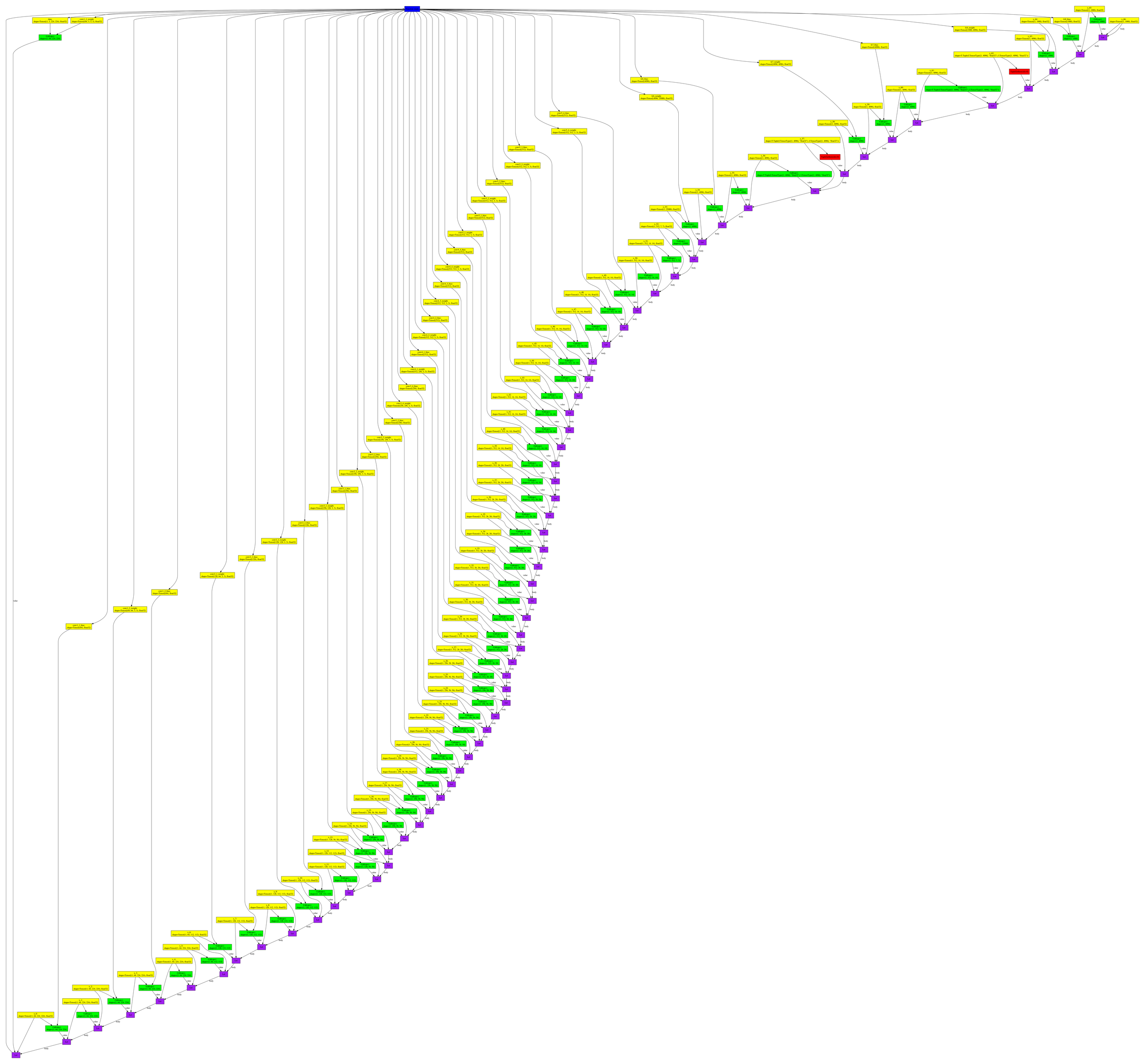
Torch-TRT Module
input
shape=Tensor(1, 3, 224, 224), float32)
conv1_1_weight
shape=Tensor(64, 3, 7, 7), float32)
Call aten
shape=(1, 64, 224, 224)
conv1_1_bias
shape=Tensor(64), float32)
conv2_1_weight
shape=Tensor(128, 64, 3, 3), float32)
conv2_1_bias
shape=Tensor(128), float32)
conv3_1_weight
shape=Tensor(256, 128, 3, 3), float32)
conv3_1_bias
shape=Tensor(256), float32)
conv4_1_weight
shape=Tensor(512, 256, 3, 3), float32)
conv4_1_bias
shape=Tensor(512), float32)
conv5_1_weight
shape=Tensor(512, 512, 3, 3), float32)
conv5_1_bias
shape=Tensor(512), float32)
conv2_2_weight
shape=Tensor(128, 128, 3, 3), float32)
conv2_2_bias
shape=Tensor(128), float32)
conv3_2_weight
shape=Tensor(256, 256, 3, 3), float32)
conv3_2_bias
shape=Tensor(256), float32)
conv4_2_weight
shape=Tensor(512, 512, 3, 3), float32)
conv4_2_bias
shape=Tensor(512), float32)
conv5_2_weight
shape=Tensor(512, 512, 3, 3), float32)
conv5_2_bias
shape=Tensor(512), float32)
conv2_3_weight
shape=Tensor(128, 128, 3, 3), float32)
conv2_3_bias
shape=Tensor(128), float32)
conv3_3_weight
shape=Tensor(256, 256, 3, 3), float32)
conv3_3_bias
shape=Tensor(256), float32)
conv4_3_weight
shape=Tensor(512, 512, 3, 3), float32)
conv4_3_bias
shape=Tensor(512), float32)
conv5_3_weight
shape=Tensor(512, 512, 3, 3), float32)
conv5_3_bias
shape=Tensor(512), float32)
fc6_weight
shape=Tensor(4096, 25088), float32)
fc6_bias
shape=Tensor(4096), float32)
fc7_weight
shape=Tensor(4096, 4096), float32)
fc7_bias
shape=Tensor(4096), float32)
fc8_weight
shape=Tensor(1000, 4096), float32)
fc8_bias
shape=Tensor(1000), float32)
x.1
shape=Tensor(1, 64, 224, 224), float32)
x.3
shape=Tensor(1, 64, 224, 224), float32)
x.5
shape=Tensor(1, 64, 224, 224), float32)
x.7
shape=Tensor(1, 64, 224, 224), float32)
x.9
shape=Tensor(1, 64, 224, 224), float32)
x.11
shape=Tensor(1, 128, 112, 112), float32)
x.13
shape=Tensor(1, 128, 112, 112), float32)
x.15
shape=Tensor(1, 128, 112, 112), float32)
x.17
shape=Tensor(1, 128, 112, 112), float32)
x.19
shape=Tensor(1, 128, 112, 112), float32)
x.21
shape=Tensor(1, 256, 56, 56), float32)
x.23
shape=Tensor(1, 256, 56, 56), float32)
x.25
shape=Tensor(1, 256, 56, 56), float32)
x.27
shape=Tensor(1, 256, 56, 56), float32)
x.29
shape=Tensor(1, 256, 56, 56), float32)
x.31
shape=Tensor(1, 512, 28, 28), float32)
x.33
shape=Tensor(1, 512, 28, 28), float32)
x.35
shape=Tensor(1, 512, 28, 28), float32)
x.37
shape=Tensor(1, 512, 28, 28), float32)
x.39
shape=Tensor(1, 512, 28, 28), float32)
x.41
shape=Tensor(1, 512, 14, 14), float32)
x.43
shape=Tensor(1, 512, 14, 14), float32)
x.45
shape=Tensor(1, 512, 14, 14), float32)
x.47
shape=Tensor(1, 512, 14, 14), float32)
x.49
shape=Tensor(1, 512, 14, 14), float32)
x.51
shape=Tensor(1, 512, 7, 7), float32)
x.53
shape=Tensor(1, 4096), float32)
x.55
shape=Tensor(1, 4096), float32)
x.57
shape=Tensor(1, 4096), float32)
x.59
shape=Tensor(1, 4096), float32)
x.61
shape=Tensor(1, 4096), float32)
x.63
shape=T(Tuple(Tensor(1, 4096, "float32"), Tensor(1, 4096, "float32"))
TupleConstruct(x.63)
x.65
shape=Tensor(1, 1000), float32)
Call aten
shape=(1, 1000)
Let
body
value