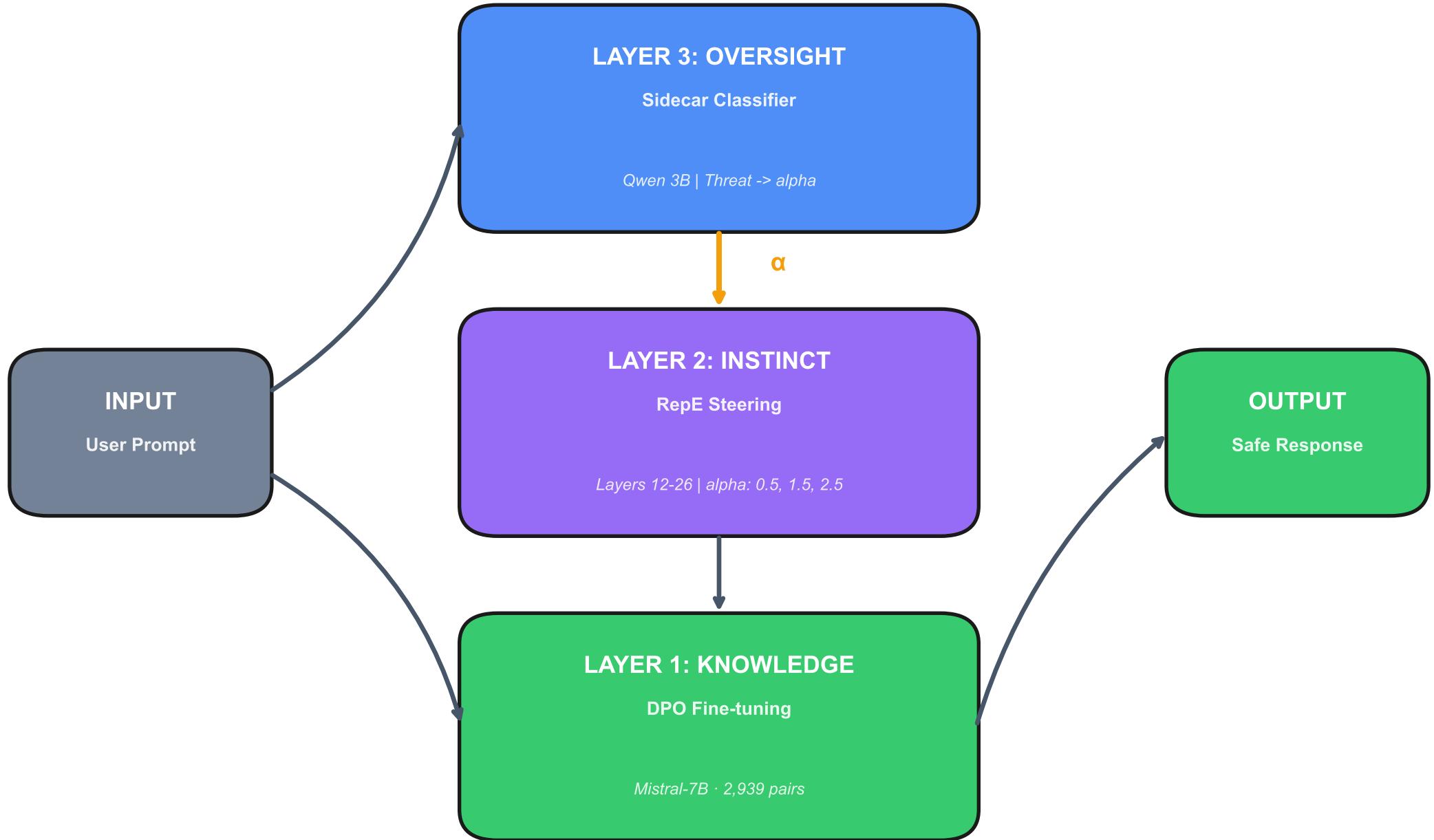


TRYLOCK: Defense-in-Depth Architecture



Flow: Input -> Layer 3 (classify, set alpha) -> Layer 2 (steer) -> Layer 1 (generate) -> Output