

conv2d_1_input: InputLayer	input:	(None, 256, 256, 3)
	output:	(None, 256, 256, 3)



conv2d_1: Conv2D	input:	(None, 256, 256, 3)
	output:	(None, 256, 256, 32)



conv2d_2: Conv2D	input:	(None, 256, 256, 32)
	output:	(None, 256, 256, 32)



max_pooling2d_1: MaxPooling2D	input:	(None, 256, 256, 32)
	output:	(None, 128, 128, 32)



conv2d_3: Conv2D	input:	(None, 128, 128, 32)
	output:	(None, 128, 128, 64)



conv2d_4: Conv2D	input:	(None, 128, 128, 64)
	output:	(None, 128, 128, 64)



max_pooling2d_2: MaxPooling2D	input:	(None, 128, 128, 64)
	output:	(None, 64, 64, 64)



flatten_1: Flatten	input:	(None, 64, 64, 64)
	output:	(None, 262144)



dropout_1: Dropout	input:	(None, 262144)
	output:	(None, 262144)



dense_1: Dense	input:	(None, 262144)
	output:	(None, 128)



dense_2: Dense	input:	(None, 128)
	output:	(None, 32)



dense_3: Dense	input:	(None, 32)
	output:	(None, 1)