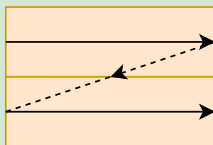


Activation Vector

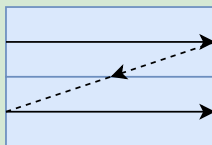


x

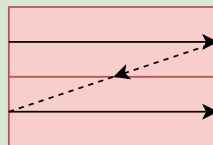
Block1



Block2



BlockN

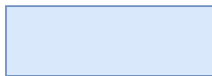


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result vector