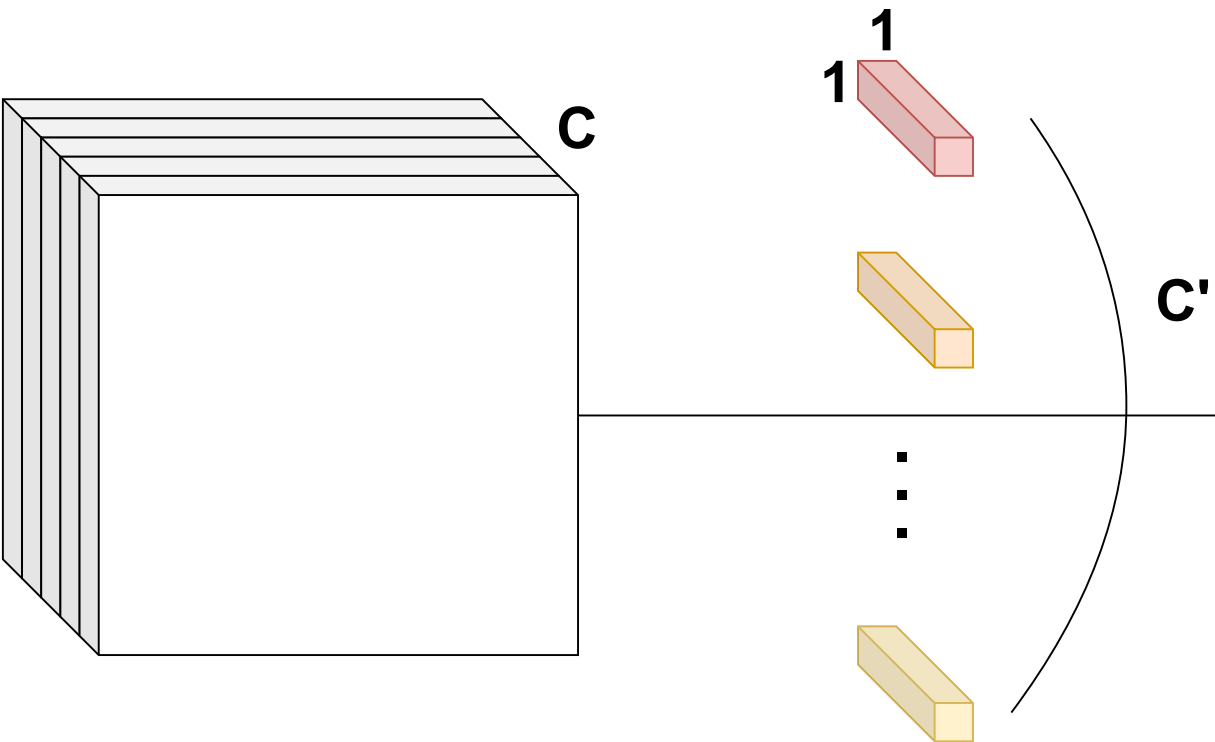


# Squeeze Layer

(pointwise convolution)



# Expand Layer

(mix of 1x1 and 3x3 convolutions)

