

InputLayer	input:	(None, 20, 53, 64)
	output:	(None, 20, 53, 64)



Conv2D (3, 3, 128), (1, 1)	input:	(None, 20, 53, 64)
	output:	(None, 20, 53, 128)



BatchNormalization	input:	(None, 20, 53, 128)
	output:	(None, 20, 53, 128)



Activation	input:	(None, 20, 53, 128)
	output:	(None, 20, 53, 128)



Conv2D (3, 3, 128), (1, 1)	input:	(None, 20, 53, 128)
	output:	(None, 20, 53, 128)



MaxPooling2D (2, 2), (2, 2)	input:	(None, 20, 53, 128)
	output:	(None, 10, 26, 128)



Dropout 25.0%	input:	(None, 10, 26, 128)
	output:	(None, 10, 26, 128)



BatchNormalization	input:	(None, 10, 26, 128)
	output:	(None, 10, 26, 128)



Activation	input:	(None, 10, 26, 128)
	output:	(None, 10, 26, 128)



Conv2D (3, 3, 256), (1, 1)	input:	(None, 10, 26, 128)
	output:	(None, 10, 26, 256)



MaxPooling2D (2, 2), (2, 2)	input:	(None, 10, 26, 256)
	output:	(None, 5, 13, 256)



Dropout 25.0%	input:	(None, 5, 13, 256)
	output:	(None, 5, 13, 256)



BatchNormalization	input:	(None, 5, 13, 256)
	output:	(None, 5, 13, 256)



Activation	input:	(None, 5, 13, 256)
	output:	(None, 5, 13, 256)



Conv2D (3, 3, 512), (1, 1)	input:	(None, 5, 13, 256)
	output:	(None, 5, 13, 512)



GlobalAveragePooling2D	input:	(None, 5, 13, 512)
	output:	(None, 512)



Dense 200	input:	(None, 512)
	output:	(None, 200)



Dense 1	input:	(None, 200)
	output:	(None, 1)