

audiointeracting

Input (InputLayer)

Output shape: **(None, 256, 32, 1)**

ConvBlock_1 (ConvLayer)

Input shape: **(None, 256, 32, 1)**

Output shape: **(None, 128, 16, 128)**

ConvBlock_2 (ConvLayer)

Input shape: **(None, 128, 16, 128)**

Output shape: **(None, 64, 8, 128)**

ConvBlock_3 (ConvLayer)

Input shape: **(None, 64, 8, 128)**

Output shape: **(None, 32, 4, 256)**

ConvBlock_4 (ConvLayer)

Input shape: **(None, 32, 4, 256)**

Output shape: **(None, 16, 2, 256)**

ConvBlock_5 (ConvLayer)

Input shape: **(None, 16, 2, 256)**

Output shape: **(None, 8, 2, 512)**

ConvBlock_6 (ConvLayer)

Input shape: **(None, 8, 2, 512)**

Output shape: **(None, 4, 1, 512)**

ConvBlock_7 (ConvLayer)

Input shape: **(None, 4, 1, 512)**

Output shape: **(None, 2, 1, 1024)**

ConvBlock_8 (ConvLayer)

Input shape: **(None, 2, 1, 1024)**

Output shape: **(None, 1, 1, 1024)**

Flatten (Flatten)

Input shape: **(None, 1, 1, 1024)**

Output shape: **(None, 1024)**

DivEnc (DivEncLayer)

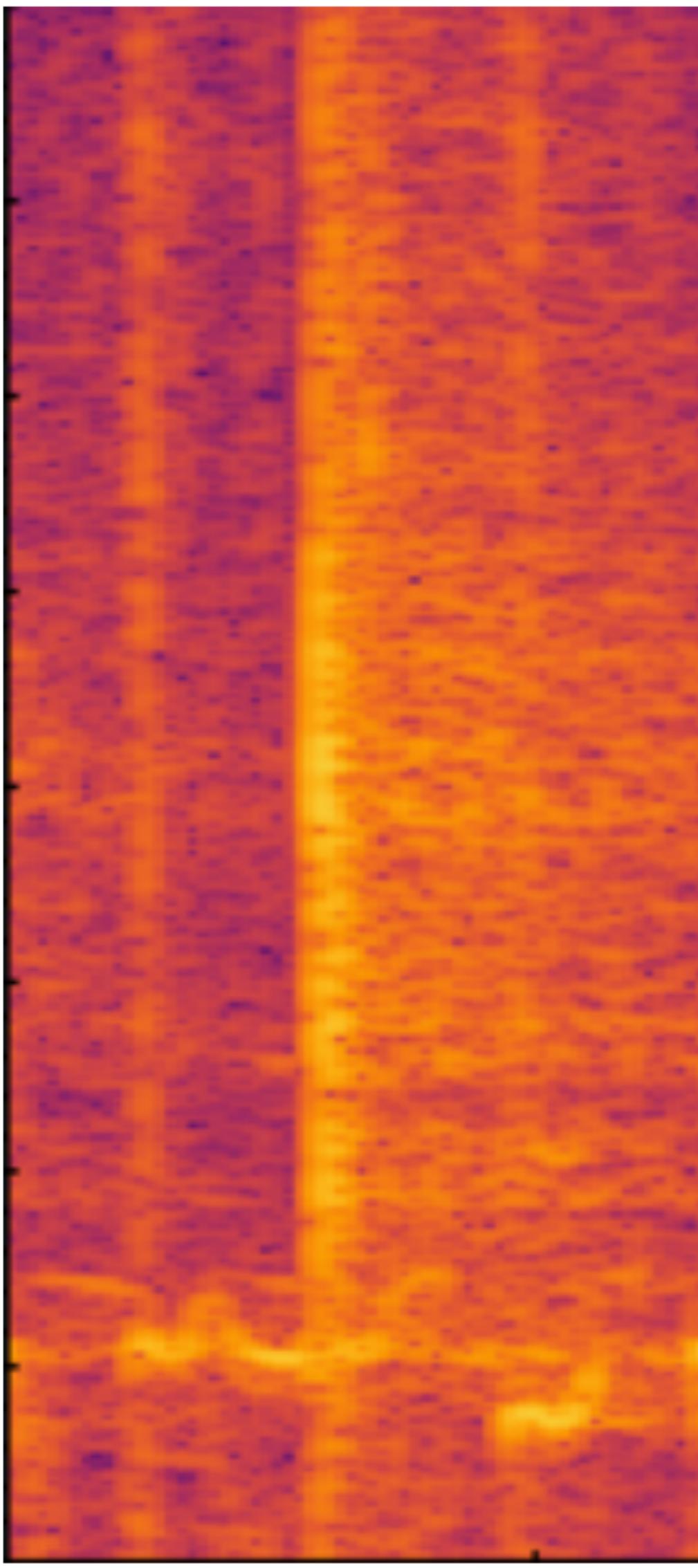
Input shape: **(None, 1024)**

Output shape: **(None, 128)**

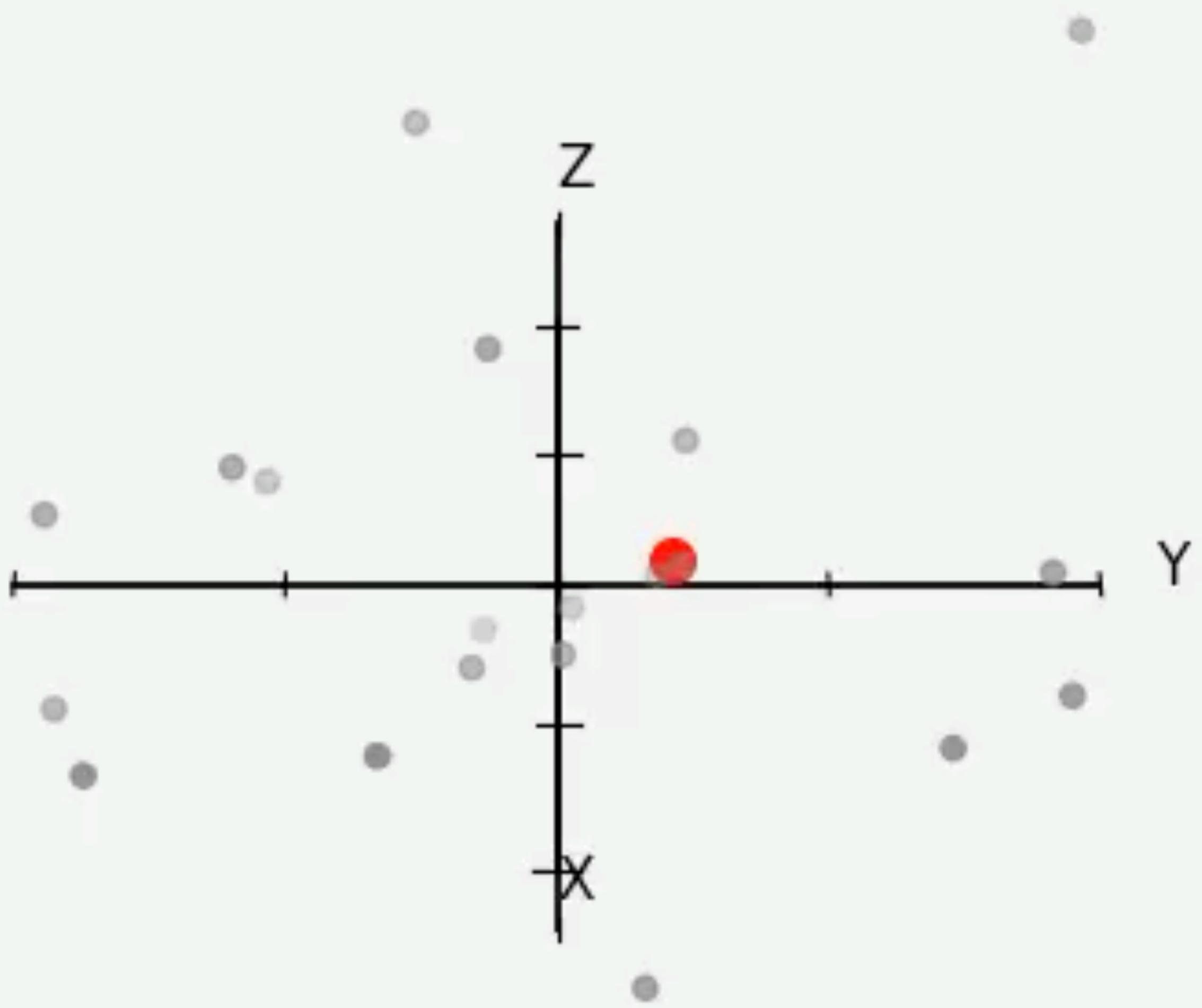
L2Norm (Lambda)

Input shape: **(None, 128)**

Output shape: **(None, 128)**









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