Input Dim	Layer	Output Dim
$256 \times 256 \times 3$	periodical pixel shuffling	$64 \times 64 \times 48$
$64 \times 64 \times 48$	Conv$(4, 4, 48, 128)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 128$
$64 \times 64 \times 128$	Conv$(4, 4, 128, 64)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 64$
$64 \times 64 \times 64$	Conv$(4, 4, 64, 32)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 32$
$64 \times 64 \times \{32, 3\}$	Concatenate in Channel	$64 \times 64 \times 35$
$64 \times 64 \times 35$	Conv$(4, 4, 35, 64)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 64$
$64 \times 64 \times 64$	Conv$(4, 4, 64, 128)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 128$
$64 \times 64 \times 128$	Conv$(4, 4, 128, 48)$-'SAME'-Batch_Norm-Relu	$64 \times 64 \times 48$
$64 \times 64 \times 48$	periodical pixel shuffling	$256 \times 256 \times 3$