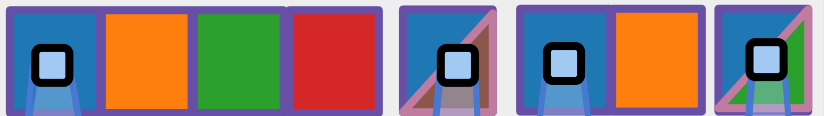




memory
buffer



epoch 0

bunch 0

bunch 1

bunch 2

