

conv2d_14_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_14: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_14: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_14: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_15: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_15: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 16, 16, 16)



lr_n2d_15: LRN2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



flatten_6: Flatten	input:	(None, 16, 16, 16)
	output:	(None, 4096)



dense_15: Dense	input:	(None, 4096)
	output:	(None, 64)



dense_16: Dense	input:	(None, 64)
	output:	(None, 128)



dense_17: Dense	input:	(None, 128)
	output:	(None, 64)



dense_18: Dense	input:	(None, 64)
	output:	(None, 2)