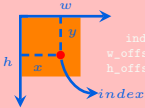


```
index = c * (h * w) +  
        y * w + x;  
w_offset = index % w;  
h_offset = (index / w) % h;  
c_offset = index / h / w;
```



$index = y * w + x;$

$w_offset = index \% w;$

$h_offset = index / w;$