

conv2d_22_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_22: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_22: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_22: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_23: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_24: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



flatten_10: Flatten	input:	(None, 32, 32, 16)
	output:	(None, 16384)



dense_28: Dense	input:	(None, 16384)
	output:	(None, 128)



dense_29: Dense	input:	(None, 128)
	output:	(None, 128)



dense_30: Dense	input:	(None, 128)
	output:	(None, 2)