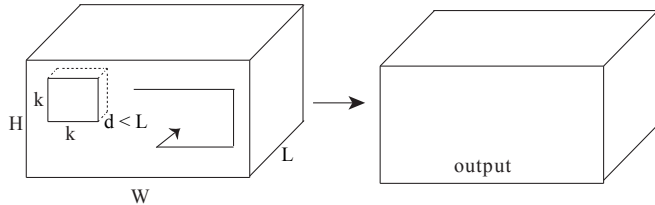


(a) 2D convolution



(b) 3D convolution