Layer	Kernel	Stride	Out HxWxC
input	-	-	128 x 128 x 3
conv	3x3	1	128 x 128 x 16
avg pool	2x2	2	64 x 64 x 16
conv	3x3	1	64 x 64 x 16
avg pool	2x2	2	32 x 32 x 16
conv	3x3	1	32 x 32 x 32
avg pool	2x2	2	16 x 16 x 32
conv	3x3	1	16 x 16 x 48
avg pool	2x2	2	8 x 8 x 48
conv	3x3	1	8 x 8 x 64
avg pool	2x2	2	4 x 4 x 64
conv	3x3	1	4 x 4 x 96
conv	3x3	1	4 x 4 x 128
conv	3x3	1	4 x 4 x 192
avg pool	4x4	1	1 x 1 x 192
fc	-	-	1 x 1 x 192
fc	-	-	1 x 1 x 192
fc	-	-	1 x 1 x $n_{classes}$