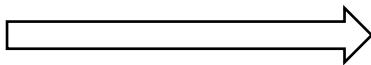


0	0	0	0	0
1	1	1	1	0
1	1	0	1	1
1	0	0	0	1

kernel

1	0	0
1	0	1
0	0	1



2	3	2
2	3	3

padding = 0 stride = 1