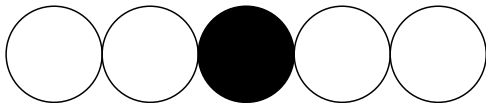
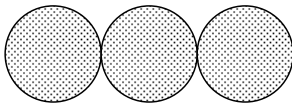


embedding vector (float32) 768 dim



onehot vector (LongInt) 32000 dim