

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



[(4, 3, 4), float32]

cast
dtype="float64"

[(4, 3, 4), float64]



[(4, 3, 4), float64]

cast
dtype="float16"

[(4, 3, 4), float16]



out0: [(4, 3, 4), float16]