

layer	#channel	kernel size	stride	zero-padding	size	hole size	training map size	recep
input image	3	-	-	-	-	-	513*513	
conv1_1	64	3*3	1*1	1*1	-	-	513*513	
conv1_2	64	3*3	1*1	1*1	-	-	513*513	
pool1	64	3*3	2*2	1*1	-	-	257*257	
conv2_1	128	3*3	1*1	1*1	-	-	257*257	
conv2_2	128	3*3	1*1	1*1	-	-	257*257	
pool2	128	3*3	2*2	1*1	-	-	129*129	
conv3_1	256	3*3	1*1	1*1	-	-	129*129	
conv3_2	256	3*3	1*1	1*1	-	-	129*129	
conv3_3	256	3*3	1*1	1*1	-	-	129*129	
pool3	256	3*3	2*2	1*1	-	-	65*65	
conv4_1	512	3*3	1*1	1*1	-	-	65*65	
conv4_2	512	3*3	1*1	1*1	-	-	65*65	
conv4_3	512	3*3	1*1	1*1	-	-	65*65	
pool4	512	3*3	1*1	1*1	-	-	65*65	
conv5_1	512	3*3	1*1	2*2	2*2	2*2	65*65	
conv5_2	512	3*3	1*1	2*2	2*2	2*2	65*65	
conv5_3	512	3*3	1*1	2*2	2*2	2*2	65*65	
pool5	512	3*3	1*1	1*1	-	-	65*65	
pool5a	512	3*3	1*1	1*1	-	-	65*65	
fc6	1024	3*3	1*1	12*12	12*12	12*12	65*65	
fc7	1024	1*1	1*1	-	-	-	65*65	