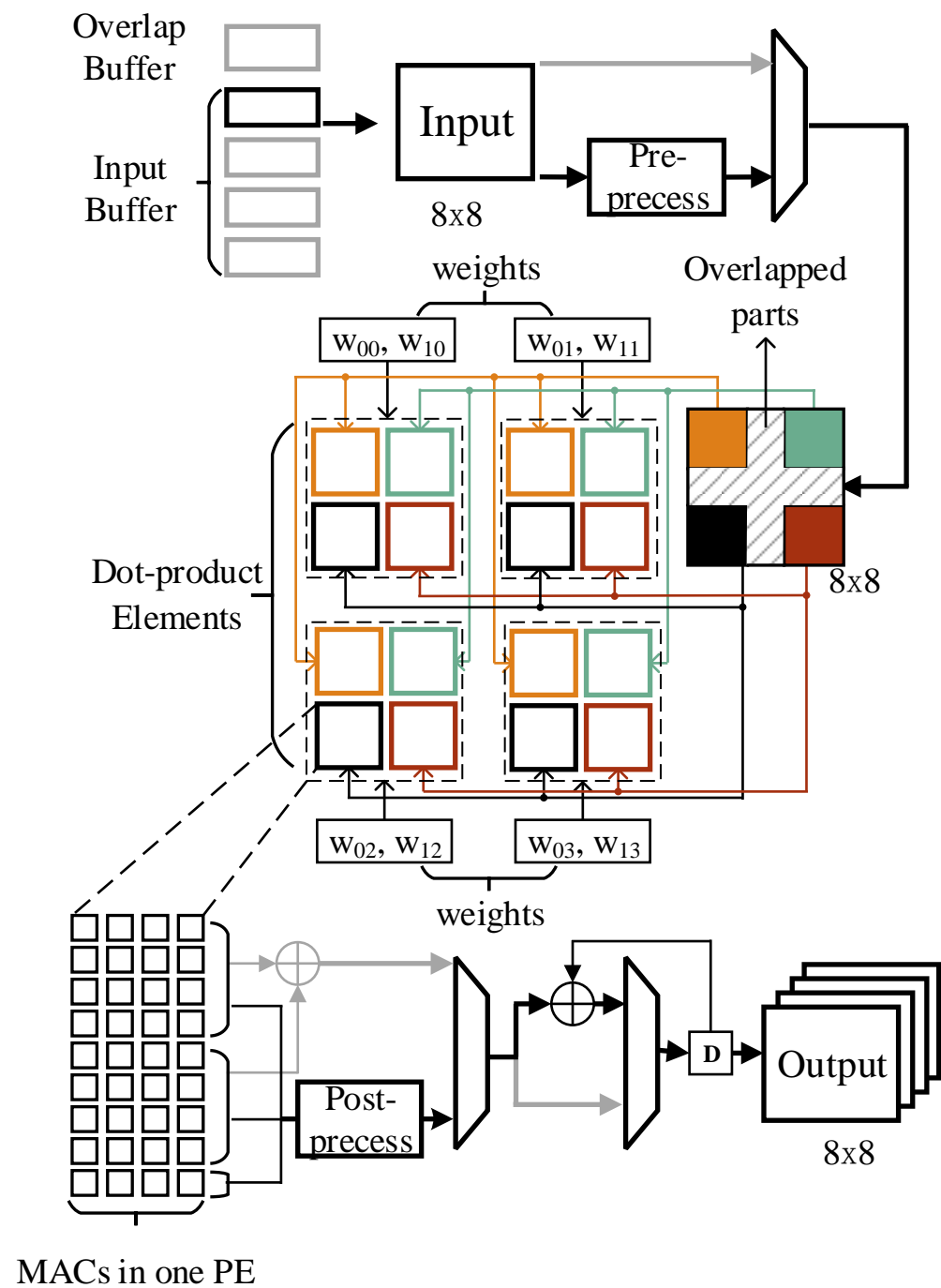


(a). 1x1 convolution



(b). 3x3 convolution