Bottleneck

H x W x C

C

(C / 2) x 64

(C / 4) x 32

(C / 4)
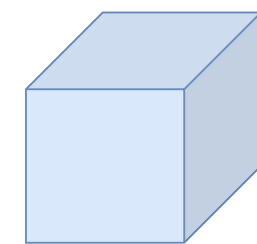
(C / 4) x 32

(C / 2) x 64

C

H x W x C

1-D Conv layer + LeakyReLU

Max Pool / Stride 2 in Conv layer before