

Layer	Input → Output	Kernel, stride
conv1 (RGB)	[6,256,256,3] → [6,256,256,64]	[3,3], 1
conv1 (Depth)	[6, 256, 256, 1] → [6, 256, 256, 64]	[3,3], 1
conv1 (Segm.)	[6,256,256,14] → [6,256,256,64]	[3,3], 1
conv2	[6,256,256,64] → [6,256,256,64]	[3,3], 1
pool2 (max)	[6,256,256,64] → [6,128,128,64]+indices2	[2,2], 2
conv3	[6,128,128,64] → [6,128,128,128]	[3,3], 1
conv4	[6,128,128,128] → [6,128,128,128]	[3,3], 1
pool4 (max)	[6,128,128,128] → [6,64,64,128]+indices4	[2,2], 2
conv5	[6,64,64,128] → [6,64,64,256]	[3,3], 1
conv6	[6,64,64,256] → [6,64,64,256]	[3,3], 1
conv7	[6,64,64,256] → [6,64,64,256]	[3,3], 1
pool7 (max)	[6,64,64,256] → [6,32,32,256]+indices7	[2,2], 2
conv8	[6,32,32,256] → [6,32,32,512]	[3,3], 1
conv9	[6,32,32,512] → [6,32,32,512]	[3,3], 1
conv10	[6,32,32,512] → [6,32,32,512]	[3,3], 1
pool10 (max)	[6,32,32,512] → [6,16,16,512]+indices10	[2,2], 2
conv11	[6,16,16,512] → [6,16,16,512]	[3,3], 1
conv12	[6,16,16,512] → [6,16,16,512]	[3,3], 1
conv13	[6,16,16,512] → [6,16,16,512]	[3,3], 1
pool13 (max)	[6,16,16,512] → [6,8,8,512]+indices13	[2,2], 2