

stride from

stride to

(2,2)

(2,2)

(2,2)

(2,2)

(2,2)

(2,2)

(2,2)

(2,2)

(2,2)

(1,1)

Conv layers

Flatten

LSTM 1

LSTM 2

LSTM 3

Dense 1

Dense 1

Dense 1

Dense 2

Dense 2

Dense 2

Dense 3

Dense 3

Dense 3

Acceleration

Velocity

Steering