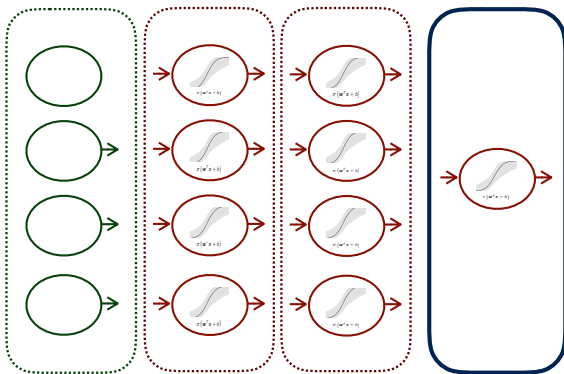




x



Backward Pass

= Correct weights

