```
layer1.0.weight (64, 3, 3, 3) (64)
AccumulateGrad layer1.1.weight (64) layer1.1.bias (64)

ConvolutionBackward0 AccumulateGrad AccumulateGrad
                                   NativeBatchNormBackward0 layer2.0.weight (64, 64, 3, 3) layer2.0.bias (64)
                                                                                                                                                          NativeBatchNormBackward0 layer4.0.weight (128, 128, 3, 3) layer4.0.bias (128)
                                                                                                                                                                                                                                           layer5.0.weight (256, 128, 3, 3) (256)
                                                                                                                                                                                                                        MaxPool2DBackward0 AccumulateGrad AccumulateGrad layer5.1.weight (256) layer5.1.bias (256)
                                                                                                                                                                                                                                                                           NativeBatchNormBackward0 layer6.0.weight (256, 256, 3, 3) (256)
                                                                                                                                                                                                                                                                                                                                       NativeBatchNormBackward0 layer7.0.weight (256, 256, 3, 3) (256)
                                                                                                                                                                                                                                                                                                                                                   ReluBackward0 AccumulateGrad layer7.1.weight layer7.1.bias
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          NativeBatchNormBackward0 layer14.0.weight (512, 512, 3, 3) layer14.0.bias (512)
```