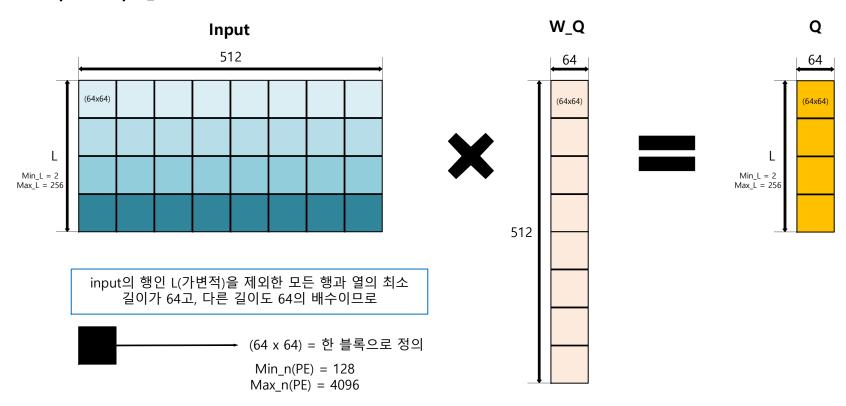
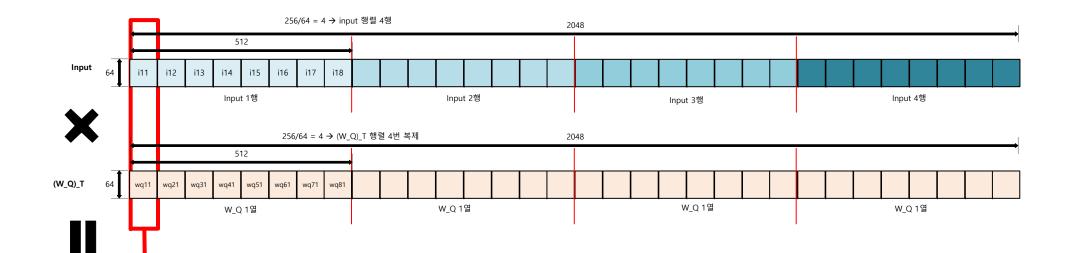
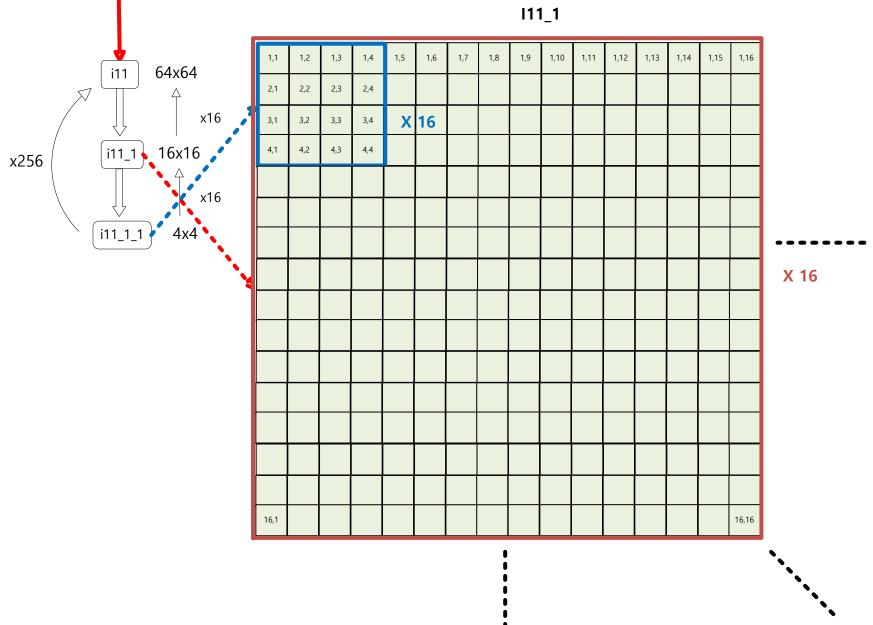
* Input = input_encoder



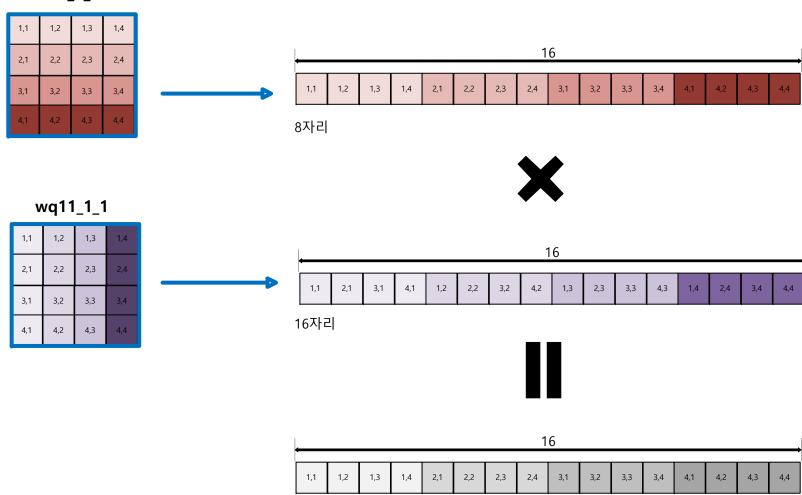
Case 1) L = 2(min)

Case 2) L = 256(max)





I11_1_1



Float 32로 통일

