

Layer Type	Configurations
Bidirectional-LSTM	#hidden units: 256
Bidirectional-LSTM	#hidden units: 256
ReLu	-
BatchNormalization	-
Convolution	#filters:512, k:2 × 2, s:1, p:0
ReLu	-
BatchNormalization	-
Convolution	#filters:512, k:2 × 2, s:1, p:0
MaxPooling	s:1 × 2, p:1 × 0
ReLu	-
Convolution	#filters:512, k:3 × 3, s:1, p:1
ReLu	-
BatchNormalization	-
Convolution	#filters:512, k:3 × 3, s:1, p:1
MaxPooling	s:1 × 2, p:1 × 0
ReLu	-
Convolution	#filters:256, k:3 × 3, s:1, p:1
ReLu	-
BatchNormalization	-
Convolution	#filters:256, k:3 × 3, s:1, p:1
MaxPooling	p:2 × 2, s:2
ReLu	-
Convolution	#filters:128, k:3 × 3, s:1, p:1
MaxPooling	p:2 × 2, s:2
ReLu	-
Convolution	#filters:64, k:3 × 3, s:1, p:1
Input	160 × 48 × 3 RGB images