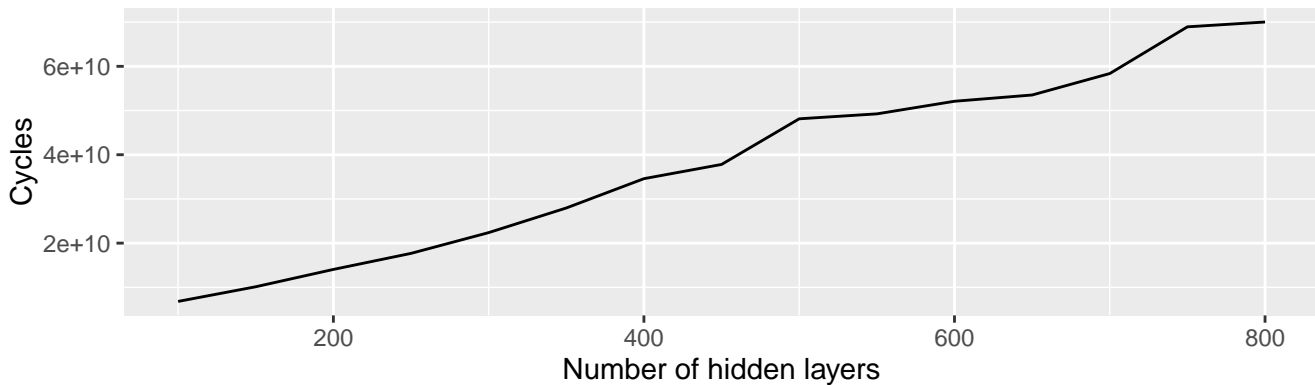


Number of hidden layers



Performance (flops/cycle)

