

conv2d_8_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_8: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_8: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_8: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_9: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_9: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 16, 16, 16)



lr_n2d_9: LRN2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



flatten_3: Flatten	input:	(None, 16, 16, 16)
	output:	(None, 4096)



dense_7: Dense	input:	(None, 4096)
	output:	(None, 32)



dense_8: Dense	input:	(None, 32)
	output:	(None, 128)



dense_9: Dense	input:	(None, 128)
	output:	(None, 2)