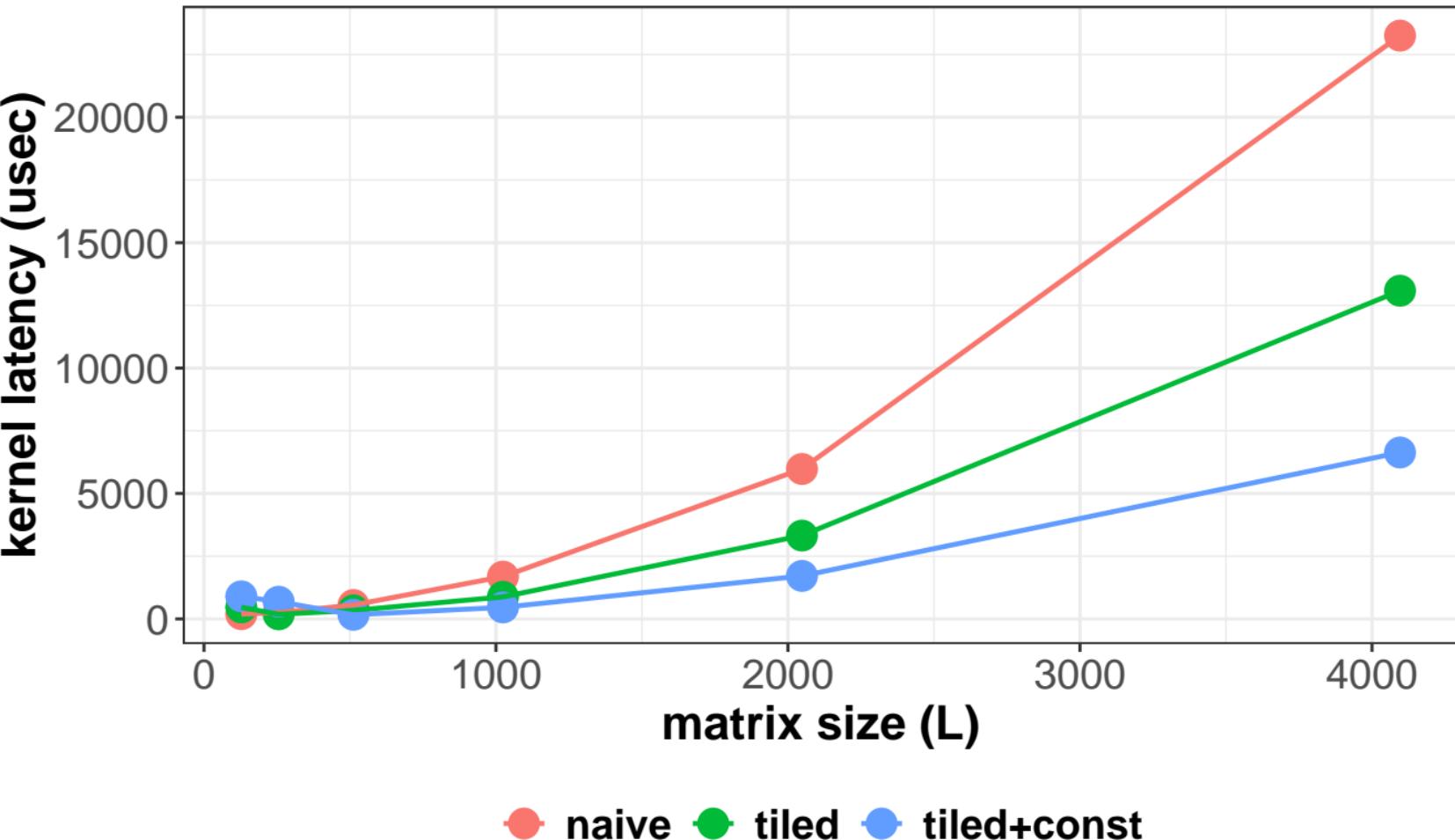


Convolution



● naive ● tiled ● tiled+const