#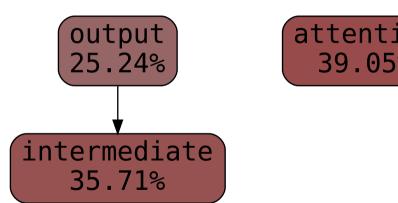 gradients/bert/encoder/layer_10