

input



GMG

smooth

PPCG

residual

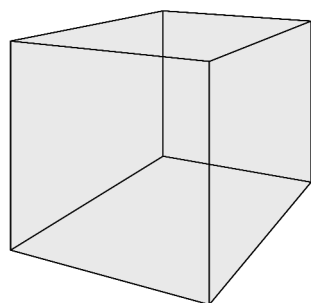
PPCG

restrict

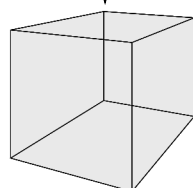
PPCG

prolongate

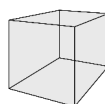
PPCG



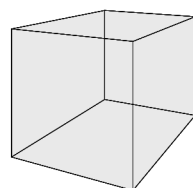
128x128x128



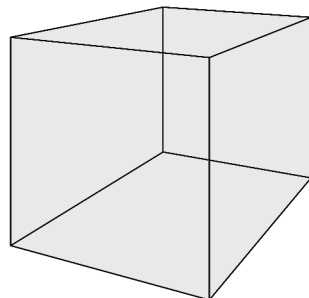
64x64x64



32x32x32



64x64x64



128x128x128



output