

input_1: InputLayer	input:	[(?, 250, 250, 3)]
	output:	[(?, 250, 250, 3)]



conv2d: Conv2D	input:	(?, 250, 250, 3)
	output:	(?, 123, 123, 32)



conv2d_1: Conv2D	input:	(?, 123, 123, 32)
	output:	(?, 121, 121, 32)



max_pooling2d: MaxPooling2D	input:	(?, 121, 121, 32)
	output:	(?, 40, 40, 32)



conv2d_2: Conv2D	input:	(?, 40, 40, 32)
	output:	(?, 38, 38, 32)



conv2d_3: Conv2D	input:	(?, 38, 38, 32)
	output:	(?, 36, 36, 32)



max_pooling2d_1: MaxPooling2D	input:	(?, 36, 36, 32)
	output:	(?, 12, 12, 32)



conv2d_4: Conv2D	input:	(?, 12, 12, 32)
	output:	(?, 10, 10, 32)



conv2d_5: Conv2D	input:	(?, 10, 10, 32)
	output:	(?, 8, 8, 32)



max_pooling2d_2: MaxPooling2D	input:	(?, 8, 8, 32)
	output:	(?, 4, 4, 32)



global_max_pooling2d: GlobalMaxPooling2D	input:	(?, 4, 4, 32)
	output:	(?, 32)



dense: Dense	input:	(?, 32)
	output:	(?, 10)