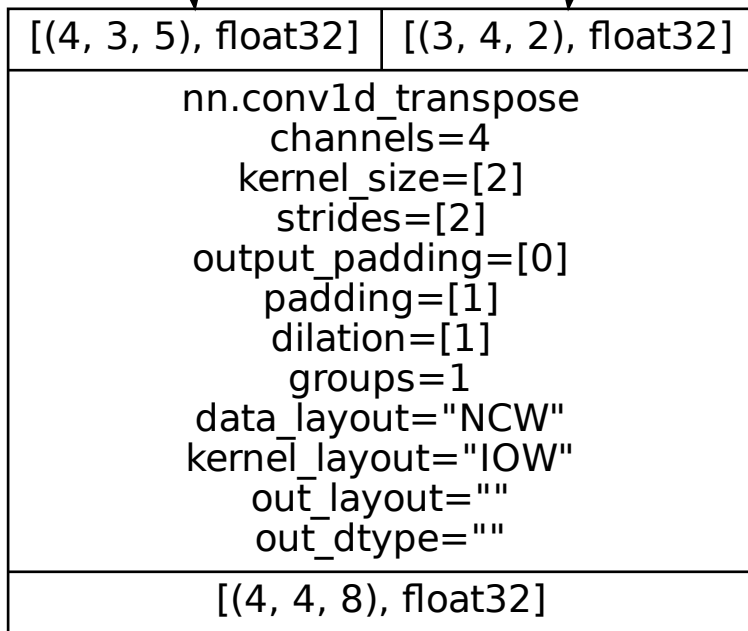


in0: [(4, 3, 5), float32]

in1: [(3, 4, 2), float32]



out0: [(4, 4, 8), float32]