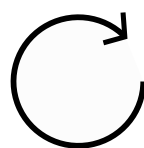


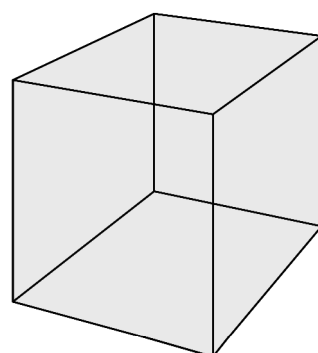
128x128x128



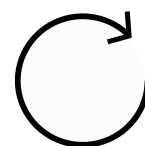
smooth

residual

restrict



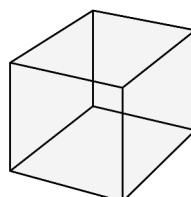
64x64x64



smooth

residual

restrict



32x32x32

solve