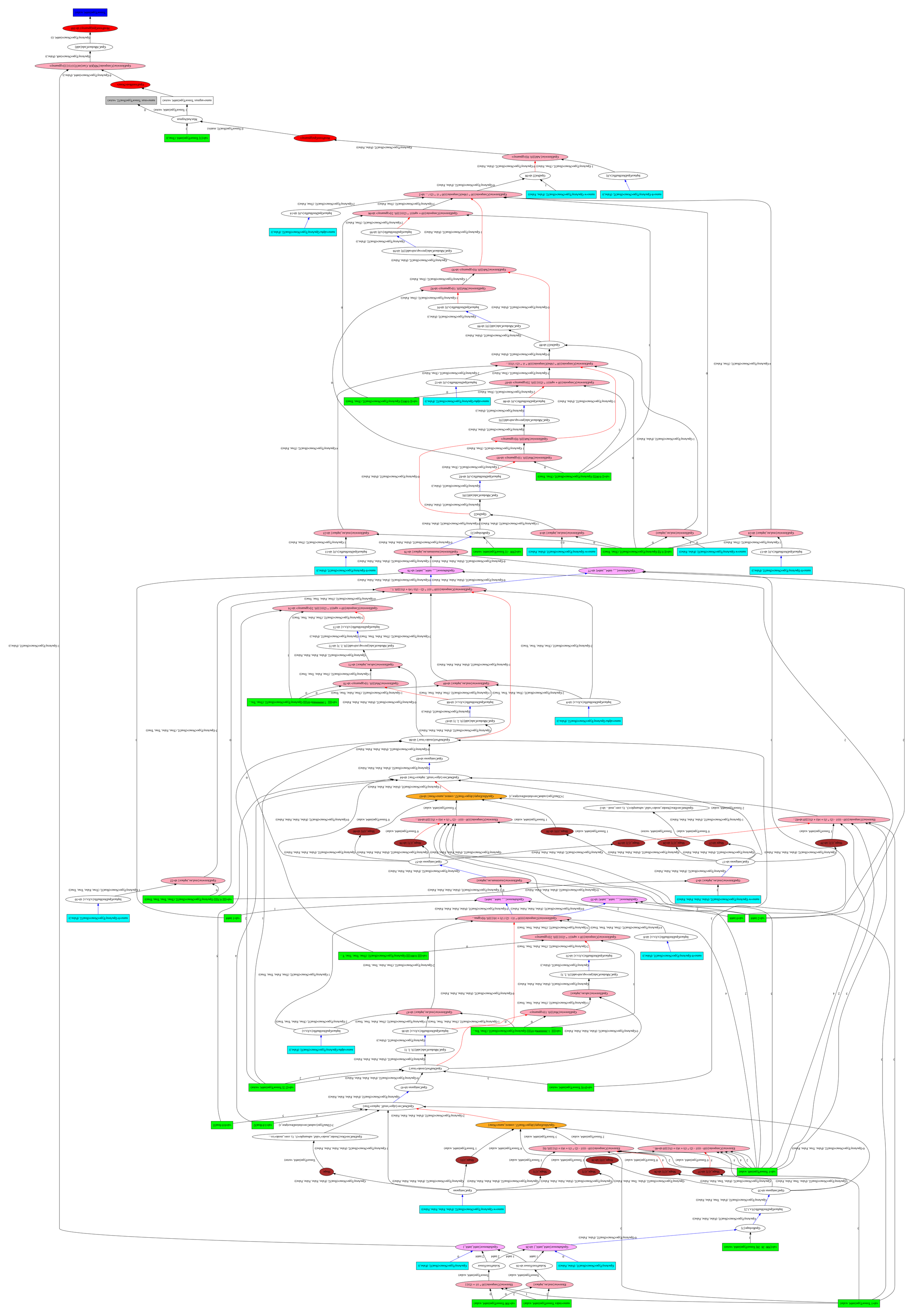
name=b GpuArrayType<Nonc>(float32, (false,))
name=w GpuArrayType<Nonc>(float32, (false, false))
val=[] TensorType(int64, vector)
name=alpha GpuArrayType<Nonc>(float32, (false,))
name=w GpuArrayType<Nonc>(float32, (false, false))
name=b GpuArrayType<Nonc>(float32, (false,))
val=[0.001] GpuArrayType<Nonc>(float32, (True, True))
val=[0.5] GpuArrayType<Nonc>(float32, (True, True))
val=[500 -1] TensorType(int64, vector)
val=1 int64
val=2 int64
name=w GpuArrayType<Nonc>(float32, (false, false, false, false))
name=b GpuArrayType<Nonc>(float32, (false,))
name=alpha GpuArrayType<Nonc>(float32, (false,))
name=w GpuArrayType<Nonc>(float32, (