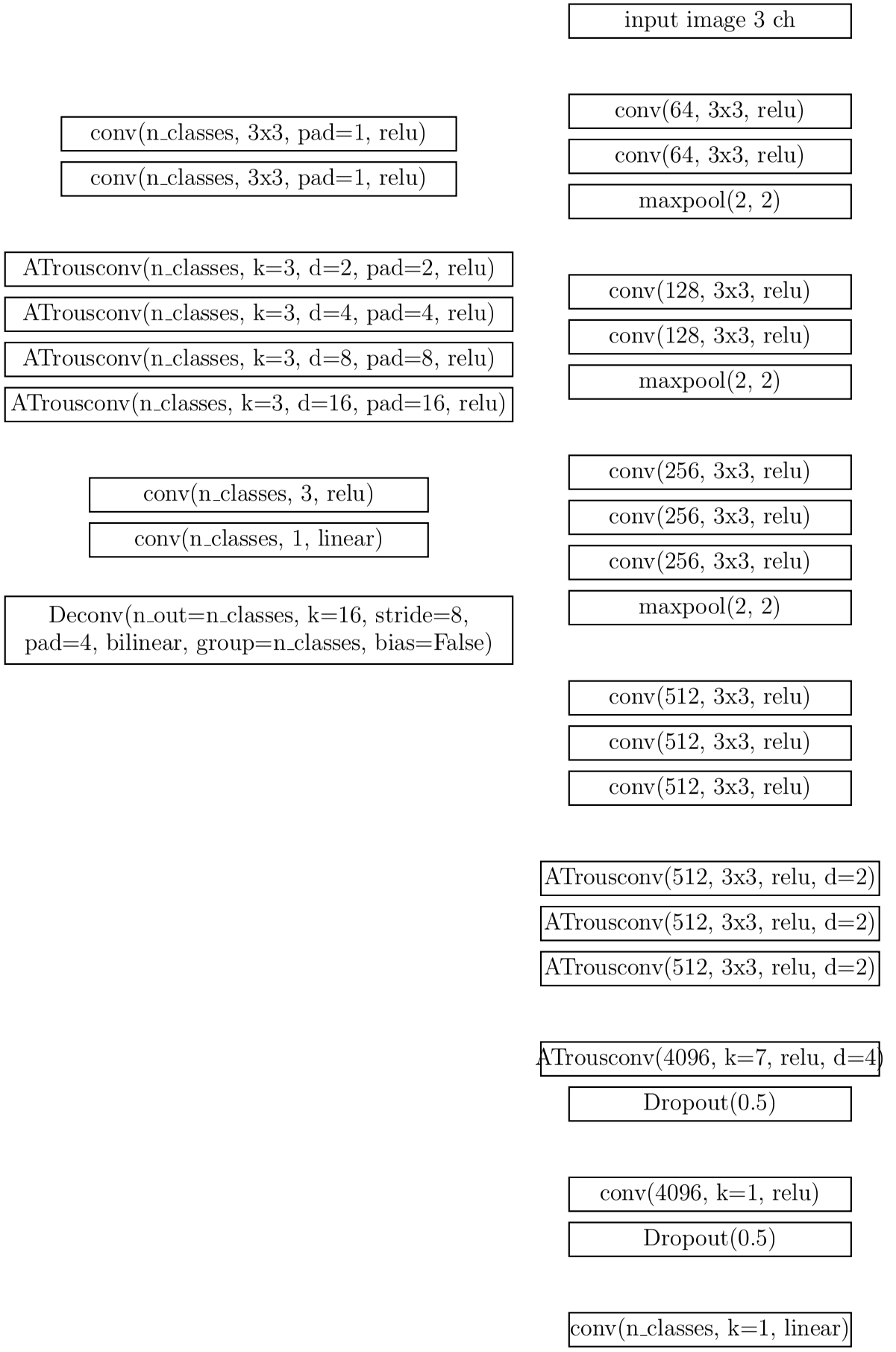
input image 3 ch
conv(64, 3x3, relu)
conv(64, 3x3, relu)
maxpool(2, 2)
conv(128, 3x3, relu)
conv(128, 3x3, relu)
maxpool(2, 2)
conv(256, 3x3, relu)
conv(256, 3x3, relu)
conv(256, 3x3, relu)
maxpool(2, 2)
conv(512, 3x3, relu)
conv(512, 3x3, relu)
conv(512, 3x3, relu)
ATrousconv(512, 3x3, relu, d=2)
ATrousconv(512, 3x3, relu, d=2)
ATrousconv(512, 3x3, relu, d=2)
ATrousconv(4096, k=7, relu, d=4)
Dropout(0.5)
conv(4096, k=1, relu)
Dropout(0.5)
conv(n_classes, k=1, linear)
conv(n_classes, 3x3, pad=1, relu)
conv(n_classes, 3x3, pad=1, relu)
ATrousconv(n_classes, k=3, d=2, pad=2, relu)
ATrousconv(n_classes, k=3, d=4, pad=4, relu)
ATrousconv(n_classes, k=3, d=8, pad=8, relu)
ATrousconv(n_classes, k=3, d=16, pad=16, relu)
conv(n_classes, 3, relu)
conv(n_classes, 1, linear)
Deconv(n_out=n_classes, k=16, stride=8,
pad=4, bilinear, group=n_classes, bias=False)