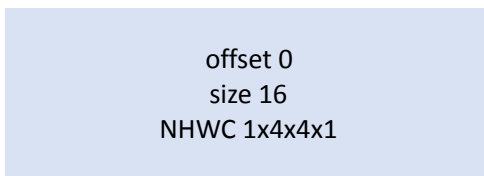


buffer   operator

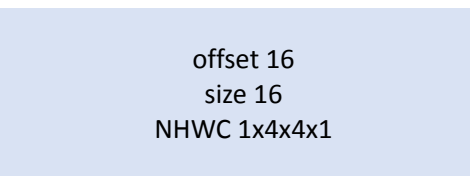
original



peak 32

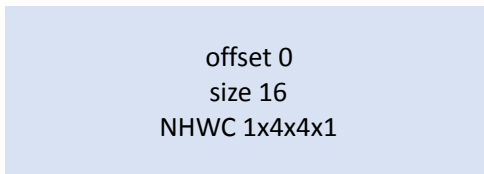


op0: conv 3x3  
padding same



op1: next op

implement with builtin op

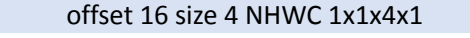


peak 62

可能用丟給planner做會再少一點點



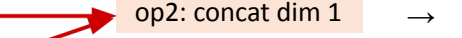
op0: split  
dim 1 size 1



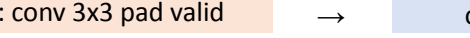
ZeroPad2D 後面的 tuple 的定義  
((TopPad,BotPad),(LeftPad,RightPad))



op1: ZeroPad2D ((1,0),(1,1))



op2: concat dim 1



op3: conv 3x3 pad valid



op6: conv 3x3 pad valid



op9: conv 3x3 pad valid



op12: conv 3x3 pad valid

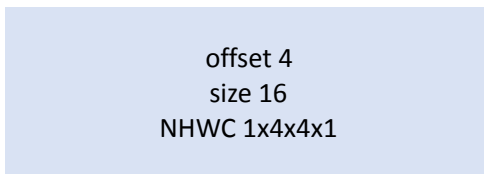


op13: concat dim 1



op14: next op

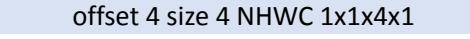
implement with custom op



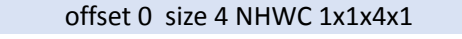
peak 20



op0: split  
dim 1 size 1



op1: OurCONV 3x3 pad ((0,0),(1,1)), shape\_in=shape\_out=1x3x4x1



op2: OurCONV 3x3 pad ((0,0),(1,1)), shape\_in=shape\_out=1x3x4x1



op3: OurCONV 3x3 pad ((0,0),(1,1)), shape\_in=shape\_out=1x3x4x1



op4: OurCONV 3x3 pad ((0,0),(1,1)), shape\_in=shape\_out=1x3x4x1



op5: defrag???



split完要怎麼defrag還不清楚



offset ?? size 16 NHWC 1x4x4x1



op6: next op

理想情形，用TFLM的planner應該不會  
排出這樣，因為alg的問題，小的不太可  
能排在前面