

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



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

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

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



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

layout_transform
src_layout="NCHW"
dst_layout="NCWH"

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



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