

Layer ID	Layer Type	Filter / Stride	#Dim of Output
1	data	N/A	$3 \times 32 \times 32$
2	convolution	$32 \times 5 \times 5 / 1$	$32 \times 32 \times 32$
3	max-pooling	$3 \times 3 / 2$	$32 \times 16 \times 16$
4	ReLU	N/A	$32 \times 16 \times 16$
5	LRN	N/A	$32 \times 16 \times 16$
6	convolution	$32 \times 5 \times 5 / 1$	$32 \times 16 \times 16$
7	ReLU	N/A	$32 \times 16 \times 16$
8	avg-pooling	$3 \times 3 / 2$	$32 \times 8 \times 8$
9	LRN	N/A	$32 \times 8 \times 8$
10	convolution	$64 \times 5 \times 5 / 1$	$64 \times 8 \times 8$
11	ReLU	N/A	$64 \times 8 \times 8$
12	avg-pooling	$3 \times 3 / 2$	$64 \times 4 \times 4$
	soft-max	N/A	7 or 10
13	hash-loss	N/A	#(bit number)