

in0: [(2, 2, 1, 3), float32]

[(2, 2, 1, 3), float32]

zeros_like

[(2, 2, 1, 3), float32]

[(2, 2, 1, 3), float32]

[(2, 2, 1, 3), float32]

subtract

[(2, 2, 1, 3), float32]

out0: [(2, 2, 1, 3), float32]

