

SL.No		Activation Shape	Activation Size	# Parameters
1.	Input Layer:	(32, 32, 3)	3072	0
2.	CONV1 (f=5, s=1)	(28, 28, 8)	6272	608
3.	POOL1	(14, 14, 8)	1568	0
4.	CONV2 (f=5, s=1)	(10, 10, 16)	1600	3216
5.	POOL2	(5, 5, 16)	400	0
6.	FC3	(120, 1)	120	48120
7.	FC4	(84, 1)	84	10164
8.	Softmax	(10, 1)	10	850

$\text{Input} \rightarrow \text{colored image with size } 32 \times 32 \times 3$
 $\text{activation size} = 32 \times 32 \times 3 = 3072$

$\begin{matrix} \text{height} & \text{width} & \text{channel (RGB)} \\ \uparrow & \uparrow & \uparrow \\ 32 & 32 & 3 \end{matrix}$

② CONV1 (filter size = 5, stride = 1) and # filters = 8
 $\text{output image size} = \frac{32 - 5 + 2(0)}{1} + 1 = 28$
 $\therefore \text{activation shape } (28, 28, 8) \text{ and activation size} = 28 \times 28 \times 8 = 6272$
 $\text{\# parameters} = 5 \times 5 \times 3 \times 8 = 608$

③ pool size = 2 \therefore The output image = $28/2 = 14$
 Note: number of filter will not change
 $\text{activation shape } (14, 14, 8)$
 $\text{activation size} = 14 \times 14 \times 8 = 1568$

④ Conv2 (filter size = 5, stride = 1) and # filters = 16

$$\text{output image size} = \frac{14 - 5 + 2(0)}{1} + 1 = 10$$

\therefore activation shape (5, 5, 16) (activation size = $10 * 10 * 16 = 1600$)

$$\# \text{ parameters} = 5 * 5 * 8 * 16 + 16 = 3216$$

⑤ pool size = 2 \therefore The output image = $10 / 2 = 5$

Note: number of filter will not change

activation shape (5, 5, 16)

$$\text{activation size} = 5 * 5 * 16 = 400$$

⑥ # hidden nodes (120)

$$\text{activation size} = 120 * 1 = 120$$

$$\# \text{ parameters} = 120 * 400 + 120 = 48120$$

\downarrow
from the previous layer

⑦ # hidden nodes (84)

$$\text{activation size} = 84 * 1 = 84$$

$$\# \text{ parameters} = 84 * 120 + 84 = 10164$$

\downarrow
from the previous layer

⑧ # output = 10 & activation size = $10 * 1 = 10$

$$\# \text{ parameter} = 10 * 84 + 10 = 850$$

\swarrow from the last layer