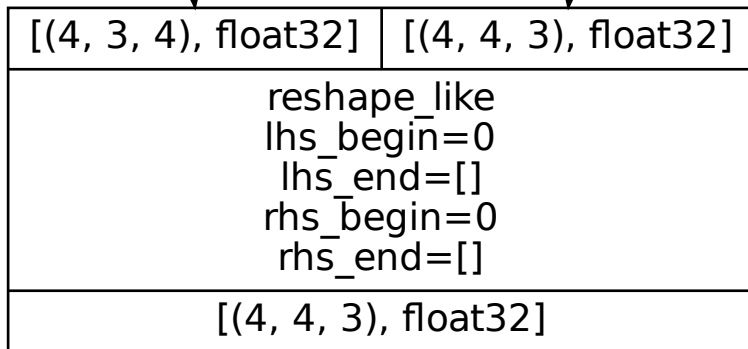


in0: [(4, 3, 4), float32]

in1: [(4, 4, 3), float32]



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