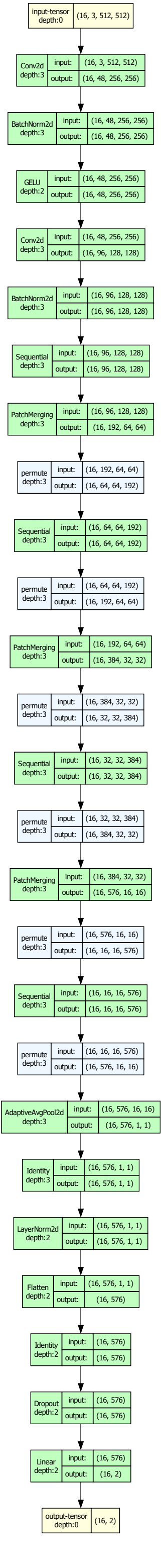
input-tensor depth:0
(16, 3, 512, 512)
Conv2d depth:3
input:
(16, 3, 512, 512)
output:
(16, 48, 256, 256)
BatchNorm2d depth:3
input:
(16, 48, 256, 256)
output:
(16, 48, 256, 256)
GELU depth:2
input:
(16, 48, 256, 256)
output:
(16, 48, 256, 256)
Conv2d depth:3
input:
(16, 48, 256, 256)
output:
(16, 96, 128, 128)
BatchNorm2d depth:3
input:
(16, 96, 128, 128)
output:
(16, 96, 128, 128)
Sequential depth:3
input:
(16, 96, 128, 128)
output:
(16, 96, 128, 128)
PatchMerging depth:3
input:
(16, 96, 128, 128)
output:
(16, 192, 64, 64)
permute depth:3
input:
(16, 192, 64, 64)
output:
(16, 64, 64, 192)
Sequential depth:3
input:
(16, 64, 64, 192)
output:
(16, 64, 64, 192)
permute depth:3
input:
(16, 64, 64, 192)
output:
(16, 192, 64, 64)
PatchMerging depth:3
input:
(16, 192, 64, 64)
output:
(16, 384, 32, 32)
permute depth:3
input:
(16, 384, 32, 32)
output:
(16, 32, 32, 384)
Sequential depth:3
input:
(16, 32, 32, 384)
output:
(16, 32, 32, 384)
permute depth:3
input:
(16, 32, 32, 384)
output:
(16, 384, 32, 32)
PatchMerging depth:3
input:
(16, 384, 32, 32)
output:
(16, 576, 16, 16)
permute depth:3
input:
(16, 576, 16, 16)
output:
(16, 16, 16, 576)
Sequential depth:3
input:
(16, 16, 16, 576)
output:
(16, 16, 16, 576)
permute depth:3
input:
(16, 16, 16, 576)
output:
(16, 576, 16, 16)
AdaptiveAvgPool2d depth:3
input:
(16, 576, 16, 16)
output:
(16, 576, 1, 1)
Identity depth:3
input:
(16, 576, 1, 1)
output:
(16, 576, 1, 1)
LayerNorm2d depth:2
input:
(16, 576, 1, 1)
output:
(16, 576, 1, 1)
Flatten depth:2
input:
(16, 576, 1, 1)
output:
(16, 576)
Identity depth:2
input:
(16, 576)
output:
(16, 576)
Dropout depth:2
input:
(16, 576)
output:
(16, 576)
Linear depth:2
input:
(16, 576)
output:
(16, 2)
output-tensor depth:0
(16, 2)