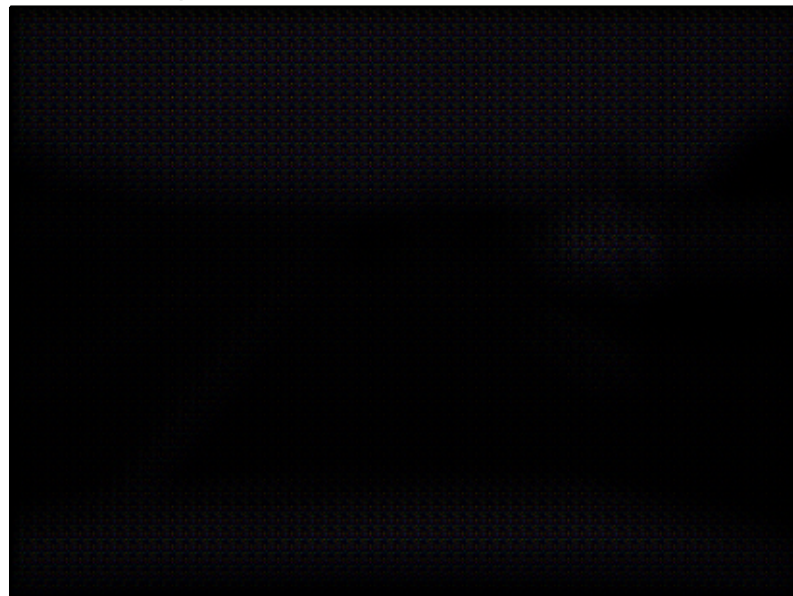


Target image



subpixel conv (default initialization)



subpixel conv (orthogonal initialization)

