

input

$32 \times 32 \times 1$

Conv2D

kernel $\langle 3 \times 3 \times 1 \times 32 \rangle$

bias $\langle 32 \rangle$

Conv2D

kernel $\langle 3 \times 3 \times 32 \times 64 \rangle$

bias $\langle 64 \rangle$

MaxPooling2D

Flatten

Dense

kernel $\langle 12544 \times 128 \rangle$

bias $\langle 128 \rangle$

Dense

kernel $\langle 128 \times 3 \rangle$

bias $\langle 3 \rangle$

dense_1