

input_3	InputLayer	float32	input:	[(None, 6000, 4000, 3)]
			output:	[(None, 6000, 4000, 3)]



inception_v3	Functional	float32	input:	(None, 6000, 4000, 3)
			output:	(None, 186, 123, 2048)



global_average_pooling2d_1	GlobalAveragePooling2D	float32	input:	(None, 186, 123, 2048)
			output:	(None, 2048)



dense_4	Dense	float32	input:	(None, 2048)
			output:	(None, 128)



dense_5	Dense	float32	input:	(None, 128)
			output:	(None, 1)