

layer	type	kernel size/stride	output	layer	type	kernel size
1 - 2	conv + relu	(3, 3)/1 - (1, 1)/1	(128, 128, 32)	13 - 14	conv + relu	(3, 3)/1 - (1, 1)/1
3 - 4	conv + relu	(3, 3)/2 - (1, 1)/1	(64, 64, 32)	15	max pool	(3, 3)
5	max pool	(3, 3)/2	(32, 32, 32)	16 - 17	conv + relu	(3, 3)/1 - (1, 1)/1
6 - 7	conv + relu	(3, 3)/1 - (1, 1)/1	(32, 32, 64)	18 - 19	conv+relu	(3, 3)/1 - (1, 1)/1
8 - 9	conv + relu	(3, 3)/1 - (1, 1)/1	(32, 32, 64)	20	fc + relu + dropout	-
10	max pool	(3, 3)/2	(16, 16, 64)	21	fc + dropout	-
11 - 12	conv + relu	(3, 3)/1 - (1, 1)/1	(16, 16, 128)	22	fc	-