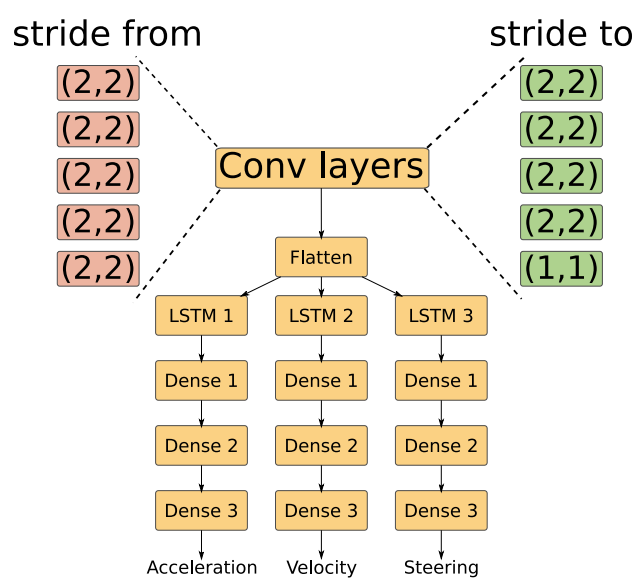


a) Changing the feature maps



b) Changing the stride parameter