

Layer	Type of layer
Input (50×50 RGB image)	
Block1Conv1	Conv2D-64
Block1Conv2	Conv2D-64
BlockPool	Maxpooling2D
Block2Conv1	Conv2D-128
Block2Conv2	Conv2D-128
Block2Pool	Maxpooling2D
Block3Conv1	Conv2D-256
Block3Conv2	Conv2D-256
Block3Conv3	Conv2D-256
Block3Pool	Maxpooling2D
Block4Conv1	Conv2D-512
Block4Conv2	Conv2D-512
Block4Conv3	Conv2D-512
Block4Pool	Maxpooling2D
Block5Conv1	Conv2D-512
Block5Conv2	Conv2D-512
Block5Conv3	Conv2D-512
Block5Pool	Maxpooling