



3X3 Conv, # filters 64, stride 2
+BN + Relu



3X3 Max pooling, stride 2



G-Bneck, # output channels
64, stride 1, 0 SE



G-Bneck, # output channels
64, stride 1, 0 SE



G-Bneck, # output channels
64, stride 1, 1 SE



G-Bneck, # output channels
128, stride 2, 0 SE



G-Bneck, # output channels
128, stride 1, 1 SE



G-Bneck, # output channels
256, stride 2, 0 SE



G-Bneck, # output channels
256, stride 1, 1 SE



G-Bneck, # output channels
512, stride 2, 0 SE



1X1 Conv, # output
channels 512, stride 1



7X7 avl pooling



1X1 Conv, # output
channels 512, stride 1



FC 1000

