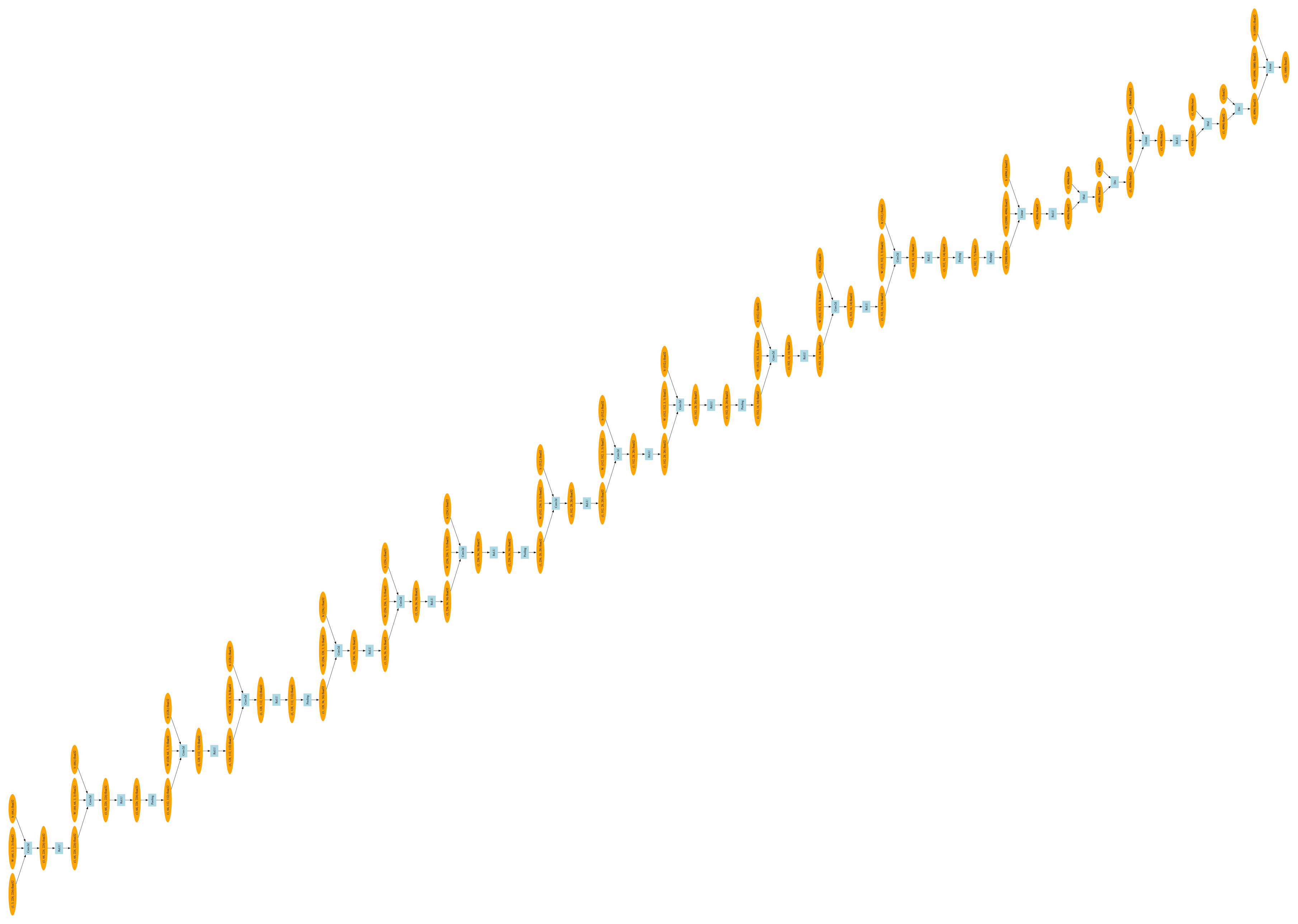
t1 : 1, 252, 256 float32
W : 64, 1, 3, 3 float32
t0 : 64, 224, 256 float32
Conv2d
ReLU
t1 : 64, 224, 256 float32
W : 64, 64, 3, 3 float32
t4 : 64, 224, 256 float32
Conv2d
ReLU
t1 : 64, 224, 256 float32
Pooling
t1 : 64, 112, 128 float32
W : 128, 64, 3, 3 float32
t2 : 128, 112, 128 float32
Conv2d
ReLU
t1 : 128, 112, 112 float32
W : 128, 128, 3, 3 float32
t4 : 128, 112, 112 float32
Conv2d
ReLU
t1 : 128, 112, 112 float32
Pooling
t1 : 128, 56, 56 float32
W : 256, 128, 3, 3 float32
t2 : 256, 56, 56 float32
Conv2d
ReLU
t1 : 256, 56, 56 float32
W : 256, 256, 3, 3 float32
t4 : 256, 56, 56 float32
Conv2d
ReLU
t1 : 256, 56, 56 float32
Pooling
t1 : 256, 28, 28 float32
W : 512, 256, 3, 3 float32
t2 : 512, 28, 28 float32
Conv2d
ReLU
t1 : 512, 28, 28 float32
W : 512, 512, 3, 3 float32
t4 : 512, 28, 28 float32
Conv2d
ReLU
t1 : 512, 28, 28 float32
Pooling
t1 : 512, 14, 14 float32
W : 512, 512, 3, 3 float32
t2 : 512, 14, 14 float32
Conv2d
ReLU
t1 : 512, 14, 14 float32
W : 512, 512, 3, 3 float32
t4 : 512, 14, 14 float32
Conv2d
ReLU
t1 : 512, 14, 14 float32
Pooling
t1 : 512, 7, 7 float32
Reshape
t1 : 25088, 1 float32
W : 25088, 4096 float32
t2 : 1, 4096 float32
Linear
t4 : 1, 4096 float32
ReLU
t1 : 1, 4096 float32
W : 4096, 4096 float32
t3 : 1, 4096 float32
Linear
t4 : 1, 4096 float32
ReLU
t1 : 1, 4096 float32
W : 4096, 1000 float32
t2 : 1, 4096 float32
Linear
t3 : 1, 1000 float32
t1 : 1, 1000 float32