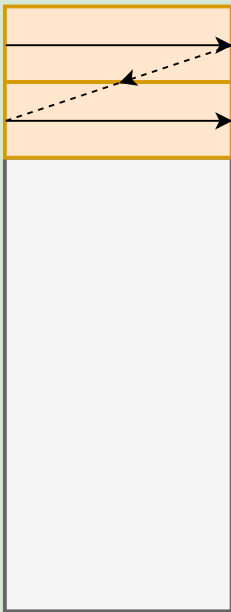


Activation Vector

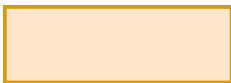


\times

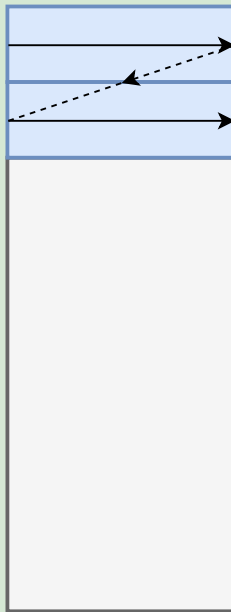
Block1



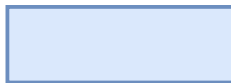
+



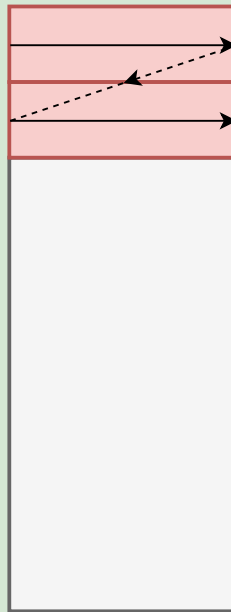
Block2



+



BlockN



+



...

Result Vector