

# ResNet

Source: torchvision.models.resnet v0.14.1  
NNViz v0.4.0

**Input**

*x*

**shape:** (1, 3, 224, 224)  
**dtype:** torch.float32

**Conv2d**

*conv1*

**params:** 9.41K (0.08%)

**src:** torch.nn.modules.conv.Conv2d

**shape:** (1, 64, 112, 112)  
**dtype:** torch.float32

**BatchNorm2d**

*bn1*

**params:** 128 (0.00%)

**src:** torch.nn.modules.batchnorm.BatchNorm2d

**shape:** (1, 64, 112, 112)  
**dtype:** torch.float32

**ReLU**

*relu*

**src:** torch.nn.modules.activation.ReLU

**shape:** (1, 64, 112, 112)  
**dtype:** torch.float32

**MaxPool2d**

*maxpool*

**src:** torch.nn.modules.pooling.MaxPool2d

**shape:** (1, 64, 56, 56)  
**dtype:** torch.float32

**layer1**

**params:** 147.97K (1.27%)

**shape:** (1, 64, 56, 56)  
**dtype:** torch.float32

**layer2**

**params:** 525.57K (4.50%)

**shape:** (1, 128, 28, 28)  
**dtype:** torch.float32

**layer3**

**params:** 2.10M (17.96%)

**shape:** (1, 256, 14, 14)  
**dtype:** torch.float32

**layer4**

**params:** 8.39M (71.81%)

**shape:** (1, 512, 7, 7)  
**dtype:** torch.float32

**AdaptiveAvgPool2d**

*avgpool*

**src:** torch.nn.modules.pooling.AdaptiveAvgPool2d

**shape:** (1, 512, 1, 1)  
**dtype:** torch.float32

**flatten**

*flatten*

**args:** 1

**src:** torch.flatten

**shape:** (1, 512)  
**dtype:** torch.float32

**Linear**

*fc*

**params:** 513.00K (4.39%)

**src:** torch.nn.modules.linear.Linear

**shape:** (1, 1000)  
**dtype:** torch.float32

**Output**

*output*