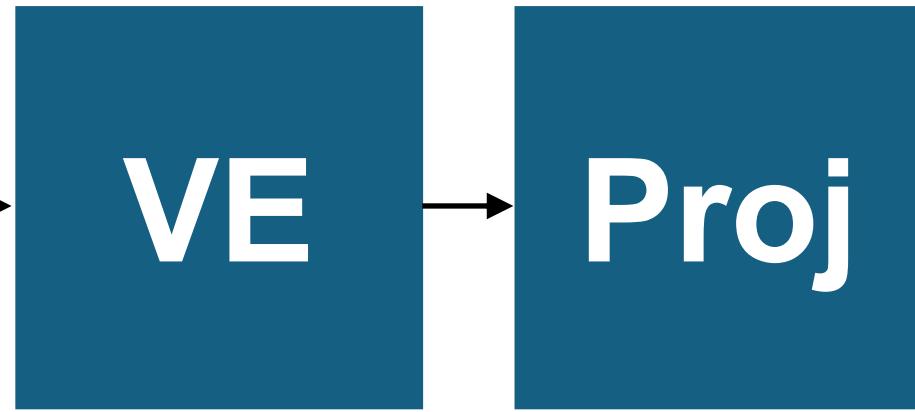


Text →

Image → VE → Proj →



*Slow*

*Fast*

*small grad & perturbation*