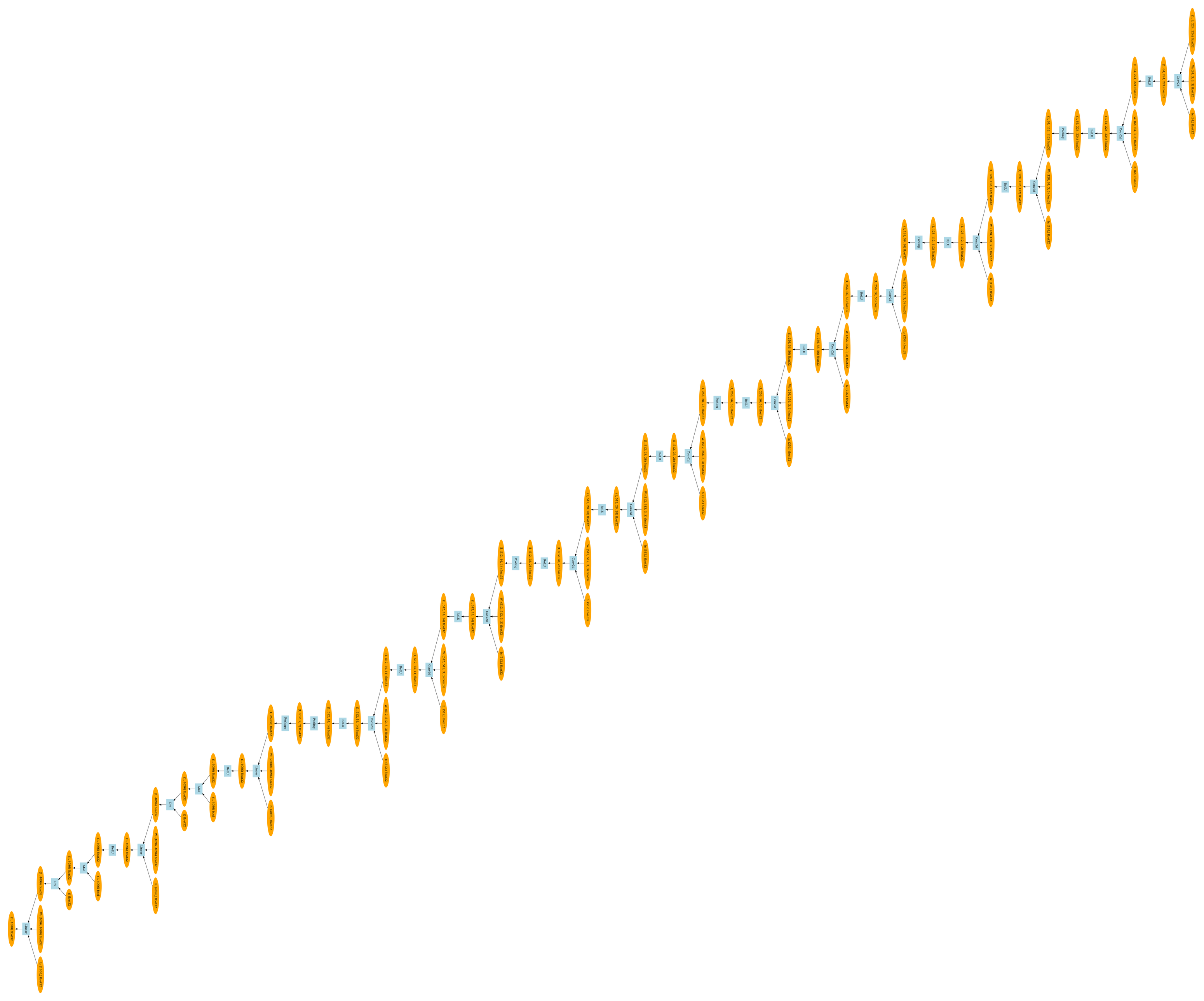
{1, 3, 224, 224} float32
W: {64, 3, 3, 3} float32
B: {64} float32
Conv2d
{1, 64, 224, 224} float32
ReLU
{1, 64, 224, 224} float32
W: {64, 64, 3, 3} float32
B: {64} float32
Conv2d
{1, 64, 224, 224} float32
ReLU
{1, 64, 224, 224} float32
Pooling
{1, 64, 112, 112} float32
W: {128, 64, 3, 3} float32
B: {128} float32
Conv2d
{1, 128, 112, 112} float32
ReLU
{1, 128, 112, 112} float32
W: {128, 128, 3, 3} float32
B: {128} float32
Conv2d
{1, 128, 112, 112} float32
ReLU
{1, 128, 112, 112} float32
Pooling
{1, 128, 56, 56} float32
W: {256, 128, 3, 3} float32
B: {256} float32
Conv2d
{1, 256, 56, 56} float32
ReLU
{1, 256, 56, 56} float32
W: {256, 256, 3, 3} float32
B: {256} float32
Conv2d
{1, 256, 56, 56} float32
ReLU
{1, 256, 56, 56} float32
Pooling
{1, 256, 28, 28} float32
W: {512, 256, 3, 3} float32
B: {512} float32
Conv2d
{1, 512, 28, 28} float32
ReLU
{1, 512, 28, 28} float32
W: {512, 512, 3, 3} float32
B: {512} float32
Conv2d
{1, 512, 28, 28} float32
ReLU
{1, 512, 28, 28} float32
Pooling
{1, 512, 14, 14} float32
W: {512, 512, 3, 3} float32
B: {512} float32
Conv2d
{1, 512, 14, 14} float32
ReLU
{1, 512, 14, 14} float32
W: {512, 512, 3, 3} float32
B: {512} float32
Conv2d
{1, 512, 14, 14} float32
ReLU
{1, 512, 14, 14} float32
W: {512, 512, 3, 3} float32
B: {512} float32
Conv2d
{1, 512, 14, 14} float32
ReLU
{1, 512, 14, 14} float32
Pooling
{1, 512, 7, 7} float32
Reshape
{1, 25088} float32
W: {25088, 4096} float32
B: {4096,} float32
Linear
{1, 4096} float32
ReLU
{1, 4096} float32
W: {4096, 4096} float32
B: {4096,} float32
Linear
{1, 4096} float32
ReLU
{1, 4096} float32
W: {4096, 1000} float32
B: {1000,} float32
Linear
{1, 1000} float32