

conv2d_1_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_1: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_1: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_1: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_2: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_2: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 16, 16, 16)



lr_n2d_2: LRN2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



conv2d_3: Conv2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



max_pooling2d_3: MaxPooling2D	input:	(None, 16, 16, 16)
	output:	(None, 8, 8, 16)



lr_n2d_3: LRN2D	input:	(None, 8, 8, 16)
	output:	(None, 8, 8, 16)



conv2d_4: Conv2D	input:	(None, 8, 8, 16)
	output:	(None, 8, 8, 16)



max_pooling2d_4: MaxPooling2D	input:	(None, 8, 8, 16)
	output:	(None, 4, 4, 16)



lr_n2d_4: LRN2D	input:	(None, 4, 4, 16)
	output:	(None, 4, 4, 16)



flatten_1: Flatten	input:	(None, 4, 4, 16)
	output:	(None, 256)



dense_1: Dense	input:	(None, 256)
	output:	(None, 64)



dense_2: Dense	input:	(None, 64)
	output:	(None, 128)



dense_3: Dense	input:	(None, 128)
	output:	(None, 2)