InputLayer input shape: (256, 256, 3) 1,792 Conv2D filters: 64 kernel: (3, 3)activation: relu 36,928 Conv2D filters: 64 kernel: (3, 3)activation: relu MaxPooling2Dpool: (2, 2)(128, 128, 64)output shape: 73,856 Conv2D filters: 128 kernel: (3, 3)activation: relu  $147,\!584$ Conv2D filters: 128 kernel: (3, 3)activation: relu MaxPooling2D pool: (2, 2)(64, 64, 128)output shape: 295,168 Conv2D filters: 256 kernel: (3, 3)activation: relu 590,080 Conv2D filters: 256 kernel: (3, 3)activation: relu 590,080 Conv2D filters: 256 kernel: (3, 3)activation: relu 590,080 Conv2D filters: 256 kernel: (3, 3)activation: relu MaxPooling2D pool: (2, 2)(32, 32, 256)output shape:  $1,\!180,\!160$ Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu MaxPooling2D pool: (2, 2) output shape: (16, 16, 512) 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3)activation: relu 2,359,808 Conv2D filters: 512 kernel: (3, 3) activation: relu MaxPooling2D pool: (2, 2)output shape: (8, 8, 512)