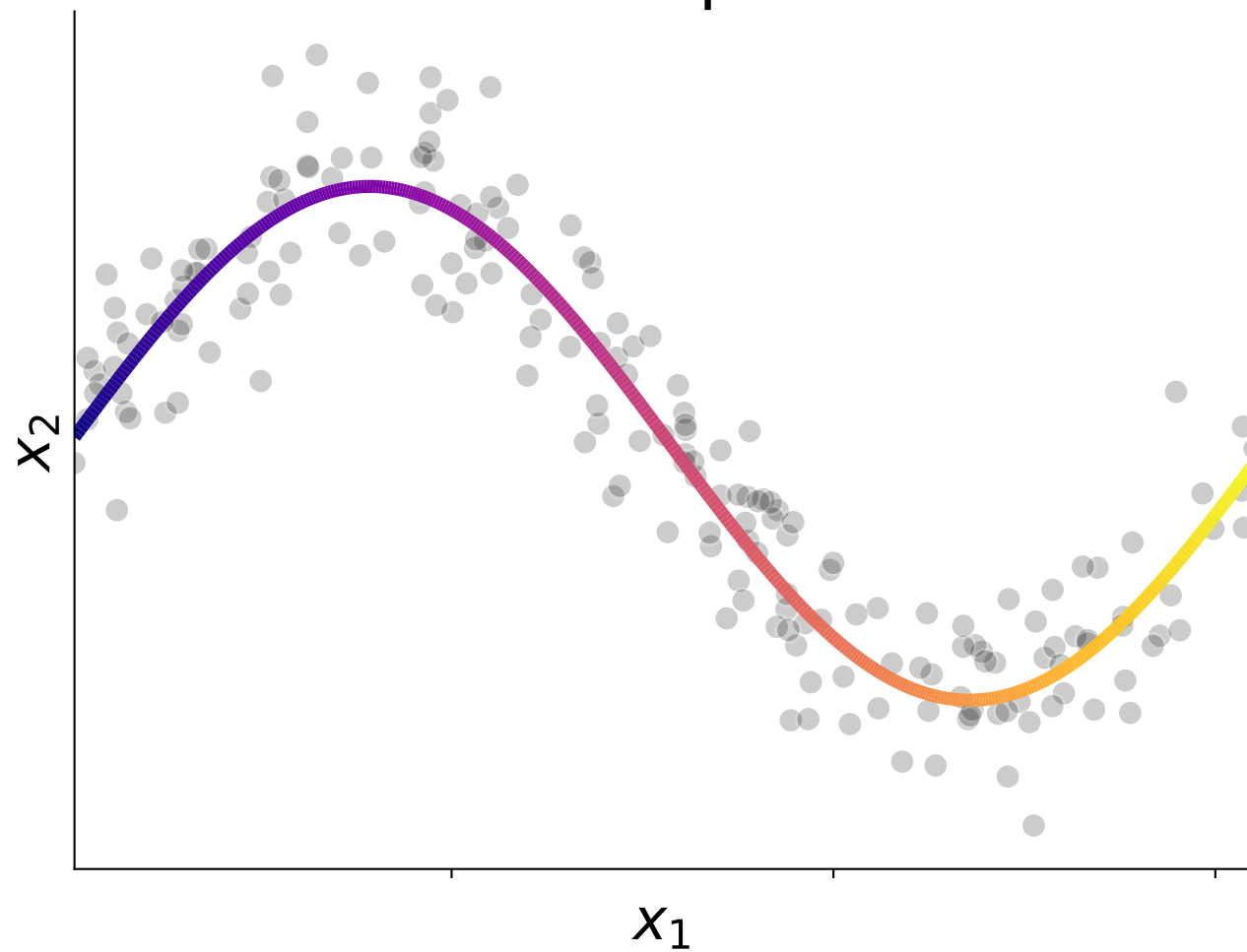


2D input



1D embedding

