

Input with Shape (B, M, N, N, N)

32x32x32@M

Conv3D (3x3x3, M=>16)

MaxPool3D (2x2x2)

15x15x15@16

Conv3D (3x3x3, 16=>16)

MaxPool3D (2x2x2)

6x6x6@16

Conv3D (3x3x3, 16=>16)

4x4x4@16

Dense (1024 => 32)

Dense (32 => 8)

Dense (8 => 1)