

input_1	input:	[(None, 128, 128, 3)]
InputLayer	output:	[(None, 128, 128, 3)]



conv2d	input:	(None, 128, 128, 3)
Conv2D	output:	(None, 128, 128, 8)



batch_normalization	input:	(None, 128, 128, 8)
BatchNormalization	output:	(None, 128, 128, 8)



conv2d_1	input:	(None, 128, 128, 8)
Conv2D	output:	(None, 128, 128, 8)



batch_normalization_1	input:	(None, 128, 128, 8)
BatchNormalization	output:	(None, 128, 128, 8)



max_pooling2d	input:	(None, 128, 128, 8)
MaxPooling2D	output:	(None, 64, 64, 8)



dropout	input:	(None, 64, 64, 8)
Dropout	output:	(None, 64, 64, 8)



conv2d_2	input:	(None, 64, 64, 8)
Conv2D	output:	(None, 64, 64, 16)



batch_normalization_2	input:	(None, 64, 64, 16)
BatchNormalization	output:	(None, 64, 64, 16)



conv2d_3	input:	(None, 64, 64, 16)
Conv2D	output:	(None, 64, 64, 16)



batch_normalization_3	input:	(None, 64, 64, 16)
BatchNormalization	output:	(None, 64, 64, 16)



max_pooling2d_1	input:	(None, 64, 64, 16)
MaxPooling2D	output:	(None, 32, 32, 16)



dropout_1	input:	(None, 32, 32, 16)
Dropout	output:	(None, 32, 32, 16)



flatten	input:	(None, 32, 32, 16)
Flatten	output:	(None, 16384)



dense	input:	(None, 16384)
Dense	output:	(None, 1)