Constant (539): Tensor[(256, 1, 3, 3), float32]

Call (244)(op=nn.conv2d) Call (266)(op=nn.conv2d) Call (270)(op=nn.conv2d) Call (264)(op=nn.conv2d)

Constant (265):
Tensor[(128, 128, 1, 1), float32]

Call (268)(op=nn.conv2d) Call (255)(op=nn.conv2d) Call (261)(op=nn.avg_pool2d) Constant (250): Tensor[(128, 1, 3, 3), float32] Constant (241): Tensor[(128, 1, 3, 3), float32] Constant (267): Tensor[(128, 1, 3, 3), float32] Constant (263): Tensor[(128, 1, 3, 3), float32] Constant (254): Tensor[(128, 1, 3, 3), float32] Constant (247): Tensor[(128, 1, 1), float32] Call (246)(op=strided_slice) Call (236)(op=nn.conv2d) Call (234)(op=concatenate)

Constant (235):
Tensor[(384, 640, 1, 1), float32] Call (229)(op=nn.conv2d) Call (232)(op=add) Call (227)(op=nn.conv2d)

Constant (228):
Tensor[(128, 128, 1, 1), float32]

Call (231)(op=nn.avg_pool2d)

Call (219)(op=add) Constant (226): Tensor[(128, 1, 3, 3), float32] Call (225)(op=add) Call (214)(op=nn.max_pool2d) Call (213)(op=add) Call (220)(op=nn.avg_pool2d) Call (164)(op=nn.conv2d) Call (216)(op=nn.conv2d)

Call (222)(op=nn.conv2d)

Call (210)(op=nn.conv2d)

Constant (211):
Tensor[(128, 128, 1, 1), float32]

Constant (217):
Tensor[(128, 128, 1, 1), float32]

Constant (217):
Tensor[(128, 128, 1, 1), float32] Constant (161): Tensor[(128, 1, 7, 7), float32] Call (160)(op=nn.relu)

Constant (215):
Tensor[(128, 1, 7, 7), float32]

Constant (221):
Tensor[(128, 1, 5, 5), float32] Constant (209): Tensor[(128, 1, 5, 5), float32]

Constant (204): Tensor[(128, 320, 1, 1), float32] Constant (156): Tensor[(128, 320, 1, 1), float32] Call (200)(op=nn.conv2d) Call (173)(op=nn.conv2d) Call (190)(op=add) Call (183)(op=nn.conv2d) Call (196)(op=nn.conv2d) Call (187)(op=nn.conv2d) Call (185)(op=nn.conv2d)

Constant (186):
Tensor[(64, 64, 1, 1), float32]

Call (189)(op=nn.avg_pool2d) Constant (182): Tensor[(64, 64, 1, 1), float32]

Call (191)(op=nn.avg_pool2d)

Call (194)(op=nn.conv2d) Constant (195):
Tensor[(64, 64, 1, 1), float32]

Call (198)(op=nn.conv2d)

Call (198)(op=nn.conv2d)

Tensor[(64, 64, 1, 1), float32] Constant (172): Tensor[(64, 64, 1, 1), float32] Call (181)(op=nn.conv2d) Constant (170): Tensor[(64, 1, 3, 3), float32] Constant (193): Tensor[(64, 1, 3, 3), float32] Constant (197): Tensor[(64, 1, 3, 3), float32] Constant (180): Tensor[(64, 1, 3, 3), float32] Call (169)(op=nn.relu)

Constant (184):
Tensor[(64, 1, 3, 3), float32] Call (166)(op=nn.conv2d)

Constant (167):
Tensor[(64, 1, 1), float32] Call (155)(op=concatenate)

Constant (165):
Tensor[(64, 320, 1, 1), float32] Call (148)(op=nn.conv2d) Call (125)(op=nn.conv2d) Call (139)(op=nn.conv2d) Call (152)(op=nn.conv2d) Constant (134): Tensor[(64, 64, 1, 1), float32] Call (143)(op=nn.avg_pool2d)

Call (146)(op=nn.conv2d) Constant (122): Tensor[(64, 1, 3, 3), float32] Constant (132): Tensor[(64, 1, 3, 3), float32] Constant (145): Tensor[(64, 1, 3, 3), float32] Constant (149): Tensor[(64, 1, 3, 3), float32] Call (121)(op=nn.relu)

Constant (136):
Tensor[(64, 1, 3, 3), float32] Call (131)(op=nn.relu) Constant (119): Tensor[(64, 1, 1), float32] Call (176)(op=nn.conv2d)

Constant (177):
Tensor[(64, 1, 1), float32] Call (118)(op=nn.conv2d) Call (116)(op=concatenate)

Constant (175):
Tensor[(64, 320, 1, 1), float32] Constant (117): Tensor[(64, 320, 1, 1), float32]

Call (205)(op=nn.conv2d)

Constant (206):
Tensor[(128, 1, 1), float32]

Call (203)(op=concatenate)

Call (157)(op=nn.conv2d)

Constant (158):
Tensor[(128, 1, 1), float32]