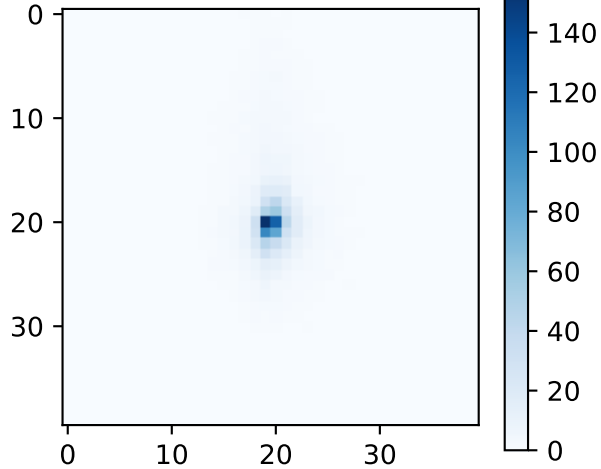
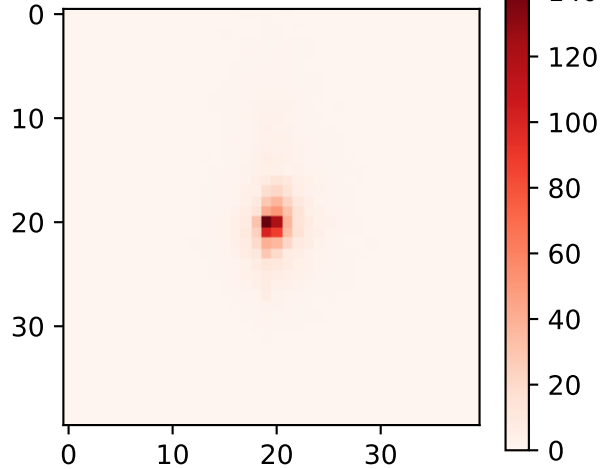


background



signal



weights

