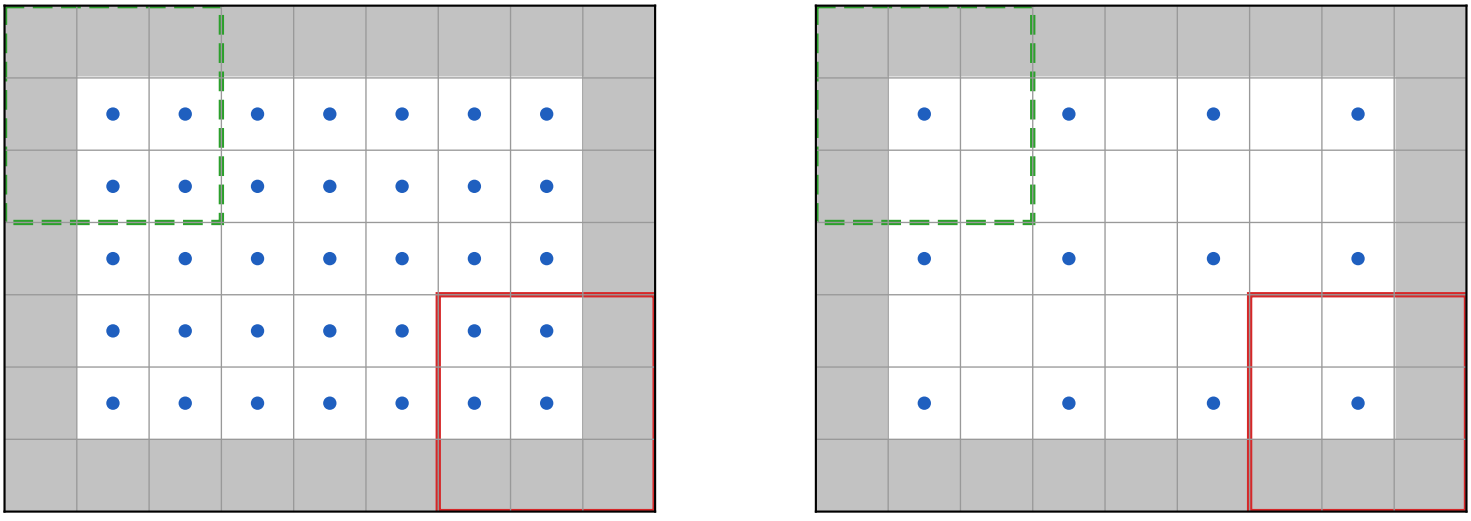

(a) same convolution, stride 1
output 5x7 = floor((5+2-3+1)/1) x floor((7+2-3+1)/1)
(b) stride 2
output 3x4 = floor((5+2-3+2)/2) x floor((7+2-3+2)/2)
white: input pixels, grey: zero padding, blue dots: window centres (one per output pixel)