

Layer	Input	Filter Size	Stride	Number of Filters	Activation	Output
Conv <sub>1</sub>	240*240	3*3	1	32	ReLU	240*240*32
Conv <sub>2</sub>	240*240*32	3*3	1	32	ReLU	240*240*32
Max Pooling <sub>1</sub>	240*240*32	N/A	2	N/A	N/A	120*120*32
Conv <sub>3</sub>	120*120*32	3*3	1	64	ReLU	120*120*64
Conv <sub>4</sub>	120*120*64	3*3	1	64	ReLU	120*120*64
Max Pooling <sub>2</sub>	120*120*64	N/A	2	N/A	N/A	60*60*64
Conv <sub>5</sub>	60*60*64	3*3	1	128	ReLU	60*60*128
Conv <sub>6</sub>	60*60*128	3*3	1	128	ReLU	60*60*128
Deconv <sub>1</sub>	60*60*128	3*3	1	64	ReLU	120*120*64
Conv <sub>7</sub>	120*120*(64+64)	3*3	1	64	ReLU	120*120*64
Conv <sub>8</sub>	120*120*64	3*3	1	64	ReLU	120*120*64
Deconv <sub>2</sub>	120*120*64	3*3	1	32	ReLU	240*240*32
Conv <sub>9</sub>	240*240*(32+32)	3*3	1	32	ReLU	240*240*32
Conv <sub>10</sub>	240*240*32	3*3	1	32	ReLU	240*240*32
Conv <sub>11</sub>	240*240*32	3*3	1	4	Linear	240*240*4
Softmax	240*240*4	N/A	N/A	N/A	N/A	240*240