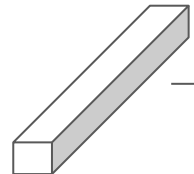


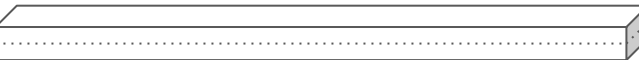
1. Random numbers



16 x 2048 linear filter
Reshape to 4 x 512



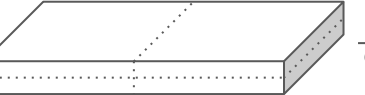
2.



512 x (N / 16)

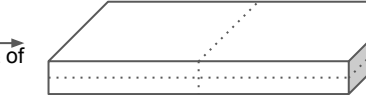
Transposed
sequential convolution

3.



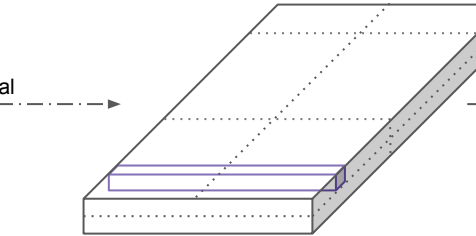
256 x (N / 8)

Adjacency
convolution on 1/2 of
features



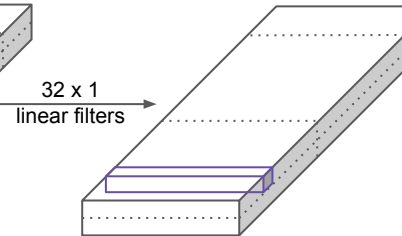
256 x (N / 8)

Repeat adjacency and sequential
convolutions three more times



32 x N

32 x 1
linear filters



20 x N

6. Output