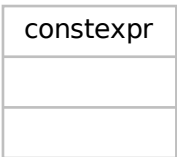
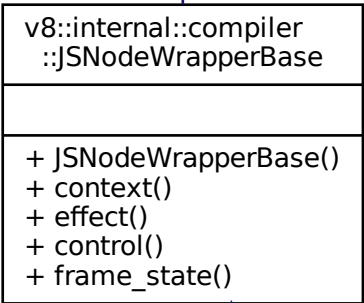
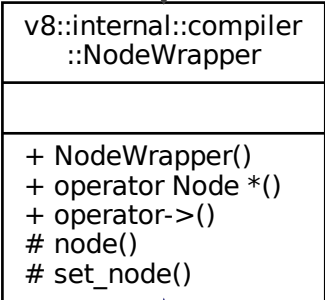


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+kFeedbackVectorInputCount
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+kHaveIdenticalLayouts
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