

Description	Shape
32×32 RGB image	$32 \times 32 \times 3$
Conv $3 \times 3 \times 128$, pad 1, batch norm	$32 \times 32 \times 128$
Conv $3 \times 3 \times 128$, pad 1, batch norm	$32 \times 32 \times 128$
Conv $3 \times 3 \times 128$, pad 1, batch norm	$32 \times 32 \times 128$
Max-pool, 2x2	$16 \times 16 \times 128$
Dropout, 50 Conv $3 \times 3 \times 256$, pad 1, batch norm	$16 \times 16 \times 256$
Conv $3 \times 3 \times 256$, pad 1, batch norm	$16 \times 16 \times 256$
Conv $3 \times 3 \times 256$, pad 1, batch norm	$16 \times 16 \times 256$
Max-pool, 2x2	$8 \times 8 \times 256$
Dropout, 50 Conv $3 \times 3 \times 512$, pad 0, batch norm	$6 \times 6 \times 512$
Conv $1 \times 1 \times 256$, batch norm	$6 \times 6 \times 256$
Conv $1 \times 1 \times 128$, batch norm	$6 \times 6 \times 128$
Global pooling layer	$1 \times 1 \times 128$
Fully connected, 10 units, softmax	10