

conv2d_3_input: InputLayer	input:	[(?, 128, 64, 2)]
	output:	[(?, 128, 64, 2)]



conv2d_3: Conv2D	input:	(?, 128, 64, 2)
	output:	(?, 128, 64, 32)



leaky_re_lu_4: LeakyReLU	input:	(?, 128, 64, 32)
	output:	(?, 128, 64, 32)



max_pooling2d_3: MaxPooling2D	input:	(?, 128, 64, 32)
	output:	(?, 64, 32, 32)



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



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



max_pooling2d_4: MaxPooling2D	input:	(?, 64, 32, 64)
	output:	(?, 32, 16, 64)



conv2d_5: Conv2D	input:	(?, 32, 16, 64)
	output:	(?, 32, 16, 128)



leaky_re_lu_6: LeakyReLU	input:	(?, 32, 16, 128)
	output:	(?, 32, 16, 128)



max_pooling2d_5: MaxPooling2D	input:	(?, 32, 16, 128)
	output:	(?, 16, 8, 128)



leaky_re_lu_7: LeakyReLU	input:	(?, 16, 8, 128)
	output:	(?, 16, 8, 128)