

Layer	Input shape	Output shape
Conv1	[32, 165, 256]	[32, 165, 128]
Conv2	[32, 165, 128]	[32, 165, 256]
Pool	[32, 165, 256]	[32, 82, 256]
Conv3	[32, 82, 256]	[32, 10, 256]