

conv2d_10_input: InputLayer	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 3)



conv2d_10: Conv2D	input:	(None, 64, 64, 3)
	output:	(None, 64, 64, 16)



max_pooling2d_10: MaxPooling2D	input:	(None, 64, 64, 16)
	output:	(None, 32, 32, 16)



lr_n2d_10: LRN2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



conv2d_11: Conv2D	input:	(None, 32, 32, 16)
	output:	(None, 32, 32, 16)



max_pooling2d_11: MaxPooling2D	input:	(None, 32, 32, 16)
	output:	(None, 16, 16, 16)



lr_n2d_11: LRN2D	input:	(None, 16, 16, 16)
	output:	(None, 16, 16, 16)



flatten_4: Flatten	input:	(None, 16, 16, 16)
	output:	(None, 4096)



dense_10: Dense	input:	(None, 4096)
	output:	(None, 128)



dense_11: Dense	input:	(None, 128)
	output:	(None, 2)