

in0: [(1, 2, 4, 3), float32]



[(1, 2, 4, 3), float32]

transpose
axes=[1, 2, 3, 0]

[(2, 4, 3, 1), float32]



[(2, 4, 3, 1), float32]

transpose
axes=[0, 1, 2, 3]

[(2, 4, 3, 1), float32]



out0: [(2, 4, 3, 1), float32]