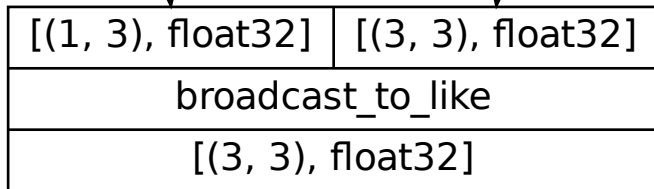


in0: [(1, 3), float32]

in1: [(3, 3), float32]



out0: [(3, 3), float32]