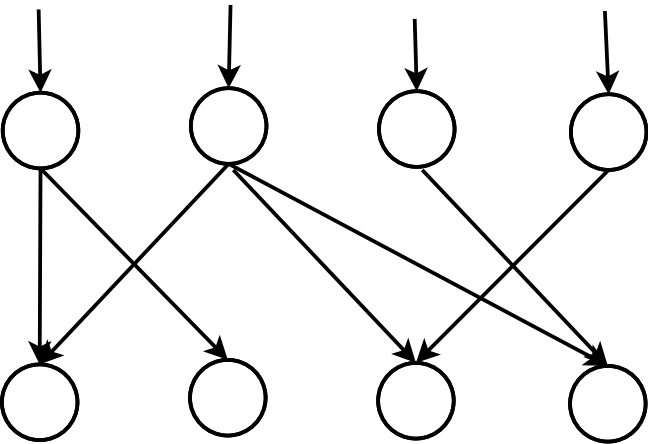


Input from previous component



Shuffle
layer

ResultProducer
layer