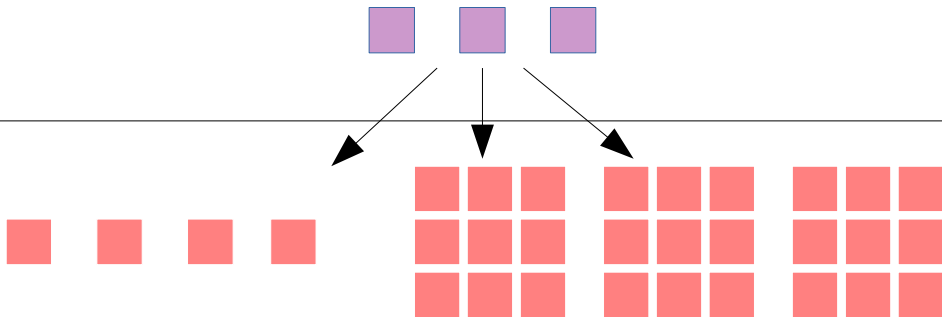


Squeeze layer -
3 1x1 convolutions



Expand layer -
4 1x1 convolutions, 3 3x3 convolutions