

Layer ID	Layer Type	Filter / Stride	#Dim of Output
1	data	N/A	$3 \times 227 \times 227$
2	convolution	$96 \times 11 \times 11 / 4$	$96 \times 55 \times 55$
3	ReLU	N/A	$96 \times 55 \times 55$
4	max-pooling	$3 \times 3 / 2$	$96 \times 27 \times 27$
5	LRN	N/A	$96 \times 27 \times 27$
6	convolution	$256 \times 5 \times 5 / 1$	$256 \times 27 \times 27$
7	ReLU	N/A	$256 \times 27 \times 27$
8	max-pooling	$3 \times 3 / 2$	$256 \times 13 \times 13$
9	LRN	N/A	$256 \times 13 \times 13$
10	convolution	$384 \times 3 \times 3 / 1$	$384 \times 13 \times 13$
11	ReLU	N/A	$384 \times 13 \times 13$
12	convolution	$384 \times 3 \times 3 / 1$	$384 \times 13 \times 13$
13	ReLU	N/A	$384 \times 13 \times 13$
14	convolution	$256 \times 3 \times 3 / 1$	$256 \times 13 \times 13$
15	ReLU	N/A	$256 \times 13 \times 13$
16	max-pooling	$3 \times 3 / 2$	$256 \times 6 \times 6$
	soft-max	N/A	397
17	hash-loss	N/A	#(bit number)