

in0: [(4, 3, 4), float32]



[(4, 3, 4), float32]

clip
a_min=0.0f
a_max=255.0f

[(4, 3, 4), float32]



[(4, 3, 4), float32]

cast
dtype="uint8"

[(4, 3, 4), uint8]



[(4, 3, 4), uint8]

cast
dtype="float32"

[(4, 3, 4), float32]



out0: [(4, 3, 4), float32]