

conv2d_4_input: InputLayer	input:	[(?, 512, 64, 26)]
	output:	[(?, 512, 64, 26)]



conv2d_4: Conv2D	input:	(?, 512, 64, 26)
	output:	(?, 512, 64, 32)



leaky_re_lu_5: LeakyReLU	input:	(?, 512, 64, 32)
	output:	(?, 512, 64, 32)



max_pooling2d_4: MaxPooling2D	input:	(?, 512, 64, 32)
	output:	(?, 256, 32, 32)



conv2d_5: Conv2D	input:	(?, 256, 32, 32)
	output:	(?, 256, 32, 64)



leaky_re_lu_6: LeakyReLU	input:	(?, 256, 32, 64)
	output:	(?, 256, 32, 64)



max_pooling2d_5: MaxPooling2D	input:	(?, 256, 32, 64)
	output:	(?, 128, 16, 64)



conv2d_6: Conv2D	input:	(?, 128, 16, 64)
	output:	(?, 128, 16, 128)



leaky_re_lu_7: LeakyReLU	input:	(?, 128, 16, 128)
	output:	(?, 128, 16, 128)



max_pooling2d_6: MaxPooling2D	input:	(?, 128, 16, 128)
	output:	(?, 64, 8, 128)



conv2d_7: Conv2D	input:	(?, 64, 8, 128)
	output:	(?, 64, 8, 256)



leaky_re_lu_8: LeakyReLU	input:	(?, 64, 8, 256)
	output:	(?, 64, 8, 256)



max_pooling2d_7: MaxPooling2D	input:	(?, 64, 8, 256)
	output:	(?, 32, 4, 256)



leaky_re_lu_9: LeakyReLU	input:	(?, 32, 4, 256)
	output:	(?, 32, 4, 256)