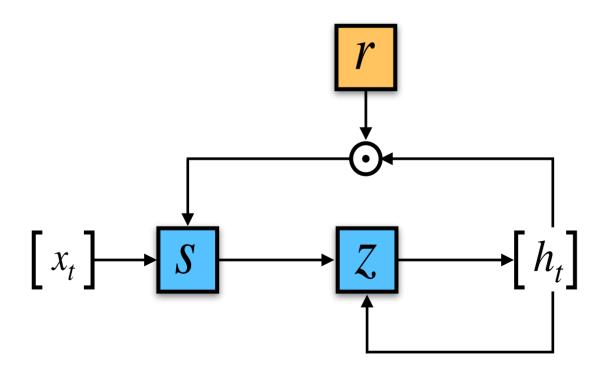


(1) Long Short-Term Memory



(2) Gated Recurrent Unit