(1, 1000) float32
Linear
b: (1000,) float32
W: (4096, 1000) float32
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Reshape
(1, 512, 7, 7) float32
Pooling
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Pooling
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Conv2d
b: (256,) float32
W: (256, 256, 3, 3) float32
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
Conv2d
b: (256,) float32
W: (256, 256, 3, 3) float32
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
Pooling
(1, 256, 28, 28) float32
ReLU
(1, 256, 28, 28) float32
Conv2d
b: (512,) float32
W: (512, 256, 3, 3) float32
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Pooling
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Pooling
(1, 512, 7, 7) float32
Reshape
(1, 25088) float32
W: (4096, 25088) float32
b: (4096,) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Reshape
(1, 512, 7, 7) float32
Pooling
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Pooling
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Pooling
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (256,) float32
W: (256, 128, 3, 3) float32
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
Pooling
(1, 256, 28, 28) float32
ReLU
(1, 256, 28, 28) float32
Conv2d
b: (256,) float32
W: (256, 256, 3, 3) float32
(1, 256, 28, 28) float32
ReLU
(1, 256, 28, 28) float32
Conv2d
b: (256,) float32
W: (256, 256, 3, 3) float32
(1, 256, 28, 28) float32
ReLU
(1, 256, 28, 28) float32
Pooling
(1, 256, 14, 14) float32
ReLU
(1, 256, 14, 14) float32
Conv2d
b: (128,) float32
W: (128, 128, 3, 3) float32
(1, 128, 14, 14) float32
ReLU
(1, 128, 14, 14) float32
Conv2d
b: (128,) float32
W: (128, 128, 3, 3) float32
(1, 128, 14, 14) float32
ReLU
(1, 128, 14, 14) float32
Pooling
(1, 128, 7, 7) float32
Reshape
(1, 6272) float32
W: (4096, 6272) float32
b: (4096,) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Div
() float32
(1, 4096) float32
Mul
(1, 4096) bool
(1, 4096) float32
ReLU
(1, 4096) float32
Linear
b: (4096,) float32
W: (4096, 4096) float32
(1, 4096) float32
Reshape
(1, 512, 7, 7) float32
Pooling
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Conv2d
b: (512,) float32
W: (512, 512, 3, 3) float32
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Pooling
(1, 512, 7, 7) float32
Reshape
(1, 25088) float32
W: (4096, 25088