

input_4: InputLayer	input:	(None, 1, 20, 20)
	output:	(None, 1, 20, 20)



conv2d_37: Conv2D	input:	(None, 1, 20, 20)
	output:	(None, 20, 20, 20)



max_pooling2d_5: MaxPooling2D	input:	(None, 20, 20, 20)
	output:	(None, 20, 10, 10)



dropout_4: Dropout	input:	(None, 20, 10, 10)
	output:	(None, 20, 10, 10)



conv2d_38: Conv2D	input:	(None, 20, 10, 10)
	output:	(None, 40, 10, 10)



max_pooling2d_6: MaxPooling2D	input:	(None, 40, 10, 10)
	output:	(None, 40, 5, 5)



dropout_5: Dropout	input:	(None, 40, 5, 5)
	output:	(None, 40, 5, 5)



flatten_5: Flatten	input:	(None, 40, 5, 5)
	output:	(None, 1000)



dense_19: Dense	input:	(None, 1000)
	output:	(None, 300)



dropout_6: Dropout	input:	(None, 300)
	output:	(None, 300)



dense_20: Dense	input:	(None, 300)
	output:	(None, 100)



dense_21: Dense	input:	(None, 100)
	output:	(None, 100)



dense_22: Dense	input:	(None, 100)
	output:	(None, 1)