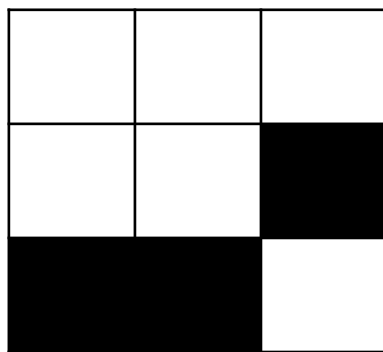
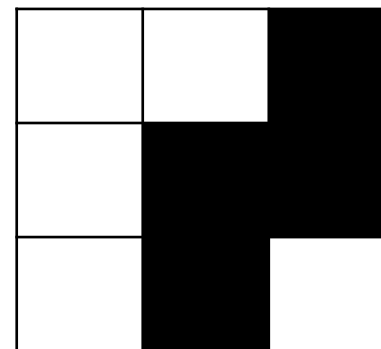


Kernel 1



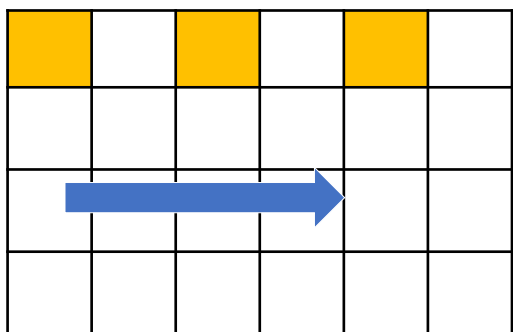
Kernel 2



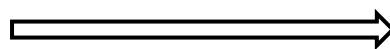
Kernel 3

(a)

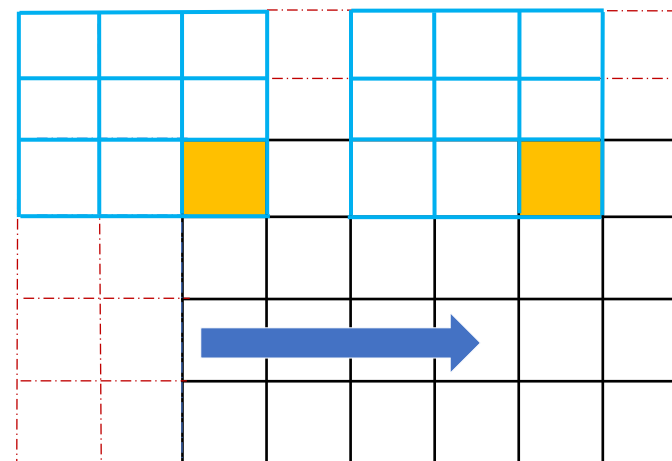
1x1 kernel sliding



Equaling to



3x3 kernel sliding



(b)