

**input** *InputLayer* - Size: (32,32,1)

**conv\_big** *Conv2D* – F: 128, KS: (1,1), S: (1,1)

**conv\_1x1** *Conv2D* – F: 32, KS: (1,1), S: (1,1)

**conv\_3x3** *Conv2D* – F: 32, KS: (3,3), S: (1,1)

**conv\_5x5** *Conv2D* – F: 32, KS: (5,5), S: (1,1)

**maxpool\_3x3** *MaxPooling2D* – PS: (3,3), S: (1,1)

**concatenate** *Concatenate* – Axis: 3

