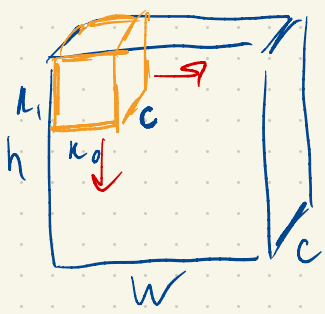
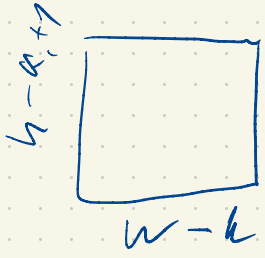
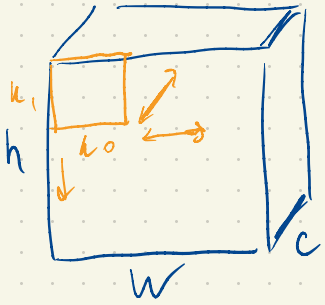
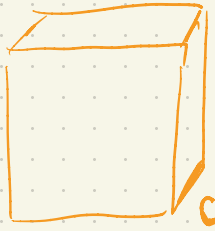


conv2D(x, K, stride, padding)



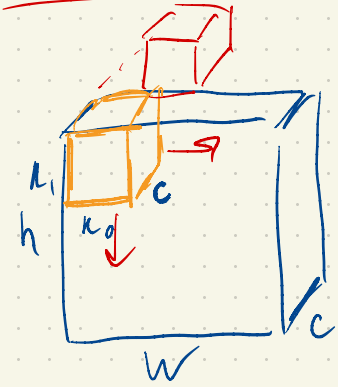
$\lfloor (w-k_0)/s+1 \rfloor$ $\lfloor (h-k_1)/s+1 \rfloor$

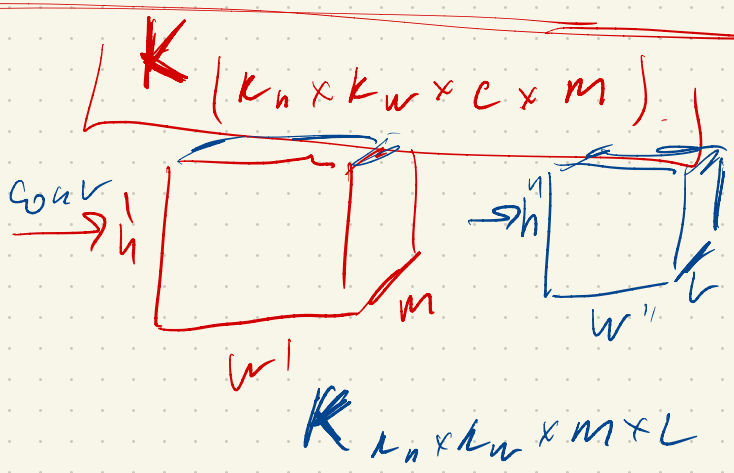


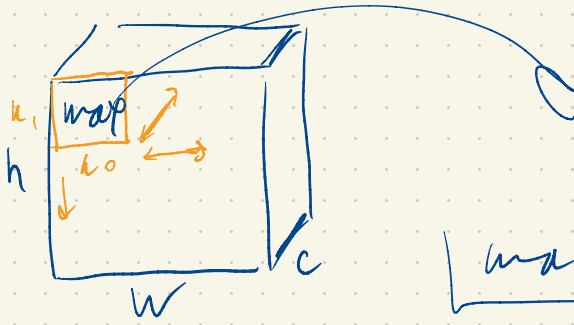


depthwise_conv.

$$\lfloor (w - k_w + 2p_w)/s_w \rfloor + 1$$







max pooling

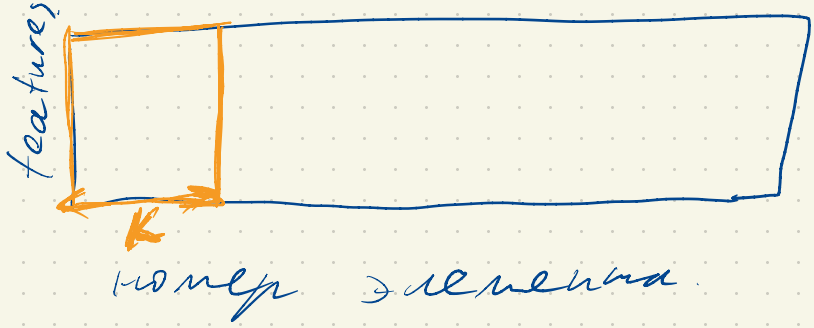
(stride, padding)

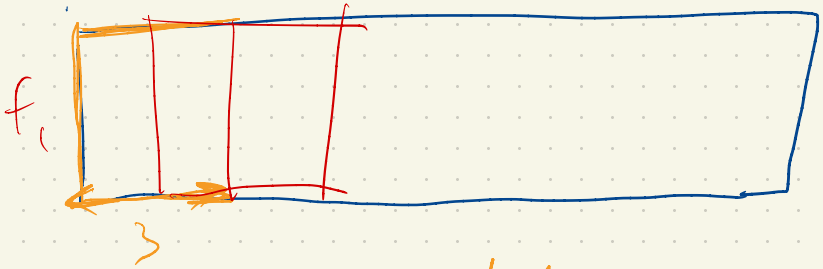
---

global_max_pooling

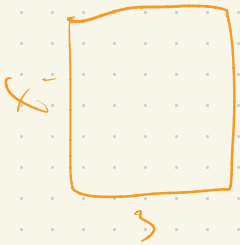
---

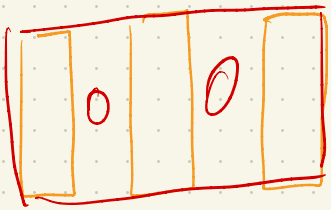
conv 1D



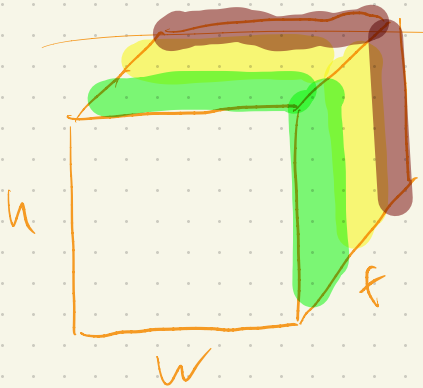


dilation.





group



f/g

k, k, f/g, m.

up convolution

conv Transposed. stride = 2.