

Layer	Kernel Size	Stride	Input Maps	Output Maps
Conv1	$3 \times 3$	1	$3 \times (96 \times 96)$	$27 \times (94 \times 94)$
Pool1	$2 \times 2$	2	$27 \times (94 \times 94)$	$27 \times (47 \times 47)$
Conv2	$3 \times 3$	1	$27 \times (47 \times 47)$	$36 \times (45 \times 45)$
Pool2	$2 \times 2$	2	$36 \times (45 \times 45)$	$36 \times (23 \times 23)$
Conv3	$3 \times 3$	1	$36 \times (23 \times 23)$	$45 \times (21 \times 21)$
Pool3	$2 \times 2$	2	$45 \times (21 \times 21)$	$45 \times (11 \times 11)$
Conv4	$3 \times 3$	1	$54 \times (11 \times 11)$	$54 \times (9 \times 9)$
Pool4	$2 \times 2$	2	$54 \times (9 \times 9)$	$54 \times (5 \times 5)$
FC1	—	—	$54 \times (5 \times 5)$	$1 \times (450)$
Drop1	—	—	—	—
Softmax	—	—	$1 \times (450)$	$1 \times (2)$