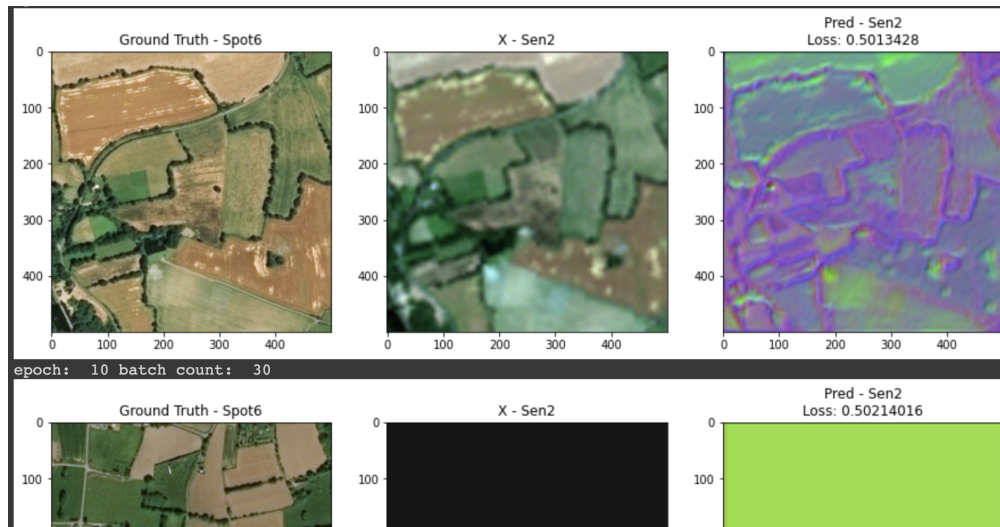


Regarding Models

- Smaller Chips seem to be the norm. Going as high as max. 240x240. Larger = more RAM and GPU-RAM
- Different sizes should result in different kernel sizes?

Regarding Loss

- SSMI inconsistent? As seen here, completely empty images doesn't have significantly different SSMI than closer image. Alignment issues? Shiftnet?



- Also, ssim and mae independently seem not to work too well, maybe unifying them helps? SSIM-> changes in texture while mae/mse changes in color