**x, y, z**

**x, y, z**

**x, y, z, xy, xz, yz, x2, y2, z2**

**channels**

**d = 1**

**d = 2**

**d = N**

**n = 3**

**1x1 Conv**

**1x1 Conv**

**1x1 Conv**

**ResNext101-32x4d**

**Outputs**