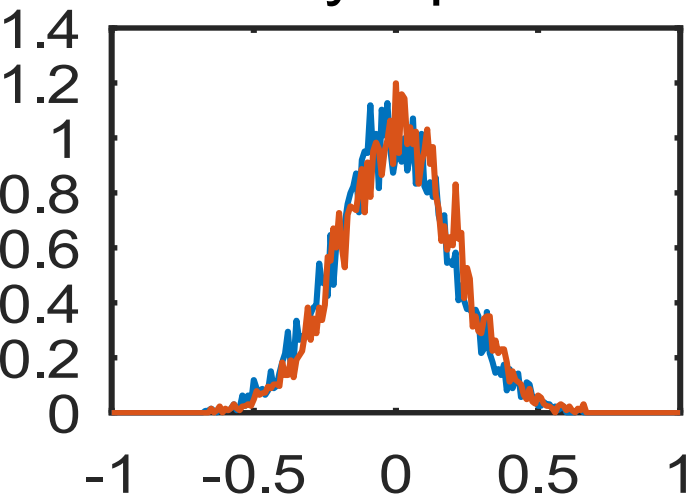
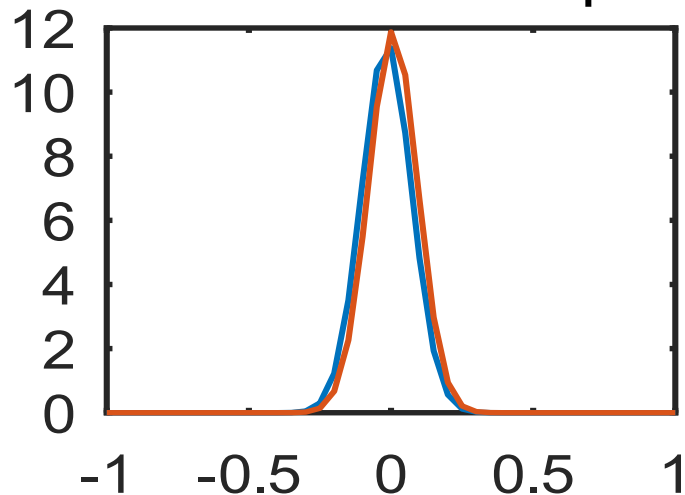


noisy inputs



reconstructed inputs



Weights

