ResNet (

(conv1): Conv2d(3, 64, kernel\_size=(7, 7), stride=(2, 2), padding=(3, 3), bias=False)

(bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(maxpool): MaxPool2d (size=(3, 3), stride=(2, 2), padding=(1, 1), dilation=(1, 1))

(layer1): Sequential (

(0): BasicBlock (

(conv1): Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)

)

(1): BasicBlock (

(conv1): Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(64, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)

)

)

(layer2): Sequential (

(0): BasicBlock (

(conv1): Conv2d(64, 128, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

(downsample): Sequential (

(0): Conv2d(64, 128, kernel\_size=(1, 1), stride=(2, 2), bias=False)

(1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

)

)

(1): BasicBlock (

(conv1): Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(128, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

)

)

(layer3): Sequential (

(0): BasicBlock (

(conv1): Conv2d(128, 256, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True)

(downsample): Sequential (

(0): Conv2d(128, 256, kernel\_size=(1, 1), stride=(2, 2), bias=False)

(1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True)

)

)

(1): BasicBlock (

(conv1): Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(256, eps=1e-05, momentum=0.1, affine=True)

)

)

(layer4): Sequential (

(0): BasicBlock (

(conv1): Conv2d(256, 512, kernel\_size=(3, 3), stride=(2, 2), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True)

(downsample): Sequential (

(0): Conv2d(256, 512, kernel\_size=(1, 1), stride=(2, 2), bias=False)

(1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True)

)

)

(1): BasicBlock (

(conv1): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn1): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True)

(relu): ReLU (inplace)

(conv2): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)

(bn2): BatchNorm2d(512, eps=1e-05, momentum=0.1, affine=True)

)

)

(avgpool): AvgPool2d (

)

(fc): Linear (512 -> 1000)

)

Fredkin Flip:

