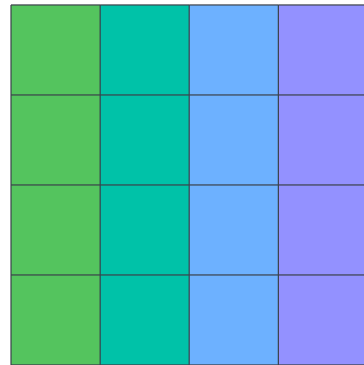


...



activation

*



layer weights

=



pre-activation

non-linearity



activation

...

linear layer