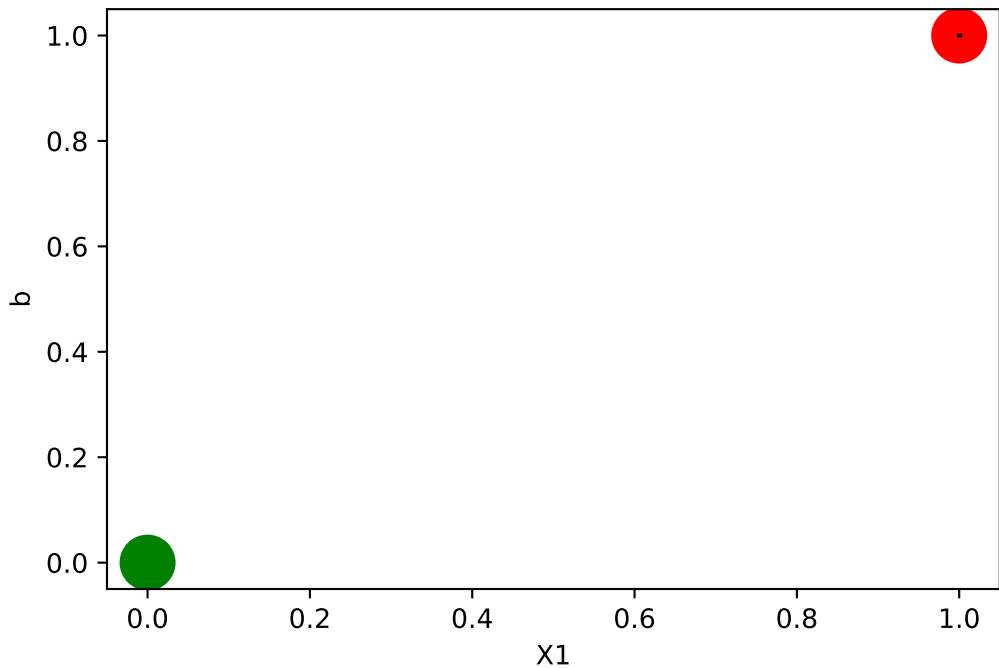


Updating Boundary updating weights



Updating Boundary updating weights

