

main

Call ones
shape: [1, 1, 1, 1]
dtype: float32

Var(Input)
name_hint: input1
shape: (1, 1, 3, 3)
dtype: float32

Call nn.conv2d
strides: [1, 1]
padding: [0, 0, 0, 0]
dilation: [1, 1]
groups: 1
channels: 1
kernel_size: [1, 1]
data_layout: NCHW
kernel_layout: OIHW
out_layout:
out_dtype:

Const
shape: (), dtype: float32

Const
shape: (), dtype: float32

Call power

Call divide

Func

