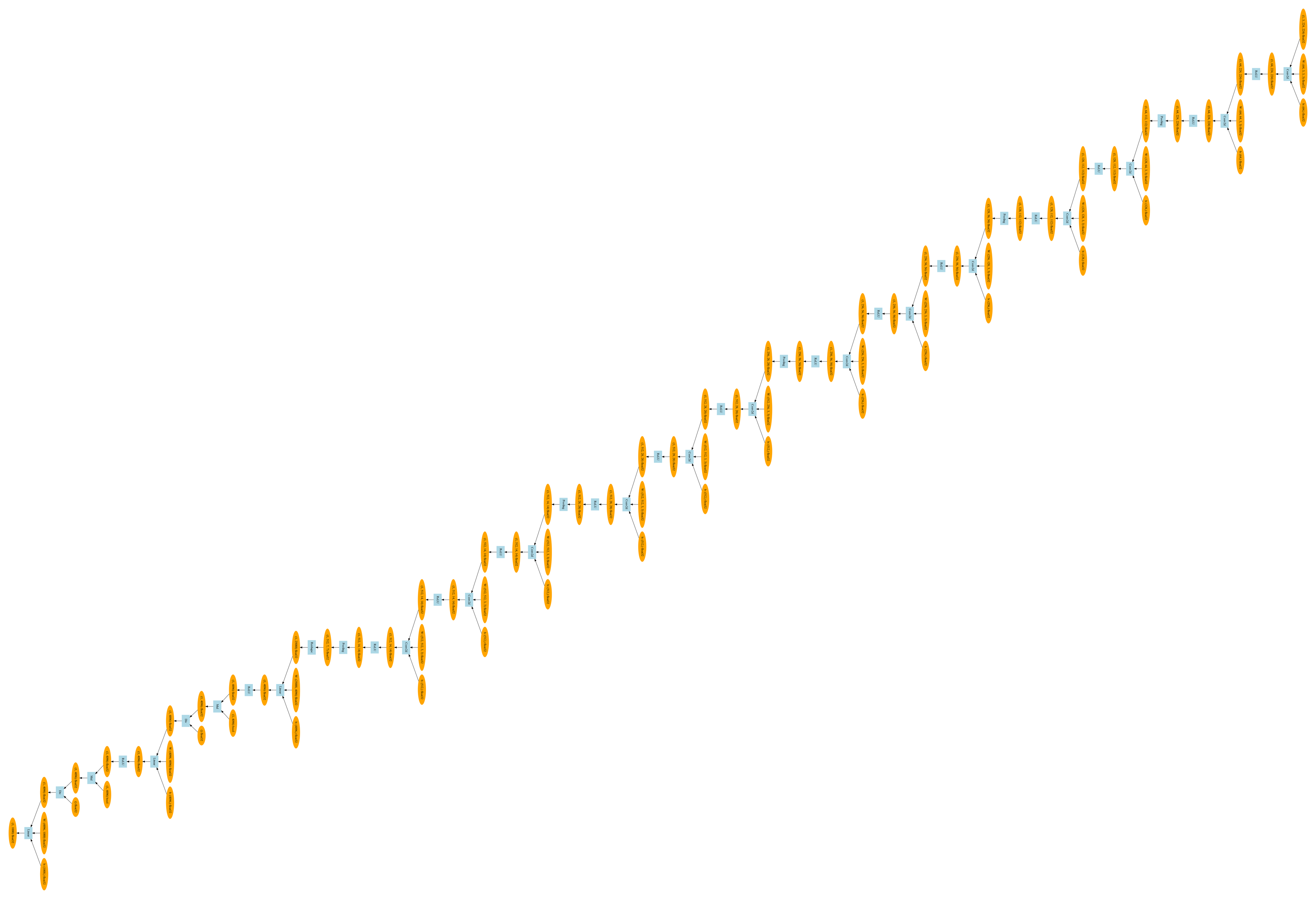
f: 1000, float32
Transpose
W: 1000, 1000, float32
b: 1000, float32
Dot
f: 4096, float32
f: float32
Add
f: 4096, float32
b: 4096, float32
ReLU
f: 4096, float32
Linear
W: 25088, 4096, float32
b: 4096, float32
Dot
f: 4096, float32
f: float32
Add
f: 4096, float32
b: 4096, float32
ReLU
f: 4096, float32
Linear
W: 25088, 4096, float32
b: 4096, float32
Reshape
f: 512, 7, 7, float32
Pooling
f: 512, 14, 14, float32
ReLU
f: 512, 14, 14, float32
Conv2d
W: 512, 512, 3, 3, float32
b: 512, float32
f: 512, 14, 14, float32
ReLU
f: 512, 14, 14, float32
Conv2d
W: 512, 512, 3, 3, float32
b: 512, float32
f: 512, 14, 14, float32
Pooling
f: 512, 7, 7, float32
ReLU
f: 512, 14, 14, float32
Conv2d
W: 512, 256