

Layer	Filter/Stride	#Channel	#Filter
Conv11	$3 \times 3 / 1$	1	32
Conv12	$3 \times 3 / 1$	32	64
Max Pool	$2 \times 2 / 2$	64	–
Conv21	$3 \times 3 / 1$	64	64
Conv22	$3 \times 3 / 1$	64	128
Max Pool	$2 \times 2 / 2$	128	–
Conv31	$3 \times 3 / 1$	128	96
Conv32	$3 \times 3 / 1$	96	192
Max Pool	$2 \times 2 / 2$	192	–
Conv41	$3 \times 3 / 1$	192	128
Conv42	$3 \times 3 / 1$	128	256
Max Pool	$2 \times 2 / 2$	256	–
Conv51	$3 \times 3 / 1$	256	160
Conv52	$3 \times 3 / 1$	160	320
Avg Pool	$6 \times 6 / 1$	320	–
Dropout1-0.3	–	–	–
FC	$1 \times 320 / 1$	320	100