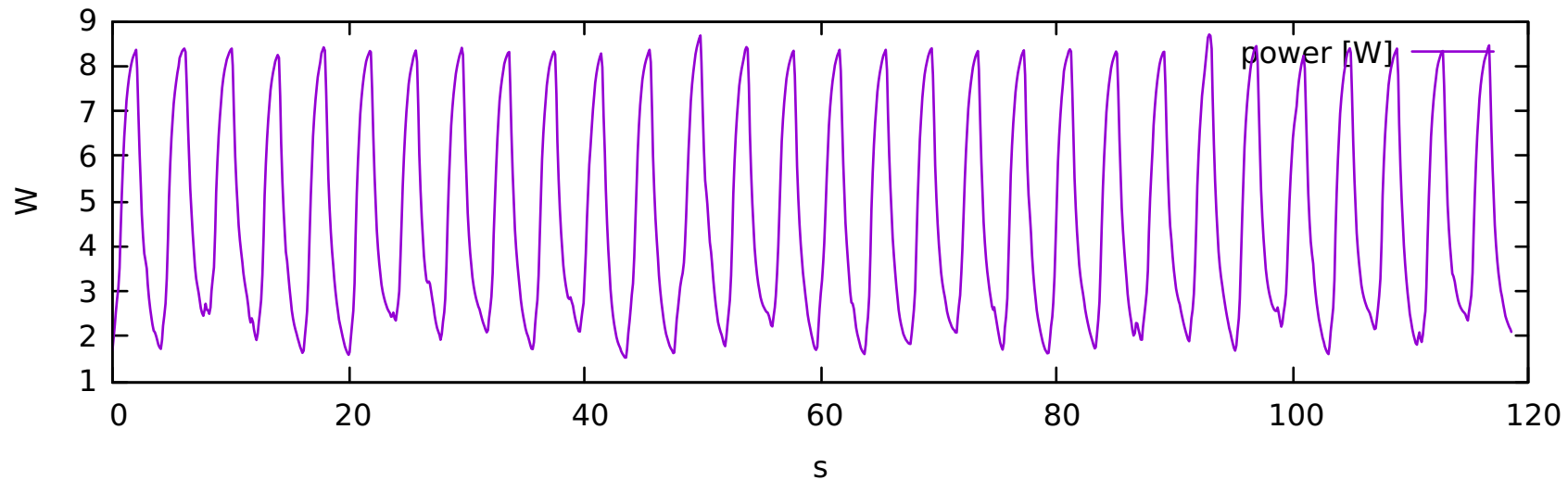/home/nvidia/samples/matrixmulexp/build/p2-30sb.sh

first layer model

third layer model