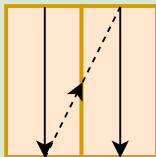


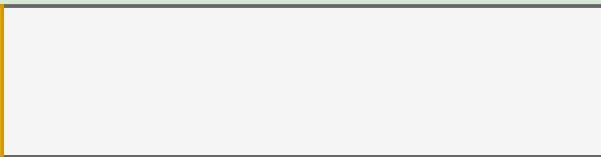
Activation Vector



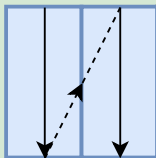
$x$



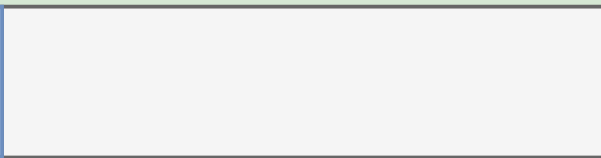
Block1



$x$



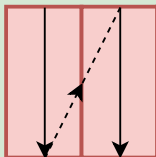
Block2



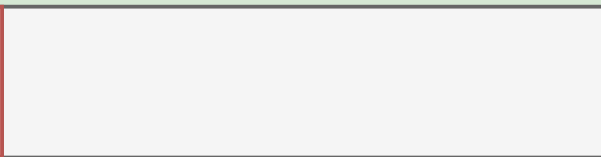
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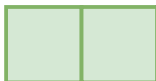
$x$



BlockN



+



Result Vector