

Framework of SAD

block	SETTING		
	kernel	stride	Channel change
conv <u>~~~~~</u>	k=(4,4)	Stride=2	3→64
	k=(4,4)	Stride=2	64→128
	k=(4,4)	Stride=2	128→256
	k=(4,4)	Stride=2	256→512
	k=(4,4)	Stride=2	512→ <i>scene_num</i>