

output z

VGG Block - 32 features

256, Dense, Sigmoid

Global Average Pool

Dropout, p0.3

VGG Layer - 128

Dropout, p0.25

VGG Layer - 64

Dropout, p0.2

2x2, MaxPool, stride 2

32, 3x3 Conv, Mish

Batch Normalization

32, 3x3 Conv, Mish

Batch Normalization

input x