InputLayer
input: (None, 32, 32, 3)
output: (None, 32, 32, 3)
Conv2D
input: (None, 32, 32, 3)
output: (None, 32, 32, 32)
BatchNormalizationV1
input: (None, 32, 32, 32)
output: (None, 32, 32, 32)
Activation
input: (None, 32, 32, 32)
output: (None, 32, 32, 32)
Dropout
input: (None, 32, 32, 32)
output: (None, 32, 32, 32)
Conv2D
input: (None, 32, 32, 32)
output: (None, 32, 32, 32)
Activation
input: (None, 32, 32, 32)
output: (None, 32, 32, 32)
MaxPooling2D
input: (None, 32, 32, 32)
output: (None, 16, 16, 32)
Conv2D
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
BatchNormalizationV1
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
Activation
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
Dropout
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
Conv2D
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
Activation
input: (None, 16, 16, 32)
output: (None, 16, 16, 32)
MaxPooling2D
input: (None, 16, 16, 32)
output: (None, 8, 8, 32)
Conv2D
input: (None, 8, 8, 32)
output: (None, 8, 8, 64)
BatchNormalizationV1
input: (None, 8, 8, 64)
output: (None, 8, 8, 64)
Activation
input: (None, 8, 8, 64)
output: (None, 8, 8, 64)
Dropout
input: (None, 8, 8, 64)
output: (None, 8, 8, 64)
Conv2D
input: (None, 8, 8, 64)
output: (None, 8, 8, 64)
Activation
input: (None, 8, 8, 64)
output: (None, 8, 8, 64)
MaxPooling2D
input: (None, 8, 8, 64)
output: (None, 4, 4, 64)
Conv2D
input: (None, 4, 4, 64)
output: (None, 4, 4, 128)
BatchNormalizationV1
input: (None, 4, 4, 128)
output: (None, 4, 4, 128)
Activation
input: (None, 4, 4, 128)
output: (None, 4, 4, 128)
Dropout
input: (None, 4, 4, 128)
output: (None, 4, 4, 128)
Conv2D
input: (None, 4, 4, 128)
output: (None, 4, 4, 128)
Activation
input: (None, 4, 4, 128)
output: (None, 4, 4, 128)
MaxPooling2D
input: (None, 4, 4, 128)
output: (None, 2, 2, 128)
Flatten
input: (None, 2, 2, 128)
output: (None, 512)
Dense
input: (None, 512)
output: (None, 64)
Dropout
input: (None, 64)
output: (None, 64)
Dense
input: (None, 64)
output: (None, 10)