

```
01000011 01101111 01101110 01100111
01110010 01100001 01110100 01110101
01101100 01100001 01110100 01101001
```

[nz_num]
uint32

stores number of
non-zero elements
for each array.

```
01101111 01101110 00100001 00100000
01011001 01101111 01110101 00100000
01100001 01110010 01100101 00100000
01110010 01100101 01100001 01101100
```

[codebook]
float32

float values for decoding
these values are the "real"
weight values.

```
01101100 01111001 00100000 01100011
01110101 01110010 01101001 01101111
01110101 01110011 00101110 00100000
```

[biases]
float32

array of float values storing
the biases for each layer
in the neural network.

```
01001000 01100101 01110010 01100101
00100111 01110011 00100000 01110011
01100101 01100011 01110010 01100101
01110100 00100000 01110100 01101111
00100000 01101100 01101001 01100110
01100101 00111010 00100000 00110100
```

[spm_strm]
uint8

encoded non-zero weights
the true value is decoded
using the [codebook].

```
00110010 00100000 01100001 01101110
01100100 00100000 00110110 00111001
00101110 00101110 00101110 00101110
. . . . .
```

[ind_strm]
uint8

indices for non-zero weights
used for recovering the
dense float weight matrix.

per layer