

input_1: InputLayer	input:	[(?, 614, 614, 1)]
	output:	[(?, 614, 614, 1)]



conv2d: Conv2D	input:	(?, 614, 614, 1)
	output:	(?, 614, 614, 1)



max_pooling2d: MaxPooling2D	input:	(?, 614, 614, 1)
	output:	(?, 307, 307, 1)



conv2d_1: Conv2D	input:	(?, 307, 307, 1)
	output:	(?, 307, 307, 16)



max_pooling2d_1: MaxPooling2D	input:	(?, 307, 307, 16)
	output:	(?, 154, 154, 16)



conv2d_2: Conv2D	input:	(?, 154, 154, 16)
	output:	(?, 154, 154, 1)



max_pooling2d_2: MaxPooling2D	input:	(?, 154, 154, 1)
	output:	(?, 52, 52, 1)



conv2d_3: Conv2D	input:	(?, 52, 52, 1)
	output:	(?, 52, 52, 1)



max_pooling2d_3: MaxPooling2D	input:	(?, 52, 52, 1)
	output:	(?, 26, 26, 1)



conv2d_4: Conv2D	input:	(?, 26, 26, 1)
	output:	(?, 26, 26, 1)



up_sampling2d: UpSampling2D	input:	(?, 26, 26, 1)
	output:	(?, 52, 52, 1)



conv2d_5: Conv2D	input:	(?, 52, 52, 1)
	output:	(?, 52, 52, 1)



up_sampling2d_1: UpSampling2D	input:	(?, 52, 52, 1)
	output:	(?, 156, 156, 1)



conv2d_6: Conv2D	input:	(?, 156, 156, 1)
	output:	(?, 156, 156, 1)



up_sampling2d_2: UpSampling2D	input:	(?, 156, 156, 1)
	output:	(?, 312, 312, 1)



conv2d_7: Conv2D	input:	(?, 312, 312, 1)
	output:	(?, 307, 307, 16)



up_sampling2d_3: UpSampling2D	input:	(?, 307, 307, 16)
	output:	(?, 614, 614, 16)



conv2d_8: Conv2D	input:	(?, 614, 614, 16)
	output:	(?, 614, 614, 1)