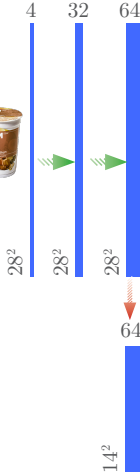


Input
image
patch



Conv 3x3, ReLu



Max Pool 2x2



Flatten



Conv 1x1, Softmax

