

type / depth	patch size / stride	output	#params	# FLOPs
conv0/1	$1 \times 1/1$	$32 \times 32 \times 128$	17K	17M
conv0/2	$1 \times 1/1$	$32 \times 32 \times 256$	32.7K	32.7M
conv0/3	$1 \times 1/1$	$32 \times 32 \times 256$	65.5K	65.5M
conv0/4	$1 \times 1/1$	$32 \times 32 \times 512$	131K	131M
conv1/1	$1 \times 1/1$	$32 \times 32 \times 128$	17K	17M
conv1/2	$1 \times 1/1$	$32 \times 32 \times 128$	16.4K	16.4M
conv1/3	$1 \times 1/1$	$32 \times 32 \times 128$	16.4K	16.4M
conv1/4	$1 \times 1/1$	$32 \times 32 \times 128$	16.4K	16.4M
conv2/1	$1 \times 1/1$	$32 \times 32 \times 128$	17K	17M
conv2/2	$1 \times 1/1$	$32 \times 32 \times 64$	8.3K	8.3M
conv2/3	$1 \times 1/1$	$32 \times 32 \times 64$	4.1K	4.1M
conv2/4	$1 \times 1/1$	$32 \times 32 \times 32$	2K	2M
max-pool0/5	$32 \times 32/32$	$1 \times 1 \times 512$	–	–
max-pool1/5	$16 \times 16/16$	$2 \times 2 \times 128$	–	–
max-pool2/5	$8 \times 8/8$	$4 \times 4 \times 32$	–	–
fully-conv/6	–	1×1024	1.51M	1.51M
fully-conv/7	–	1×1024	1.04M	1.04M
fully-conv/8	–	1×40	82K	82K
fully-conv/8	–	1×40	82K	82K
pose T/9	–	1×3	0.1K	0.1K
pose R/9	–	1×4	0.1K	0.1K
			$\approx 3\text{M}$	346.3M