

conv2d_42_input: InputLayer	input:	[(?, 128, 64, 1)]
	output:	[(?, 128, 64, 1)]



conv2d_42: Conv2D	input:	(?, 128, 64, 1)
	output:	(?, 128, 64, 32)



leaky_re_lu_56: LeakyReLU	input:	(?, 128, 64, 32)
	output:	(?, 128, 64, 32)



max_pooling2d_42: MaxPooling2D	input:	(?, 128, 64, 32)
	output:	(?, 64, 32, 32)



conv2d_43: Conv2D	input:	(?, 64, 32, 32)
	output:	(?, 64, 32, 64)



leaky_re_lu_57: LeakyReLU	input:	(?, 64, 32, 64)
	output:	(?, 64, 32, 64)



max_pooling2d_43: MaxPooling2D	input:	(?, 64, 32, 64)
	output:	(?, 32, 16, 64)



conv2d_44: Conv2D	input:	(?, 32, 16, 64)
	output:	(?, 32, 16, 128)



leaky_re_lu_58: LeakyReLU	input:	(?, 32, 16, 128)
	output:	(?, 32, 16, 128)



max_pooling2d_44: MaxPooling2D	input:	(?, 32, 16, 128)
	output:	(?, 16, 8, 128)



leaky_re_lu_59: LeakyReLU	input:	(?, 16, 8, 128)
	output:	(?, 16, 8, 128)