

input_1: InputLayer	input:	(None, 224, 224, 3)
	output:	(None, 224, 224, 3)



block1_conv1: Conv2D	input:	(None, 224, 224, 3)
	output:	(None, 224, 224, 64)



block1_conv2: Conv2D	input:	(None, 224, 224, 64)
	output:	(None, 224, 224, 64)



block1_pool: MaxPooling2D	input:	(None, 224, 224, 64)
	output:	(None, 112, 112, 64)



block2_conv1: Conv2D	input:	(None, 112, 112, 64)
	output:	(None, 112, 112, 128)



block2_conv2: Conv2D	input:	(None, 112, 112, 128)
	output:	(None, 112, 112, 128)



block2_pool: MaxPooling2D	input:	(None, 112, 112, 128)
	output:	(None, 56, 56, 128)



block3_conv1: Conv2D	input:	(None, 56, 56, 128)
	output:	(None, 56, 56, 256)



block3_conv2: Conv2D	input:	(None, 56, 56, 256)
	output:	(None, 56, 56, 256)



block3_conv3: Conv2D	input:	(None, 56, 56, 256)
	output:	(None, 56, 56, 256)



block3_pool: MaxPooling2D	input:	(None, 56, 56, 256)
	output:	(None, 28, 28, 256)



block4_conv1: Conv2D	input:	(None, 28, 28, 256)
	output:	(None, 28, 28, 512)



block4_conv2: Conv2D	input:	(None, 28, 28, 512)
	output:	(None, 28, 28, 512)



block4_conv3: Conv2D	input:	(None, 28, 28, 512)
	output:	(None, 28, 28, 512)



block4_pool: MaxPooling2D	input:	(None, 28, 28, 512)
	output:	(None, 14, 14, 512)



block5_conv1: Conv2D	input:	(None, 14, 14, 512)
	output:	(None, 14, 14, 512)



block5_conv2: Conv2D	input:	(None, 14, 14, 512)
	output:	(None, 14, 14, 512)



block5_conv3: Conv2D	input:	(None, 14, 14, 512)
	output:	(None, 14, 14, 512)



block5_pool: MaxPooling2D	input:	(None, 14, 14, 512)
	output:	(None, 7, 7, 512)