

Layer	Type of layer
Input (50×50 RGB image)	
Block1Conv1	Conv2D-64
Block1Conv2	Conv2D-64
BlockPool	Maxpooling2D
Block2Conv1	Conv2D-64
Block2Pool	Maxpooling2D
Dropout1	Dropout
Flatten1	Flatten-10816
Dense1	Dense-128
Dropout2	Dropout
Dense2	Dense-2
Soft-max	