

input

?x84x84x1

Conv2D

kernel<3x3x1x16>

bias<16>

MaxPooling2D

Dropout

Conv2D

kernel<3x3x16x32>

bias<32>

MaxPooling2D

Dropout

Conv2D

kernel<3x3x32x64>

bias<64>

MaxPooling2D

Dropout

Flatten

Dense

kernel<6400x512>

bias<512>

Dropout

Dense

kernel<512x9>

bias<9>

dense_2