

<b>8<sup>3</sup></b>	<b>16<sup>3</sup></b>	<b>32<sup>3</sup></b>	<b>64<sup>3</sup></b>	<b>128<sup>3</sup></b>	<b>256<sup>3</sup></b>
conv(1, 8) conv(8, 8)	conv(1, 8) conv(8, 8) maxpool(2)	conv(1, 8) conv(8, 8) maxpool(2)	conv(1, 8) conv(8, 8) maxpool(2)	conv(1, 8) conv(8, 8) maxpool(2)	conv(1, 8) conv(8, 8) maxpool(2)
	conv(8, 16) conv(16, 16)	conv(8, 16) conv(16, 16) maxpool(2)	conv(8, 16) conv(16, 16) maxpool(2)	conv(8, 16) conv(16, 16) maxpool(2)	conv(8, 16) conv(16, 16) maxpool(2)
		conv(16, 24) conv(24, 24)	conv(16, 24) conv(24, 24) maxpool(2)	conv(16, 24) conv(24, 24) maxpool(2)	conv(16, 24) conv(24, 24) maxpool(2)
			conv(24, 32) conv(32, 32)	conv(24, 32) conv(32, 32) maxpool(2)	conv(24, 32) conv(32, 32) maxpool(2)
				conv(32, 40) conv(40, 40)	conv(32, 40) conv(40, 40) maxpool(2)
					conv(40, 48) conv(48, 48)
Dropout(0.5)					
fully-connected(1024)					
fully-connected(4)					
Normalize					