

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

zeros shape=[2, 2, 1, 3] dtype="float32"
[(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]