layer1.0.weight (64, 3, 3, 3) (64) NativeBatchNormBackward0 layer2.0.weight (64, 64, 3, 3) (64) ReluBackward0 AccumulateGrad layer2.1.weight (64) layer2.1.bias (64) ReluBackward0 layer3.0.weight (128, 64, 3, 3) layer3.0.bias (128) MaxPool2DBackward0

AccumulateGrad

AccumulateGrad

AccumulateGrad

AccumulateGrad

1ayer3.1.weight
(128)

(128) NativeBatchNormBackward0 layer4.0.weight (128, 128, 3, 3) (128) AccumulateGrad layer4.1.weight (128) layer4.1.bias (128) ReluBackward0 layer5.0.weight (256, 128, 3, 3) (256) MaxPool2DBackward0 AccumulateGrad layer5.1.weight (256) layer5.1.bias (256) NativeBatchNormBackward0 layer6.0.weight (256, 256, 3, 3) (256) ReluBackward0 AccumulateGrad AccumulateGrad layer6.1.weight (256) NativeBatchNormBackward0 layer7.0.weight (256, 256, 3, 3) (256) ReluBackward0 layer8.0.weight (512, 256, 3, 3) (512) MaxPool2DBackward0 AccumulateGrad AccumulateGrad layer8.1.weight (512) ReluBackward0 AccumulateGrad AccumulateGrad layer9.1.weight (512) layer9.1.bias (512) NativeBatchNormBackward0 layer10.0.weight (512, 512, 3, 3) (512) ReluBackward0 layer11.0.weight (512, 512, 3, 3) (512) MaxPool2DBackward0 AccumulateGrad AccumulateGrad layer11.1.weight (512) layer11.1.bias (512) NativeBatchNormBackward0 layer12.0.weight (512, 512, 3, 3) (512) ReluBackward0 AccumulateGrad layer12.1.weight (512) NativeBatchNormBackward0 layer13.0.weight (512, 512, 3, 3) ReluBackward0 AccumulateGrad layer13.1.weight (512) layer13.1.bias (512)