

|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block4_conv1 |      | input:  | (None, 6, 6, 256) | (None, 6, 6, 512) |
| Conv2D       | relu | output: |                   |                   |



|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block4_conv2 |      | input:  | (None, 6, 6, 512) | (None, 6, 6, 512) |
| Conv2D       | relu | output: |                   |                   |



|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block4_conv3 |      | input:  | (None, 6, 6, 512) | (None, 6, 6, 512) |
| Conv2D       | relu | output: |                   |                   |



|                    |  |         |                   |                   |
|--------------------|--|---------|-------------------|-------------------|
| block4_normalizer  |  | input:  | (None, 6, 6, 512) | (None, 6, 6, 512) |
| BatchNormalization |  | output: |                   |                   |



|              |  |         |                   |                   |
|--------------|--|---------|-------------------|-------------------|
| block4_pool  |  | input:  | (None, 6, 6, 512) | (None, 3, 3, 512) |
| MaxPooling2D |  | output: |                   |                   |



|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block5_conv1 |      | input:  | (None, 3, 3, 512) | (None, 3, 3, 512) |
| Conv2D       | relu | output: |                   |                   |



|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block5_conv2 |      | input:  | (None, 3, 3, 512) | (None, 3, 3, 512) |
| Conv2D       | relu | output: |                   |                   |



|              |      |         |                   |                   |
|--------------|------|---------|-------------------|-------------------|
| block5_conv3 |      | input:  | (None, 3, 3, 512) | (None, 3, 3, 512) |
| Conv2D       | relu | output: |                   |                   |



|                    |  |         |                   |                   |
|--------------------|--|---------|-------------------|-------------------|
| block5_normalizer  |  | input:  | (None, 3, 3, 512) | (None, 3, 3, 512) |
| BatchNormalization |  | output: |                   |                   |



|              |  |         |                   |                   |
|--------------|--|---------|-------------------|-------------------|
| block5_pool  |  | input:  | (None, 3, 3, 512) | (None, 1, 1, 512) |
| MaxPooling2D |  | output: |                   |                   |



|            |  |         |                   |             |
|------------|--|---------|-------------------|-------------|
| fc_flatten |  | input:  | (None, 1, 1, 512) | (None, 512) |
| Flatten    |  | output: |                   |             |



|       |      |         |             |              |
|-------|------|---------|-------------|--------------|
| fc_1  |      | input:  | (None, 512) | (None, 4096) |
| Dense | relu | output: |             |              |



|       |      |         |              |              |
|-------|------|---------|--------------|--------------|
| fc_2  |      | input:  | (None, 4096) | (None, 4096) |
| Dense | relu | output: |              |              |



|            |  |         |              |              |
|------------|--|---------|--------------|--------------|
| fc_dropout |  | input:  | (None, 4096) | (None, 4096) |
| Dropout    |  | output: |              |              |



|               |         |         |              |           |
|---------------|---------|---------|--------------|-----------|
| fc_classifier |         | input:  | (None, 4096) | (None, 7) |
| Dense         | softmax | output: |              |           |