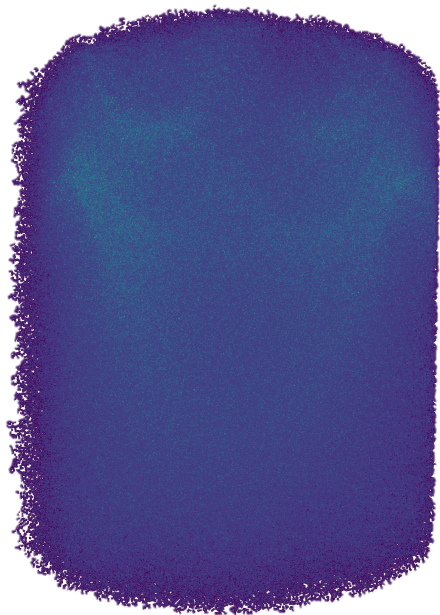


Noisy Input



Mapping \hat{h}

UNET3D



Prediction
(Denoised)

