(1, 3, 224, 224) float32
W: (64, 3, 3, 3) float32
b: (64,) float32
Conv2d
(1, 64, 224, 224) float32
ReLU
(1, 64, 224, 224) float32
W: (64, 64, 3, 3) float32
b: (64,) float32
Conv2d
(1, 64, 224, 224) float32
ReLU
(1, 64, 224, 224) float32
Pooling
(1, 64, 112, 112) float32
W: (128, 64, 3, 3) float32
b: (128,) float32
Conv2d
(1, 128, 112, 112) float32
ReLU
(1, 128, 112, 112) float32
W: (128, 128, 3, 3) float32
b: (128,) float32
Conv2d
(1, 128, 112, 112) float32
ReLU
(1, 128, 112, 112) float32
Pooling
(1, 128, 56, 56) float32
W: (256, 128, 3, 3) float32
b: (256,) float32
Conv2d
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
W: (256, 256, 3, 3) float32
b: (256,) float32
Conv2d
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
W: (256, 256, 3, 3) float32
b: (256,) float32
Conv2d
(1, 256, 56, 56) float32
ReLU
(1, 256, 56, 56) float32
Pooling
(1, 256, 28, 28) float32
W: (512, 256, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
W: (512, 512, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
W: (512, 512, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 28, 28) float32
ReLU
(1, 512, 28, 28) float32
Pooling
(1, 512, 14, 14) float32
W: (512, 512, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
W: (512, 512, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
W: (512, 512, 3, 3) float32
b: (512,) float32
Conv2d
(1, 512, 14, 14) float32
ReLU
(1, 512, 14, 14) float32
Pooling
(1, 512, 7, 7) float32
Reshape
(1, 25088) float32
W: (25088, 4096) float32
b: (4096,) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
(1, 4096) bool
Mul
(1, 4096) float32
() float32
Div
(1, 4096) float32
W: (4096, 4096) float32
b: (4096,) float32
Linear
(1, 4096) float32
ReLU
(1, 4096) float32
(1, 4096) bool
Mul
(1, 4096) float32
() float32
Div
(1, 4096) float32
W: (4096, 1000) float32
b: (1000,) float32
Linear
(1, 1000) float32