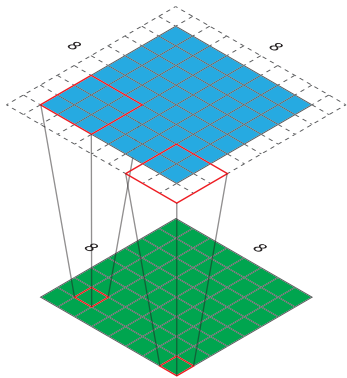
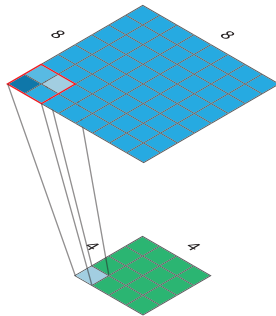


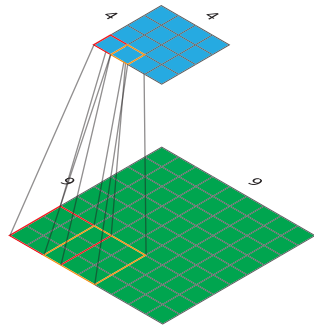
input  
↓  
output



3x3 convolution  
1x1 stride  
zero padding



2x2 max-pooling



3x3 transpose convolution  
2x2 stride