

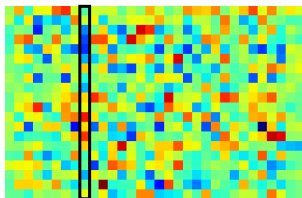
Inputs



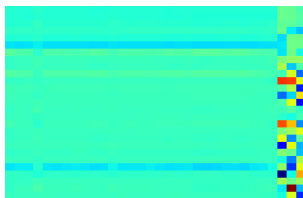
Outputs



Adds

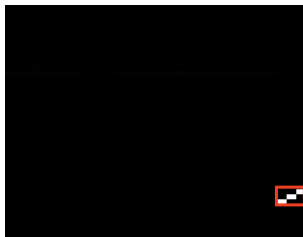
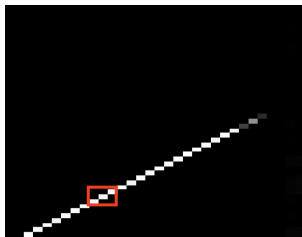


Reads



Location

Location



Time

Time

Write Weightings

Read Weightings