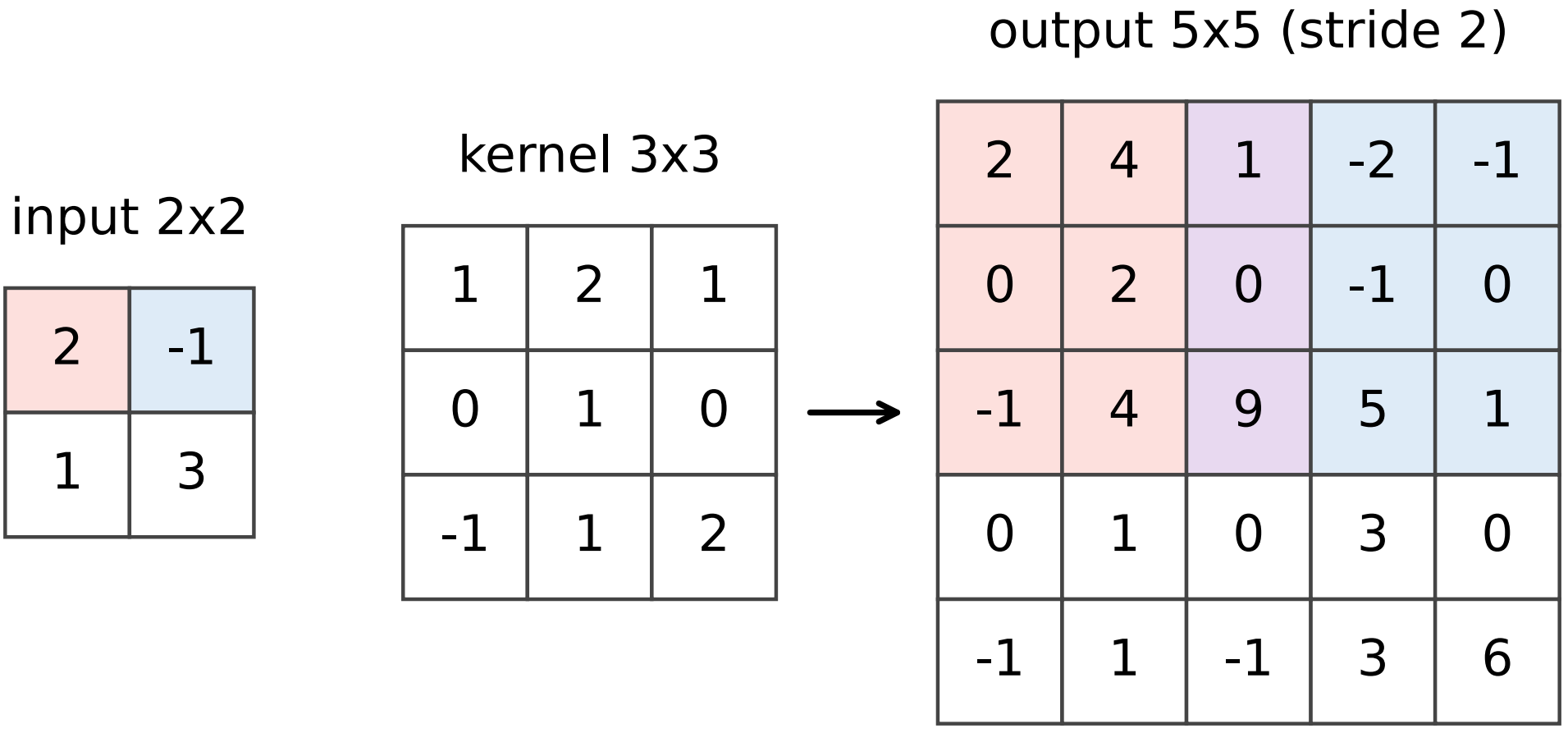

input 2x2
2
-1
1
3
kernel 3x3
1
2
1
0
1
0
-1
1
2
output 5x5 (stride 2)
2
4
1
-2
-1
0
2
0
-1
0
-1
4
9
5
1
0
1
0
3
0
-1
1
-1
3
6