

conv2d_5_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_5: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_5: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_5: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_6: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_6: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 16, 16, 16)



lr_n2d_6: LRN2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



conv2d_7: Conv2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



max_pooling2d_7: MaxPooling2D	input:	(None, 16, 16, 16)
	output:	(None, 8, 8, 16)



lr_n2d_7: LRN2D	input:	(None, 8, 8, 16)
	output:	(None, 8, 8, 16)



flatten_2: Flatten	input:	(None, 8, 8, 16)
	output:	(None, 1024)



dense_4: Dense	input:	(None, 1024)
	output:	(None, 64)



dense_5: Dense	input:	(None, 64)
	output:	(None, 128)



dense_6: Dense	input:	(None, 128)
	output:	(None, 2)