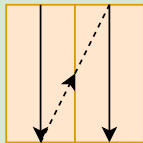


Activation Vector



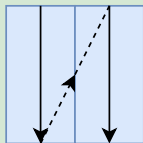
x



Block1



x

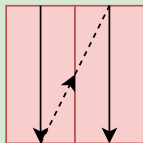


Block2

...



x



BlockN

+



result vector