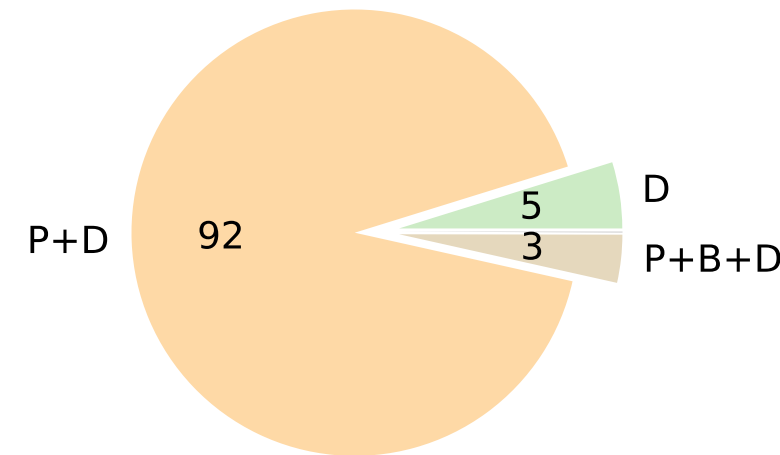
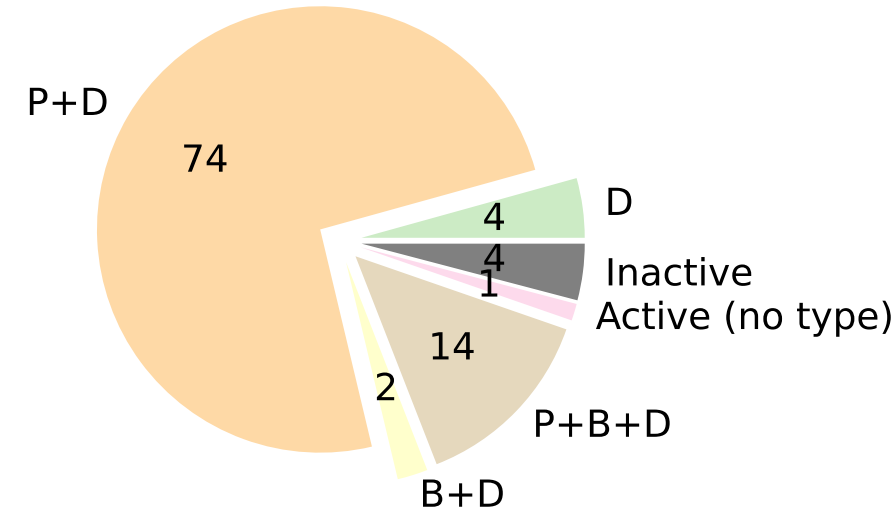


# VGG-16

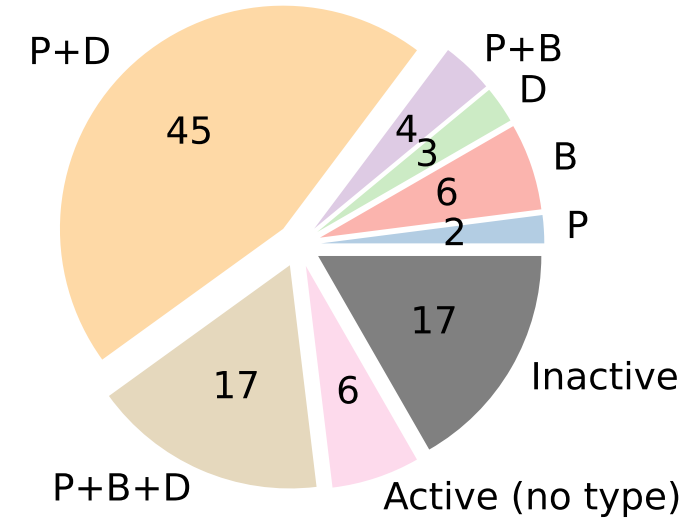
## Early (block2\_pool)



## Mid (block4\_pool)



## Late (block5\_pool)



## Penultimate (fc2)

