

input0
output_shape [(4, 3, 224, 224)]



VGG/Sequential[features]
output_shape [(4, 512, 7, 7)]



VGG/AdaptiveAvgPool2d[avgpool]
output_shape [(4, 512, 7, 7)]



VGG/aten::view452
output_shape [(4, 25088)]



VGG/Sequential[classifier]
output_shape [(4, 1000)]