Layer	Kernel	Stride	Out HxWxC
input	-	-	128 x 128 x 3
conv	3x3	1	128 x 128 x 64
conv	3x3	1	128 x 128 x 64
avg pool	2x2	2	64 x 64 x 64
conv	3x3	1	64 x 64 x 64
conv	3x3	1	64 x 64 x 128
conv	3x3	1	64 x 64 x 128
avg pool	2x2	2	32 x 32 x 128
conv	3x3	1	32 x 32 x 128
conv	3x3	1	32 x 32 x 256
conv	3x3	1	$32 \times 32 \times 256$
avg pool	2x2	2	16 x 16 x 256
conv	3x3	1	16 x 16 x 256
conv	3x3	1	16 x 16 x 512
conv	3x3	1	16 x 16 x 512
avg pool	2x2	2	8 x 8 x 512
conv	3x3	1	8 x 8 x 512
conv	3x3	1	8 x 8 x 1024
conv	3x3	1	8 x 8 x 1024
avg pool	2x2	2	4 x 4 x 1024
conv	3x3	1	4 x 4 x 1024
fc	-	-	1 x 1 x 100
norm	-	-	1 x 1 x 100