

Layer	Activation size
Input	$3 \times 128 \times 128$
$9 \times 9 \times 32$ conv, pad 4, stride 1	$32 \times 128 \times 128$
$3 \times 3 \times 64$ conv, pad 1, stride 2	$64 \times 64 \times 64$
$3 \times 3 \times 128$ conv, pad 1, stride 2	$128 \times 32 \times 32$
<i>Residualblock, 128 filters</i>	$128 \times 32 \times 32$
<i>Residualblock, 128 filters</i>	$128 \times 32 \times 32$
<i>Residualblock, 128 filters</i>	$128 \times 32 \times 32$
<i>Residualblock, 128 filters</i>	$128 \times 32 \times 32$
<i>Residualblock, 128 filters</i>	$128 \times 32 \times 32$
$3 \times 3 \times 64$ deconv, pad 1, stride 2	$64 \times 64 \times 64$
$3 \times 3 \times 32$ deconv, pad 1, stride 2	$32 \times 127 \times 127$
$10 \times 10 \times 3$ deconv, pad 4, stride 1	$3 \times 128 \times 128$