VGG(

(features): Sequential(

(0): Conv2d(3, 64, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(1): ReLU(inplace=True)

(2): MaxPool2d(kernel\_size=2, stride=2, padding=0, dilation=1, ceil\_mode=False)

(3): Conv2d(64, 128, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(4): ReLU(inplace=True)

(5): MaxPool2d(kernel\_size=2, stride=2, padding=0, dilation=1, ceil\_mode=False)

(6): Conv2d(128, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(7): ReLU(inplace=True)

(8): Conv2d(256, 256, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(9): ReLU(inplace=True)

(10): MaxPool2d(kernel\_size=2, stride=2, padding=0, dilation=1, ceil\_mode=False)

(11): Conv2d(256, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(12): ReLU(inplace=True)

(13): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(14): ReLU(inplace=True)

(15): MaxPool2d(kernel\_size=2, stride=2, padding=0, dilation=1, ceil\_mode=False)

(16): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(17): ReLU(inplace=True)

(18): Conv2d(512, 512, kernel\_size=(3, 3), stride=(1, 1), padding=(1, 1))

(19): ReLU(inplace=True)

(20): MaxPool2d(kernel\_size=2, stride=2, padding=0, dilation=1, ceil\_mode=False)

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(avgpool): AdaptiveAvgPool2d(output\_size=(7, 7))

(classifier): Sequential(

(0): Linear(in\_features=25088, out\_features=4096, bias=True)

(1): ReLU(inplace=True)

(2): Dropout(p=0.5, inplace=False)

(3): Linear(in\_features=4096, out\_features=4096, bias=True)

(4): ReLU(inplace=True)

(5): Dropout(p=0.5, inplace=False)

(6): Linear(in\_features=4096, out\_features=1000, bias=True)

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