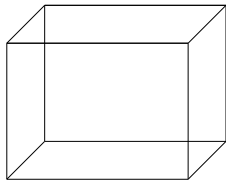


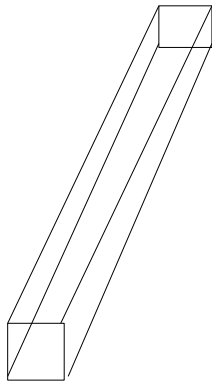
standard convolution

=



depthwise convolution

x



pointwise convolution