

input_3: InputLayer	input:	[(?, 614, 614, 1)]
	output:	[(?, 614, 614, 1)]



conv2d_18: Conv2D	input:	(?, 614, 614, 1)
	output:	(?, 614, 614, 1)



max_pooling2d_8: MaxPooling2D	input:	(?, 614, 614, 1)
	output:	(?, 307, 307, 1)



conv2d_19: Conv2D	input:	(?, 307, 307, 1)
	output:	(?, 307, 307, 16)



max_pooling2d_9: MaxPooling2D	input:	(?, 307, 307, 16)
	output:	(?, 154, 154, 16)



conv2d_20: Conv2D	input:	(?, 154, 154, 16)
	output:	(?, 154, 154, 1)



max_pooling2d_10: MaxPooling2D	input:	(?, 154, 154, 1)
	output:	(?, 52, 52, 1)



conv2d_21: Conv2D	input:	(?, 52, 52, 1)
	output:	(?, 52, 52, 1)



max_pooling2d_11: MaxPooling2D	input:	(?, 52, 52, 1)
	output:	(?, 26, 26, 1)



conv2d_22: Conv2D	input:	(?, 26, 26, 1)
	output:	(?, 26, 26, 1)



up_sampling2d_8: UpSampling2D	input:	(?, 26, 26, 1)
	output:	(?, 52, 52, 1)



conv2d_23: Conv2D	input:	(?, 52, 52, 1)
	output:	(?, 52, 52, 1)



up_sampling2d_9: UpSampling2D	input:	(?, 52, 52, 1)
	output:	(?, 156, 156, 1)



conv2d_24: Conv2D	input:	(?, 156, 156, 1)
	output:	(?, 156, 156, 1)



up_sampling2d_10: UpSampling2D	input:	(?, 156, 156, 1)
	output:	(?, 312, 312, 1)



conv2d_25: Conv2D	input:	(?, 312, 312, 1)
	output:	(?, 307, 307, 16)



up_sampling2d_11: UpSampling2D	input:	(?, 307, 307, 16)
	output:	(?, 614, 614, 16)



conv2d_26: Conv2D	input:	(?, 614, 614, 16)
	output:	(?, 614, 614, 1)