

conv2d_input	input:	[(None, 7, 501, 3)]	[(None, 7, 501, 3)]
InputLayer	output:		



conv2d	input:	(None, 7, 501, 3)	(None, 7, 499, 12)
Conv2D	output:		



max_pooling2d	input:	(None, 7, 499, 12)	(None, 7, 249, 12)
MaxPooling2D	output:		



conv2d_1	input:	(None, 7, 249, 12)	(None, 7, 249, 24)
Conv2D	output:		



conv2d_2	input:	(None, 7, 249, 24)	(None, 7, 249, 32)
Conv2D	output:		



max_pooling2d_1	input:	(None, 7, 249, 32)	(None, 7, 124, 32)
MaxPooling2D	output:		



conv2d_3	input:	(None, 7, 124, 32)	(None, 7, 124, 64)
Conv2D	output:		



conv2d_4	input:	(None, 7, 124, 64)	(None, 7, 124, 128)
Conv2D	output:		



max_pooling2d_2	input:	(None, 7, 124, 128)	(None, 7, 62, 128)
MaxPooling2D	output:		



conv2d_5	input:	(None, 7, 62, 128)	(None, 7, 60, 256)
Conv2D	output:		



flatten	input:	(None, 7, 60, 256)	(None, 107520)
Flatten	output:		



dense	input:	(None, 107520)	(None, 128)
Dense	output:		



dense_1	input:	(None, 128)	(None, 32)
Dense	output:		



dense_2	input:	(None, 32)	(None, 1)
Dense	output:		