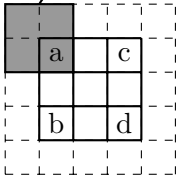


v	x
w	y

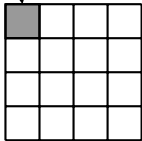
Kernel

$$o = 0 * v + 0 * w + 0 * x + \mathbf{a} * y$$

Step 1



Input



Feature
map