

- **Transposed convolution arithmetic**
- **Convolution as a matrix operation**
- **Transposed convolution**
- **No zero padding, unit strides, transposed**
- **Zero padding, unit strides, transposed**
- **Special cases**
- **Half (same) padding, transposed**
- **Full padding, transposed**
- **No zero padding, non-unit strides, transposed**
- **Zero padding, non-unit strides, transposed**