

input_1: InputLayer	input:	[(None, 28, 28, 1)]
	output:	[(None, 28, 28, 1)]



conv2d: Conv2D	input:	(None, 28, 28, 1)
	output:	(None, 28, 28, 32)



conv2d_1: Conv2D	input:	(None, 28, 28, 32)
	output:	(None, 28, 28, 32)



max_pooling2d: MaxPooling2D	input:	(None, 28, 28, 32)
	output:	(None, 14, 14, 32)



dropout: Dropout	input:	(None, 14, 14, 32)
	output:	(None, 14, 14, 32)



conv2d_2: Conv2D	input:	(None, 14, 14, 32)
	output:	(None, 14, 14, 64)



conv2d_3: Conv2D	input:	(None, 14, 14, 64)
	output:	(None, 14, 14, 64)



max_pooling2d_1: MaxPooling2D	input:	(None, 14, 14, 64)
	output:	(None, 7, 7, 64)



dropout_1: Dropout	input:	(None, 7, 7, 64)
	output:	(None, 7, 7, 64)



flatten: Flatten	input:	(None, 7, 7, 64)
	output:	(None, 3136)



dense: Dense	input:	(None, 3136)
	output:	(None, 512)



dense_1: Dense	input:	(None, 512)
	output:	(None, 256)



dense_2: Dense	input:	(None, 256)
	output:	(None, 2)