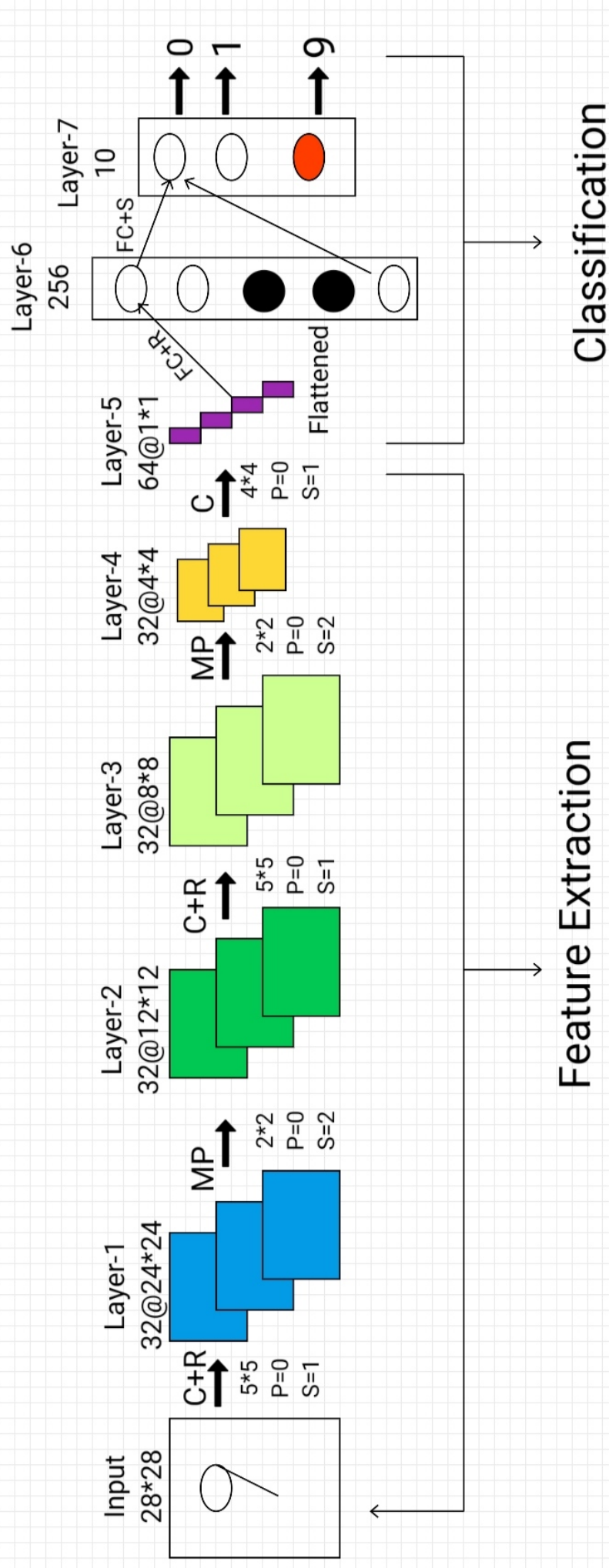


# Architecture



C=Convolution, R=Relu, MP=Max Pooling, P=Padding, S=Stride, FC=Full Connected, S=Softmax