RoomNet Convolution Block

Args – ksize, kernel\_stride, output\_filters, pool\_ksize,

pooling, pool\_stride

Convolution

Kernel =

Stride =

Number of filters =

Padding = “VALID”

ReLU6

Average Pooling (if pooling = True)

Kernel =

Stride =

Number of filters =

Batch Normalization

Batch Normalization

Repeat this depth -1 times

RoomNet Residual Block

Args – ksize, kernel\_stride, output\_filters, pool\_ksize, depth, pooling, pool\_stride

RoomNet Convolution Block

input\_args - ksize, kernel\_stride, output\_filters, pool\_ksize, pooling

pool\_stride

RoomNet Convolution Block

input\_args - ksize, kernel\_stride, output\_filters, pool\_ksize, pooling

pool\_stride

RoomNet Dense Block

Args – num\_outs, biased

Fully Connected Layer

input\_args – num\_outs, biased

ReLU6

RoomNet Residual Block

input\_args – ksize=3, kernel\_stride=1, output\_filters=8, pool\_ksize=3, depth=1, pooling=True, pool\_stride=1

RoomNet Dense Block

input\_args – num\_outs=6, biased=True

RoomNet Dense Block

input\_args – num\_outs=8, biased=False

RoomNet Dense Block

input\_args – num\_outs=16, biased=False

RoomNet Residual Block

input\_args – ksize=3, kernel\_stride=1, output\_filters=32, pool\_ksize=4, depth=3, pooling=True, pool\_stride=1

RoomNet Residual Block

input\_args – ksize=3, kernel\_stride=1, output\_filters=64, pool\_ksize=4, depth=2, pooling=True, pool\_stride=2

RoomNet Residual Block

input\_args – ksize=3, kernel\_stride=1, output\_filters=128, pool\_ksize=0, depth=1, pooling=False, pool\_stride=0

RoomNet Residual Block

input\_args – ksize=3, kernel\_stride=1, output\_filters=16, pool\_ksize=4, depth=3, pooling=True, pool\_stride=2

RoomNet Dense Block

input\_args – num\_outs=32, biased=False

Batch Normalization

Batch Normalization

Batch Normalization