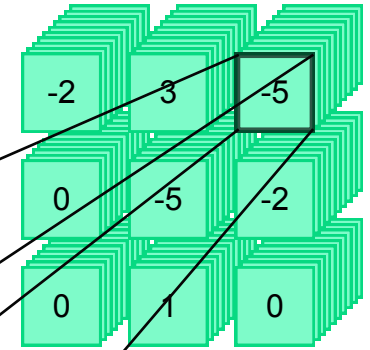
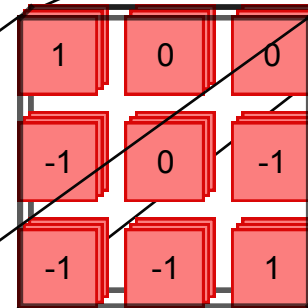


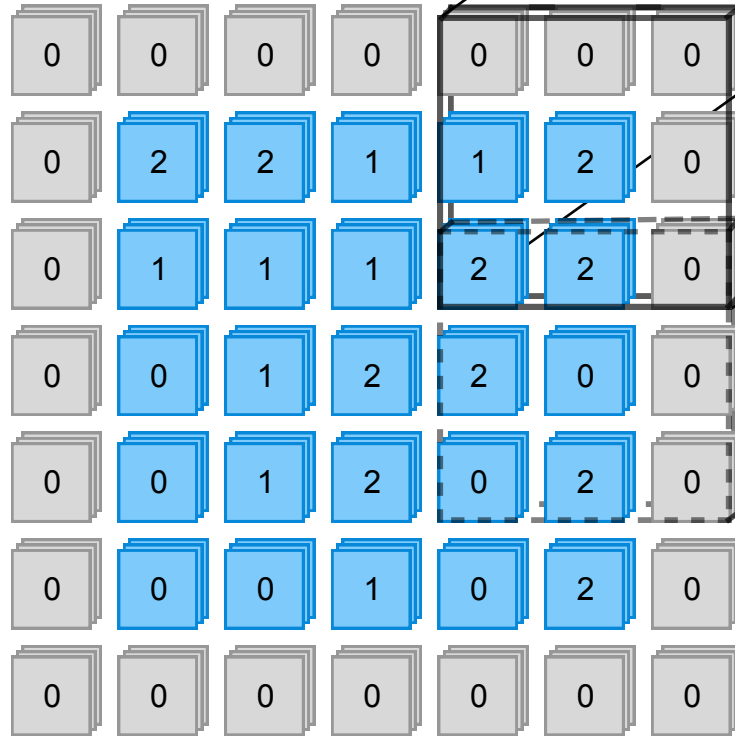
3x3x10 Ausgabe-Vektor



3x3x3 Filter



5x5x3 Eingabe-Vektor



Stride = 2

Zero-Padding = 1