	Type	Filter size	Stride	Filter number	Padding	Number of blocks	Fu...
Block 1	Convolution	3	1	64	100	× 2	
	ReLU	-	-	-	-		
Block 2	Max Pool	2	2	-	0	× 1	
Block 3	Convolution	3	1	128	1	× 2	
	ReLU	-	-	-	-		
Block 4	Max Pool	2	2	-	0	× 1	
Block 5	Convolution	3	1	256	1	× 3	
	ReLU	-	-	-	-		
Block 6	Max Pool	2	2	-	0	× 1	
Block 7	Convolution	3	1	512	1	× 3	
	ReLU	-	-	-	-		
Block 8	Max Pool	2	2	-	0	× 1	
Block 9	Convolution	3	1	512	1	× 3	
	ReLU	-	-	-	-		
Block 10	Max Pool	2	2	-	0	× 1	
Block 11	Convolution	7	1	4096	0	× 2	
	ReLU	-	-	-	-		
Block 12	Convolution	1	1	21	0	× 1	
Block 13	Deconvolution	4	2	21	-		
Block 14	Convolution	1	1	21	0		
	Crop	-	-	-	-	× 1	×
	Element-wise Fuse	-	-	-	-		
	Deconvolution	4	2	21	-		
Block 15	Convolution	1	1	21	0		
	Crop	-	-	-	-	× 1	×
	Eltwise	-	-	-	-		
	Deconvolution	16	8	21	-		
Block 16	Crop	-	-	-	-	× 1	
Block 17	Convolution	1	1	2	0	× 1	
Block 17	Dice	-	-	-	-	× 1	
Block 19	SoftmaxWithLoss	-	-	-	-	× 1	