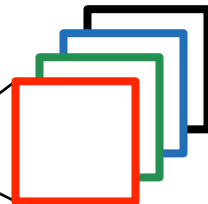


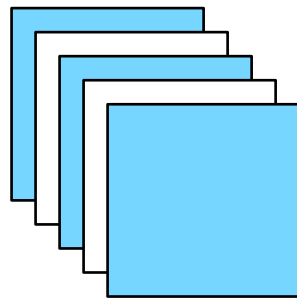
RGBD
channels



32x32x4

Input

5x5
convolution

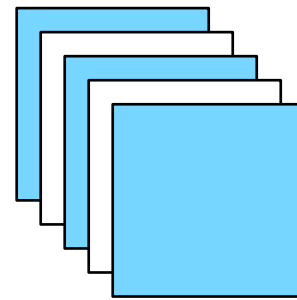


C1

32 kernels of
32x32x4
stride=1



Max
pooling

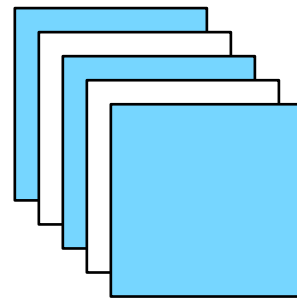


C2

32 kernels of
16x16x32
stride=1



Max
pooling



C3

64 kernels of
8x8x32
stride=1



Max
pooling



4096
Output
softmax
layer