

input_1: InputLayer	input:	[(None, 48, 48, 3)]
	output:	[(None, 48, 48, 3)]



conv2d: Conv2D	input:	(None, 48, 48, 3)
	output:	(None, 24, 24, 16)



attention: Attention	input:	[(None, 24, 24, 16), (None, 24, 24, 16)]
	output:	(None, 24, 24, 16)



max_pooling2d: MaxPooling2D	input:	(None, 24, 24, 16)
	output:	(None, 12, 12, 16)



conv2d_1: Conv2D	input:	(None, 12, 12, 16)
	output:	(None, 6, 6, 32)



attention_1: Attention	input:	[(None, 6, 6, 32), (None, 6, 6, 32)]
	output:	(None, 6, 6, 32)



max_pooling2d_1: MaxPooling2D	input:	(None, 6, 6, 32)
	output:	(None, 3, 3, 32)



conv2d_2: Conv2D	input:	(None, 3, 3, 32)
	output:	(None, 2, 2, 64)



attention_2: Attention	input:	[(None, 2, 2, 64), (None, 2, 2, 64)]
	output:	(None, 2, 2, 64)



layer_normalization: LayerNormalization	input:	(None, 2, 2, 64)
	output:	(None, 2, 2, 64)



flatten: Flatten	input:	(None, 2, 2, 64)
	output:	(None, 256)



dense: Dense	input:	(None, 256)
	output:	(None, 128)



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



dense_2: Dense	input:	(None, 128)
	output:	(None, 64)