

conv2d_input: InputLayer	input:	[(?, 128, 64, 2)]
	output:	[(?, 128, 64, 2)]



conv2d: Conv2D	input:	(?, 128, 64, 2)
	output:	(?, 128, 64, 32)



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



max_pooling2d: MaxPooling2D	input:	(?, 128, 64, 32)
	output:	(?, 64, 32, 32)



conv2d_1: Conv2D	input:	(?, 64, 32, 32)
	output:	(?, 64, 32, 64)



leaky_re_lu_1: LeakyReLU	input:	(?, 64, 32, 64)
	output:	(?, 64, 32, 64)



max_pooling2d_1: MaxPooling2D	input:	(?, 64, 32, 64)
	output:	(?, 32, 16, 64)



conv2d_2: Conv2D	input:	(?, 32, 16, 64)
	output:	(?, 32, 16, 128)



leaky_re_lu_2: LeakyReLU	input:	(?, 32, 16, 128)
	output:	(?, 32, 16, 128)



max_pooling2d_2: MaxPooling2D	input:	(?, 32, 16, 128)
	output:	(?, 16, 8, 128)



leaky_re_lu_3: LeakyReLU	input:	(?, 16, 8, 128)
	output:	(?, 16, 8, 128)