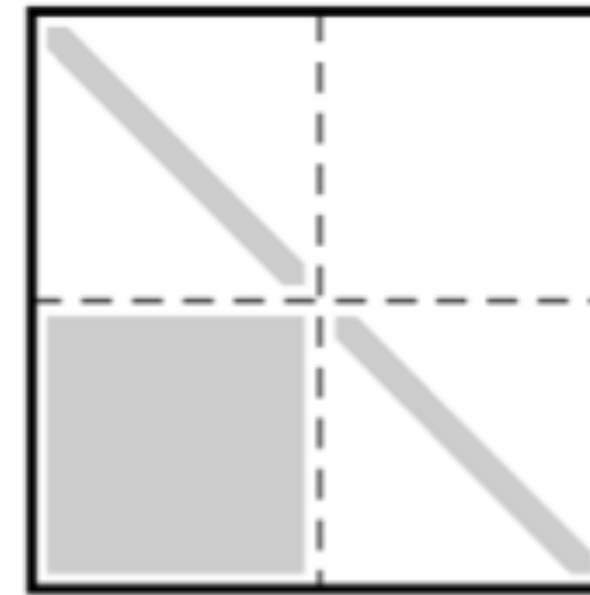


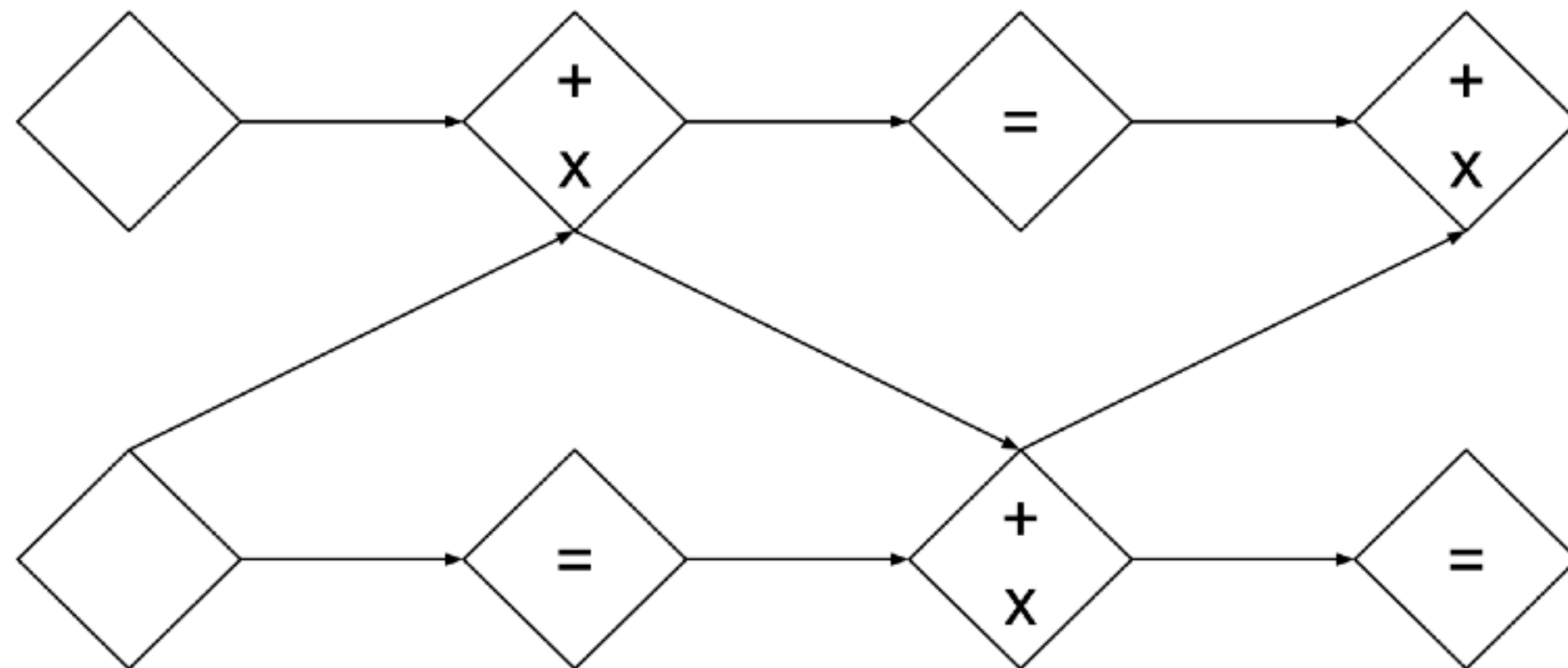
# Mixing layer

We need all areas of vector to “talk to each other”

$$\begin{bmatrix} \mathbb{I} & 0 \\ \frac{\partial z_2}{\partial x_1} & \text{diag}(\exp[s(x_1)]) \end{bmatrix}$$



Naively, we can flip coupling layers:



# Mixing layer - 1x1 Convolutions

A mixing operation is permuting information so lets generalize that:

Convolutions on RGB image

