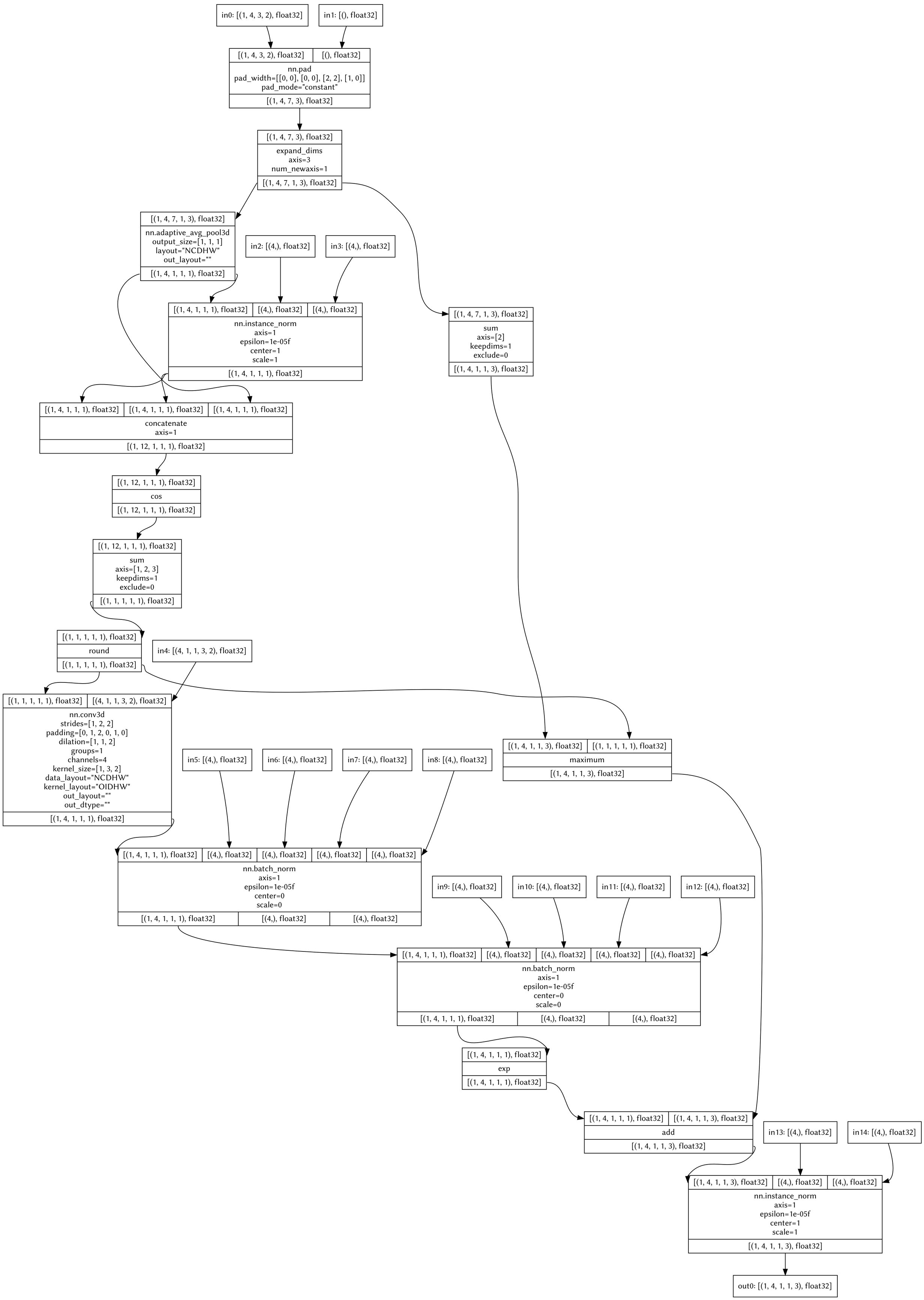
in0: [(1, 4, 3, 2), float32]
in1: [(), float32]
[(1, 4, 3, 2), float32] [(), float32]
nn.pad
pad_width=[[0, 0], [0, 0], [2, 2], [1, 0]]
pad_mode="constant"
[(1, 4, 7, 3), float32]
[(1, 4, 7, 3), float32]
expand_dims
axis=3
num_newaxis=1
[(1, 4, 7, 1, 3), float32]
[(1, 4, 7, 1, 3), float32]
nn.adaptive_avg_pool3d
output_size=[1, 1, 1]
layout="NCDHW"
out_layout=""
[(1, 4, 1, 1, 1), float32]
in2: [(4,), float32]
in3: [(4,), float32]
[(1, 4, 1, 1, 1), float32] [(4,), float32] [(4,), float32]
nn.instance_norm
axis=1
epsilon=1e-05f
center=1
scale=1
[(1, 4, 1, 1, 1), float32]
[(1, 4, 7, 1, 3), float32]
sum
axis=[2]
keepdims=1
exclude=0
[(1, 4, 1, 1, 3), float32]
[(1, 4, 1, 1, 1), float32] [(1, 4, 1, 1, 1), float32] [(1, 4, 1, 1, 1), float32]
concatenate
axis=1
[(1, 12, 1, 1, 1), float32]
[(1, 12, 1, 1, 1), float32]
cos
[(1, 12, 1, 1, 1), float32]
[(1, 12, 1, 1, 1), float32]
sum
axis=[1, 2, 3]
keepdims=1
exclude=0
[(1, 1, 1, 1, 1), float32]
[(1, 1, 1, 1, 1), float32]
round
[(1, 1, 1, 1, 1), float32]
in4: [(4, 1, 1, 3, 2), float32]
[(1, 1, 1, 1, 1), float32] [(4, 1, 1, 3, 2), float32]
nn.conv3d
strides=[1, 2, 2]
padding=[0, 1, 2, 0, 1, 0]
dilation=[1, 1, 2]
groups=1
channels=4
kernel_size=[1, 3, 2]
data_layout="NCDHW"
kernel_layout="OIDHW"
out_layout=""
out_dtype=""
[(1, 4, 1, 1, 1), float32]
[(1, 4, 1, 1, 3), float32] [(1, 1, 1, 1, 1), float32]
maximum
[(1, 4, 1, 1, 3), float32]
in5: [(4,), float32]
in6: [(4,), float32]
in7: [(4,), float32]
in8: [(4,), float32]
[(1, 4, 1, 1, 1), float32] [(4,), float32] [(4,), float32] [(4,), float32] [(4,), float32]
nn.batch_norm
axis=1
epsilon=1e-05f
center=0
scale=0
[(1, 4, 1, 1, 1), float32] [(4,), float32] [(4,), float32]
in9: [(4,), float32]
in10: [(4,), float32]
in11: [(4,), float32]
in12: [(4,), float32]
[(1, 4, 1, 1, 1), float32] [(4,), float32] [(4,), float32] [(4,), float32] [(4,), float32]
nn.batch_norm
axis=1
epsilon=1e-05f
center=0
scale=0
[(1, 4, 1, 1, 1), float32] [(4,), float32] [(4,), float32]
[(1, 4, 1, 1, 1), float32]
exp
[(1, 4, 1, 1, 1), float32]
[(1, 4, 1, 1, 1), float32] [(1, 4, 1, 1, 3), float32]
add
[(1, 4, 1, 1, 3), float32]
in13: [(4,), float32]
in14: [(4,), float32]
[(1, 4, 1, 1, 3), float32] [(4,), float32] [(4,), float32]
nn.instance_norm
axis=1
epsilon=1e-05f
center=1
scale=1
[(1, 4, 1, 1, 3), float32]
out0: [(1, 4, 1, 1, 3), float32]