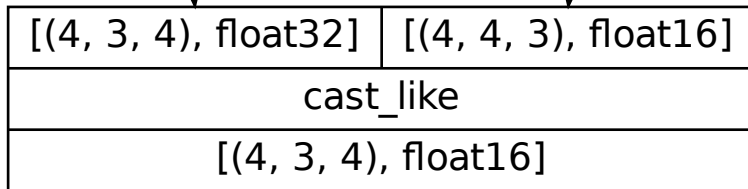


in0: [(4, 3, 4), float32]

in1: [(4, 4, 3), float16]



[(4, 3, 4), float32]	[(4, 4, 3), float16]
cast_like	
[(4, 3, 4), float16]	

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