

input_1: InputLayer	input:	(None, 150, 150, 3)
	output:	(None, 150, 150, 3)



block1_conv1: Conv2D	input:	(None, 150, 150, 3)
	output:	(None, 150, 150, 64)



block1_conv2: Conv2D	input:	(None, 150, 150, 64)
	output:	(None, 150, 150, 64)



block1_pool: MaxPooling2D	input:	(None, 150, 150, 64)
	output:	(None, 75, 75, 64)



block2_conv1: Conv2D	input:	(None, 75, 75, 64)
	output:	(None, 75, 75, 128)



block2_conv2: Conv2D	input:	(None, 75, 75, 128)
	output:	(None, 75, 75, 128)



block2_pool: MaxPooling2D	input:	(None, 75, 75, 128)
	output:	(None, 37, 37, 128)



block3_conv1: Conv2D	input:	(None, 37, 37, 128)
	output:	(None, 37, 37, 256)



block3_conv2: Conv2D	input:	(None, 37, 37, 256)
	output:	(None, 37, 37, 256)



block3_conv3: Conv2D	input:	(None, 37, 37, 256)
	output:	(None, 37, 37, 256)



block3_pool: MaxPooling2D	input:	(None, 37, 37, 256)
	output:	(None, 18, 18, 256)



block4_conv1: Conv2D	input:	(None, 18, 18, 256)
	output:	(None, 18, 18, 512)



block4_conv2: Conv2D	input:	(None, 18, 18, 512)
	output:	(None, 18, 18, 512)



block4_conv3: Conv2D	input:	(None, 18, 18, 512)
	output:	(None, 18, 18, 512)



block4_pool: MaxPooling2D	input:	(None, 18, 18, 512)
	output:	(None, 9, 9, 512)



block5_conv1: Conv2D	input:	(None, 9, 9, 512)
	output:	(None, 9, 9, 512)



block5_conv2: Conv2D	input:	(None, 9, 9, 512)
	output:	(None, 9, 9, 512)



block5_conv3: Conv2D	input:	(None, 9, 9, 512)
	output:	(None, 9, 9, 512)



block5_pool: MaxPooling2D	input:	(None, 9, 9, 512)
	output:	(None, 4, 4, 512)