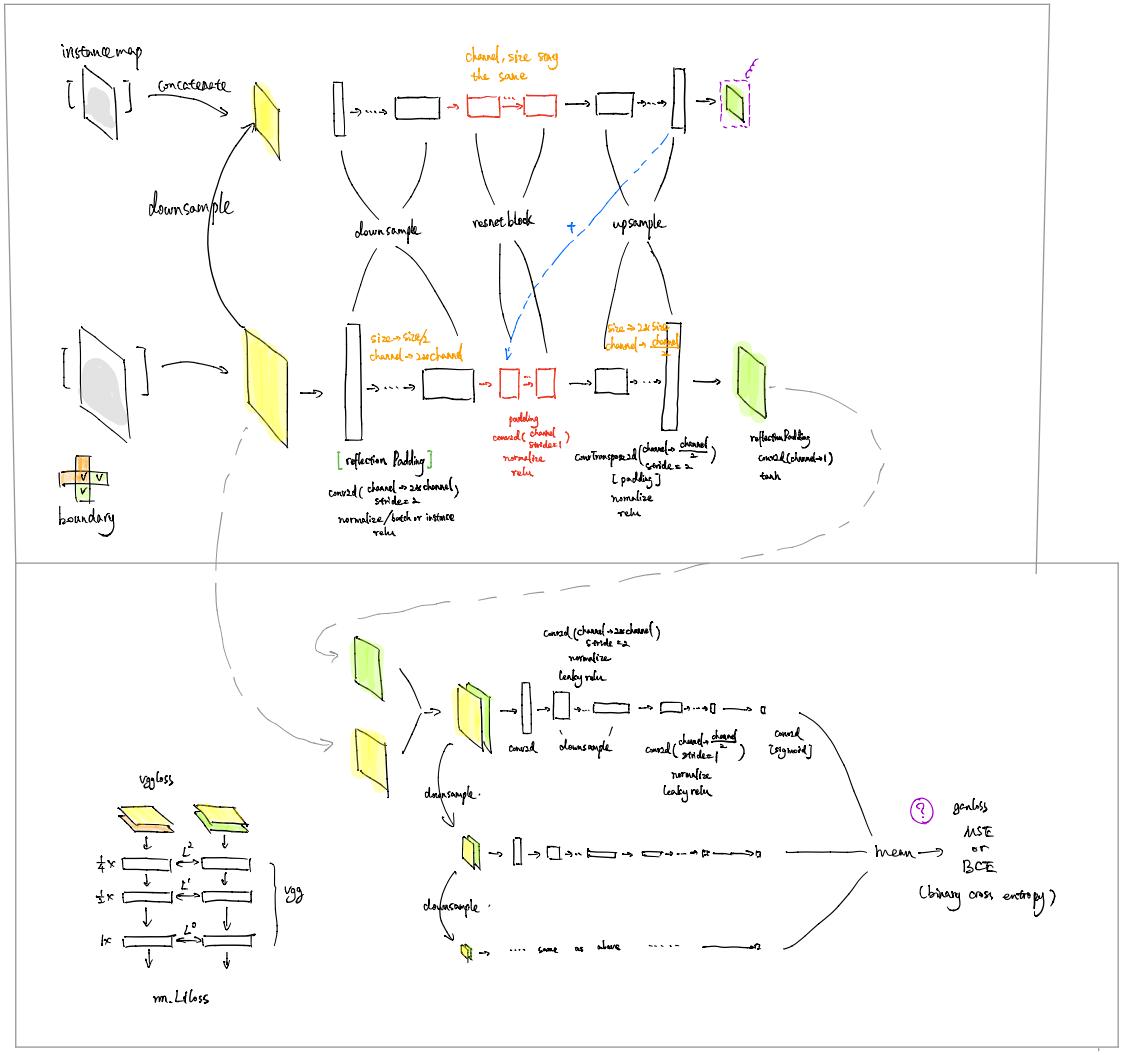
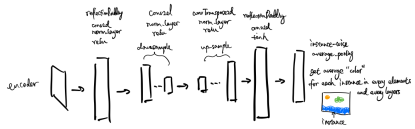

instance map
concatenate
downsample
boundary
channel, size stay the same
downsample
resnet block
upsample
size → size/2
channel → 2xchannel
size → 2x size
channel → channel/2
[reflection Padding]
conv2d(channel → 2xchannel, stride = 2
normalize/batch or instance
relu
padding
conv2d(channel stride=1)
normalize
relu
convTranspose2d(channel → channel/2 stride = 2)
[padding]
normalize
relu
reflectionPadding
conv2d(channel=1)
tanh
conv2d (channel → 2xchannel)
stride = 2
normalize
leaky relu
conv2d
downsample
conv2d(channel → channel/2 stride=1)
normalize
leaky relu
conv2d
[sigmoid]
downsample
downsample
mean
genloss
MSE
or
BCE
(binary cross entropy)
vgloss
1/4x
1/2x
1x
L²
L¹
L⁰
vgg
rm_L1loss

Encoder


encoder
reflectionPadding
conv2d
norm_layer
relu
conv2d
norm_layer
relu
downsample
convTranspose2d
norm_layer
relu
up-sample
reflectionPadding
conv2d
tanh
instance-wise average-pooling
get average "color" for each instance in every channels and every images
instance