Layer	Input	Filter Size	Stride	Number of Filters	Activation	Output
$Conv_1$	240*240	3*3	1	64	ReLU	240*240*64
$Conv_2$	240*240*64	1*1	1	32	ReLU	240*240*32
Conv ₃	240*240*32	3*3	1	64	ReLU	240*240*64
Conv ₄	240*240*64	1*1	1	32	ReLU	240*240*32
$Conv_5$	240*240*32	3*3	1	64	ReLU	240*240*64
$Conv_6$	240*240*64	1*1	1	32	ReLU	240*240*32
Conv ₇	240*240*32	3*3	1	64	ReLU	240*240*64
Conv ₈	240*240*64	1*1	1	32	ReLU	240*240*32
Conv ₉	240*240*32	3*3	1	1	Linear	240*240
Data Fidelity	240*240	N/A	N/A	N/A	N/A	240*240