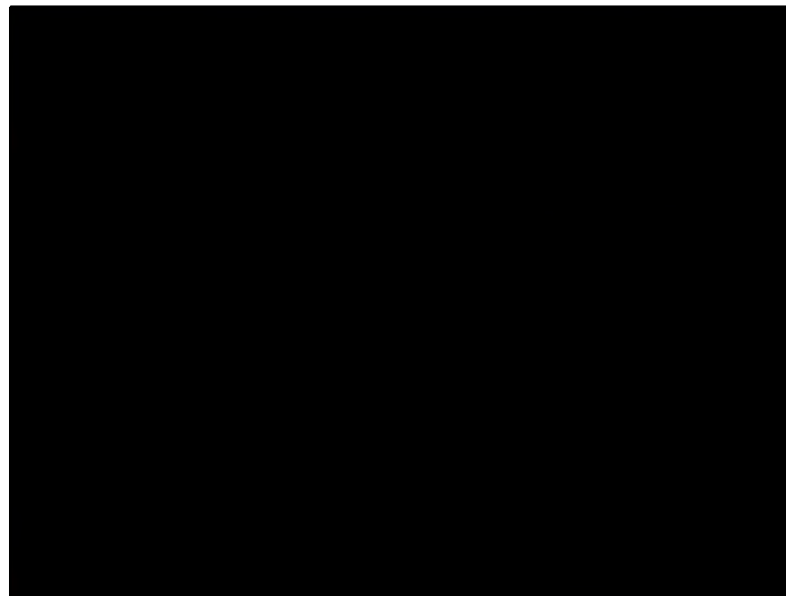


Target image



bilinear conv (default initialization)



bilinear conv (orthogonal initialization)

