

input-tensor depth:0	(1, 1, 32, 32, 32)
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Conv3d depth:2	input: (1, 1, 32, 32, 32)
	output: (1, 32, 14, 14, 14)

LeakyReLU depth:2	input: (1, 32, 14, 14, 14)
	output: (1, 32, 14, 14, 14)

Dropout depth:2	input: (1, 32, 14, 14, 14)
	output: (1, 32, 14, 14, 14)

Conv3d depth:2	input: (1, 32, 14, 14, 14)
	output: (1, 32, 12, 12, 12)

LeakyReLU depth:2	input: (1, 32, 12, 12, 12)
	output: (1, 32, 12, 12, 12)

MaxPool3d depth:2	input: (1, 32, 12, 12, 12)
	output: (1, 32, 6, 6, 6)

Dropout depth:2	input: (1, 32, 6, 6, 6)
	output: (1, 32, 6, 6, 6)

Conv3d depth:2	input: (1, 32, 6, 6, 6)
	output: (1, 64, 4, 4, 4)

LeakyReLU depth:2	input: (1, 64, 4, 4, 4)
	output: (1, 64, 4, 4, 4)

MaxPool3d depth:2	input: (1, 64, 4, 4, 4)
	output: (1, 64, 2, 2, 2)

Dropout depth:2	input: (1, 64, 2, 2, 2)
	output: (1, 64, 2, 2, 2)

view depth:1	input: (1, 64, 2, 2, 2)
	output: (1, 512)

Linear depth:2	input: (1, 512)
	output: (1, 128)

LeakyReLU depth:2	input: (1, 128)
	output: (1, 128)

Dropout depth:2	input: (1, 128)
	output: (1, 128)

Linear depth:2	input: (1, 128)
	output: (1, 40)

output-tensor depth:0	(1, 40)
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