```
Input
```
(224, 224, 3)
```
Conv2D
```
(224, 224, 64)
```
Conv2D
```
(224, 224, 64)
```
MaxPooling2D 2x2
```
(112, 112, 64)
```
Conv2D
```
(112, 112, 128)
```
Conv2D
```
(112, 112, 128)
```
MaxPooling2D 2x2
```
(56, 56, 128)
```
Conv2D
```
(56, 56, 256)
```
Conv2D
```
(56, 56, 256)
```
Conv2D
```
(56, 56, 256)
```
MaxPooling2D 2x2
```
(28, 28, 256)
```
Conv2D
```
(28, 28, 512)
```
Conv2D
```
(28, 28, 512)
```
Conv2D
```
(28, 28, 512)
```
MaxPooling2D 2x2
```
(14, 14, 512)
```
Conv2D
```
(14, 14, 512)
```
Conv2D
```
(14, 14, 512)
```
Conv2D
```
(14, 14, 512)
```
MaxPooling2D 2x2
```
(7, 7, 512)
```
Flatten
```
(25088,)
```
Dense 4096
```
(4096,)
```
Dense 4096
```
(4096,)
```
Dense 1000
```
(1000,)
```
Output
```