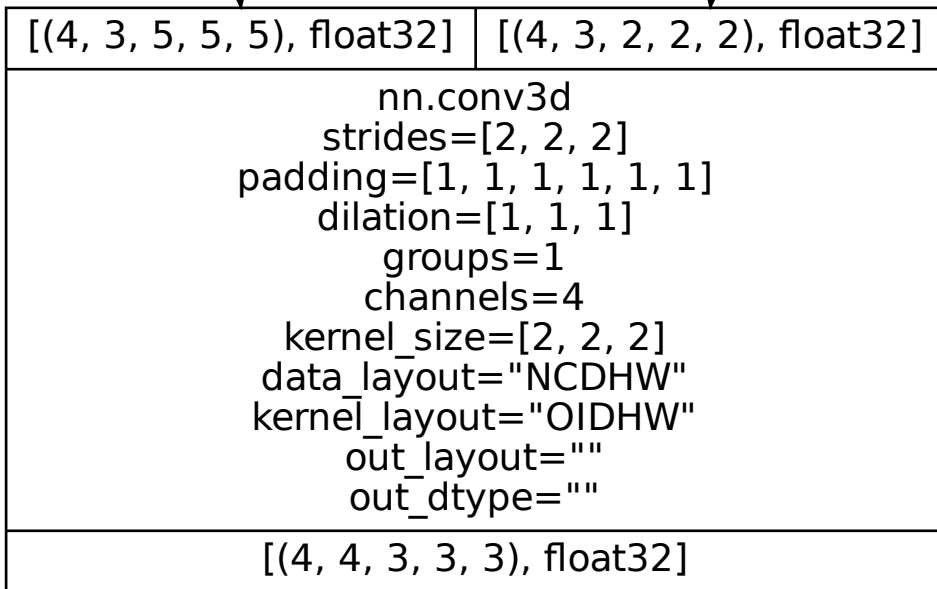


in0: [(4, 3, 5, 5, 5), float32]

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



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