

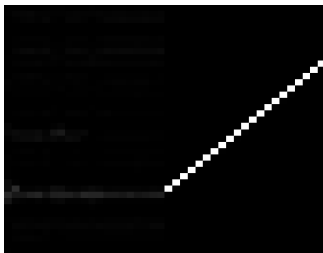
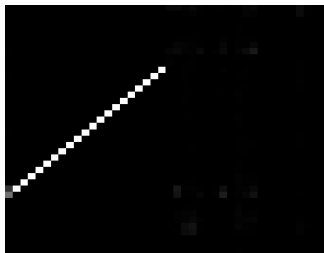
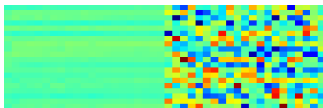
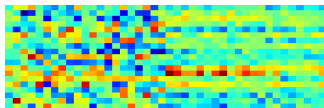
Inputs

Outputs

Adds

Reads

Location



Time →

Time →

Write Weightings

Read Weightings