

Layer Type	Configurations
Bidirectional-LSTM	#hidden units: 256
Bidirectional-LSTM	#hidden units: 256
Conv	#filters:512, k:1 \times 1, s:1, p:0
Depthwise Conv	k:2 \times 2, s:1, p:0
Conv	#filters:512, k:1 \times 1, s:1, p:0
Depthwise Conv	k:2 \times 2, s:1, p:0
MaxPooling	s:1 \times 2, p:1 \times 0
Conv	#filters:512, k:1 \times 1, s:1, p:0
Depthwise Conv	k:3 \times 3, s:1, p:1
MaxPooling	s:1 \times 2, p:1 \times 0
Conv	#filters:256, k:1 \times 1, s:1, p:0
Depthwise Conv	k:3 \times 3, s:2, p:1
Conv	#filters:128, k:1 \times 1, s:1, p:0
Depthwise Conv	k:3 \times 3, s:2, p:1
Conv	#filters:64, k:3 \times 3, s:1, p:1
Input	160 \times 48 \times 3 RGB images