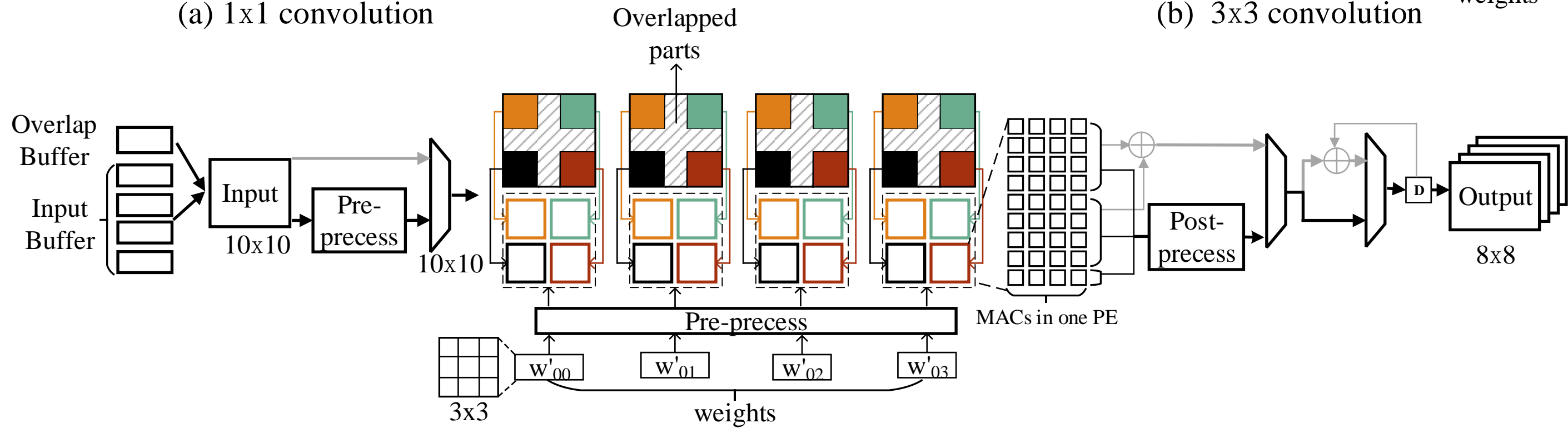


(a) 1x1 convolution

(b) 3x3 convolution



(c) 3x3 depth-wise convolution