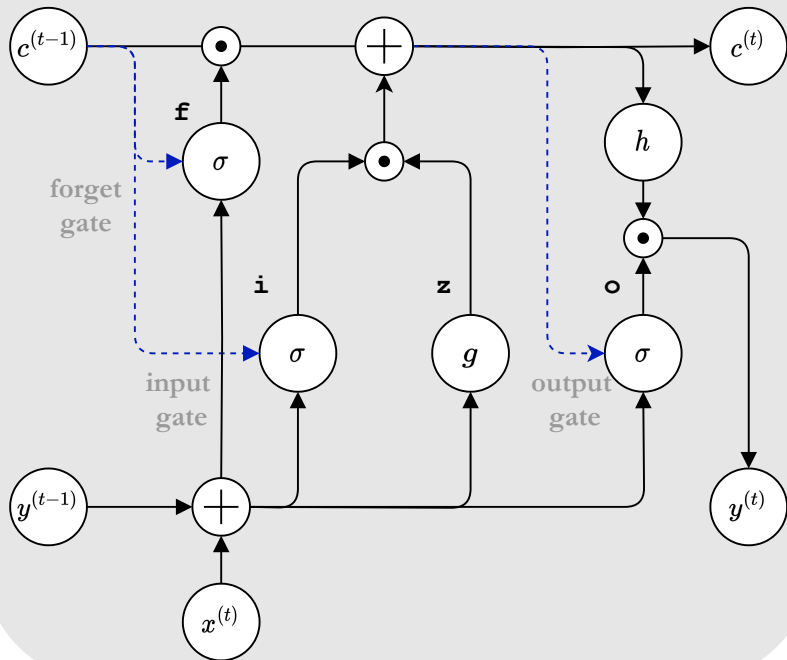


## LSTM Block

input



## Legend

output

