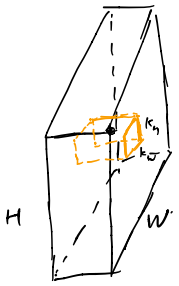
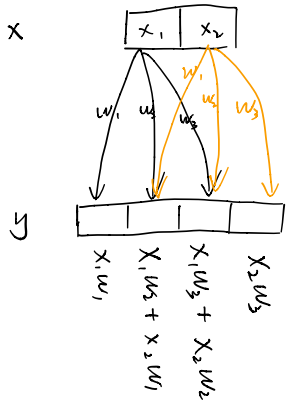
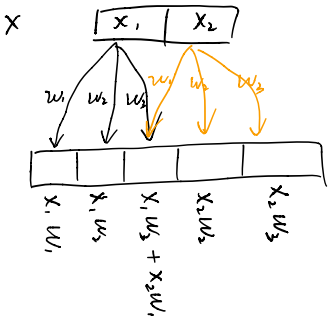

H
W


X
Y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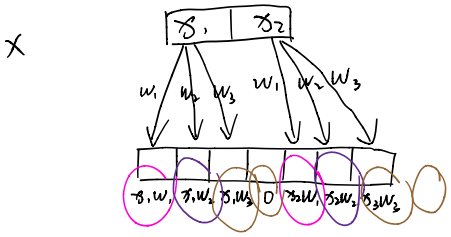
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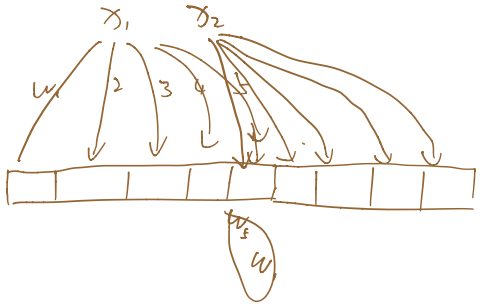
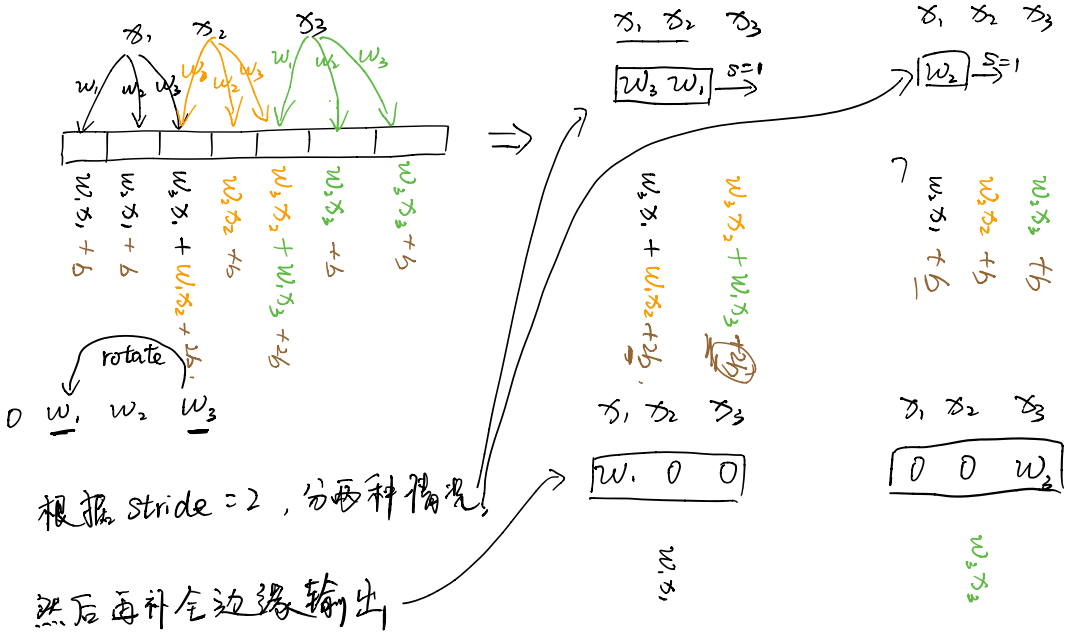
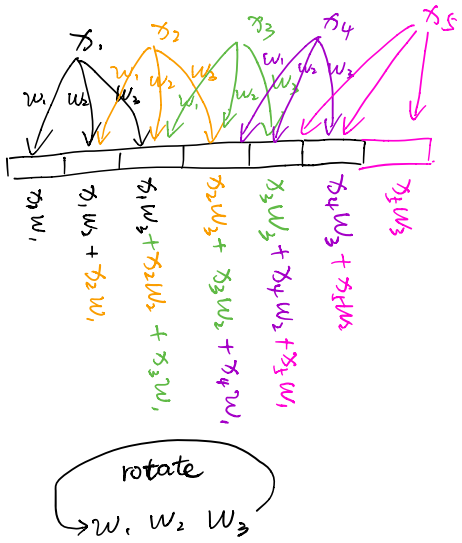
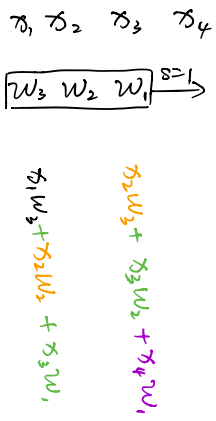


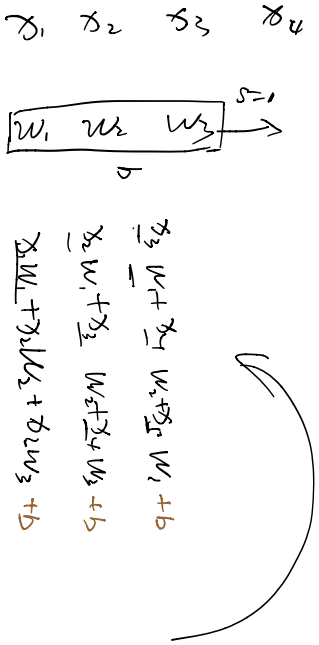

rotate
根据 stride = 2，分两种情况
然后再补全边缘输出



根据 stride=1，只需要一种运算，

然后再补全边缘输出



$(b \cdot u)a + \beta$

$ba - (ua + \beta)$

$b(a) - \square$