

Input 32×32 RGB image
5×5 conv. 64 RELU 2×2 max-pooling stride 2
5×5 conv. 128 RELU 2×2 max-pooling stride2
3×3 conv. 256 RELU 2×2 avg-pooling stride 2
4×4 conv. 512 Sigmoid (fully connected) 0.5 Dropout
1×1 conv. 10 (fully connected)
10-way softmax