

height 00, band 00
range: [7.3e-04, 1.3e-01]
dims: [128, 128] * 2



height 00, band 01
range: [9.0e-04, 1.4e-01]
dims: [128, 128] * 2



height 00, band 02
range: [5.3e-04, 1.8e-01]
dims: [128, 128] * 2



height 00, band 03
range: [9.3e-04, 1.4e-01]
dims: [128, 128] * 2



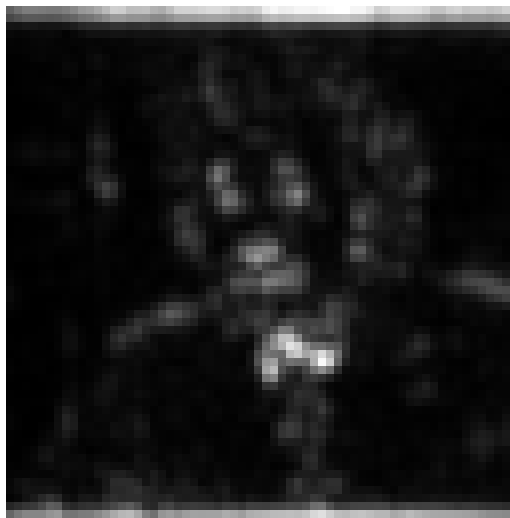
height 01, band 00
range: [8.3e-03, 4.8e-01]
dims: [64, 64] * 4



height 01, band 01
range: [6.5e-03, 5.7e-01]
dims: [64, 64] * 4



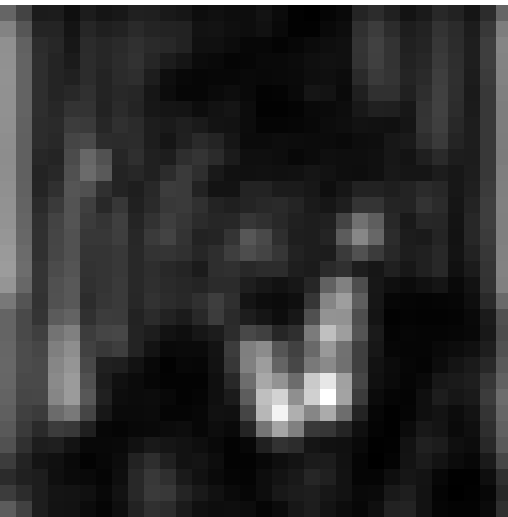
height 01, band 02
range: [2.9e-03, 5.2e-01]
dims: [64, 64] * 4



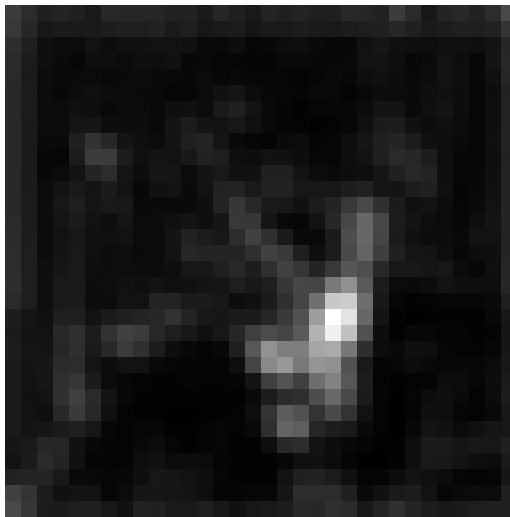
height 01, band 03
range: [5.1e-03, 5.6e-01]
dims: [64, 64] * 4



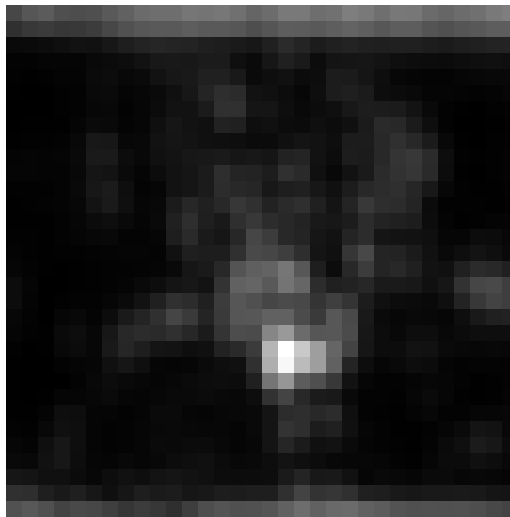
height 02, band 00
range: [3.3e-02, 2.2e+00]
dims: [32, 32] * 8



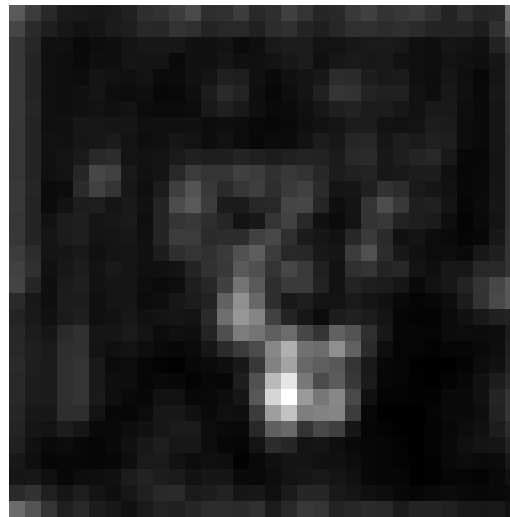
height 02, band 01
range: [3.0e-02, 2.6e+00]
dims: [32, 32] * 8



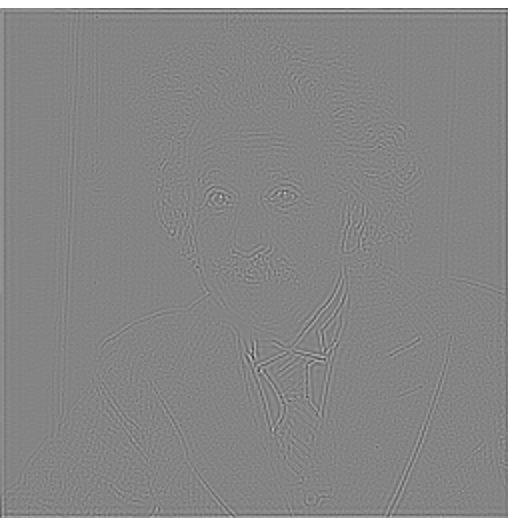
height 02, band 02
range: [1.1e-02, 2.3e+00]
dims: [32, 32] * 8



height 02, band 03
range: [2.2e-02, 2.0e+00]
dims: [32, 32] * 8



residual highpass
range: [-2.6e-01, 2.4e-01]
dims: [256, 256] * 1



residual lowpass
range: [9.2e+00, 5.2e+01]
dims: [32, 32] * 8

