

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



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

layout\_transform  
src\_layout="NCHW"  
dst\_layout="NCWH"

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



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

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

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



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