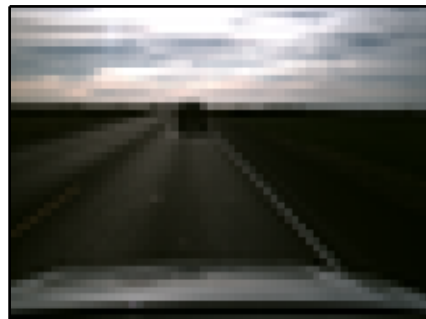


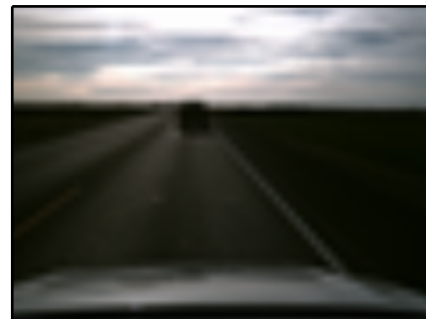
Original



nearest (PSNR 31.96)



bilinear (PSNR 31.63)



nearest conv (PSNR 32.06)



bilinear conv (PSNR 31.65)



subpixel conv (PSNR 32.28)



transposed conv (PSNR 31.76)

