

conv2d_input	input:	[(None, 256, 256, 3)]
InputLayer	output:	[(None, 256, 256, 3)]



conv2d	input:	(None, 256, 256, 3)
Conv2D	output:	(None, 254, 254, 16)



max_pooling2d	input:	(None, 254, 254, 16)
MaxPooling2D	output:	(None, 127, 127, 16)



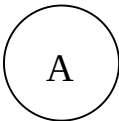
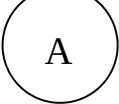
conv2d_1	input:	(None, 127, 127, 16)
Conv2D	output:	(None, 125, 125, 32)



max_pooling2d_1	input:	(None, 125, 125, 32)
MaxPooling2D	output:	(None, 62, 62, 32)



conv2d_2	input:	(None, 62, 62, 32)
Conv2D	output:	(None, 60, 60, 64)



conv2d_3	input:	(None, 30, 30, 64)
Conv2D	output:	(None, 28, 28, 128)



max_pooling2d_3	input:	(None, 28, 28, 128)
MaxPooling2D	output:	(None, 14, 14, 128)



conv2d_4	input:	(None, 14, 14, 128)
Conv2D	output:	(None, 12, 12, 256)



max_pooling2d_4	input:	(None, 12, 12, 256)
MaxPooling2D	output:	(None, 6, 6, 256)



conv2d_5	input:	(None, 6, 6, 256)
Conv2D	output:	(None, 4, 4, 256)



max_pooling2d_5	input:	(None, 4, 4, 256)
MaxPooling2D	output:	(None, 2, 2, 256)