

|            |         |                     |
|------------|---------|---------------------|
| InputLayer | input:  | [(None, 28, 28, 1)] |
|            | output: | [(None, 28, 28, 1)] |



|               |         |                    |
|---------------|---------|--------------------|
| Conv2DFlipout | input:  | (None, 28, 28, 1)  |
|               | output: | (None, 28, 28, 16) |



|              |         |                    |
|--------------|---------|--------------------|
| MaxPooling2D | input:  | (None, 28, 28, 16) |
|              | output: | (None, 14, 14, 16) |



|               |         |                    |
|---------------|---------|--------------------|
| Conv2DFlipout | input:  | (None, 14, 14, 16) |
|               | output: | (None, 14, 14, 32) |



|              |         |                    |
|--------------|---------|--------------------|
| MaxPooling2D | input:  | (None, 14, 14, 32) |
|              | output: | (None, 7, 7, 32)   |



|               |         |                  |
|---------------|---------|------------------|
| Conv2DFlipout | input:  | (None, 7, 7, 32) |
|               | output: | (None, 7, 7, 64) |



|              |         |                  |
|--------------|---------|------------------|
| MaxPooling2D | input:  | (None, 7, 7, 64) |
|              | output: | (None, 4, 4, 64) |



|            |         |                  |
|------------|---------|------------------|
| Activation | input:  | (None, 4, 4, 64) |
|            | output: | (None, 4, 4, 64) |



|                  |         |                  |
|------------------|---------|------------------|
| AveragePooling2D | input:  | (None, 4, 4, 64) |
|                  | output: | (None, 1, 1, 64) |



|         |         |                  |
|---------|---------|------------------|
| Flatten | input:  | (None, 1, 1, 64) |
|         | output: | (None, 64)       |



|              |         |            |
|--------------|---------|------------|
| DenseFlipout | input:  | (None, 64) |
|              | output: | (None, 10) |