		Activation shape	Activation size	# parameters
C	Input	(32,32,3)	3072	0
0	CONV1 (f=5, s=1)	(28,28,8)	6272	208
3	POOL1	(14,14,8)	1568	0
U	CONV2 (f=5, s=1)	(10,10,16)	1600	416
6	POOL2	(5,5,16)	400	0
6	FC1 -	(120,1)	120	48001
(2)	FC2	(84,1)	84	10081
\mathfrak{D}	Softmax	(10,1)	10.	841

hight.size zhound (AGB)

C Input -> colored image with size 32 = 32 = 3

activation size = 32 = 72 # 3 = 3072 width size

② COVV2 (filter Size = 5, stride=1) and # filters = 8

output image Size = $\frac{32.5+2(0)}{1}=28$ if activation shape (28, 28, 8) (activation Size=28+19=8=617)

**Parameters = 5*5 * 8 + 8 = 208

B pool size = 2 : The output image = 28/2 = 14

Note: humber of filter will not charge

octivation shape (14,14,8)

activation size = 14,14 * 8 = 1568

Output image size = $\frac{14+3+2(0)}{1}$ and # filters = 16

output image size = $\frac{14+3+2(0)}{1}$ = 10

: activation shape (5, 5, 16) (activation size = 10 + 10 = 1600* Parameters = 5 * 5 * 16 + 16 = 416

pool size = 2 : The ownput image = 10/2 = 5

Note: humber of filter will not charge
octivation shape (5,5;16)

activation size = 5*5*16 = 400

E * hidden hodes (120)

activation Size = 120 * 1 = 120

* parameters = 120 * 400 + 1 = 48001

from the previous larger

From the previous layer

Oup wh = 10 & a chivation SiZe = 10 * 1 = 10* Parameter = 10 * 84 + 1 = 841 From the last layer