

vgg16_input: InputLayer	input:	(None, 150, 150, 3)
	output:	(None, 150, 150, 3)



vgg16: Model	input:	(None, 150, 150, 3)
	output:	(None, 4, 4, 512)



flatten: Flatten	input:	(None, 4, 4, 512)
	output:	(None, 8192)



fc1: Dense	input:	(None, 8192)
	output:	(None, 512)



fc2: Dense	input:	(None, 512)
	output:	(None, 128)



l2_norm: Lambda	input:	(None, 128)
	output:	(None, 128)