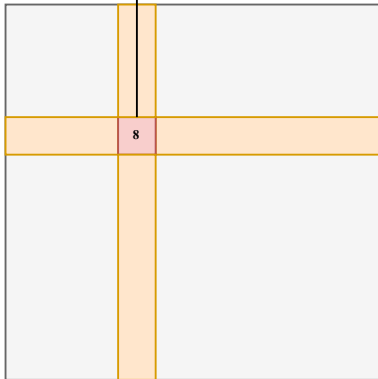


Activation Vector



16

Matrix



8

LUT

	0	1	...	8	...	255
0	0	0	...	0	...	0
1	0	1	...	8	...	255
...	...					
16	0	16	...	128	...	4080
...	...					
255	0	255	...	2040	...	65025

Result Vector



112

+