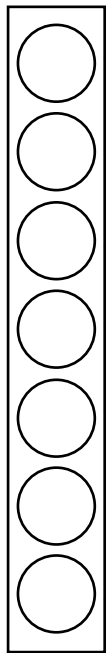
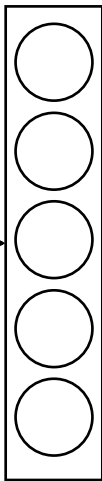


Input

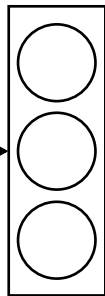


x

W_1



W_2



Latent

z