

Input image
range: $[0.0e+00, 1.0e+00]$
dims: $[256, 256] * 1$



Output channel 0
range: $[1.1e-02, 9.9e-01]$
dims: $[256, 256] * 1$



Output channel 1
range: $[-9.4e+05, 1.0e+06]$
dims: $[256, 256] * 1$

