

ResNet

layer_name	output_size	18-layer	34-layer	38-layer
conv1	112 x 112	7 x 7, 64, stride 2	7 x 7, 64, stride 2	3 x 3,16,stride 1
conv2	56 x 56	$\begin{bmatrix} 3 * 3, & 64 \\ 3 * 3, & 64 \end{bmatrix} * 2$	$\begin{bmatrix} 3 * 3, & 64 \\ 3 * 3, & 64 \end{bmatrix} * 3$	$\begin{bmatrix} 3 * 3, & 16 \\ 3 * 3, & 16 \end{bmatrix} * 6$
conv3_x	28 x 28	$\begin{bmatrix} 3 * 3, & 128 \\ 3 * 3, & 128 \end{bmatrix} * 2$	$\begin{bmatrix} 3 * 3, & 128 \\ 3 * 3, & 128 \end{bmatrix} * 4$	$\begin{bmatrix} 3 * 3, & 32 \\ 3 * 3, & 32 \end{bmatrix} * 6$
conv4_x	14 x 14	$\begin{bmatrix} 3 * 3, & 256 \\ 3 * 3, & 256 \end{bmatrix} * 2$	$\begin{bmatrix} 3 * 3, & 256 \\ 3 * 3, & 256 \end{bmatrix} * 6$	$\begin{bmatrix} 3 * 3, & 64 \\ 3 * 3, & 64 \end{bmatrix} * 6$
conv5_x	7 x 7	$\begin{bmatrix} 3 * 3, & 512 \\ 3 * 3, & 512 \end{bmatrix} * 2$	$\begin{bmatrix} 3 * 3, & 512 \\ 3 * 3, & 512 \end{bmatrix} * 3$	
	1 x 1	average pool, 1000-d, softmax	average pool, 1000-d, softmax	average pool, 10-d, softmax

MobileNet

layer_name	output_size	layer
conv_1	16 x 16	$\begin{bmatrix} 3 * 3, & 16 \end{bmatrix} * 6$
conv_2	8 x 8	$\begin{bmatrix} 3 * 3, & 32 \end{bmatrix} * 5$
conv_3	4 x 4	$\begin{bmatrix} 3 * 3, & 32 \end{bmatrix} * 4$
	1 x 1	average pool, 10-d, softmax

InceptionNet

layer_name	output_size	layer
conv_1	16 x 32 x 32	3 x 3, 16, stride 1
inception(1a)	32 x 32 x 32	$\begin{bmatrix} 1 * 1, & 32 \end{bmatrix}$

layer_name	output_size	layer
inception(1b)	32 x 32 x 32	$\begin{bmatrix} 1 * 1, & 8 \\ 3 * 3, & 32 \end{bmatrix}$
inception(1c)	24 x 32 x 32	$\begin{bmatrix} 1 * 1, & 8 \\ 5 * 5, & 24 \end{bmatrix}$
incetion(1d)	32 x 32 x 32	maxpool 3 x 3 $\begin{bmatrix} 1 * 1, & 32 \end{bmatrix}$
conv_2	120 x 16 x 16	inception(1) x 2, maxpool 3 x 3 stride 2
inception(2a)	48 x 16 x 16	$\begin{bmatrix} 1 * 1, & 48 \end{bmatrix}$
inception(2b)	48 x 16 x 16	$\begin{bmatrix} 1 * 1, & 16 \\ 3 * 3, & 48 \end{bmatrix}$
inception(2c)	32 x 16 x 16	$\begin{bmatrix} 1 * 1, & 16 \\ 5 * 5, & 32 \end{bmatrix}$
incetion(2d)	48 x 16 x 16	maxpool 3 x 3 $\begin{bmatrix} 1 * 1, & 48 \end{bmatrix}$
conv_3	176 x 8 x 8	inception(2) x 5, maxpool 3 x 3 stride 2
inception(2a)	64 x 8 x 8	$\begin{bmatrix} 1 * 1, & 48 \end{bmatrix}$
inception(2b)	64 x 8 x 8	$\begin{bmatrix} 1 * 1, & 32 \\ 3 * 3, & 64 \end{bmatrix}$
inception(2c)	48 x 8 x 8	$\begin{bmatrix} 1 * 1, & 32 \\ 5 * 5, & 48 \end{bmatrix}$
incetion(2d)	64 x 8 x 8	maxpool 3 x 3 $\begin{bmatrix} 1 * 1, & 64 \end{bmatrix}$
conv_4	240 x 4 x 4	inception(2) x 2, average pool 4 x 4

layer_name	output_size	layer
	1 x 1	average pool, 10-d, softmax

DenseNet

layer_name	output_size	121-layer	58-layer
conv1	112 x 112	7 x 7, 64, stride 2	3 x 3, 16, stride 1
block1	56 x 56	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 6$ averagepool 2 x 2 stride 2	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 9$ averagepool 2 x 2 stride 2
block2	28 x 28	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 12$ averagepool 2 x 2 stride 2	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 9$ averagepool 2 x 2 stride 2
block3	14 x 14	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 24$ averagepool 2 x 2 stride 2	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 9$
block4	7 x 7	$\begin{bmatrix} 1 * 1 \\ 3 * 3 \end{bmatrix} * 16$	
	1 x 1	average pool, 1000-d, softmax	average pool, 10-d, softmax