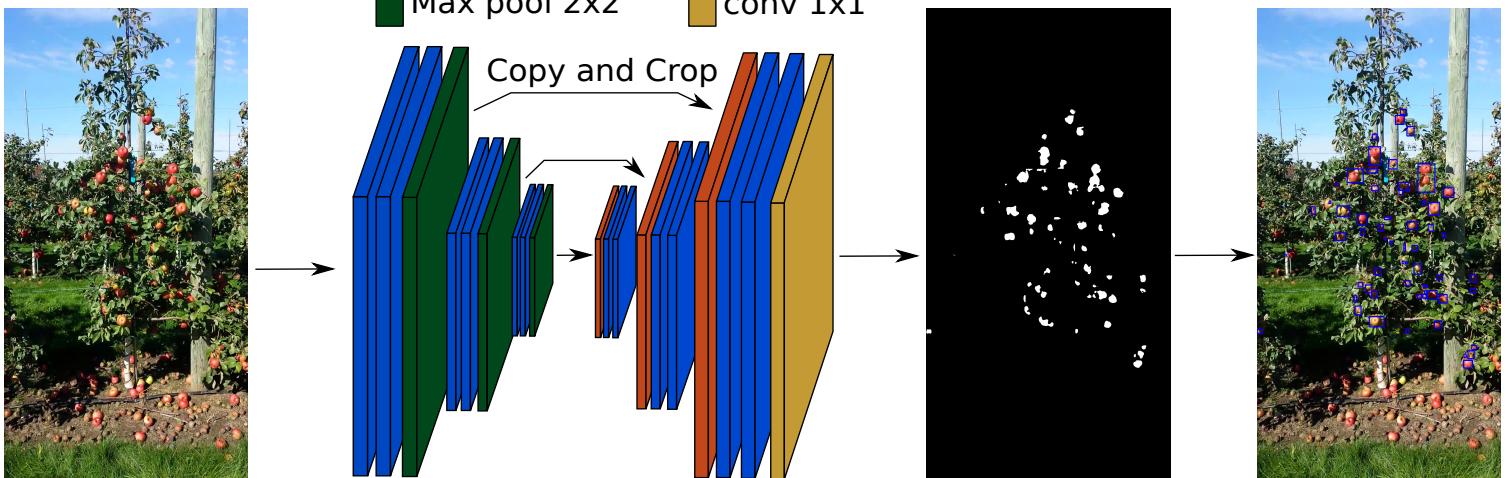


(a)

■ 3x3 conv, RELU   ■ Up-conv 2x2

■ Max pool 2x2   ■ conv 1x1



(b)