

Input
image
patch

2



Conv 3x3, ReLu



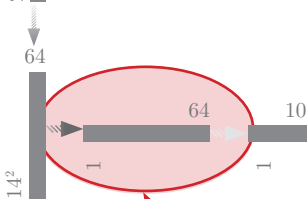
Max Pool 2x2



Flatten



Conv 1x1, Softmax



A lot of
information
contained in here!