

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



[(4, 3, 4), float32]

reshape
newshape=[4, 12]
allowzero=0

[(4, 12), float32]



[(4, 12), float32]

reshape
newshape=[12, 4]
allowzero=0

[(12, 4), float32]



out0: [(12, 4), float32]