

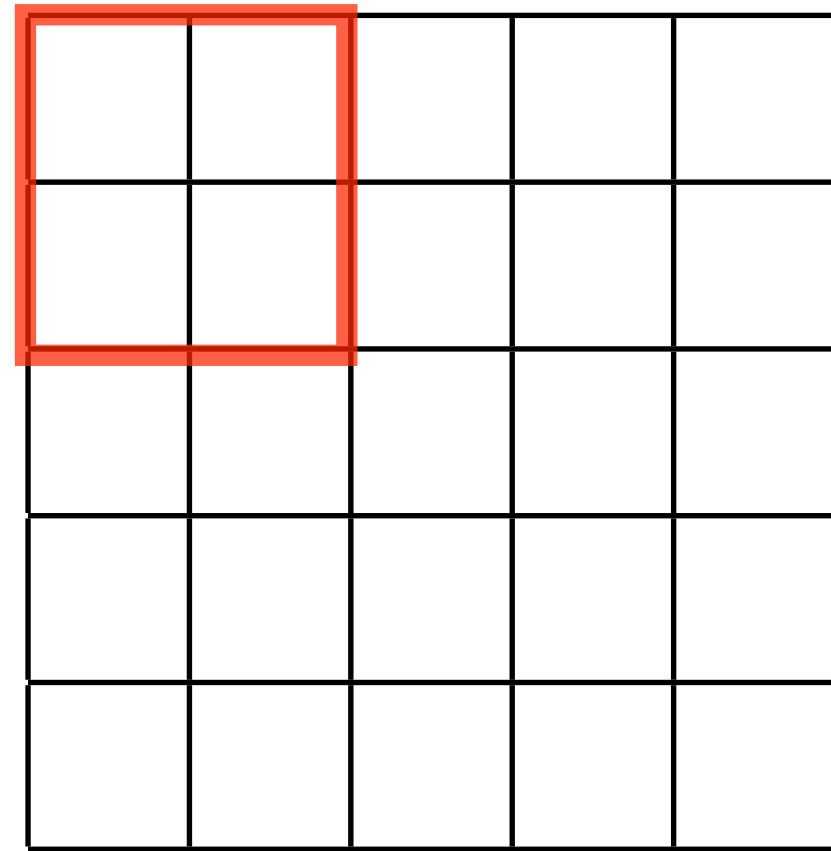
# Convolution layer properties - stride

stride = 3

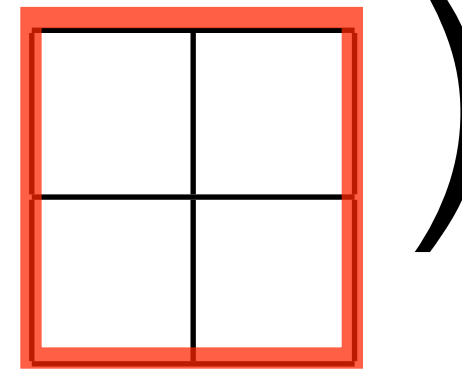
kernel moves by 3 pixels



conv (



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)

=



image  
(5x5)

kernel  
(2x2)

output  
(**?** x **?**)