

input: InputLayer	input:	[(?, 128, 314, 8)]
	output:	[(?, 128, 314, 8)]



conv2d_tanh_1: Conv2D	input:	(?, 128, 314, 8)
	output:	(?, 128, 314, 8)



max_pool_2d_1: MaxPooling2D	input:	(?, 128, 314, 8)
	output:	(?, 64, 157, 8)



conv2d_relu_1: Conv2D	input:	(?, 64, 157, 8)
	output:	(?, 64, 157, 16)



max_pool_2d_2: MaxPooling2D	input:	(?, 64, 157, 16)
	output:	(?, 32, 79, 16)



conv2d_relu_2: Conv2D	input:	(?, 32, 79, 16)
	output:	(?, 32, 79, 32)



max_pool_2d_3: MaxPooling2D	input:	(?, 32, 79, 32)
	output:	(?, 16, 40, 32)



conv2d_relu_3: Conv2D	input:	(?, 16, 40, 32)
	output:	(?, 16, 40, 32)



max_pool_2d_4: MaxPooling2D	input:	(?, 16, 40, 32)
	output:	(?, 8, 20, 32)



conv2d_relu_4: Conv2D	input:	(?, 8, 20, 32)
	output:	(?, 8, 20, 32)



max_pool_2d_5: MaxPooling2D	input:	(?, 8, 20, 32)
	output:	(?, 4, 10, 32)



conv2d_relu_5: Conv2D	input:	(?, 4, 10, 32)
	output:	(?, 4, 10, 32)



up_2d_1: UpSampling2D	input:	(?, 4, 10, 32)
	output:	(?, 8, 20, 32)



conv2d_relu_6: Conv2D	input:	(?, 8, 20, 32)
	output:	(?, 8, 20, 16)



up_2d_2: UpSampling2D	input:	(?, 8, 20, 16)
	output:	(?, 16, 40, 16)



conv2d_relu_7: Conv2D	input:	(?, 16, 40, 16)
	output:	(?, 16, 40, 16)



up_2d_3: UpSampling2D	input:	(?, 16, 40, 16)
	output:	(?, 32, 80, 16)



conv2d_relu_8: Conv2D	input:	(?, 32, 80, 16)
	output:	(?, 32, 80, 16)



up_2d_4: UpSampling2D	input:	(?, 32, 80, 16)
	output:	(?, 64, 160, 16)



conv2d_tanh_2: Conv2D	input:	(?, 64, 160, 16)
	output:	(?, 64, 160, 8)



up_2d_5: UpSampling2D	input:	(?, 64, 160, 8)
	output:	(?, 128, 320, 8)



cropping2d: Cropping2D	input:	(?, 128, 320, 8)
	output:	(?, 128, 314, 8)