

Layer	Type	kernel	Activation
Input	Input(48×48)	–	–
Hidden 1	Conv	3×3 (16 ch)	ReLU
Pool 1	Max pooling	2×2	–
Hidden 2	Conv	3×3 (8 ch)	ReLU
Pool 2	Max pooling	2×2	–
Hidden 3	Dense	1024	ReLU
Output	Dense	1	Sigmoid