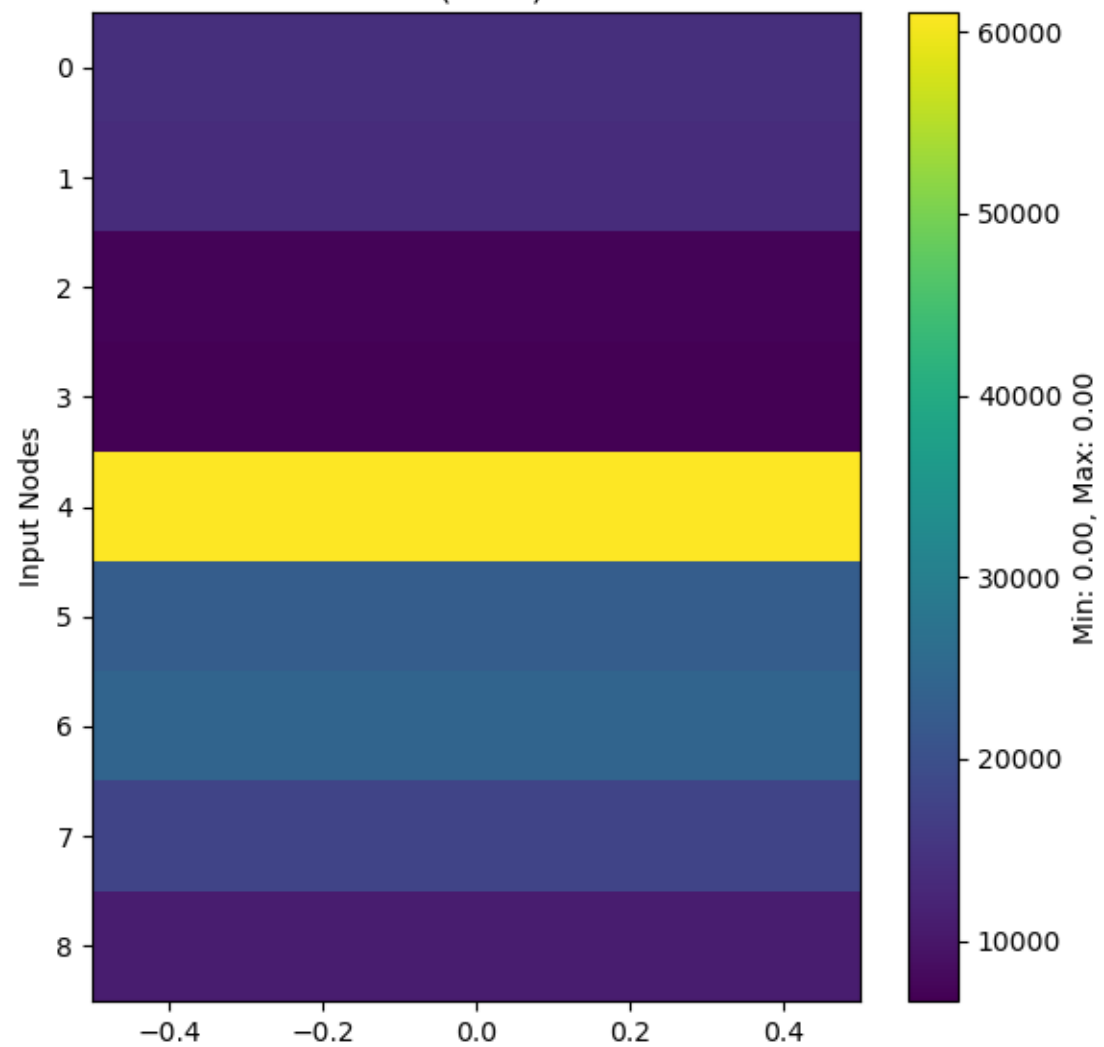
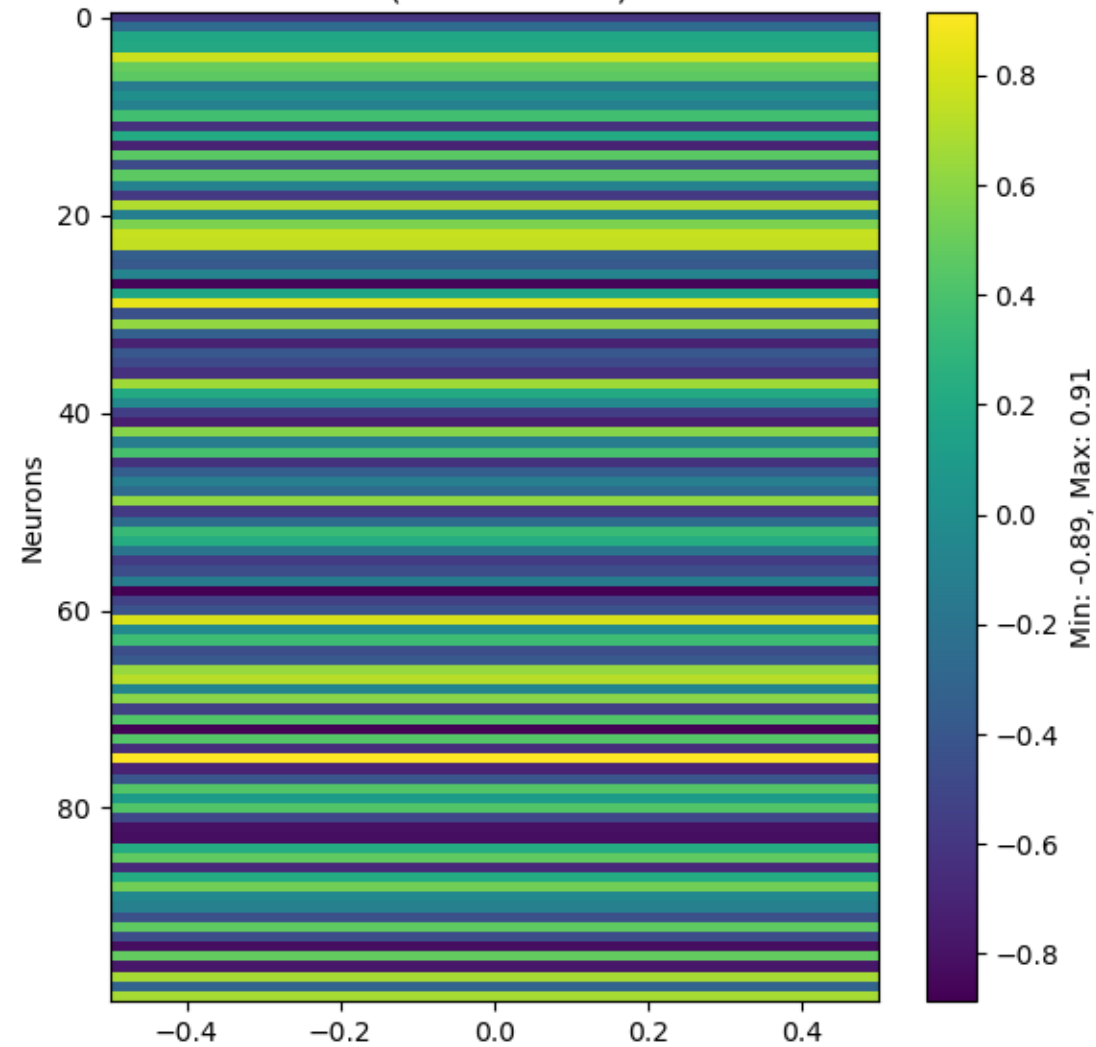


(d: 0, t: 15)

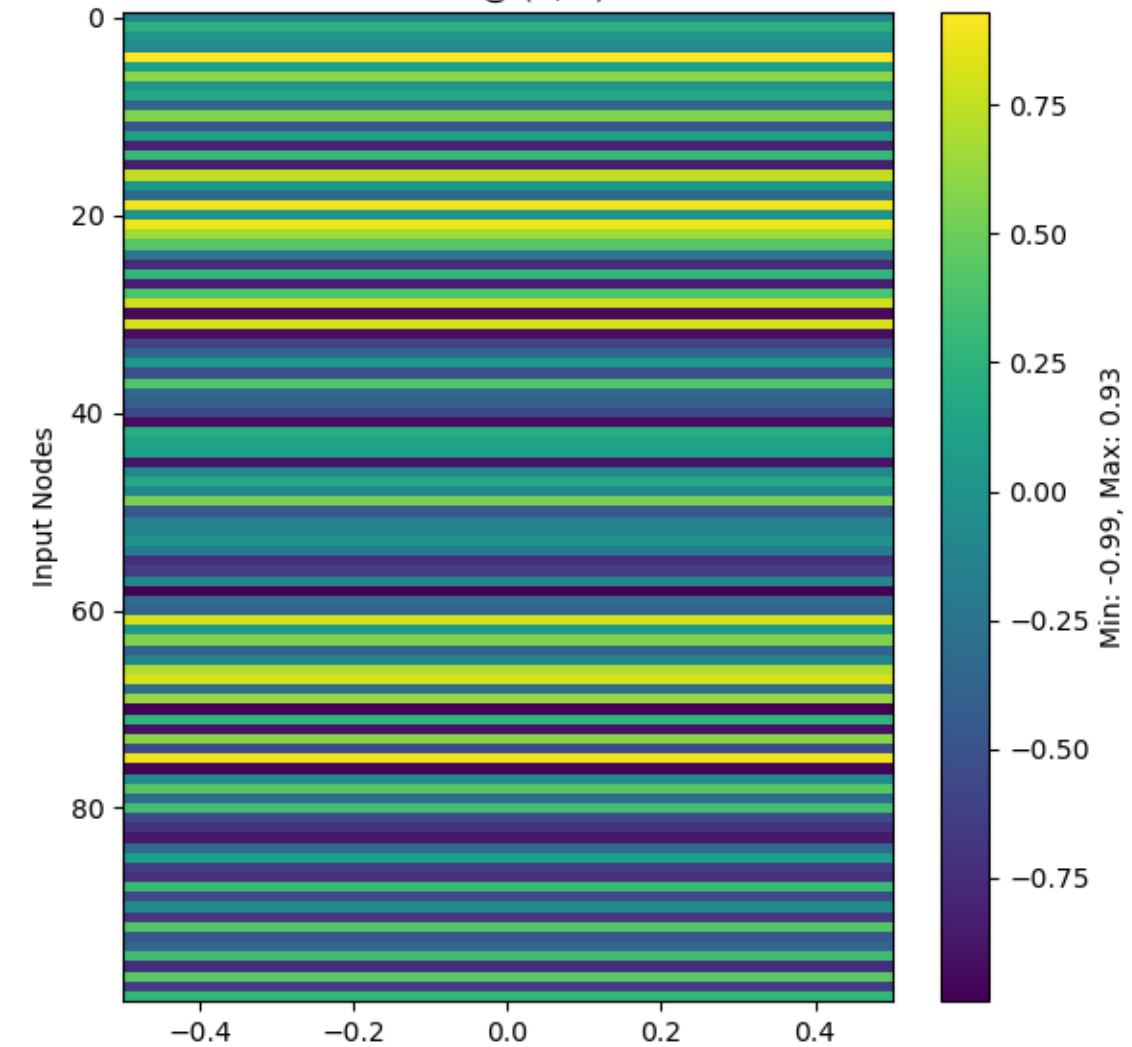
u (9 x 1)



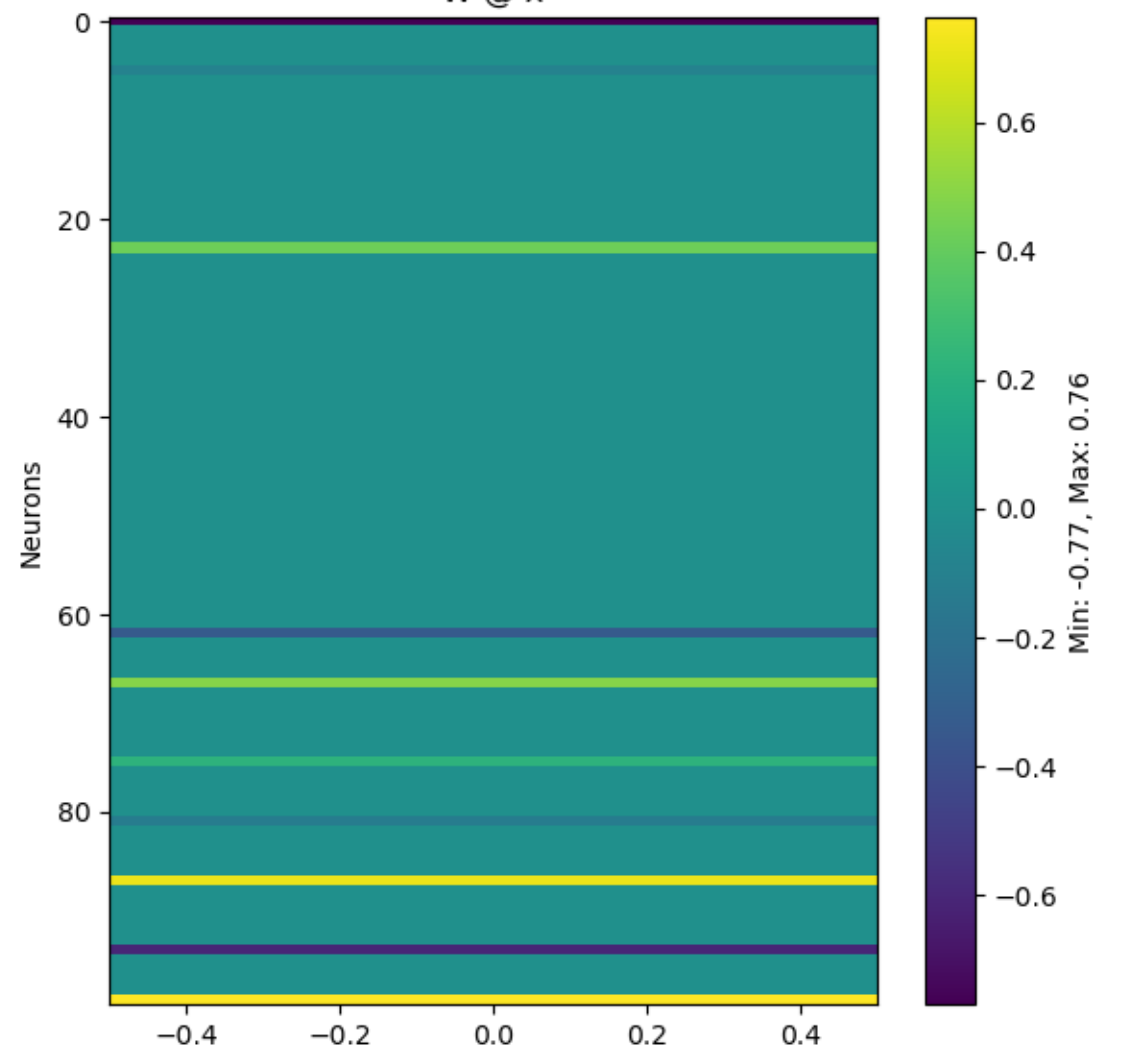
x (Neurons: 100)



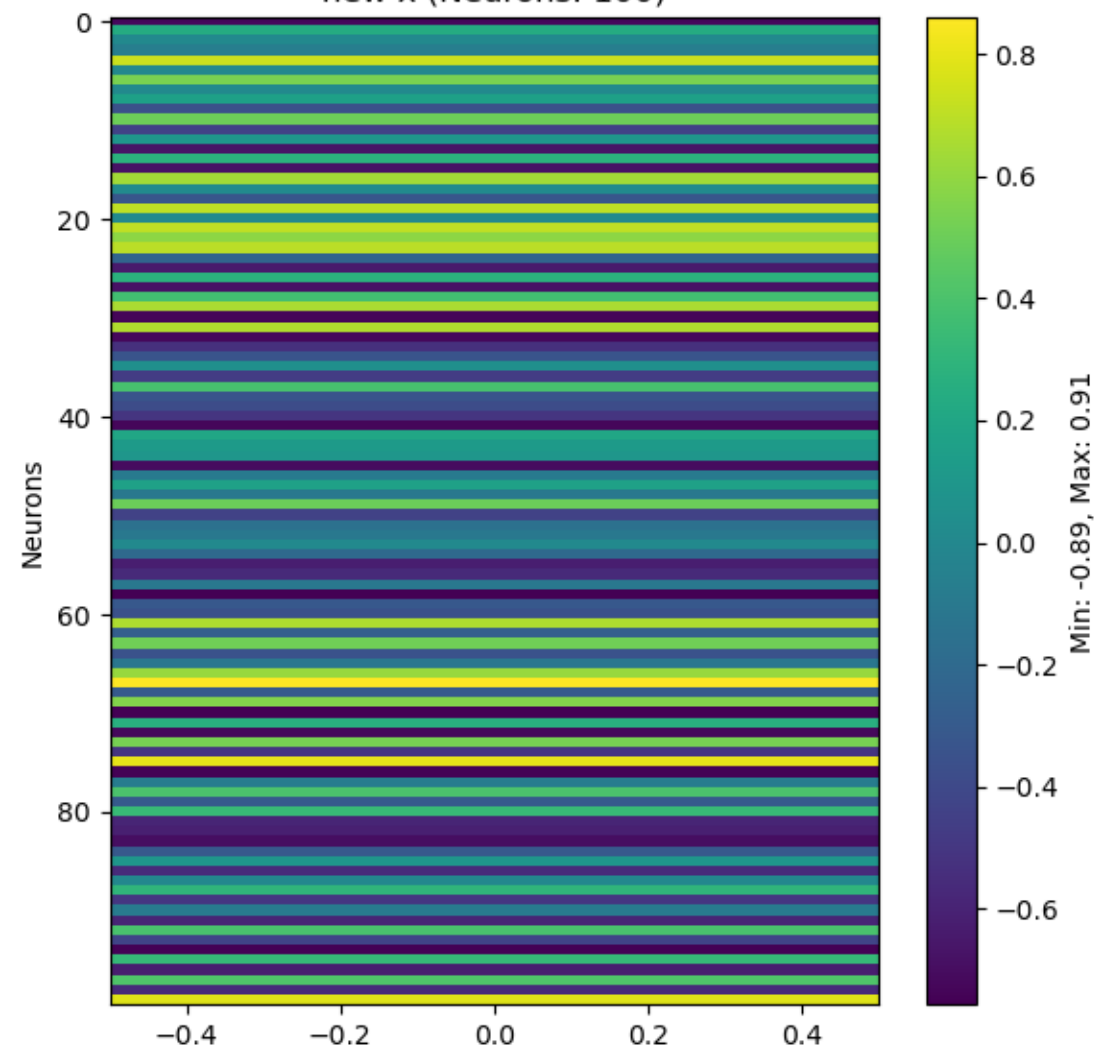
Win @ (1, u)



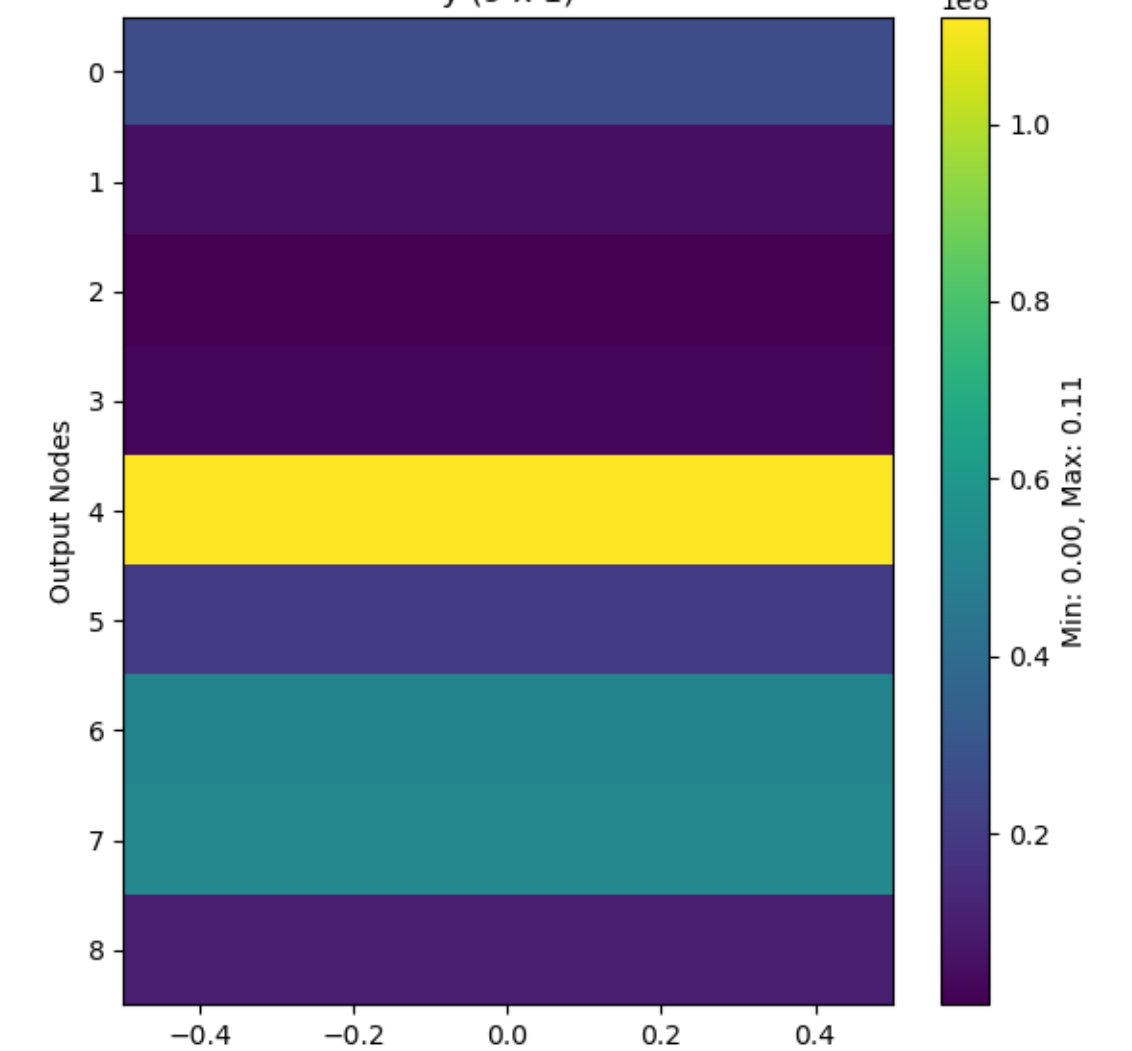
W @ x



new x (Neurons: 100)

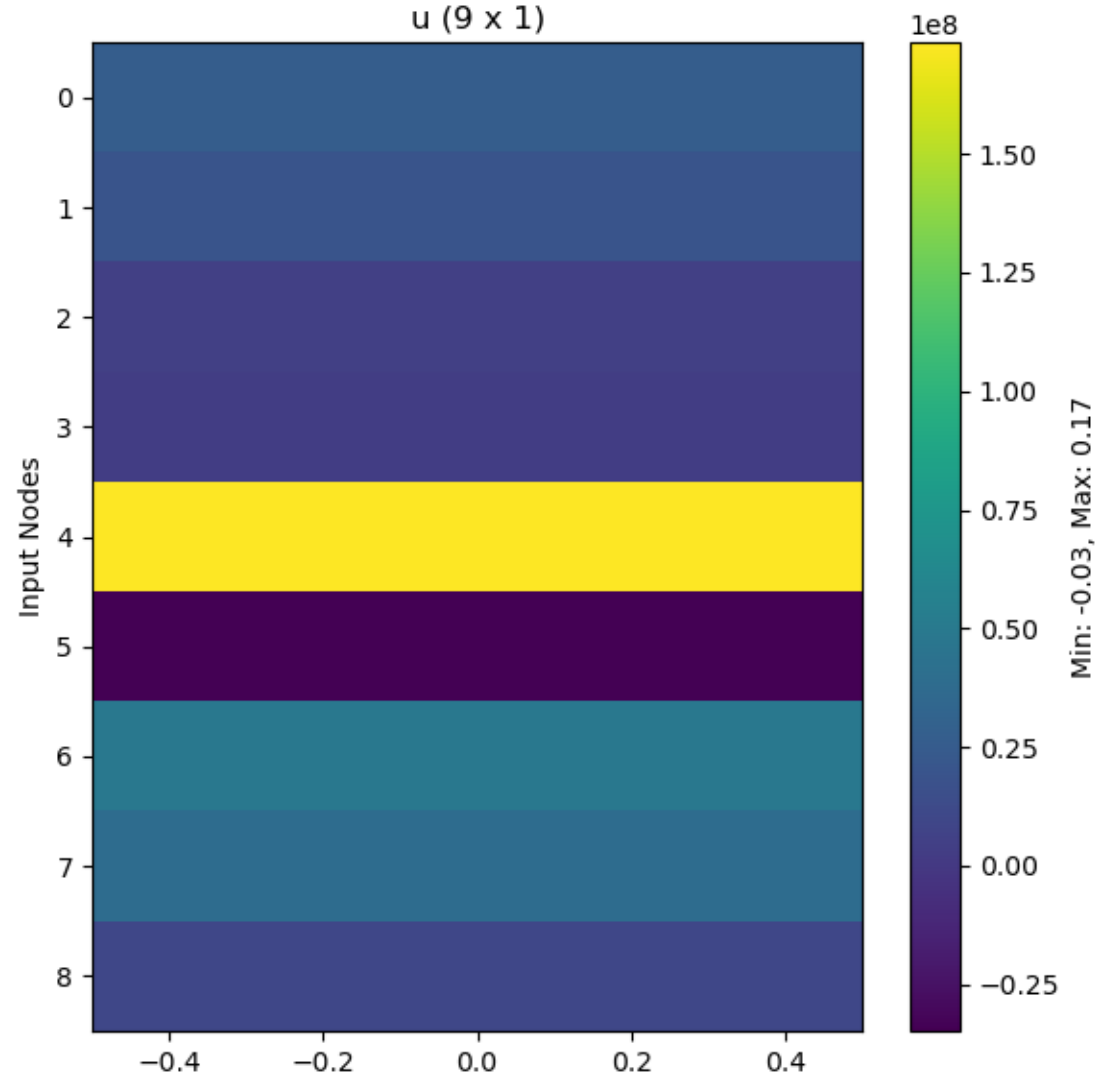


y (9 x 1)

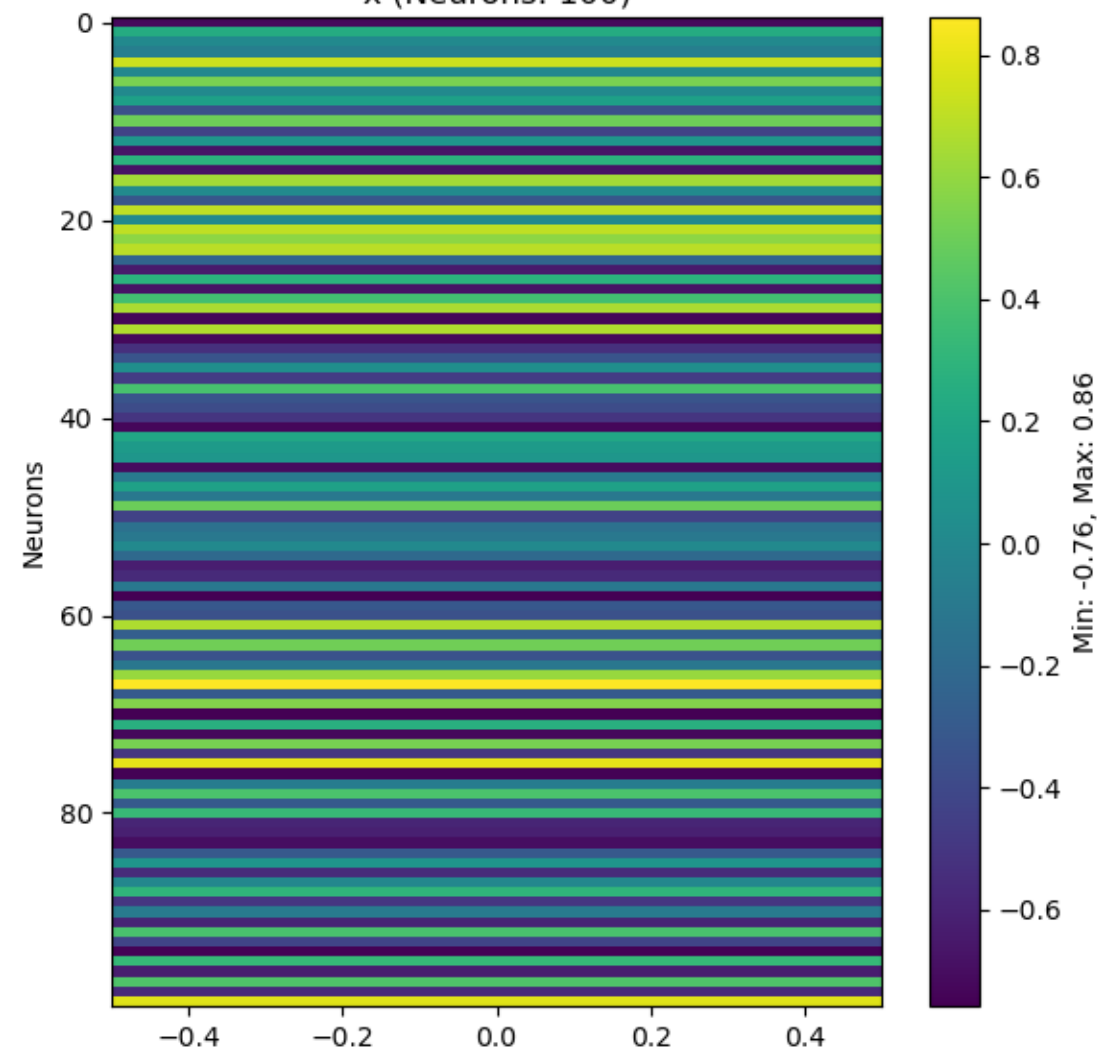


(d: 1, t: 15)

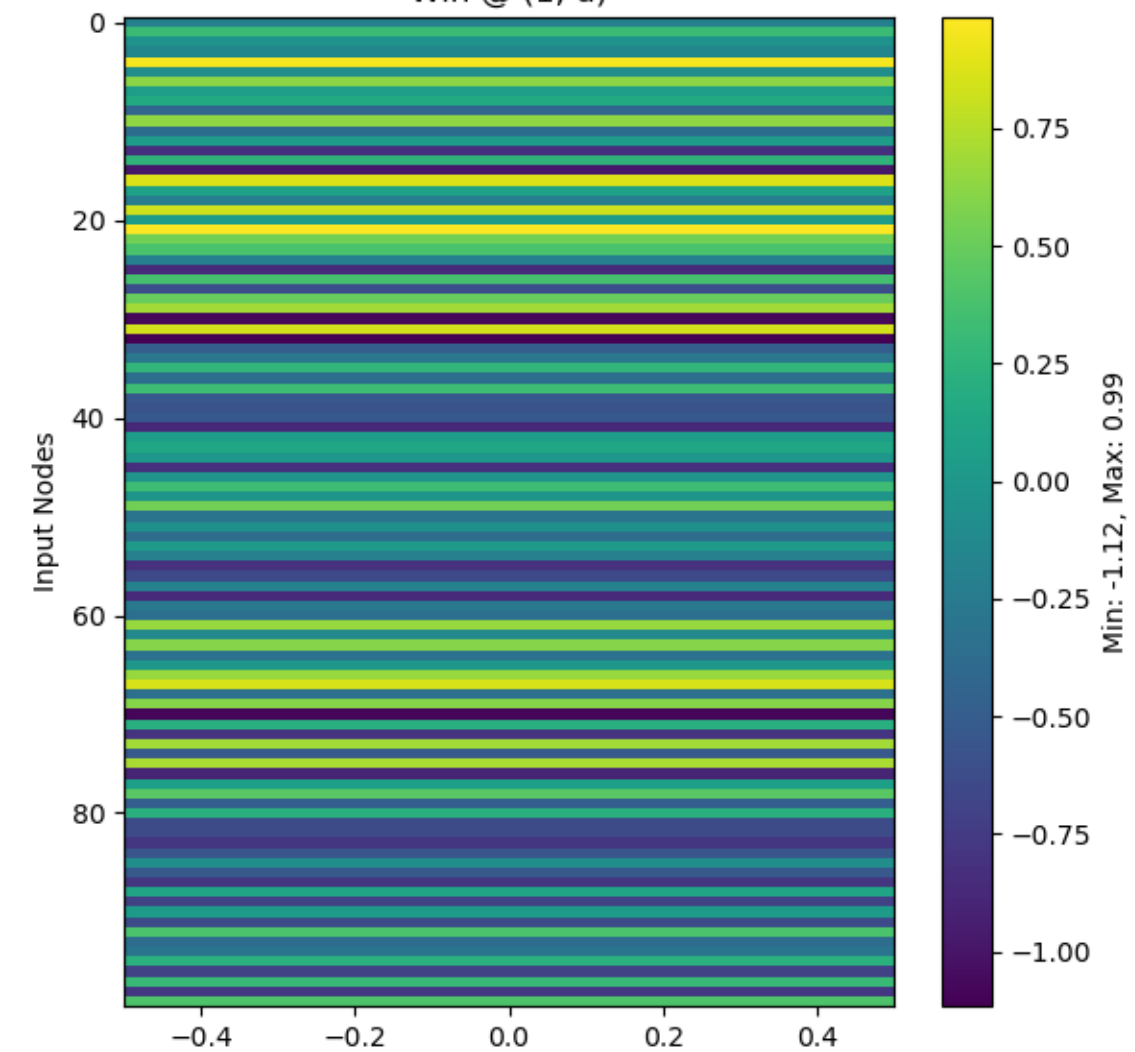
u (9 x 1)



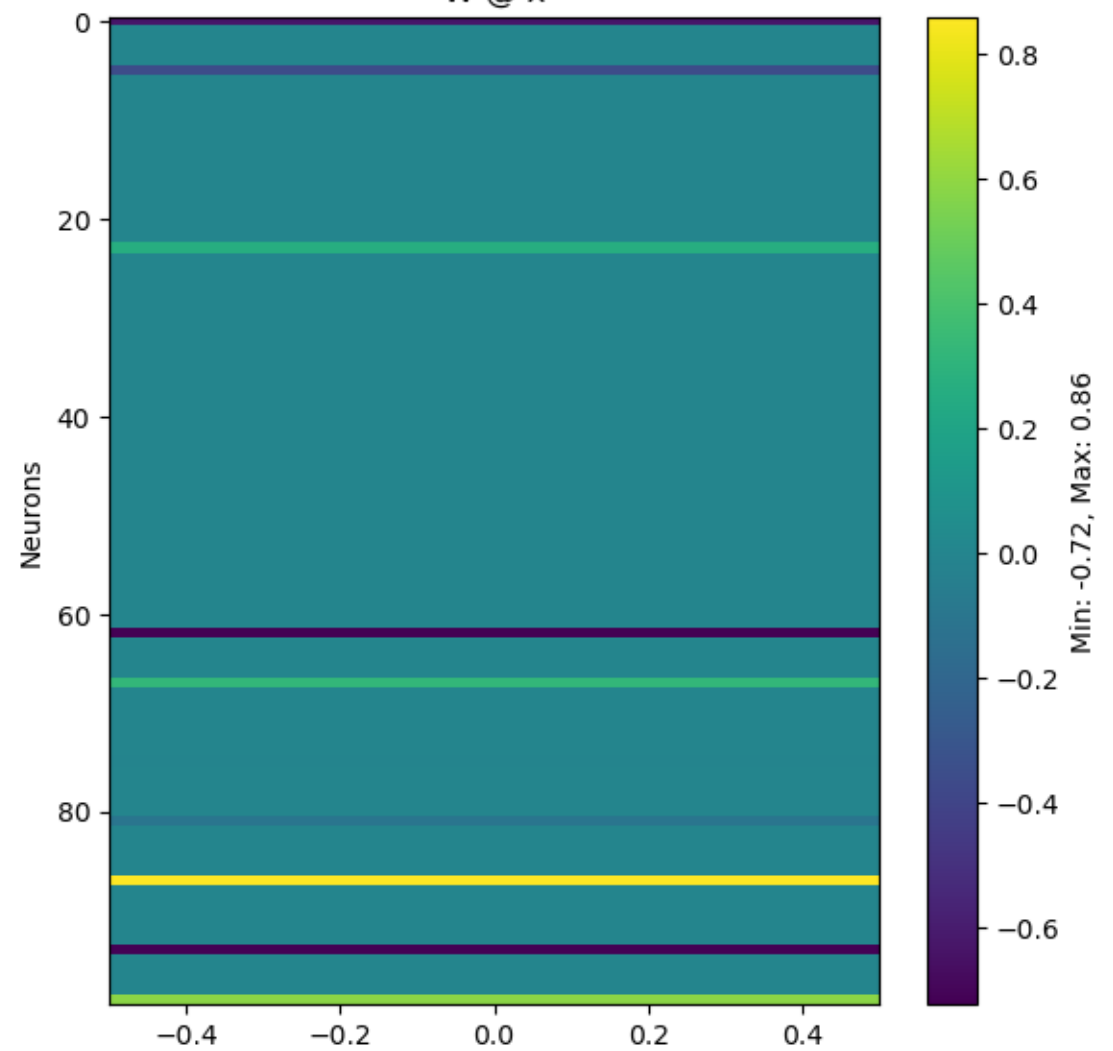
x (Neurons: 100)



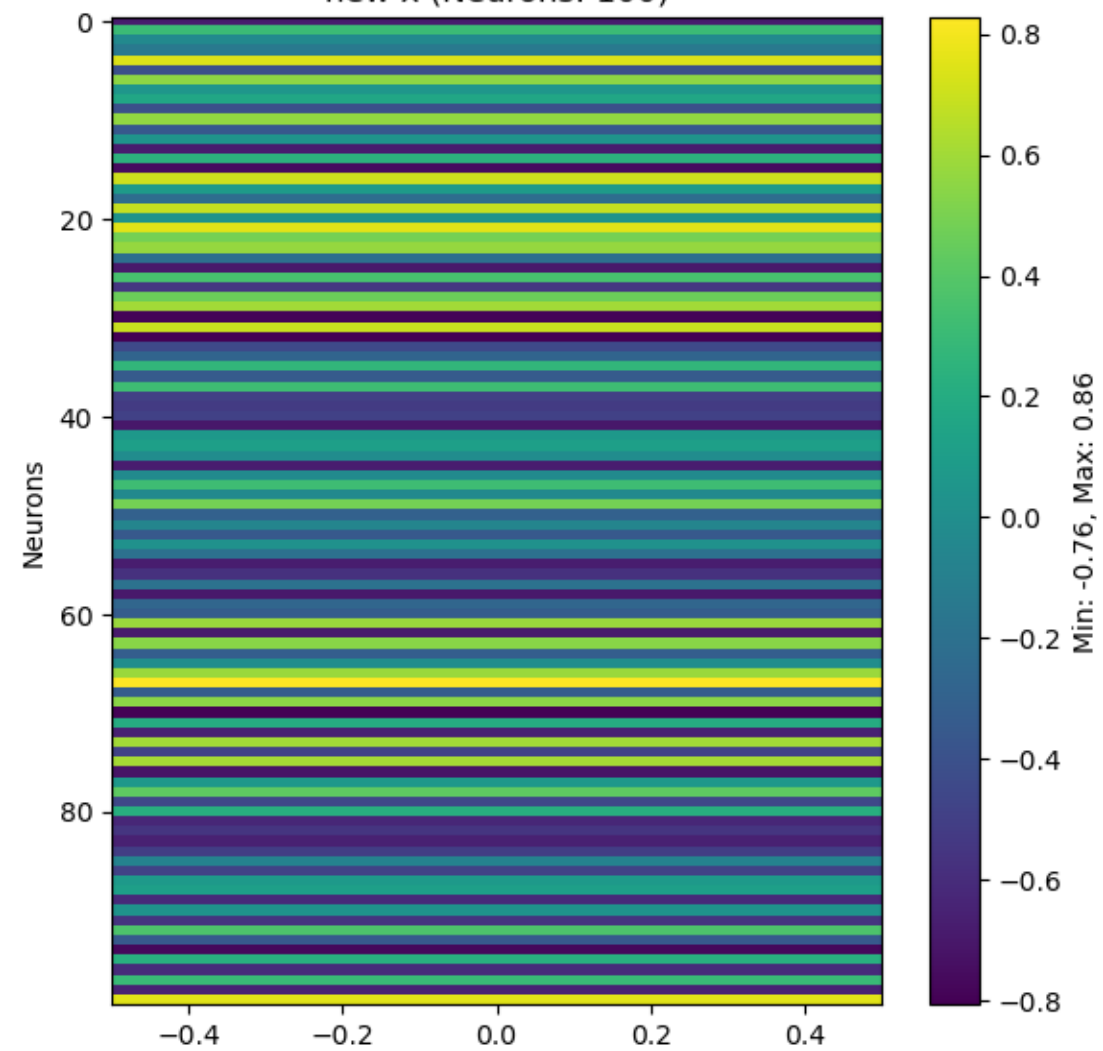
Win @ (1, u)



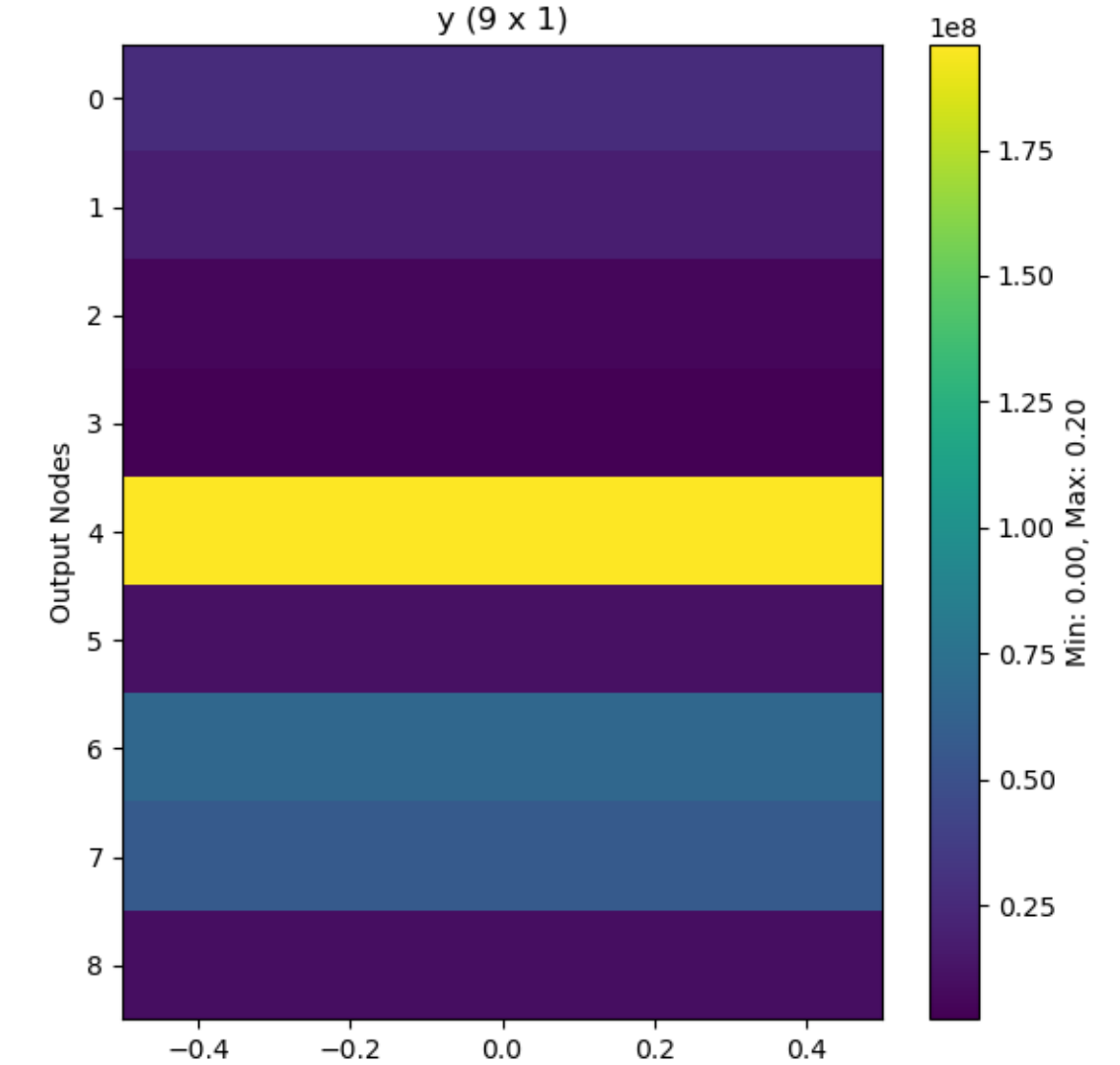
W @ x



new x (Neurons: 100)

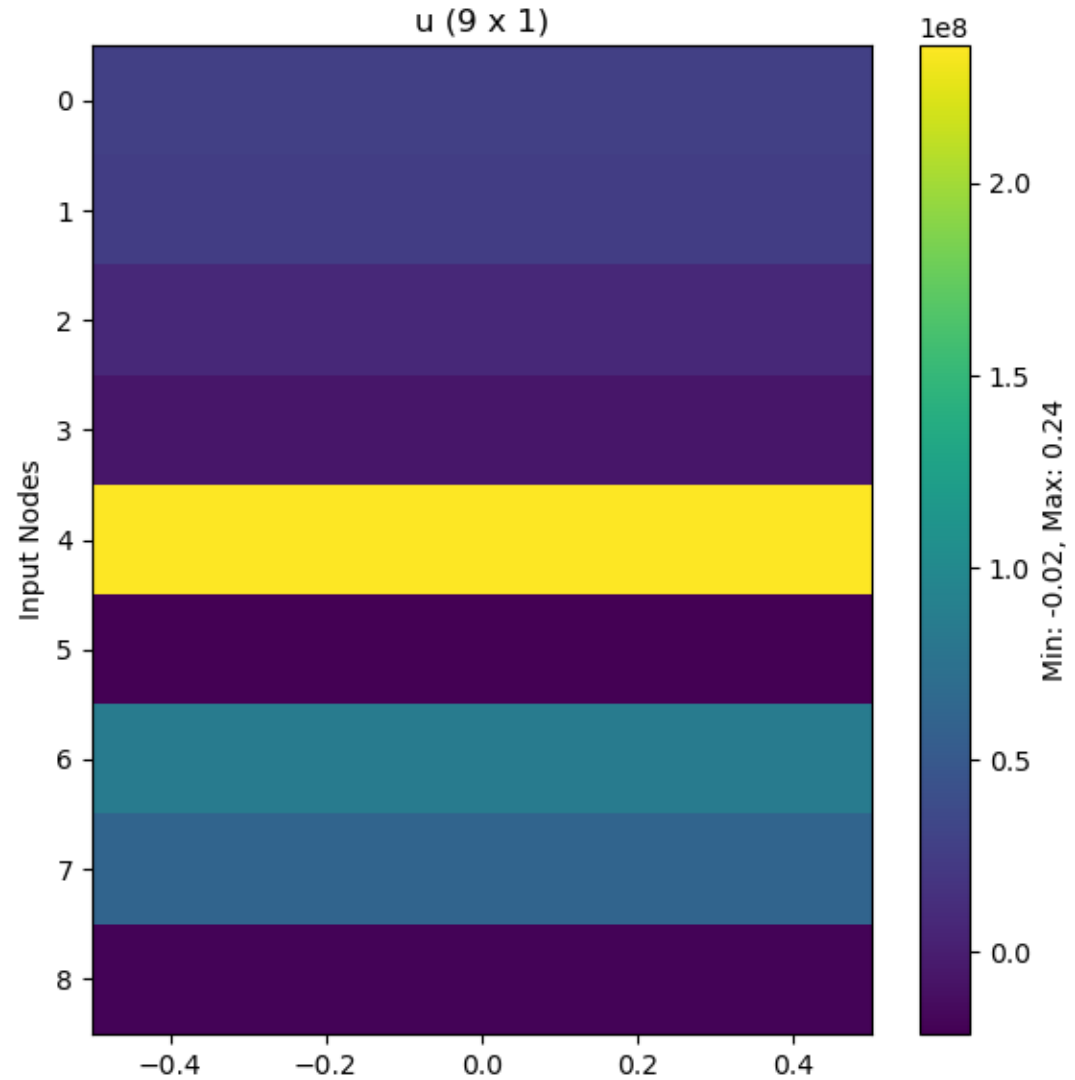


y (9 x 1)

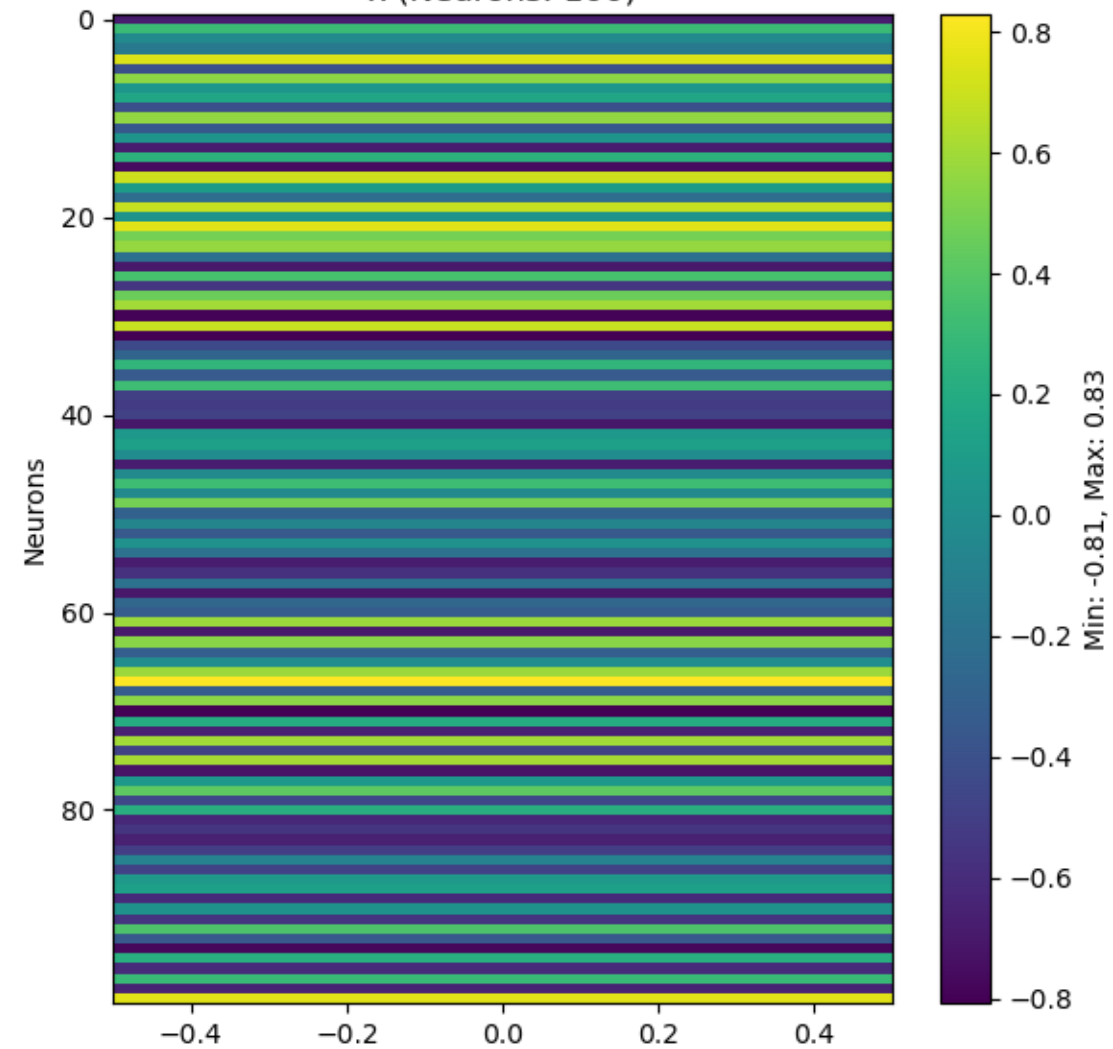


(d: 2, t: 15)

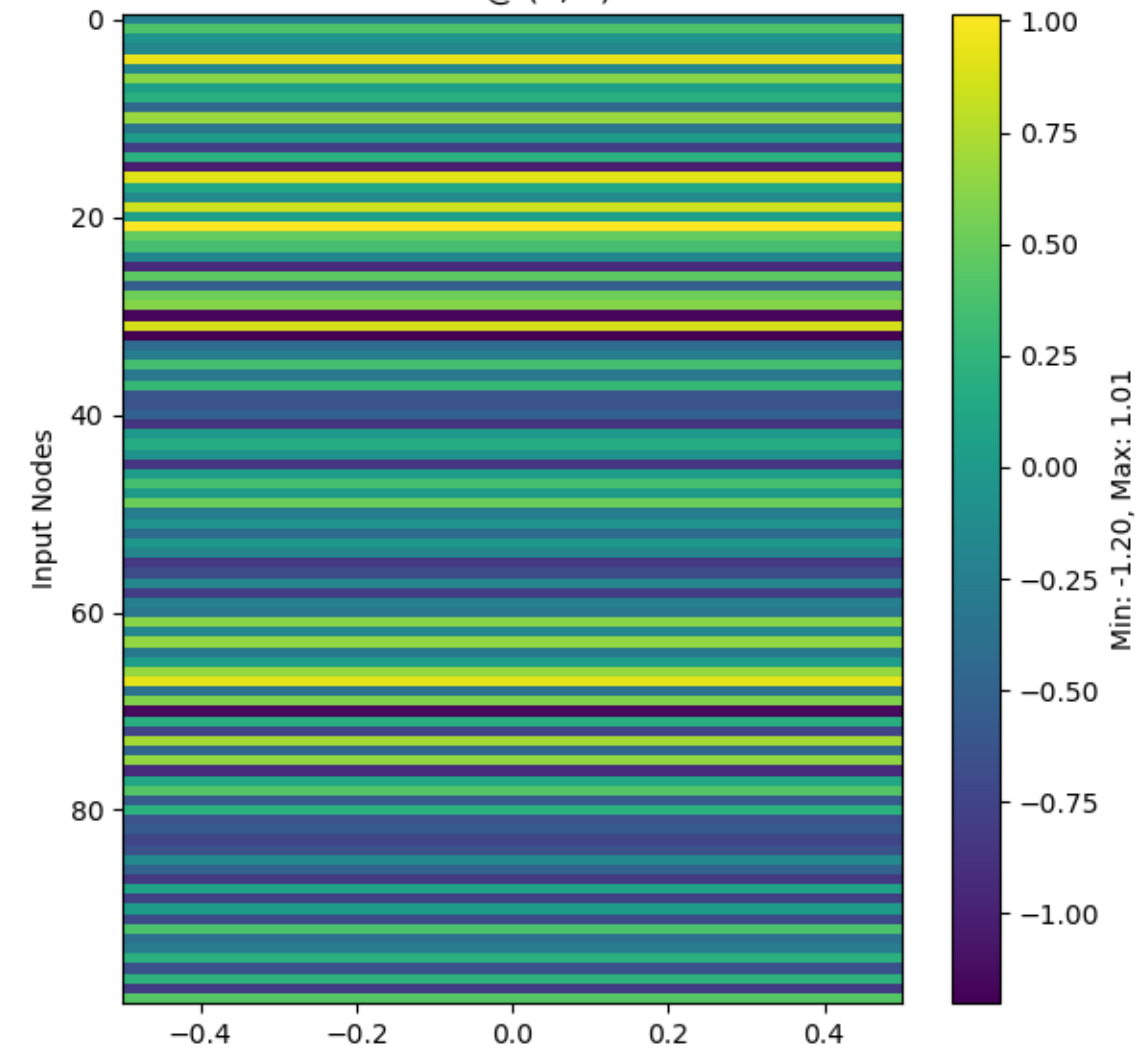
u (9 x 1)



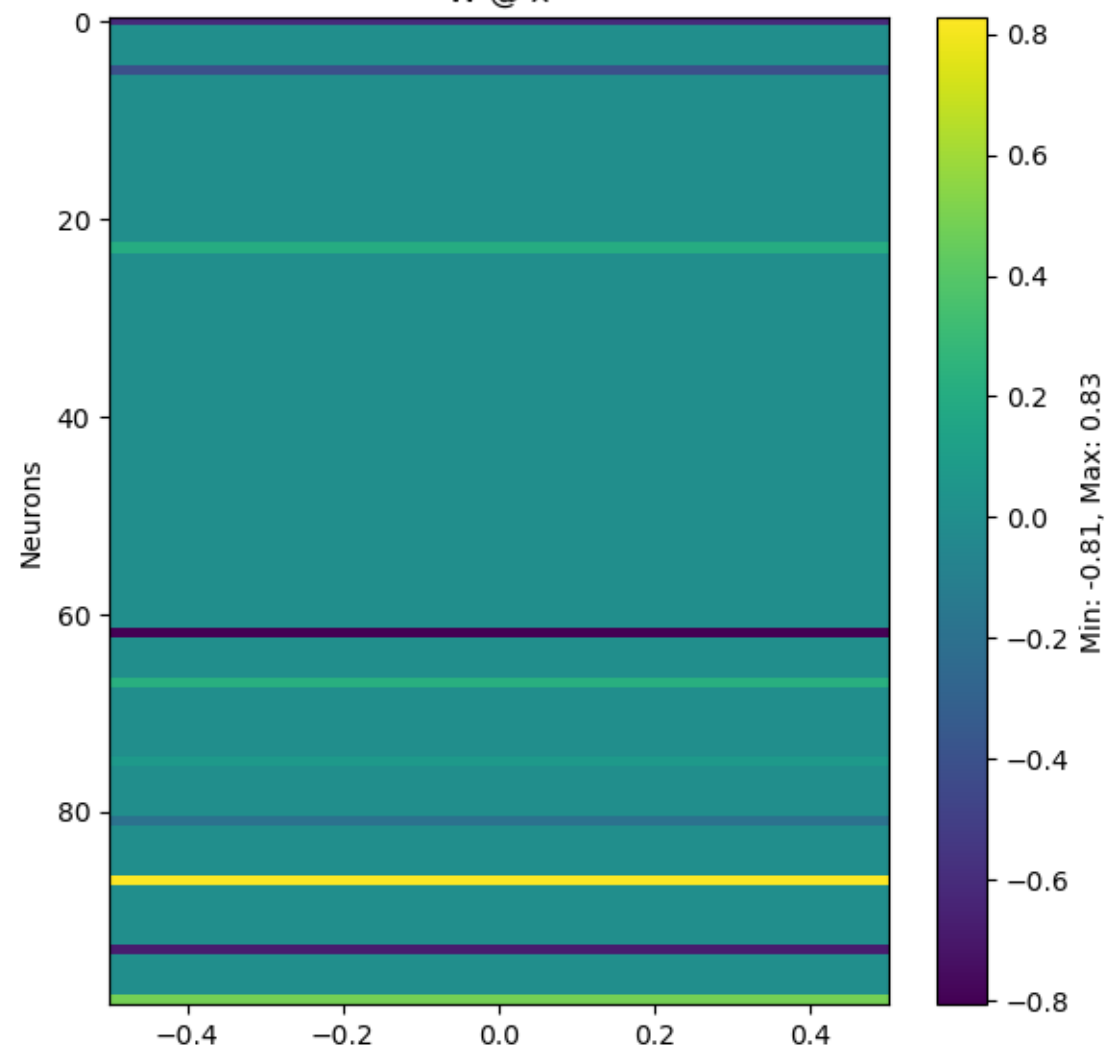
x (Neurons: 100)



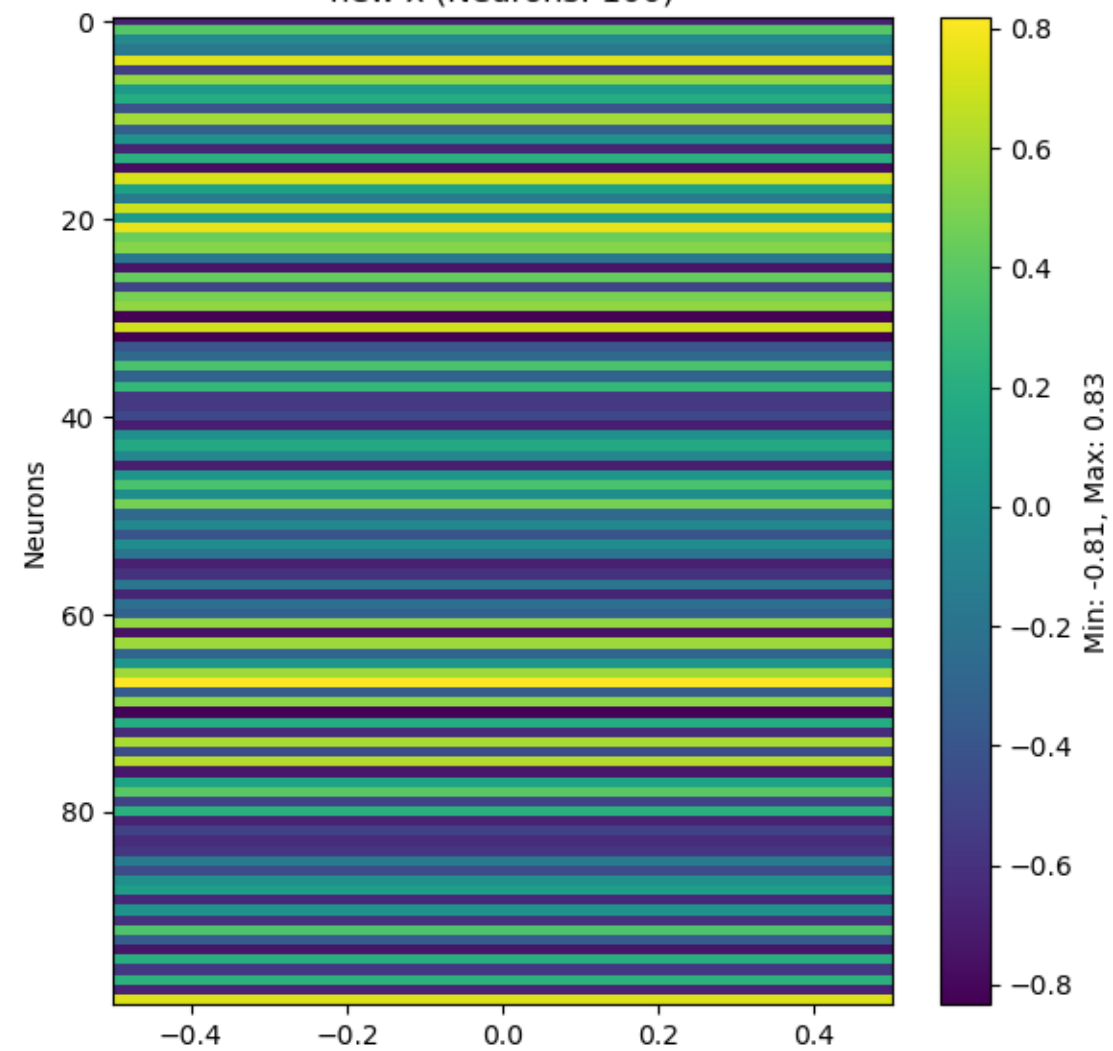
Win @ (1, u)



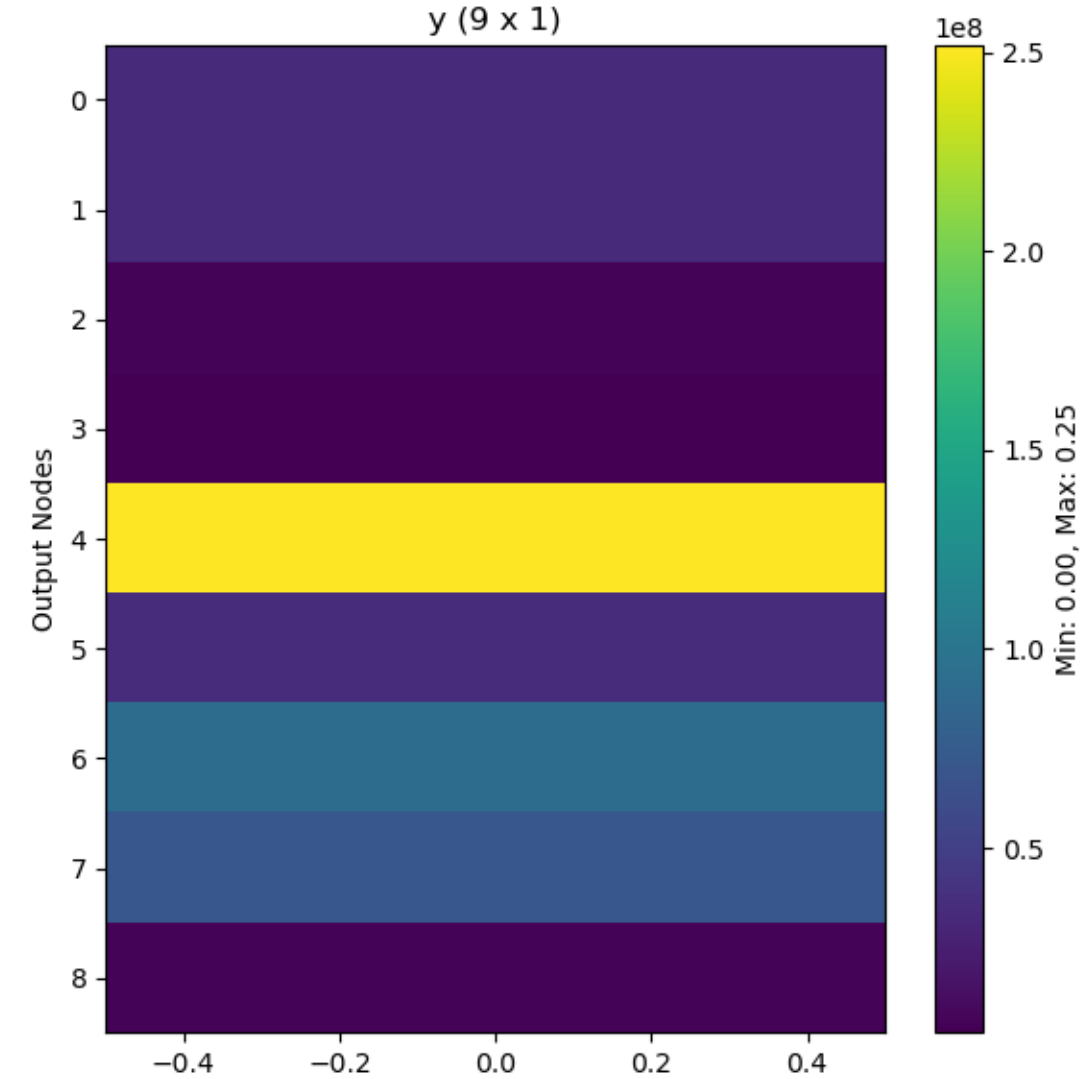
W @ x



new x (Neurons: 100)

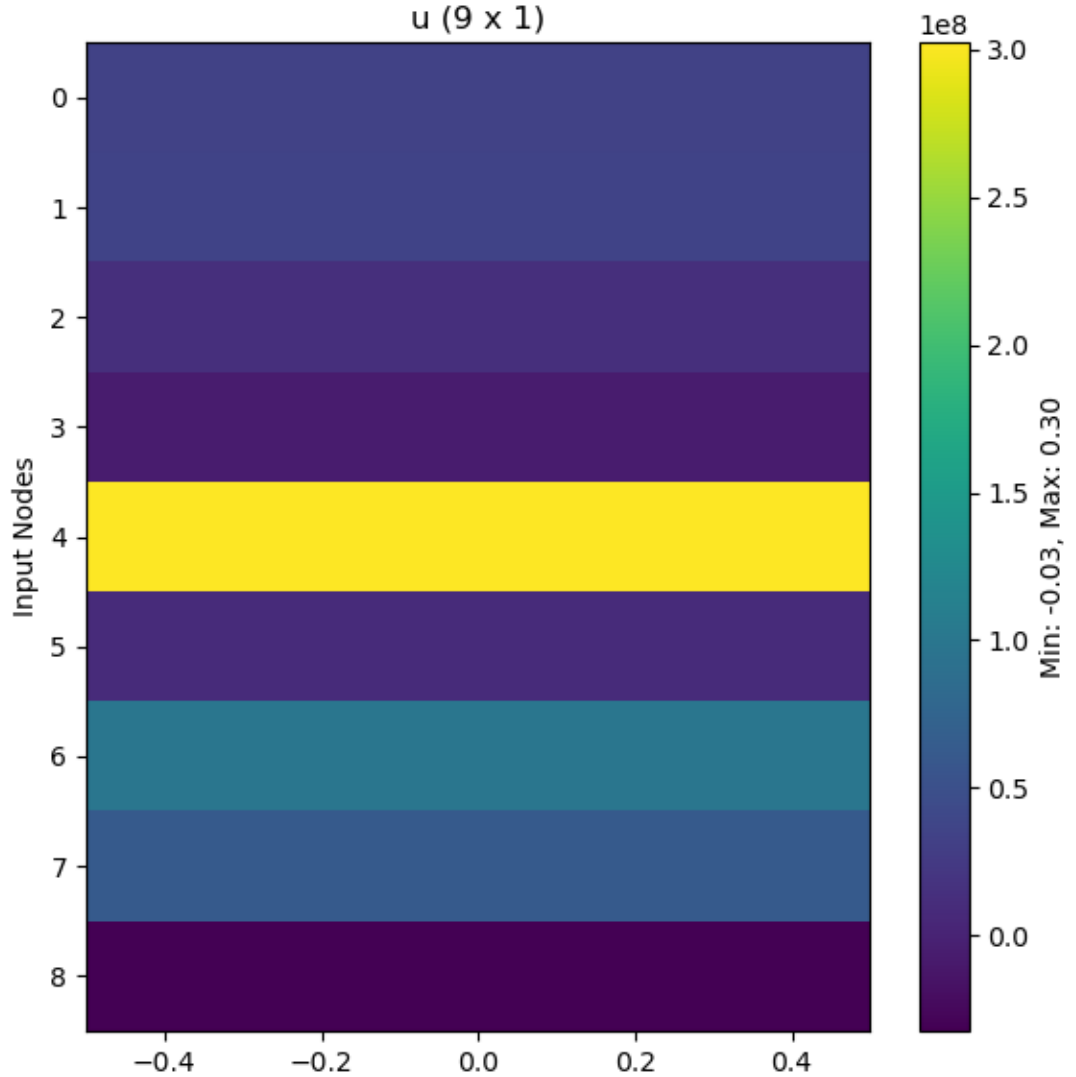


y (9 x 1)

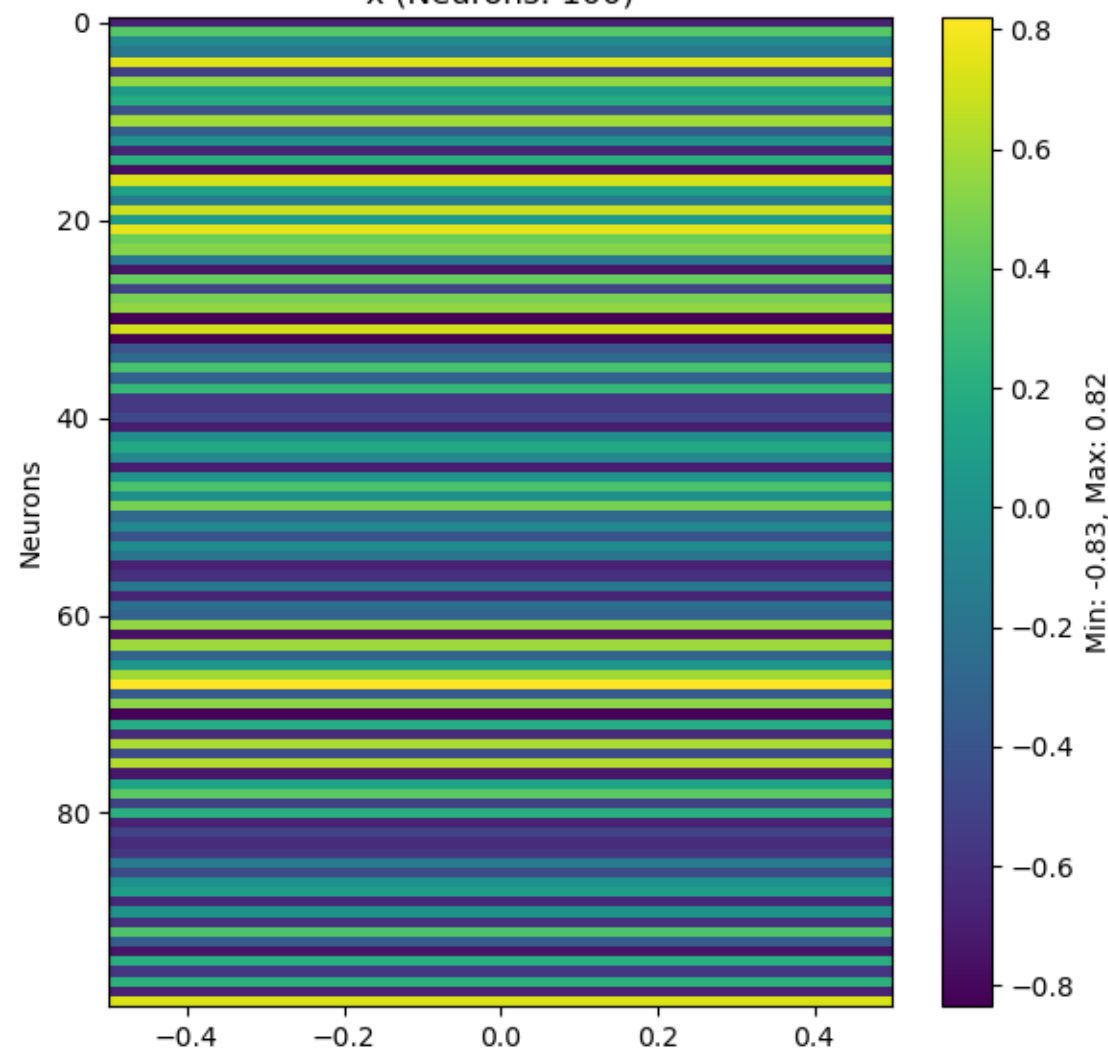


(d: 3, t: 15)

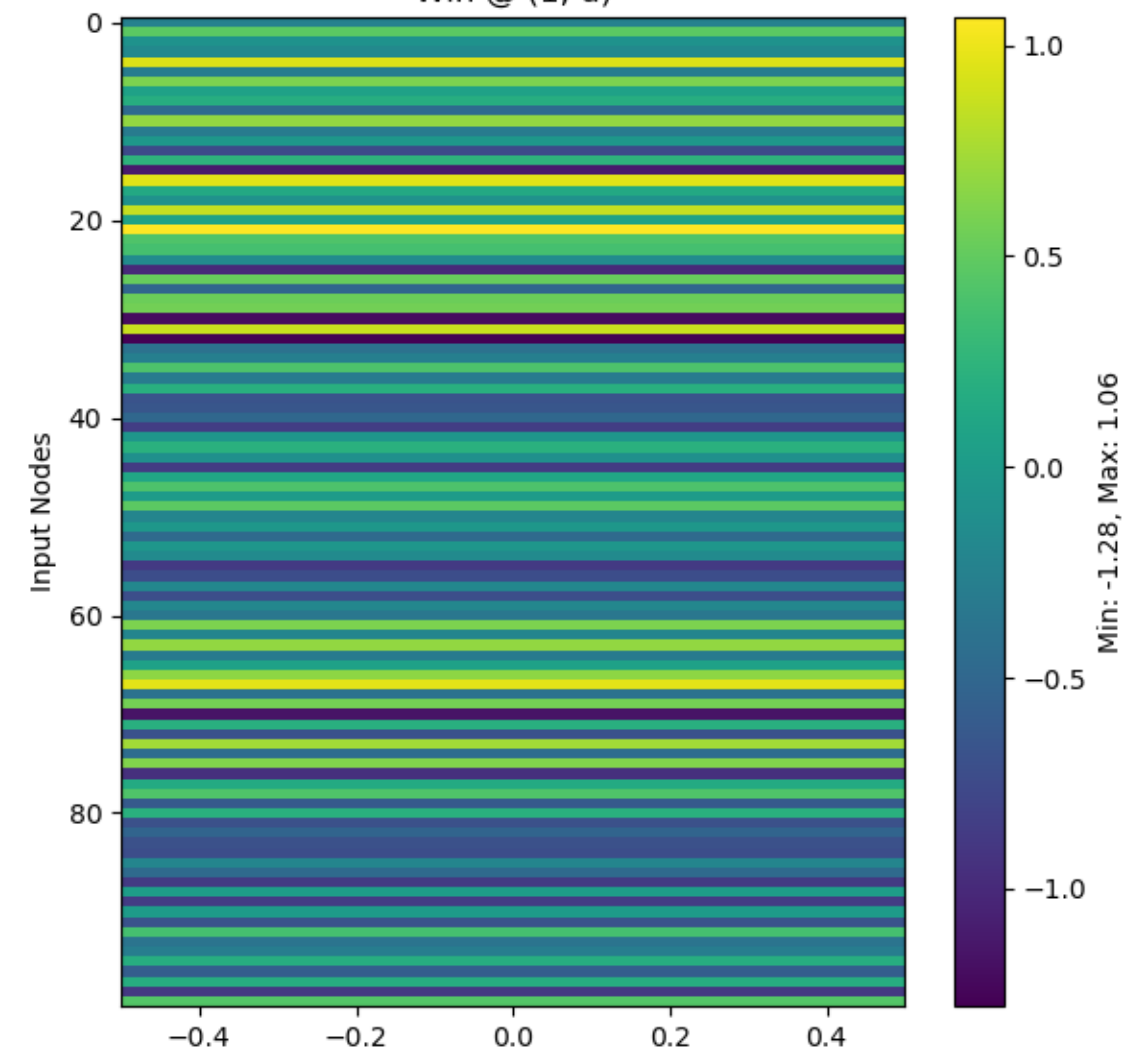
u (9 x 1)



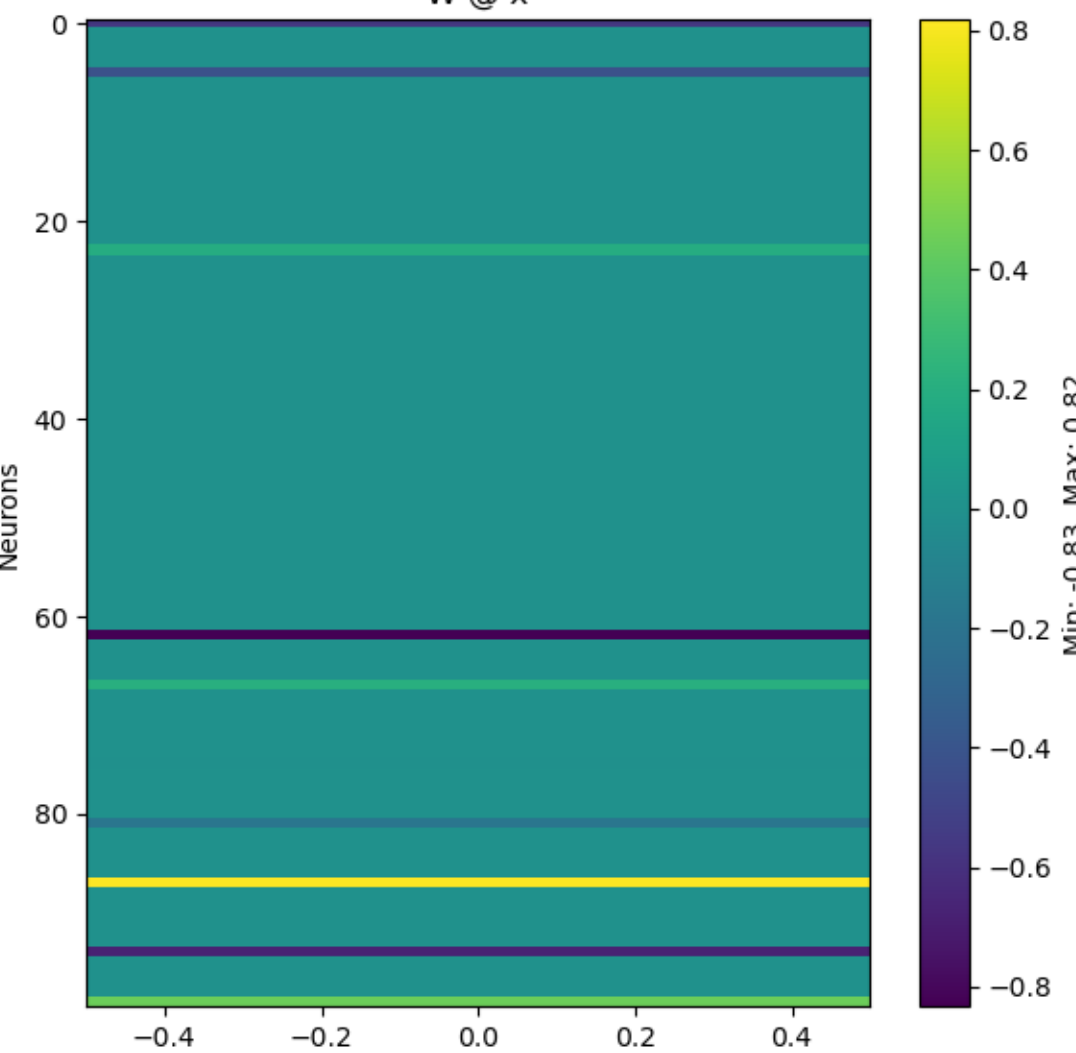
x (Neurons: 100)



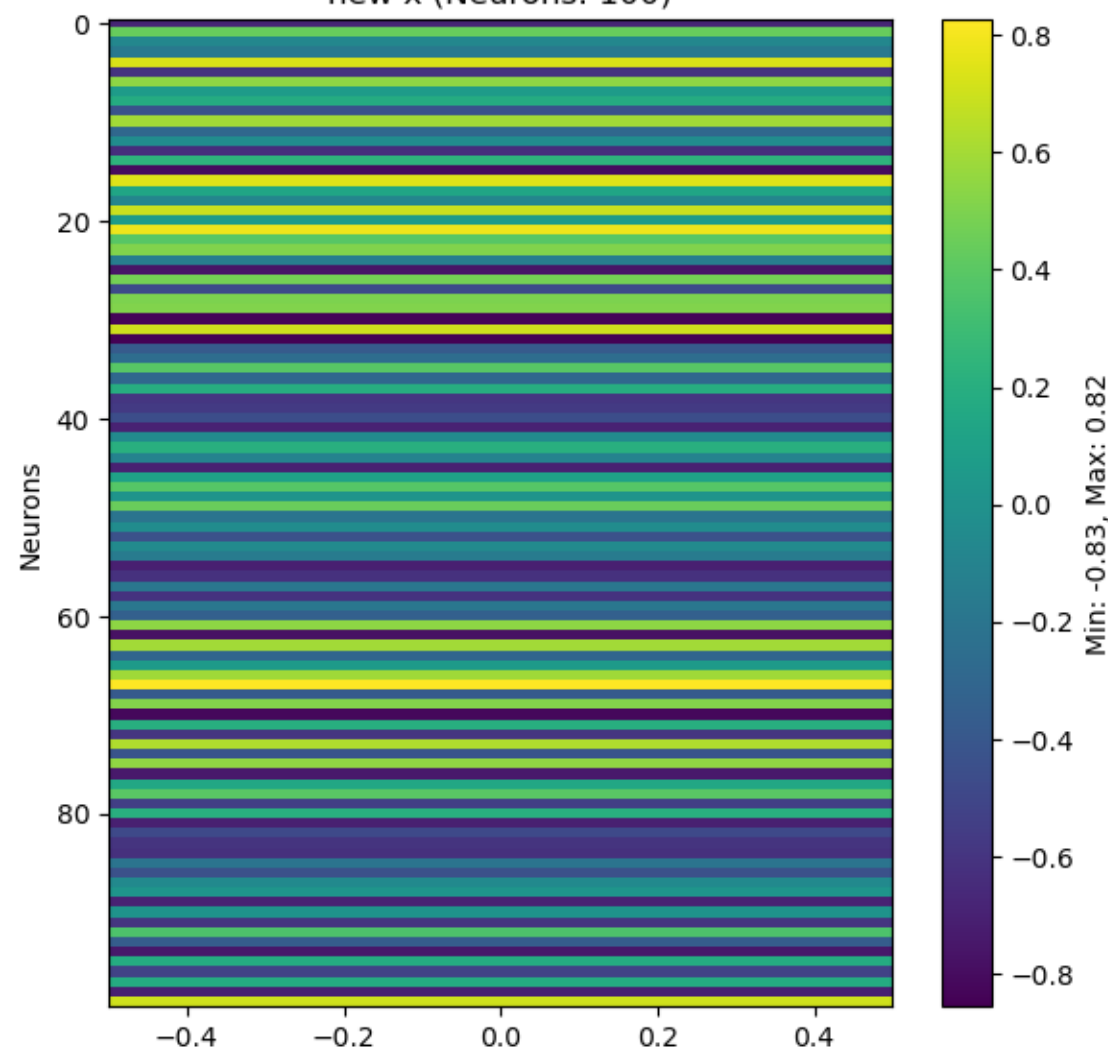
Win @ (1, u)



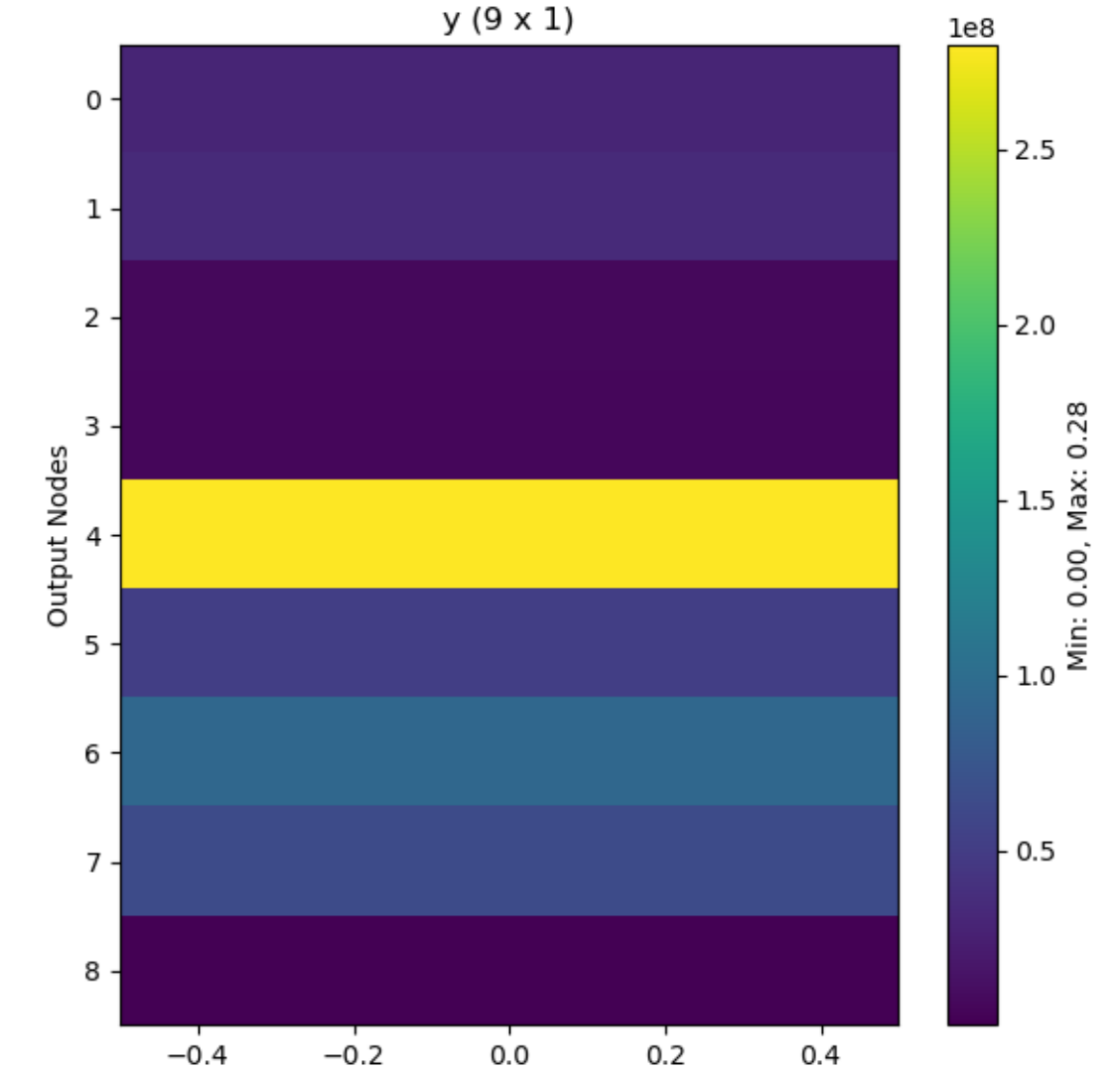
W @ x



new x (Neurons: 100)

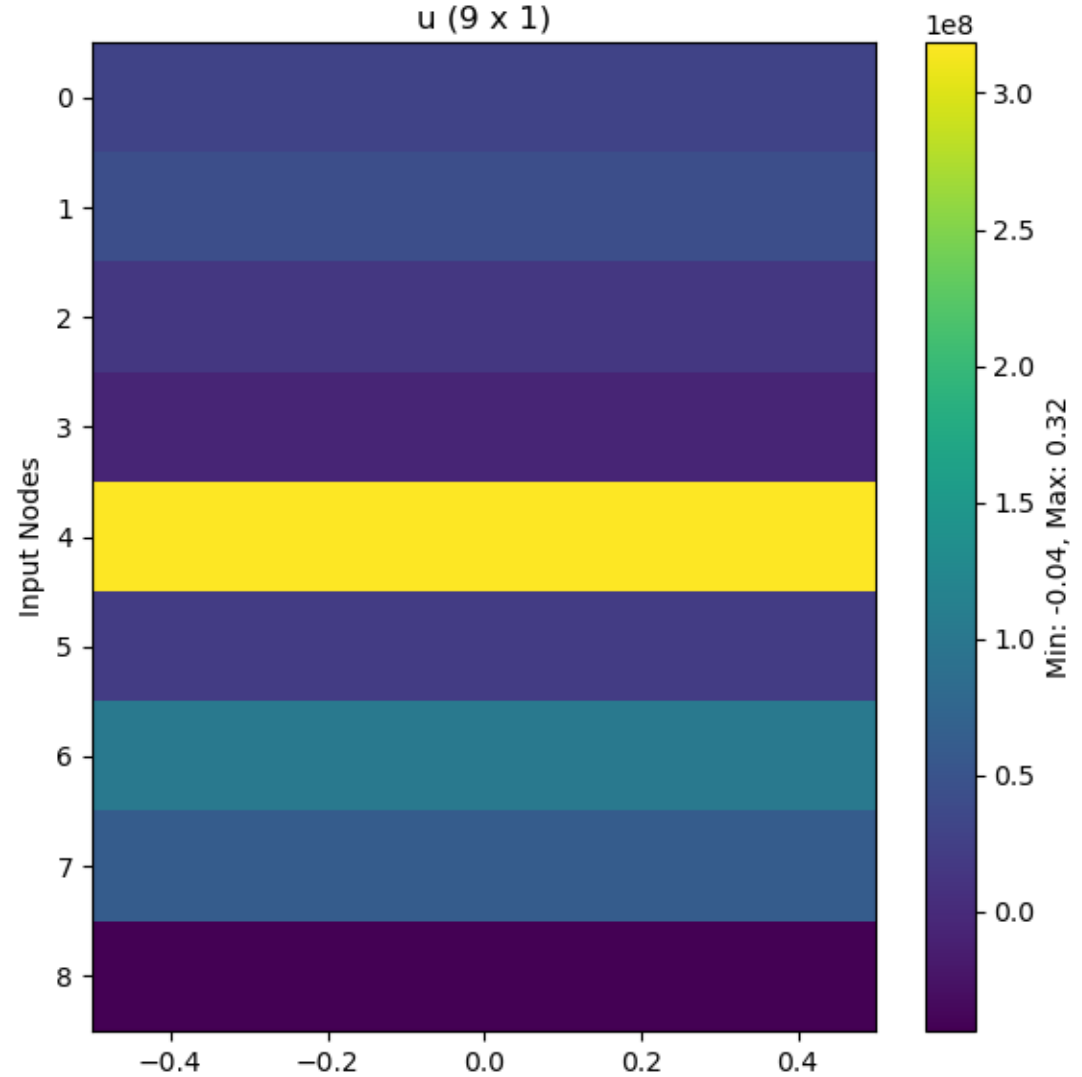


y (9 x 1)

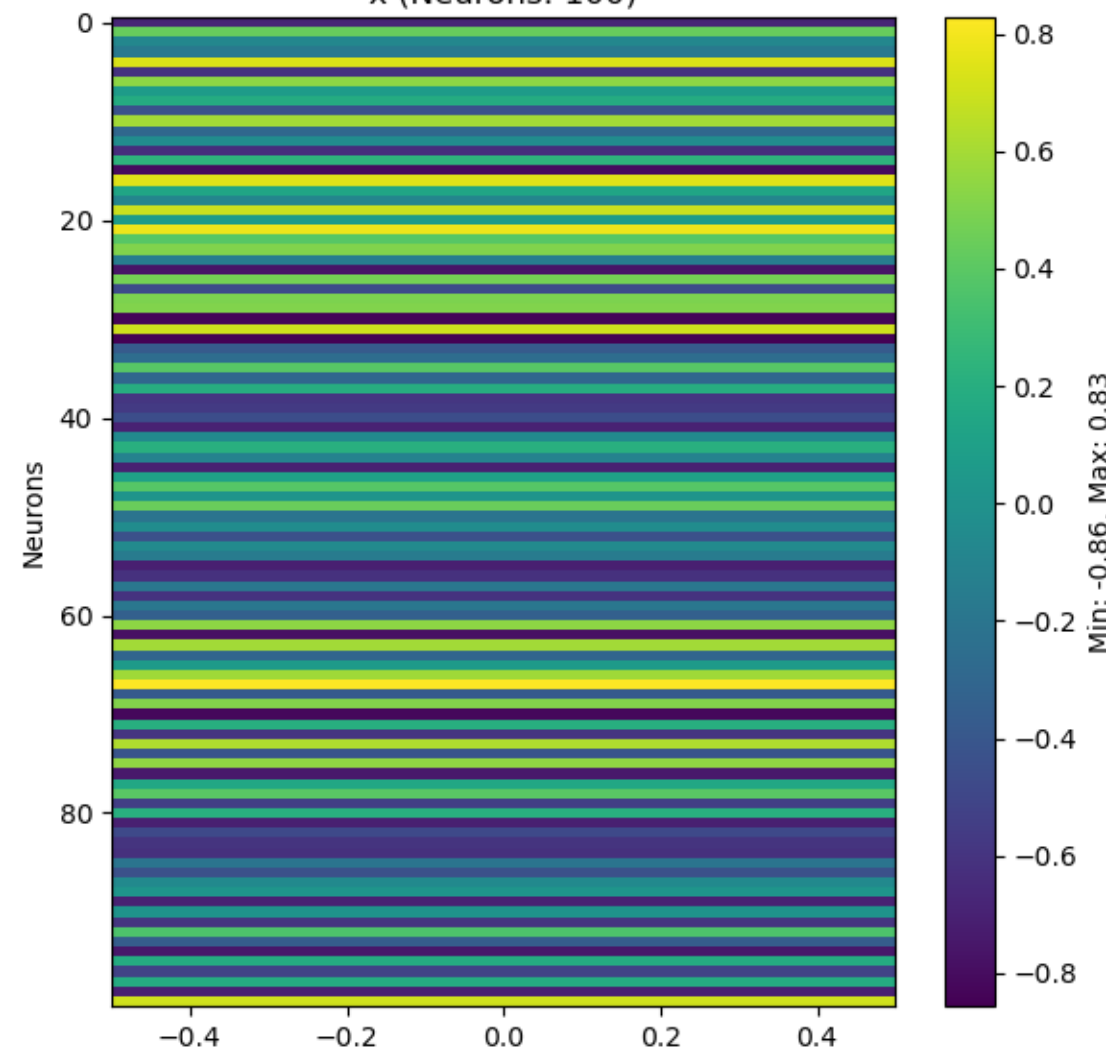


(d: 4, t: 15)

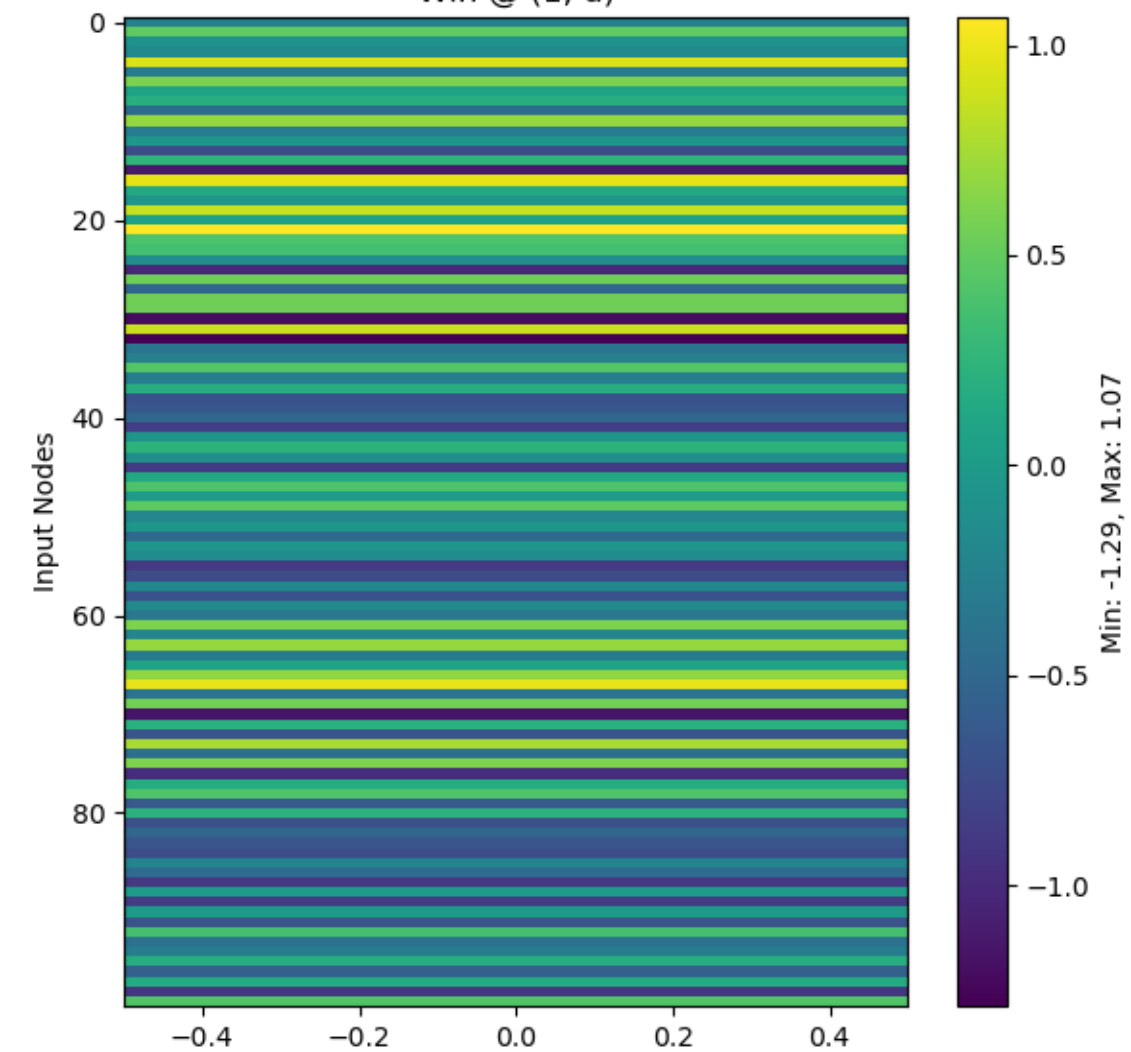
u (9 x 1)



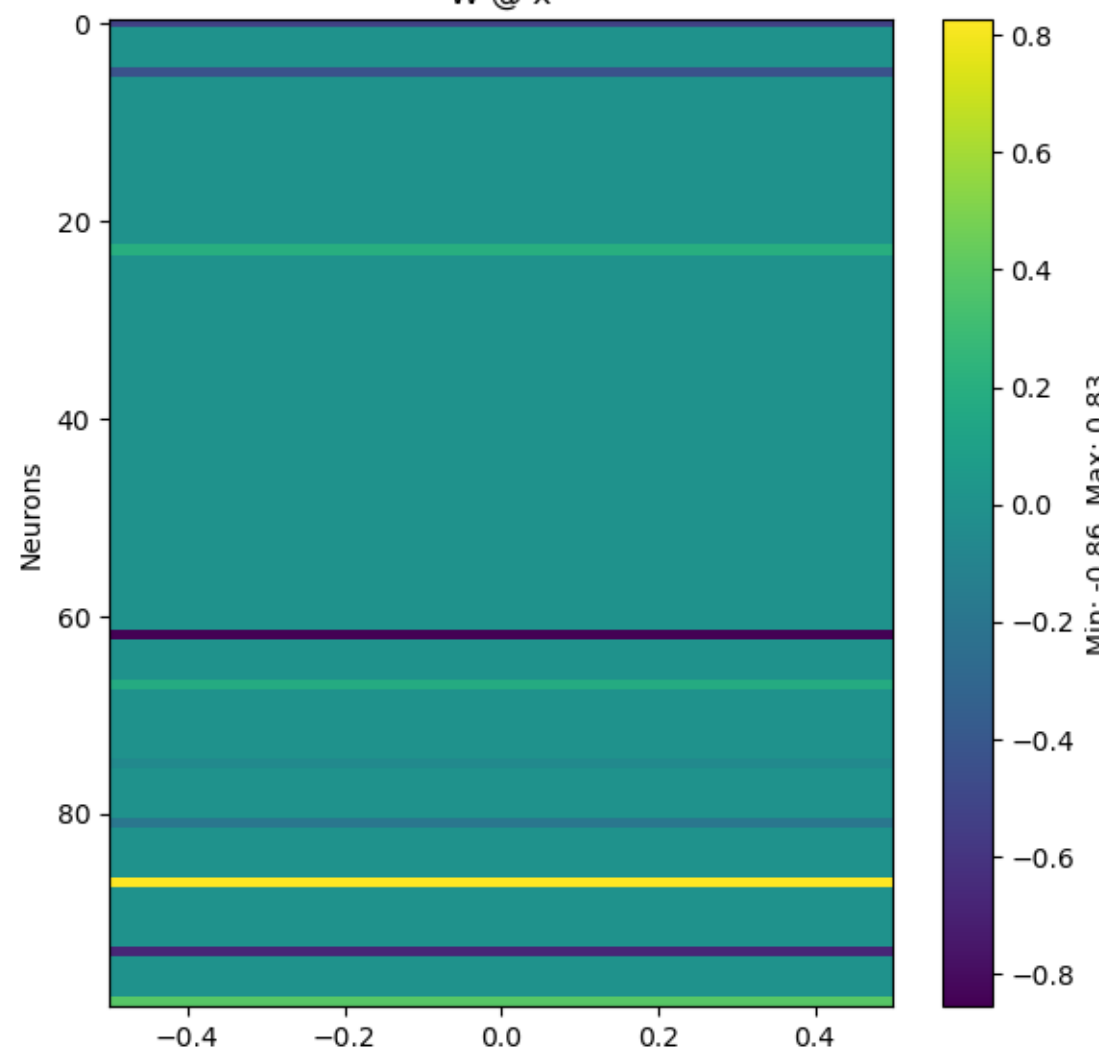
x (Neurons: 100)



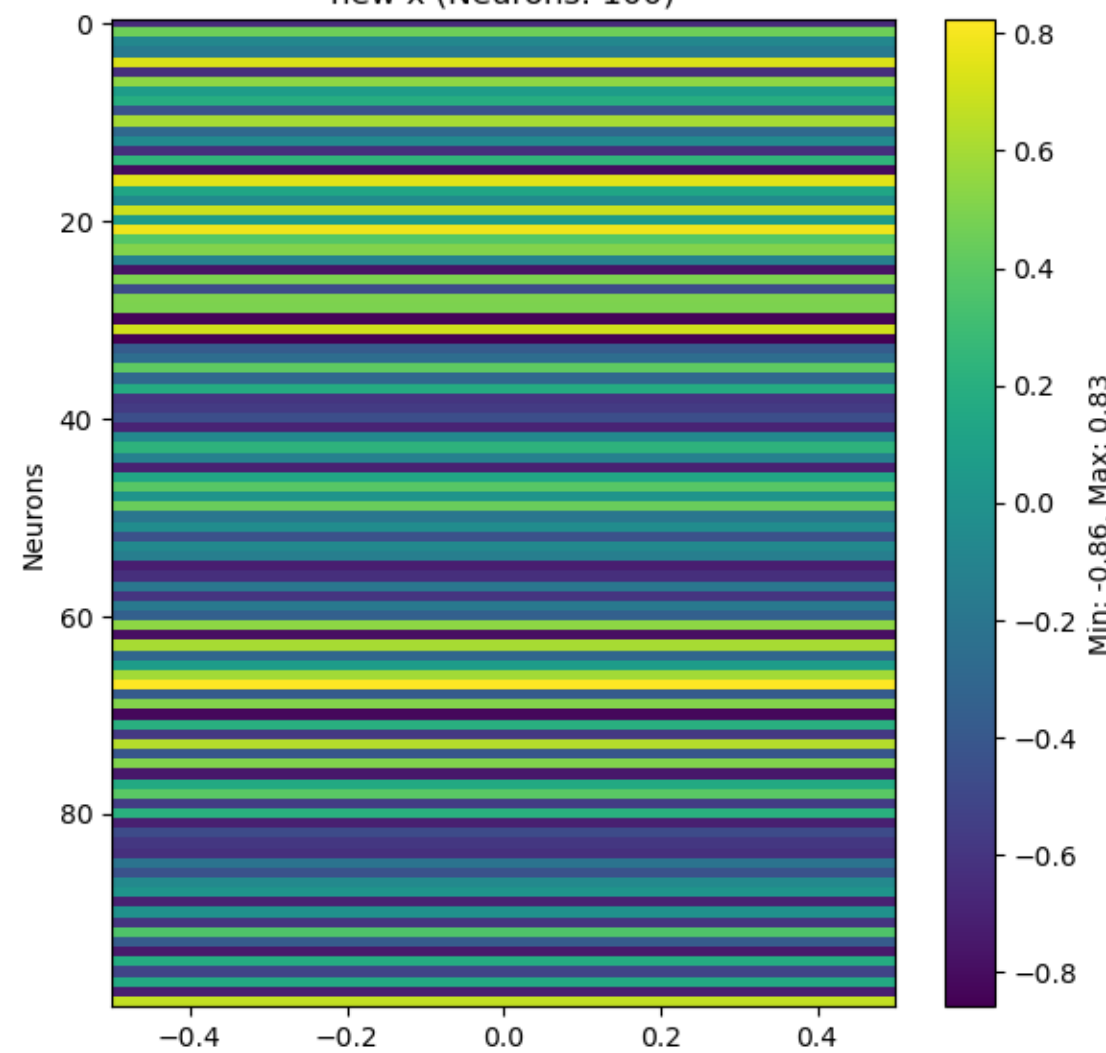
Win @ (1, u)



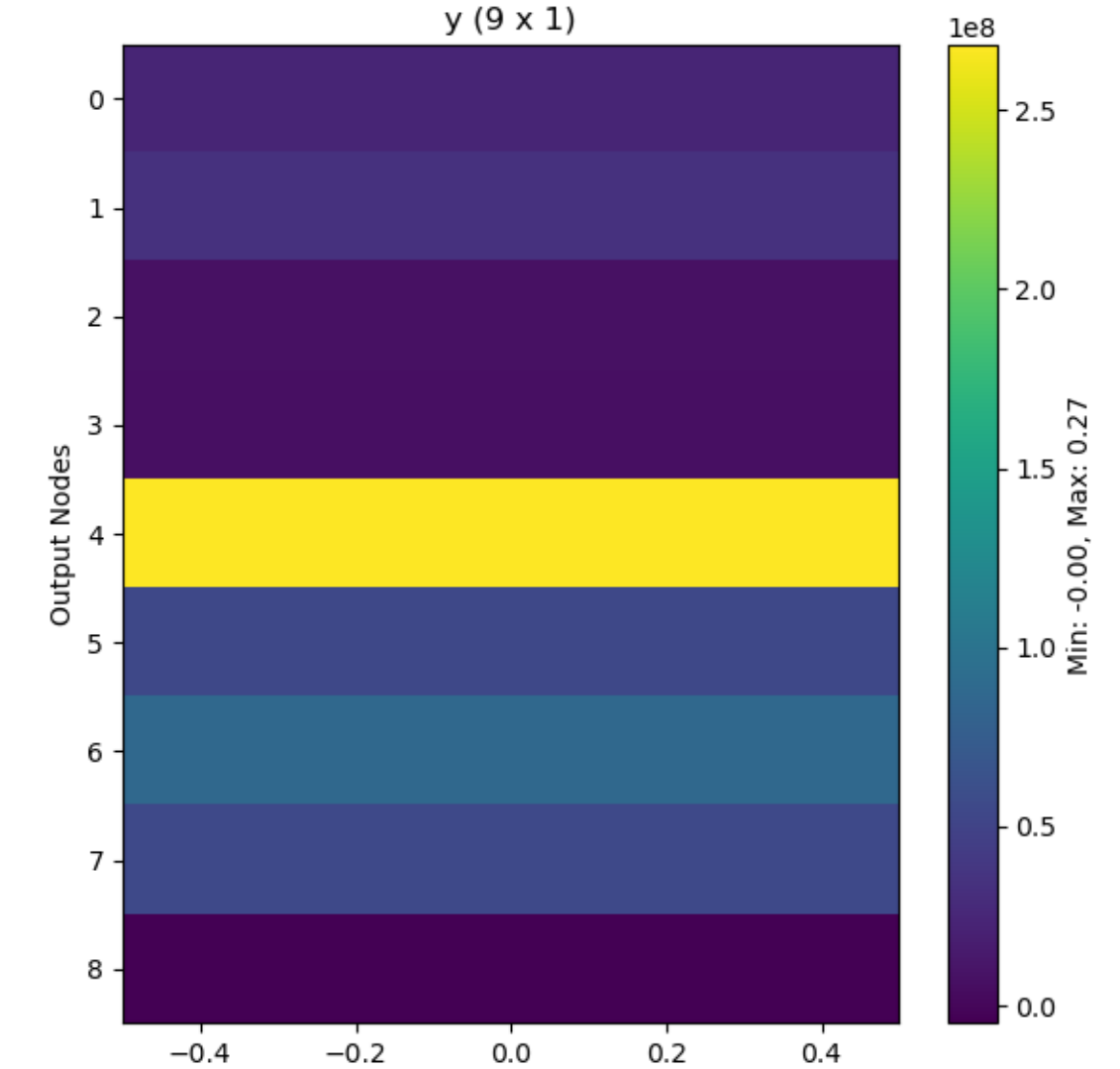
W @ x



new x (Neurons: 100)

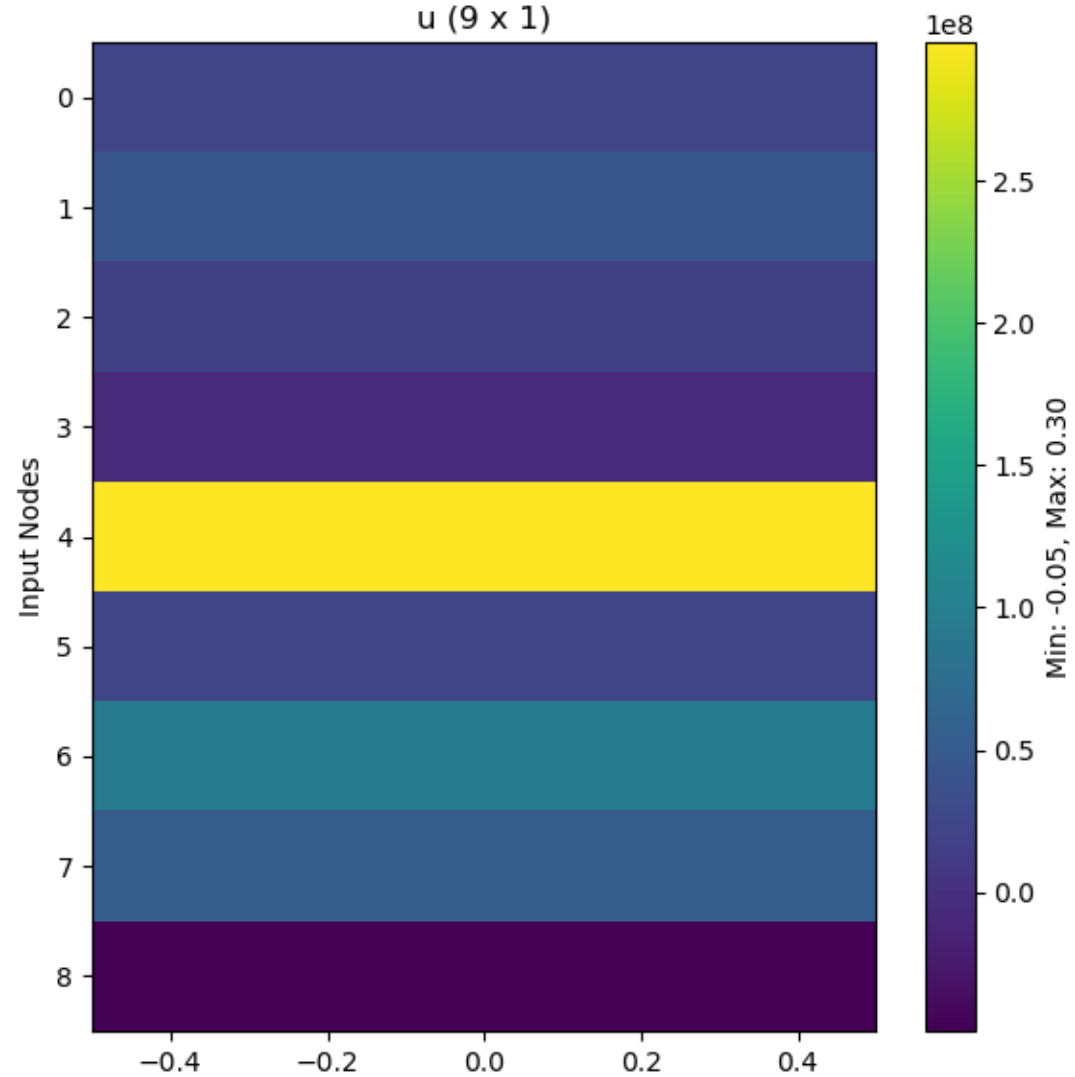


y (9 x 1)

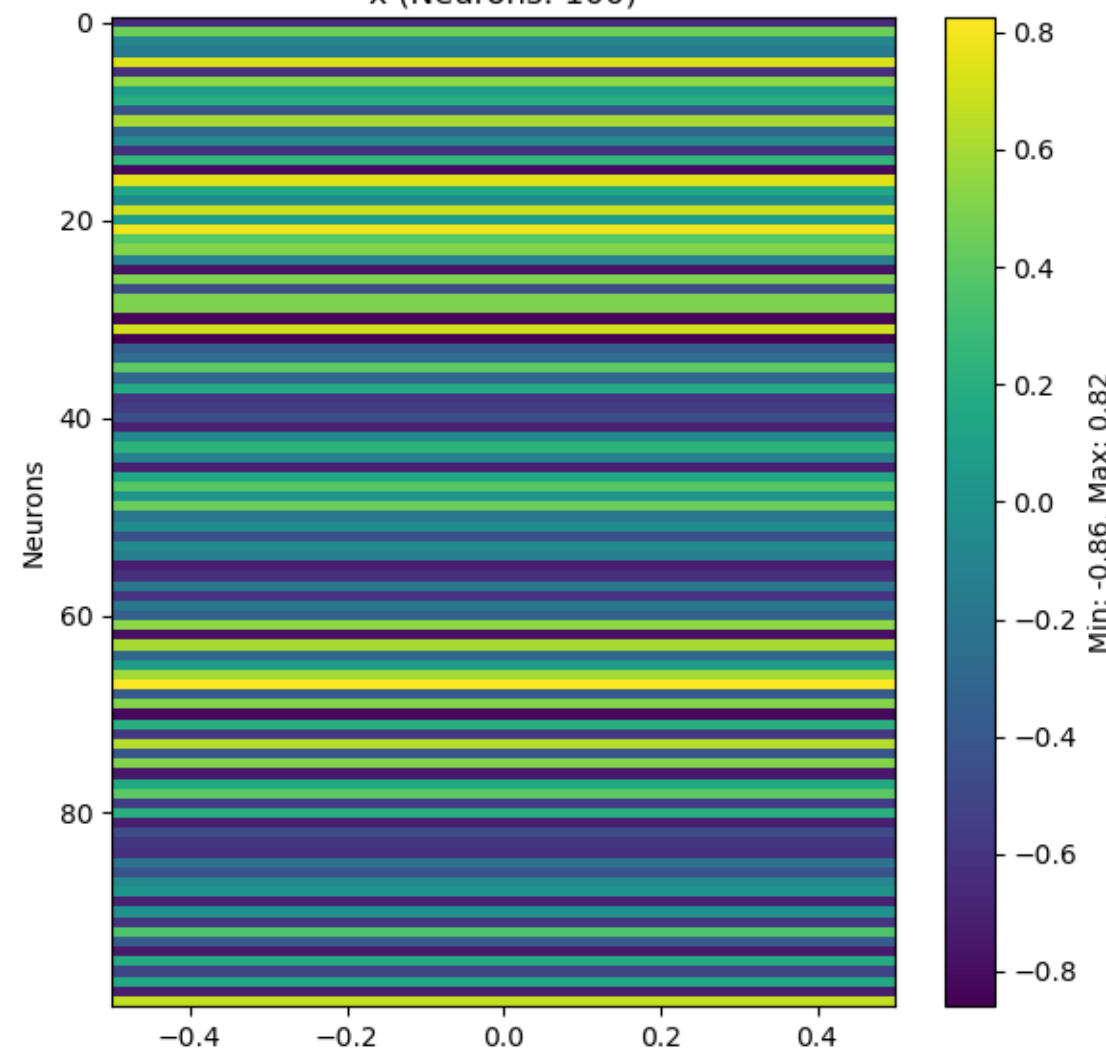


(d: 5, t: 15)

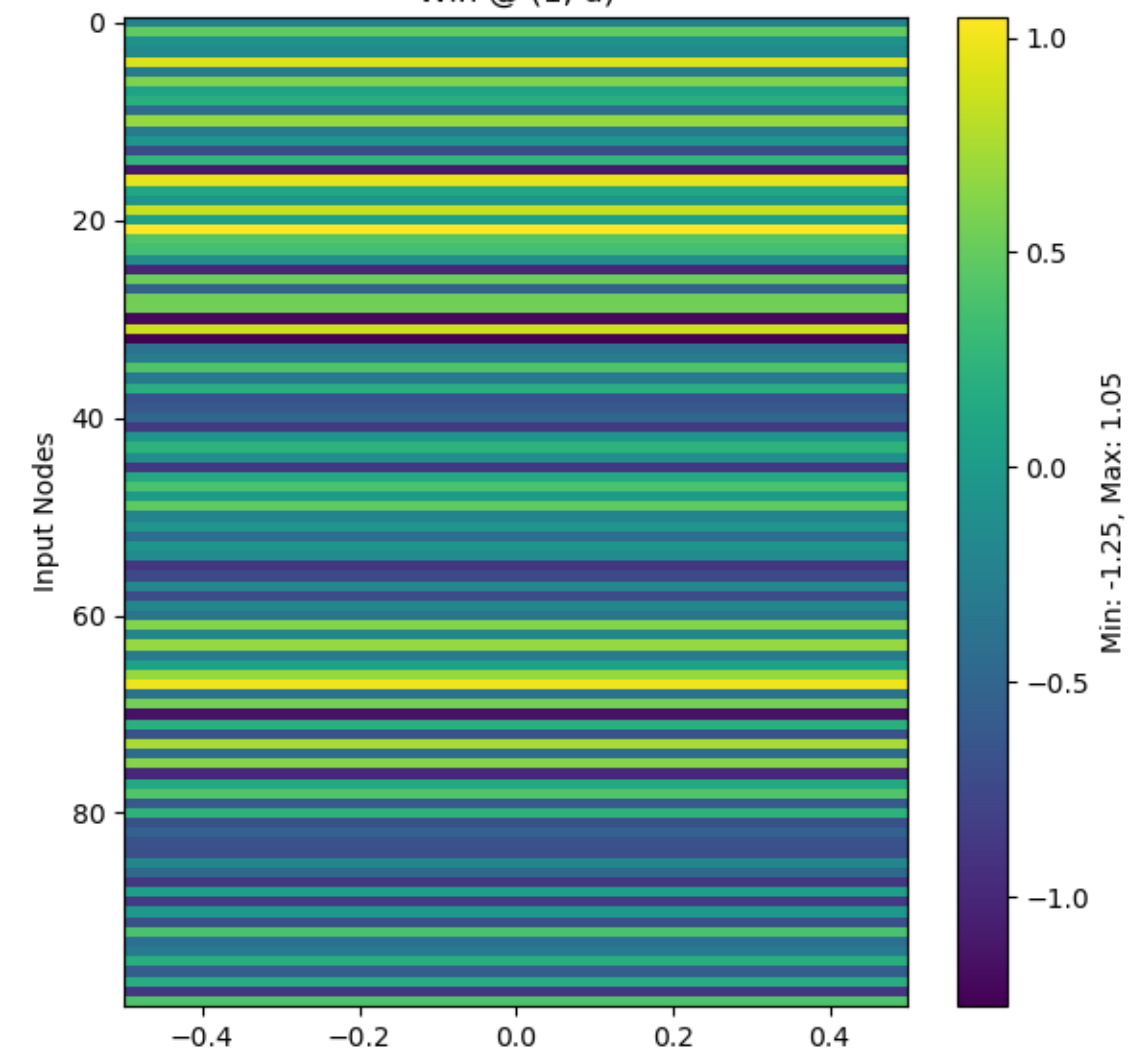
u (9 x 1)



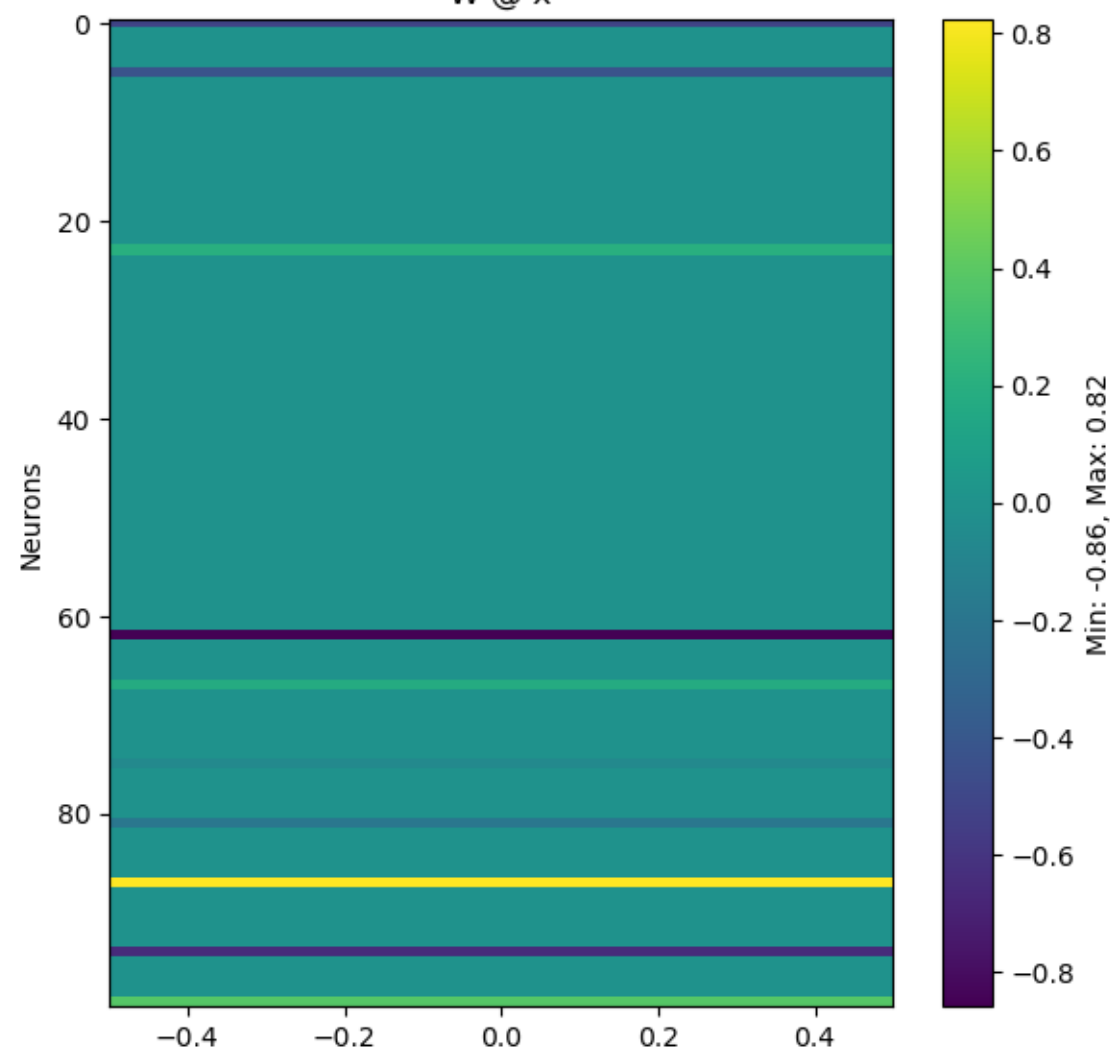
x (Neurons: 100)



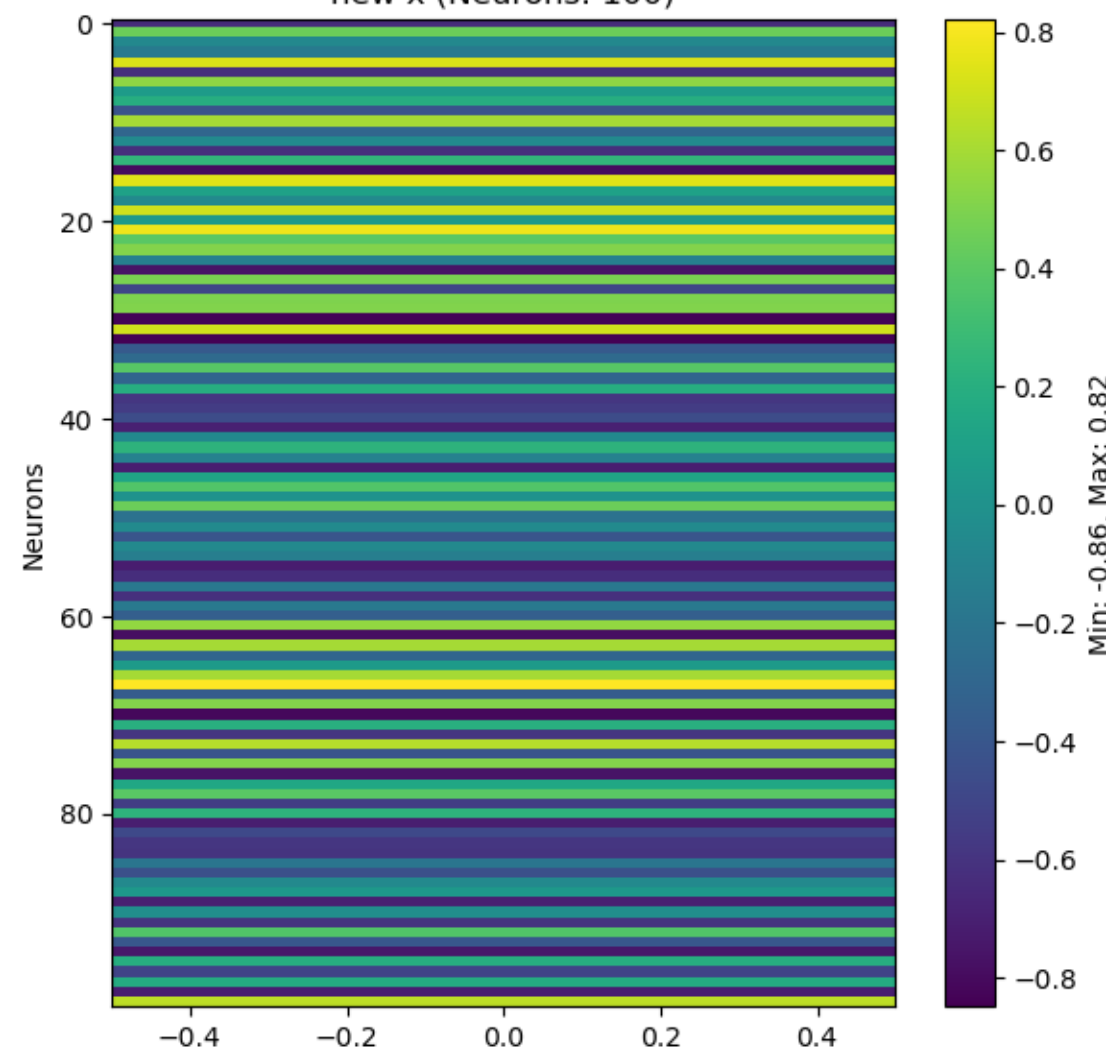
Win @ (1, u)



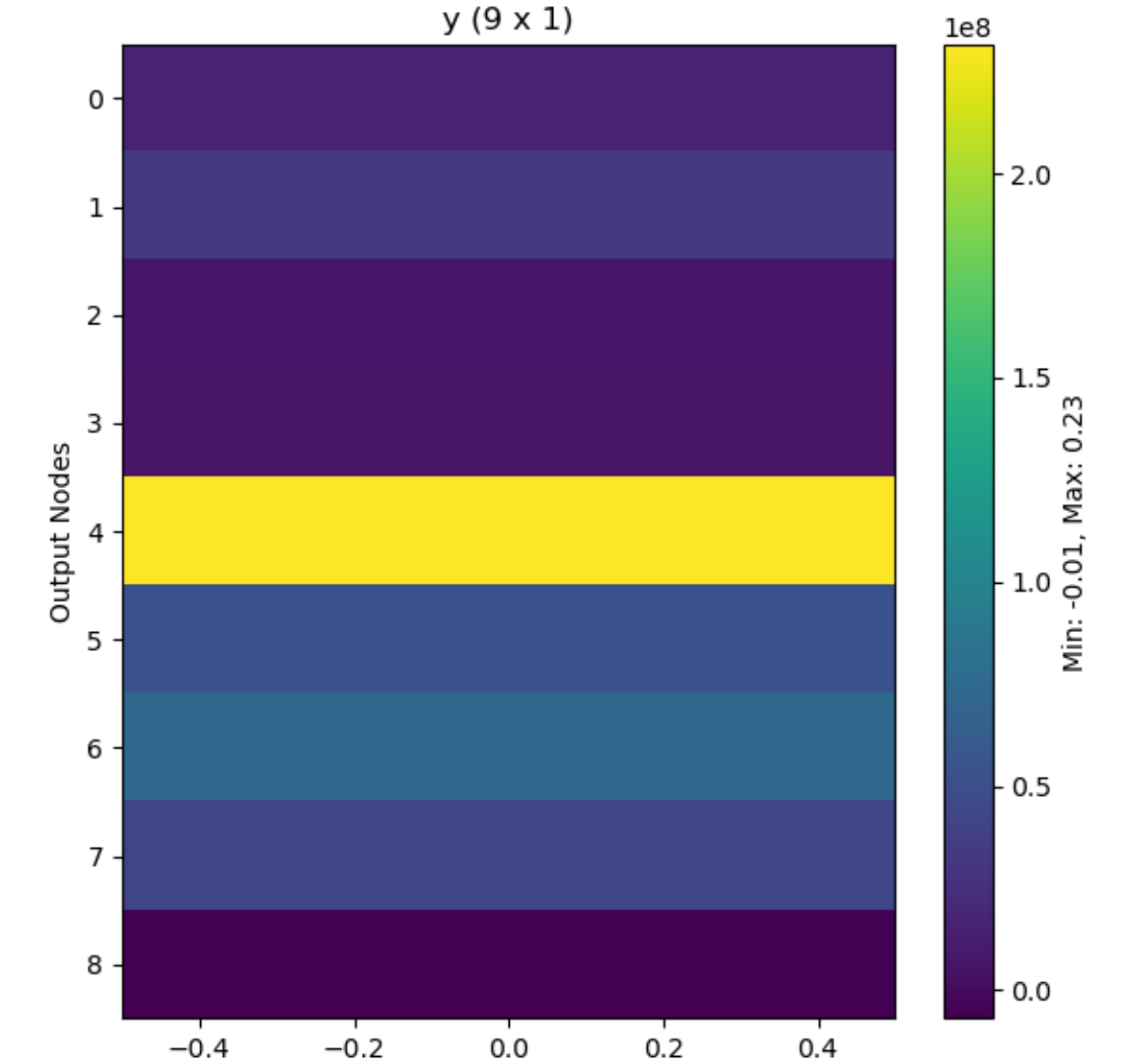
W @ x



new x (Neurons: 100)

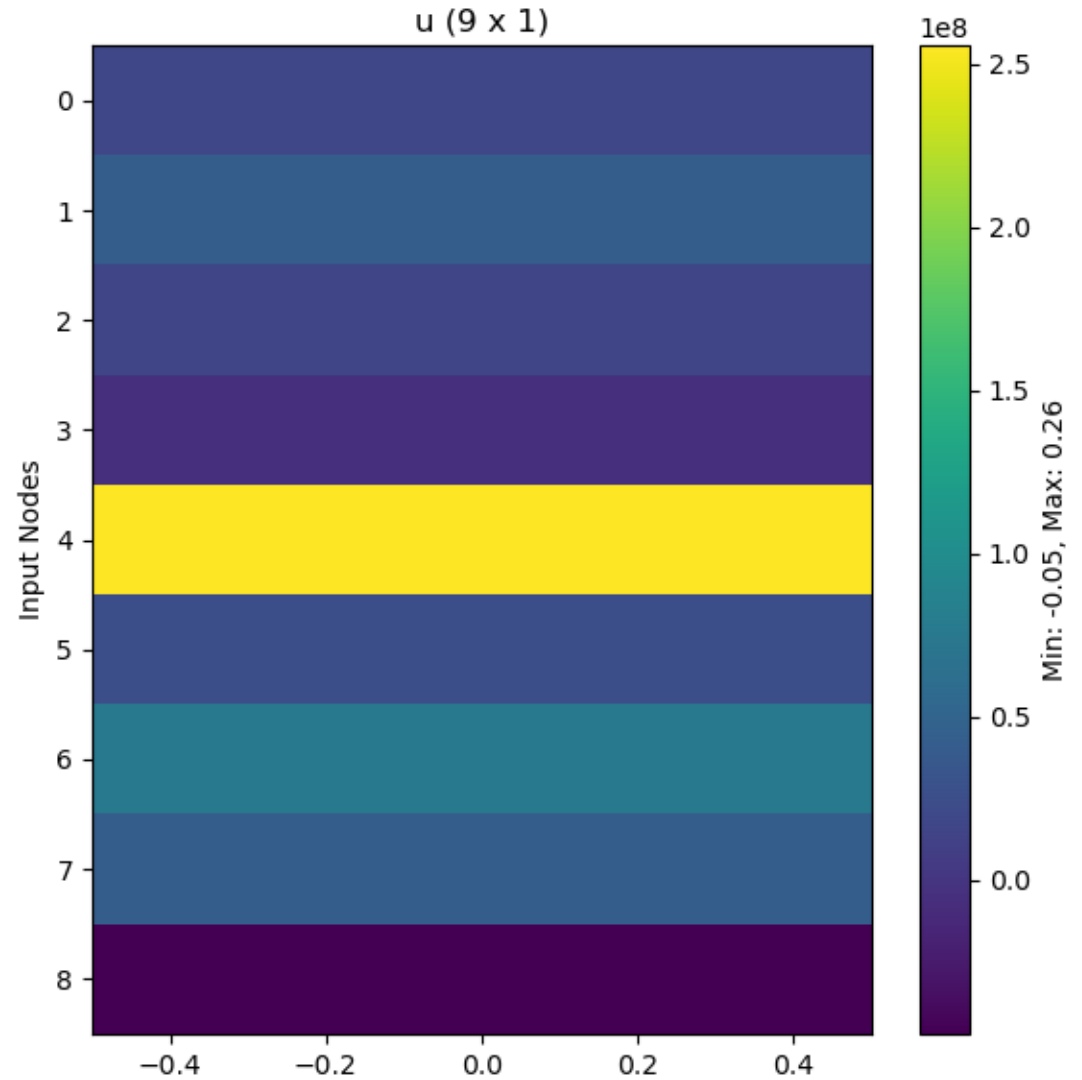


y (9 x 1)

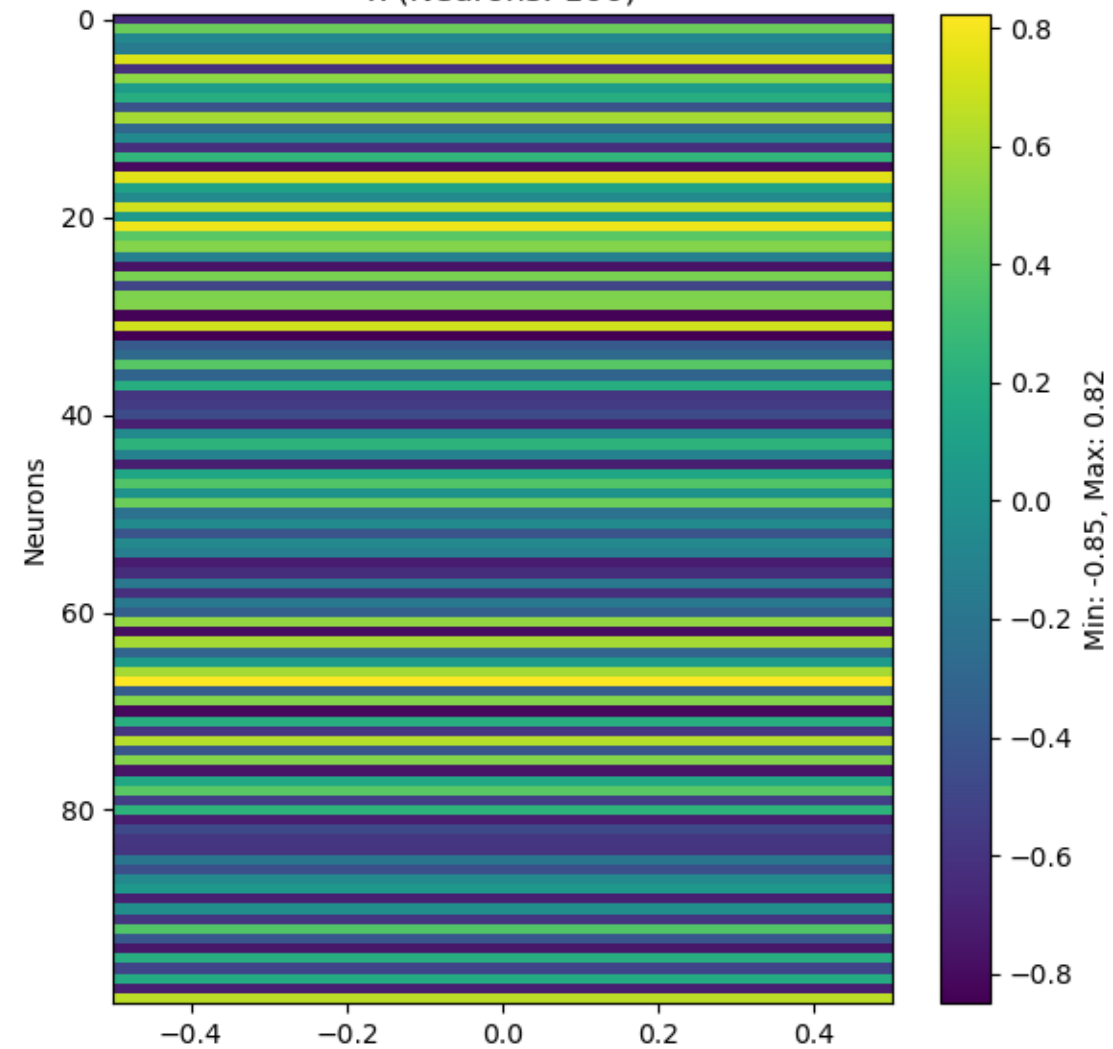


(d: 6, t: 15)

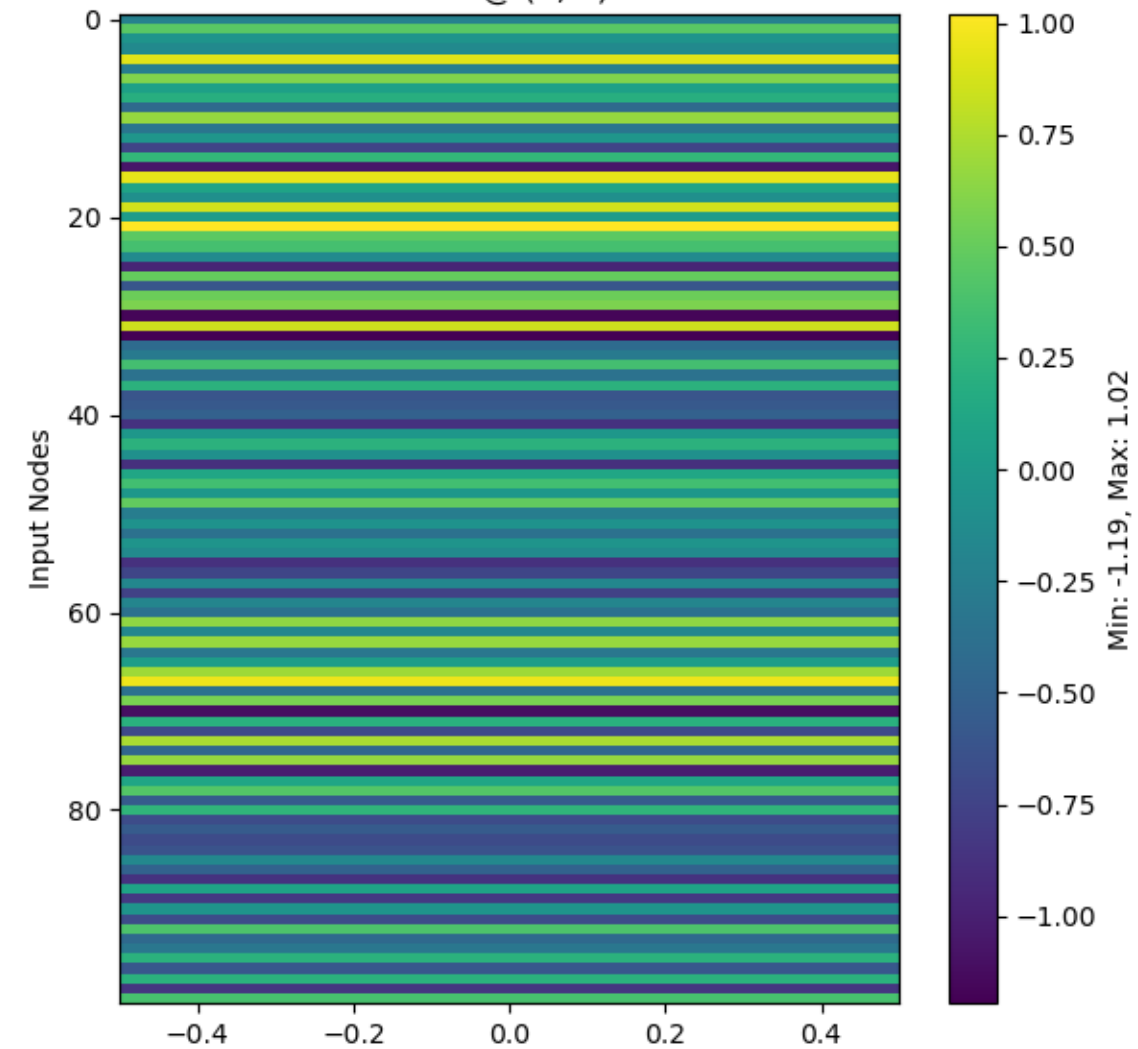
u (9 x 1)



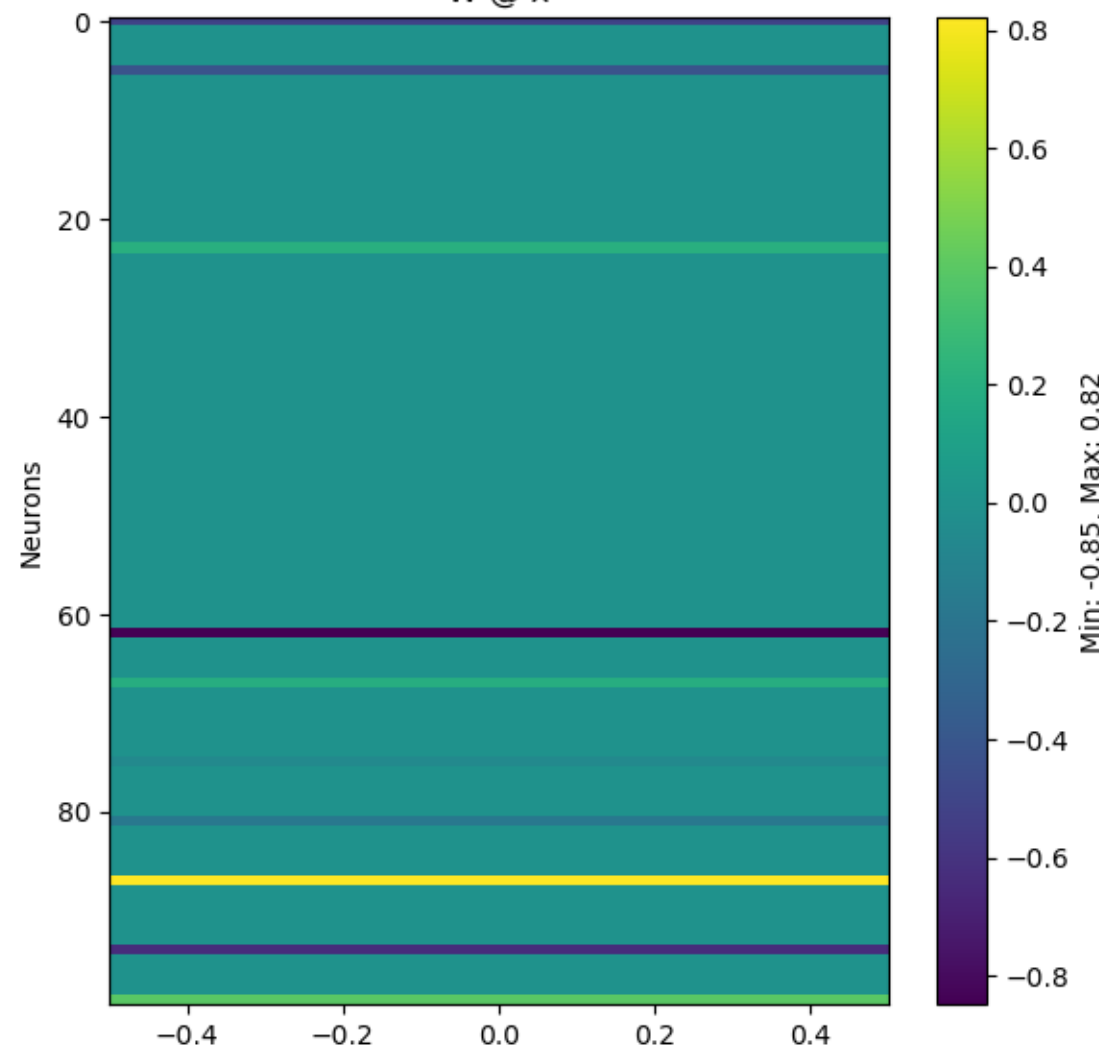
x (Neurons: 100)



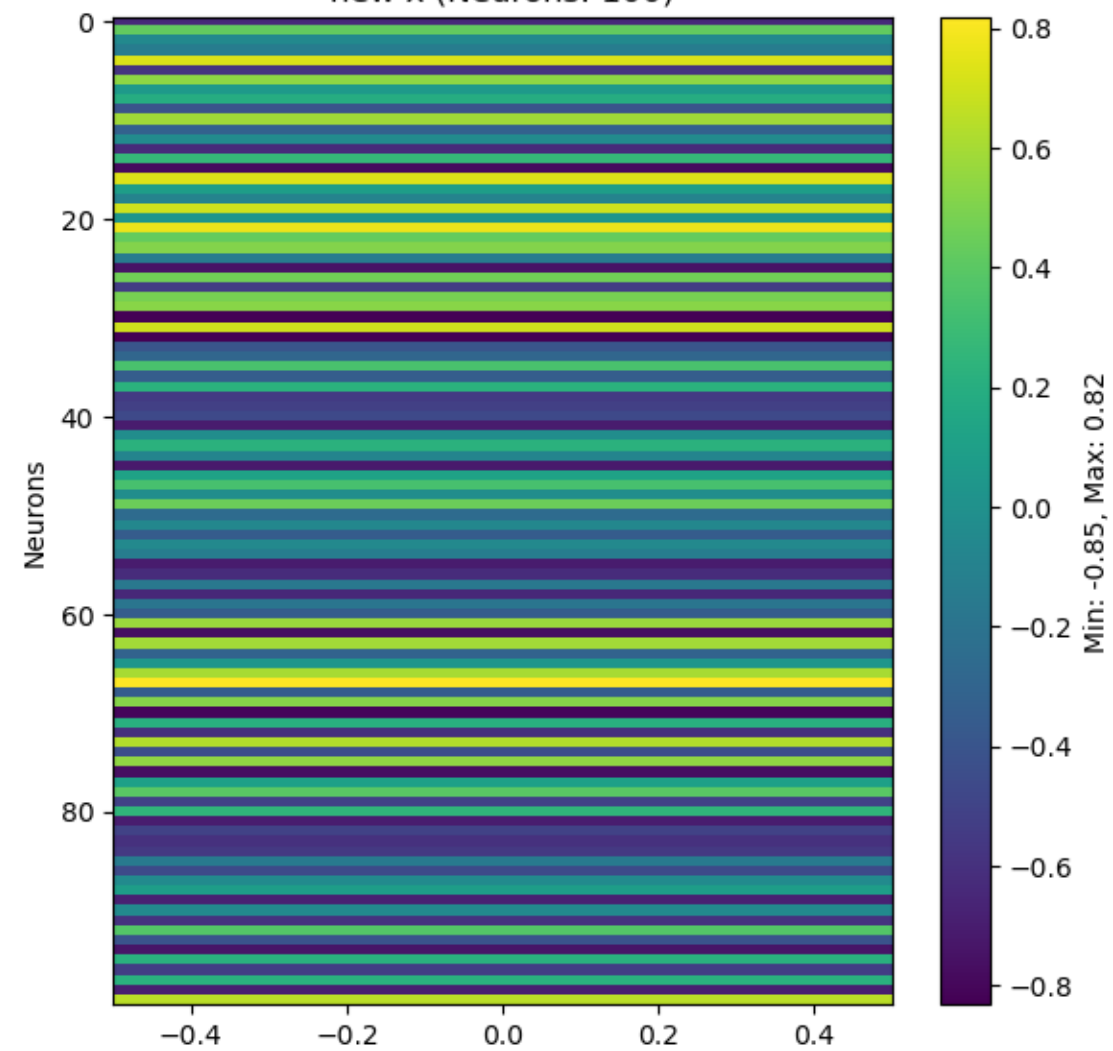
Win @ (1, u)



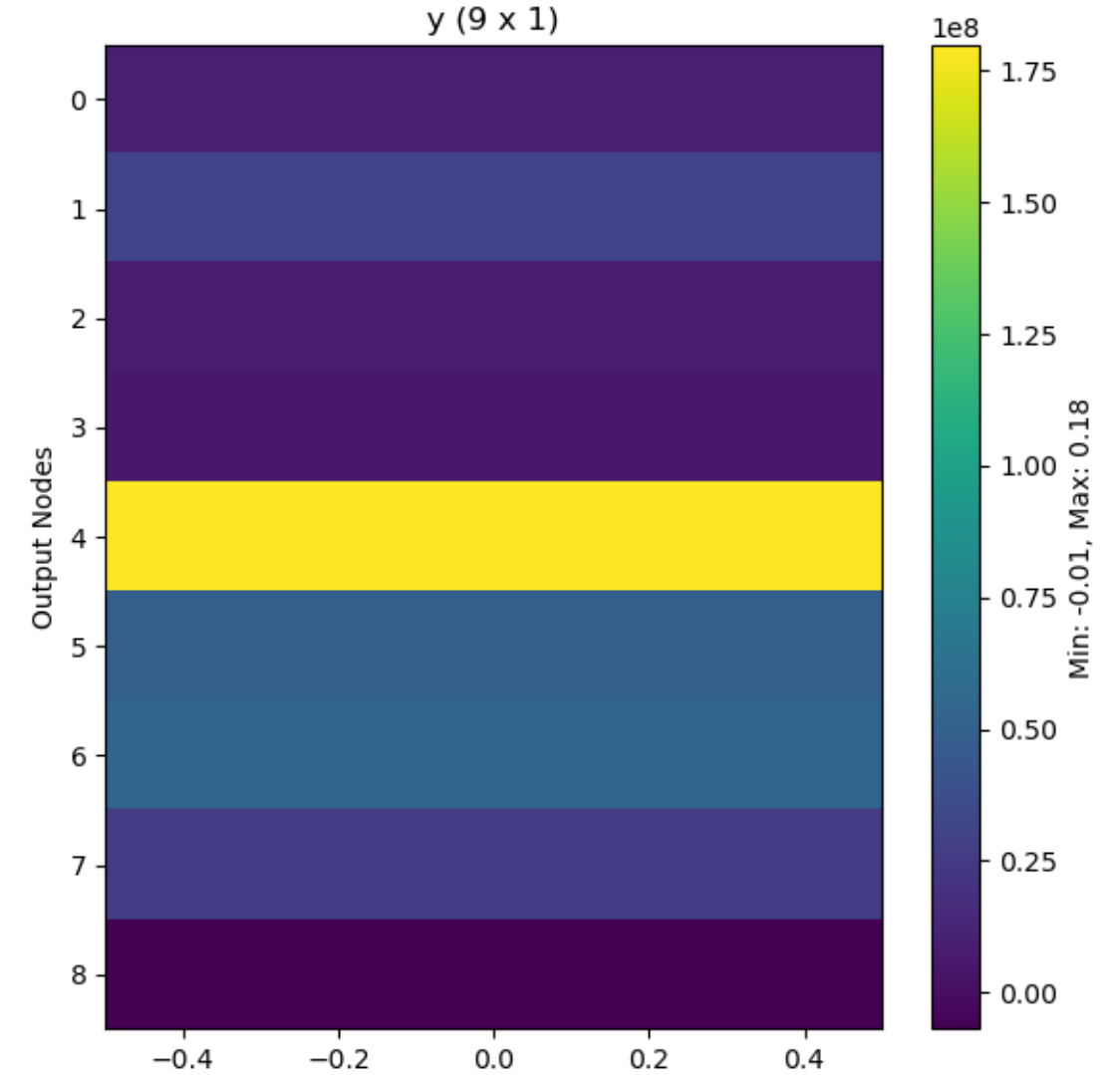
W @ x



new x (Neurons: 100)

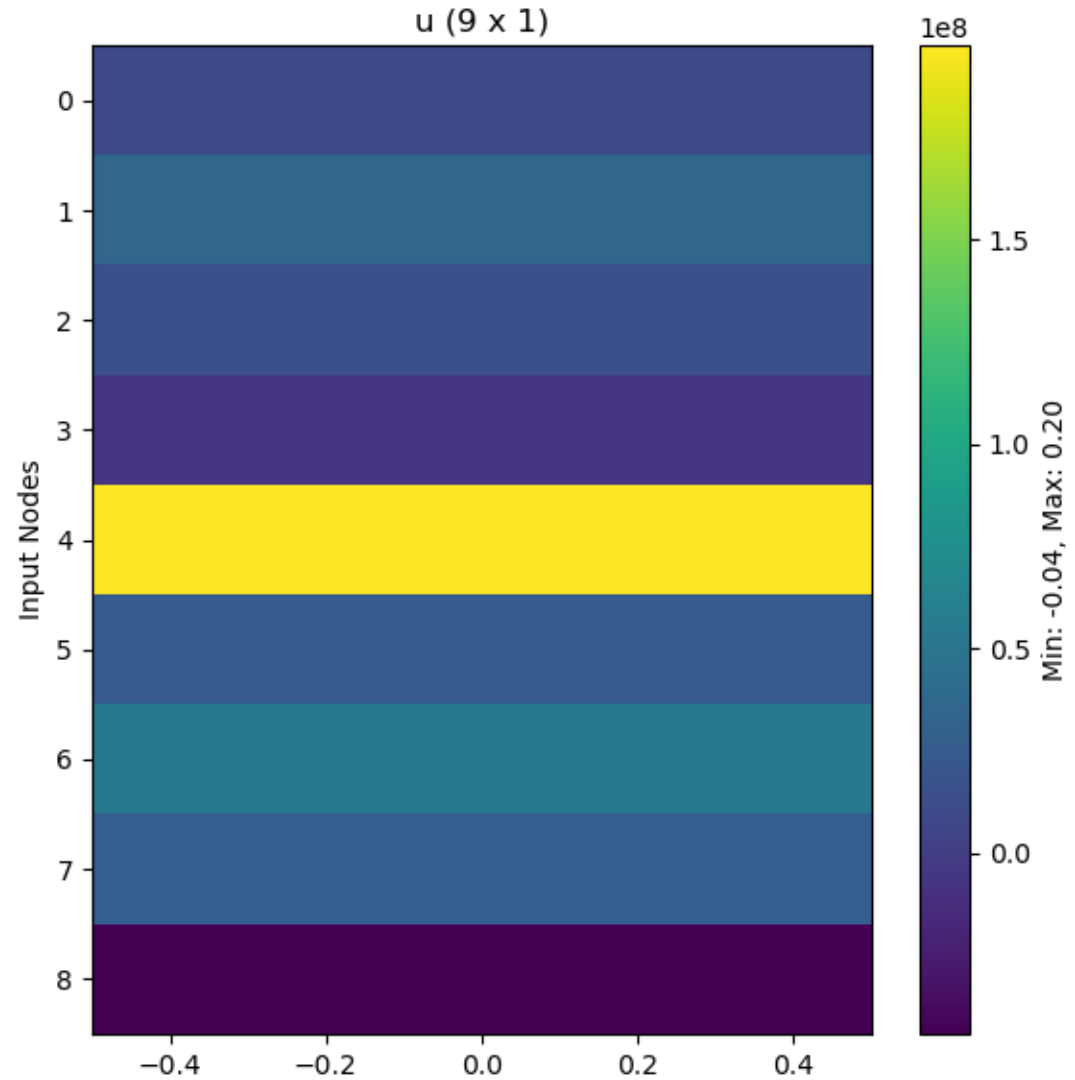


y (9 x 1)

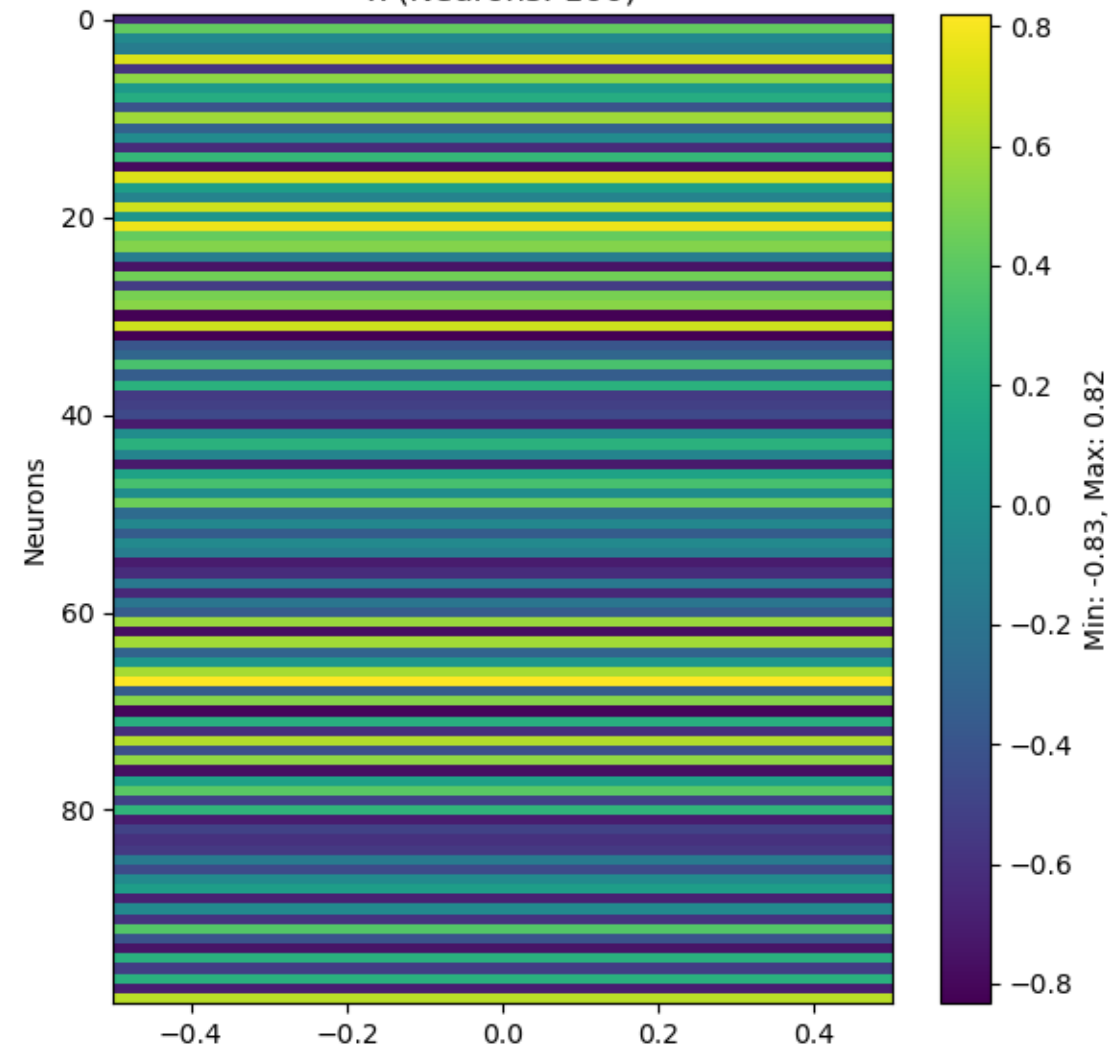


(d: 7, t: 15)

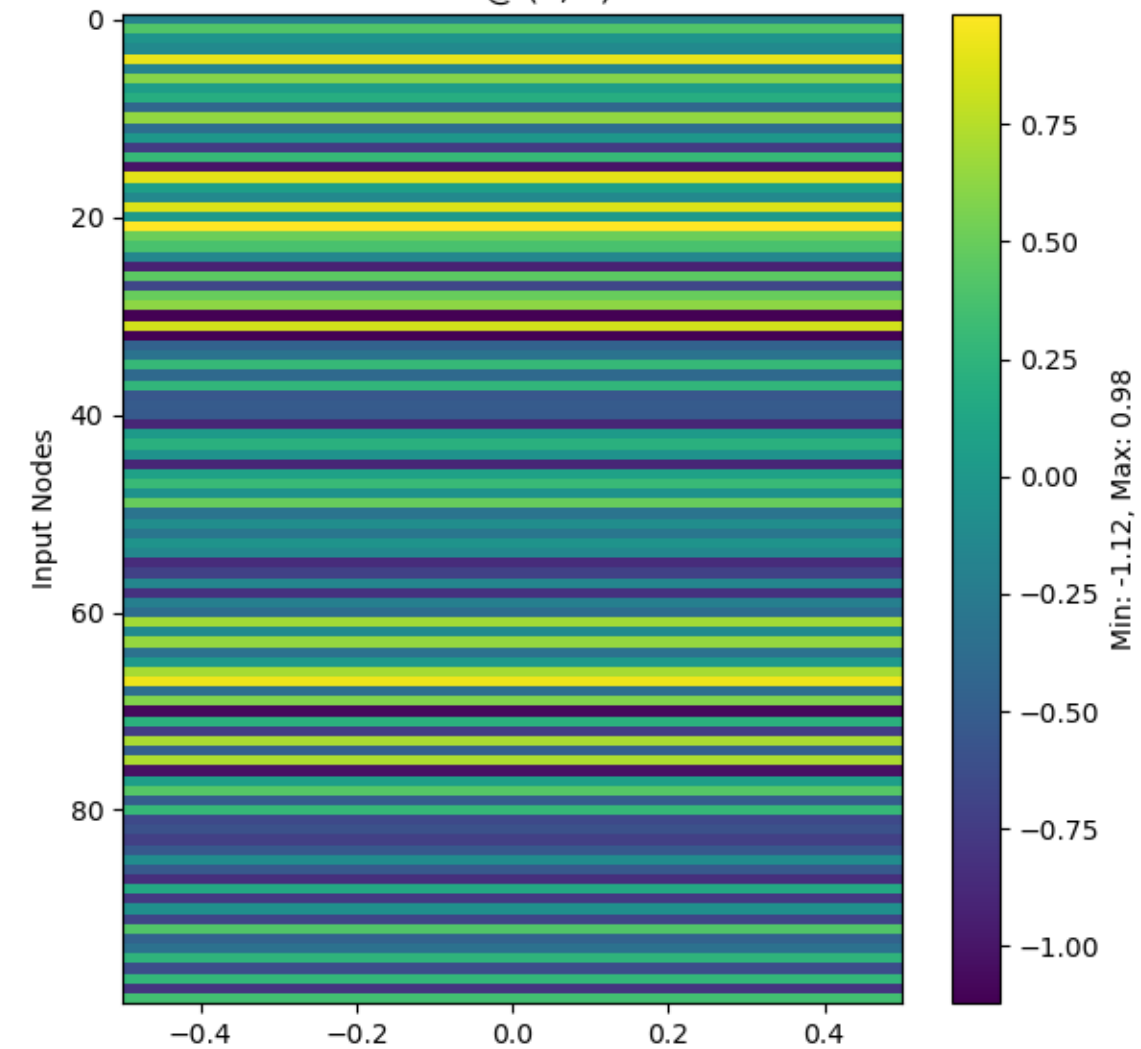
u (9 x 1)



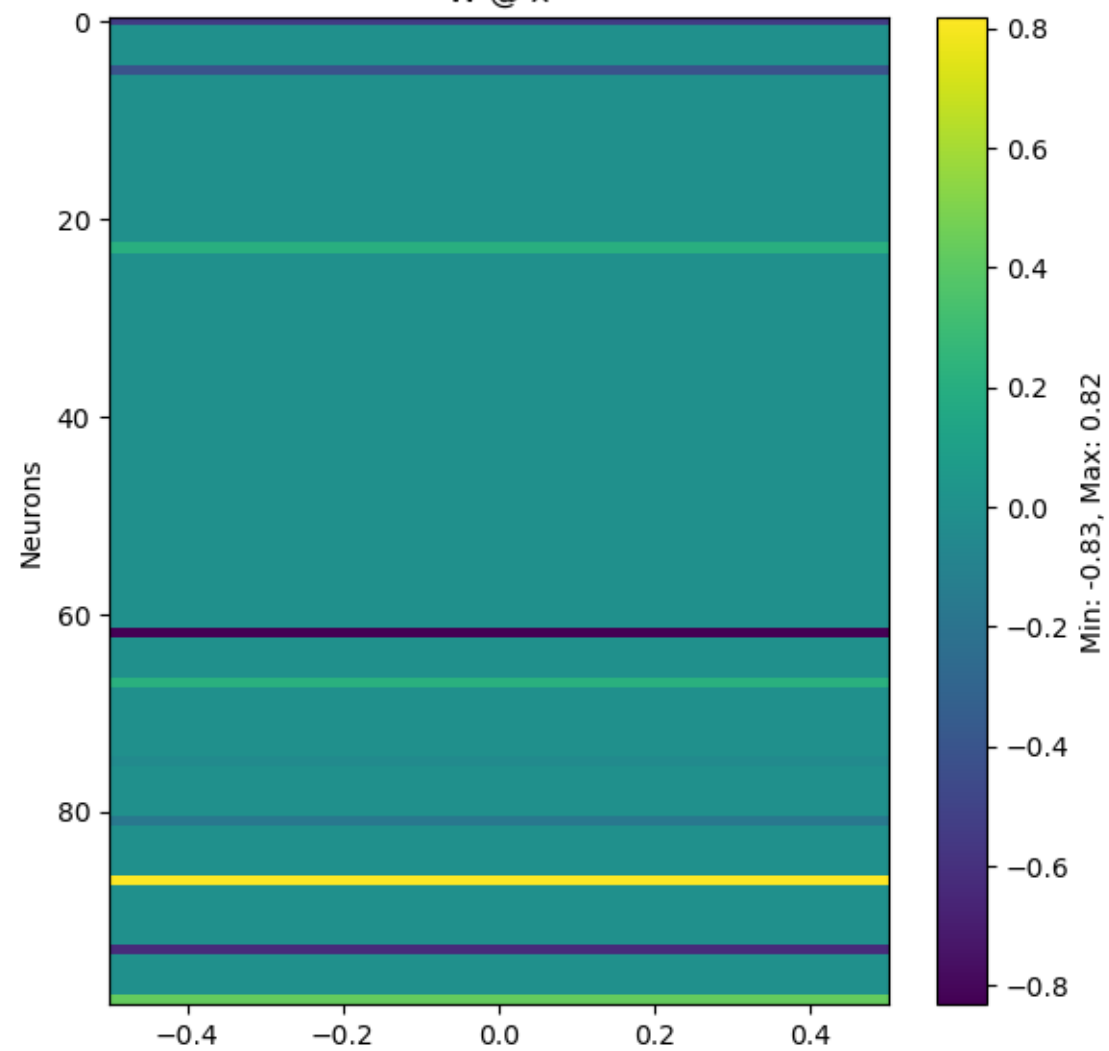
x (Neurons: 100)



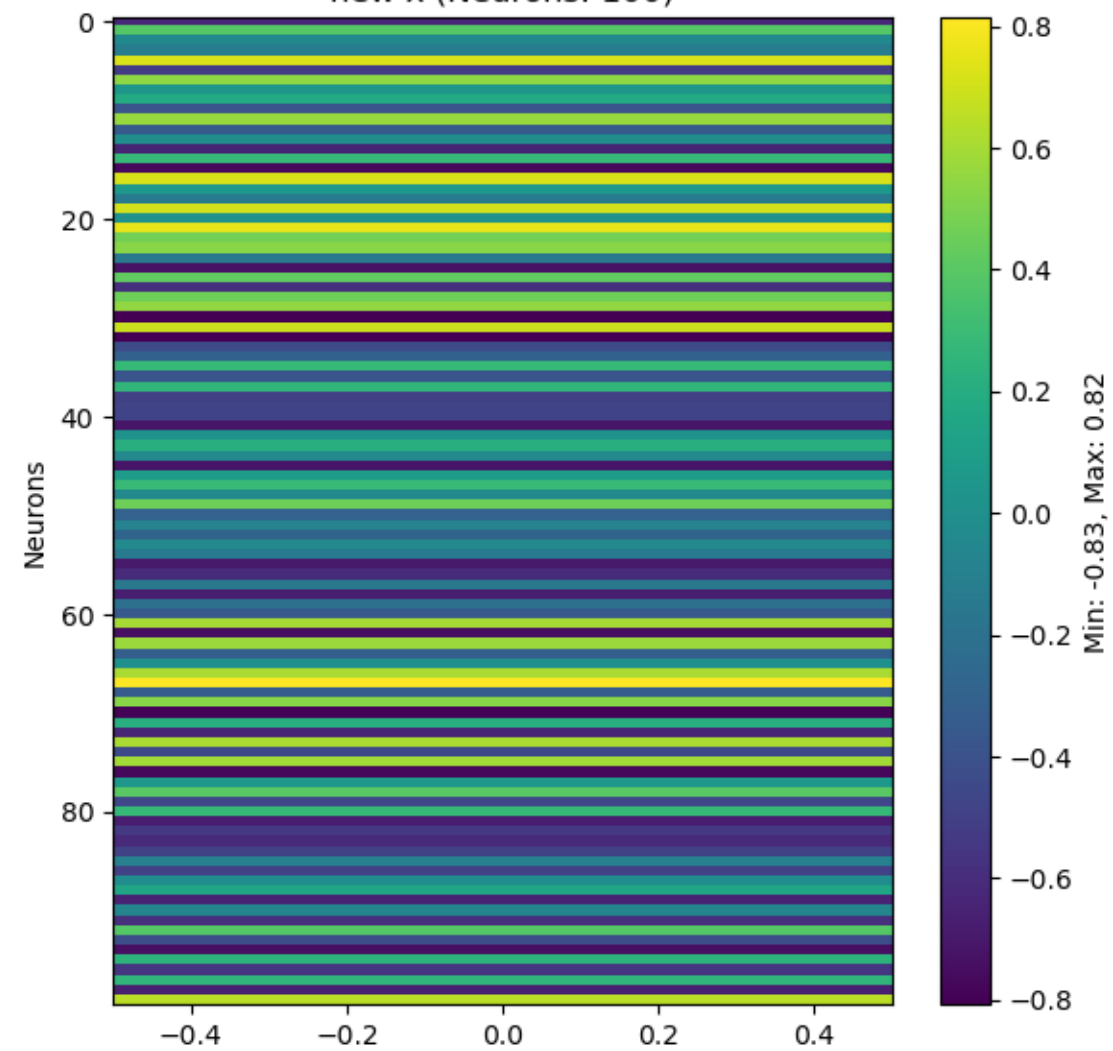
Win @ (1, u)



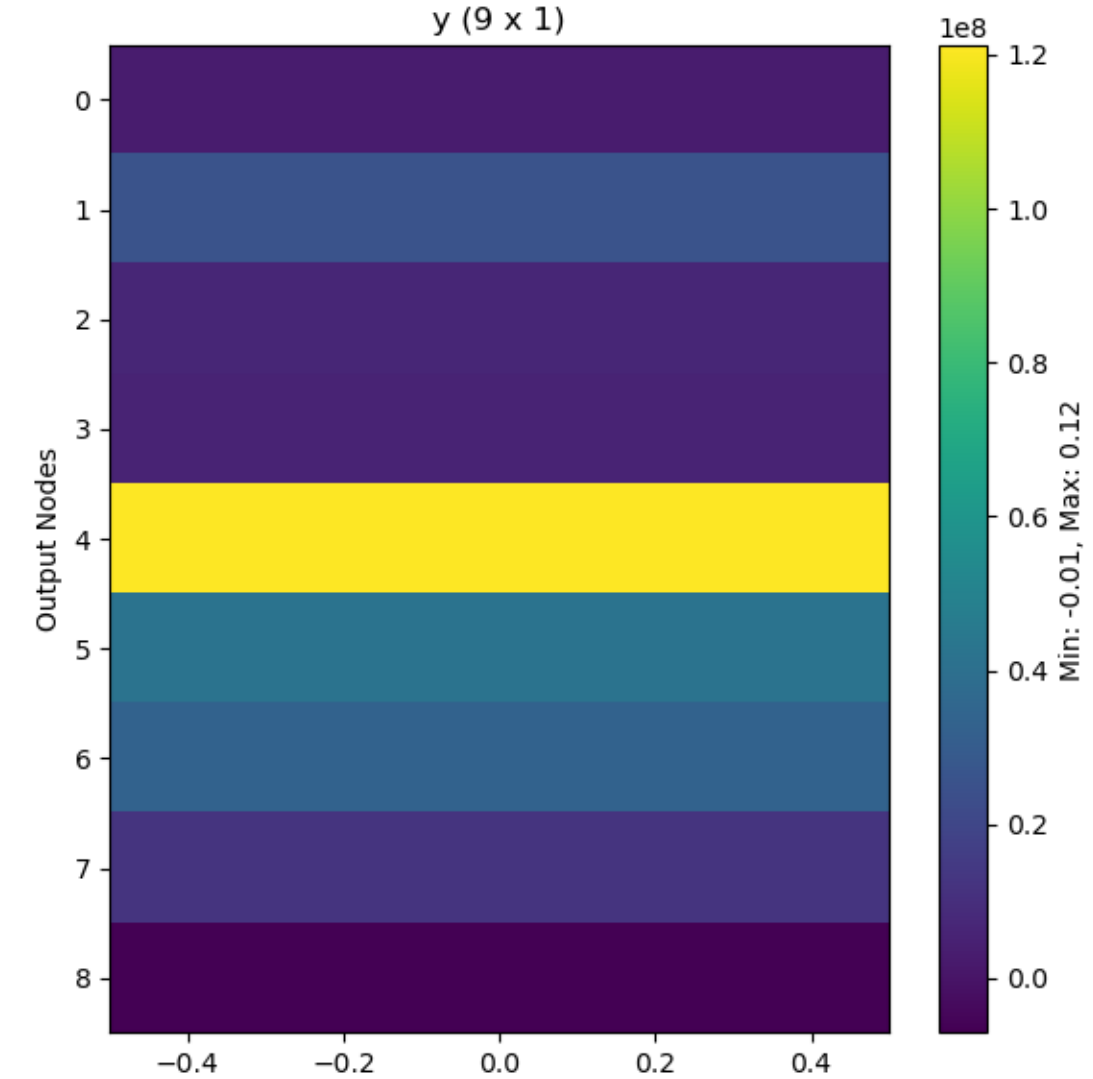
W @ x



new x (Neurons: 100)



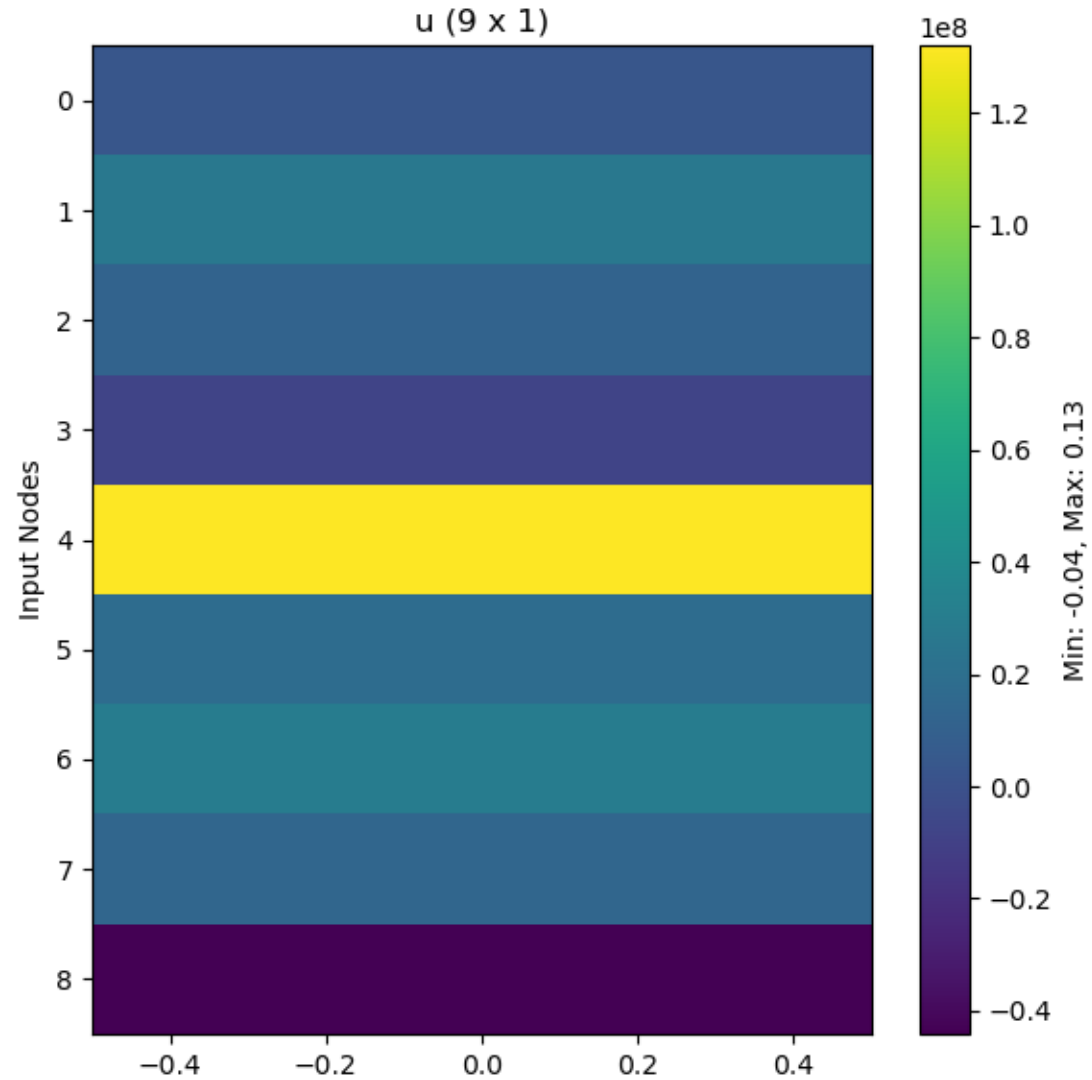
y (9 x 1)



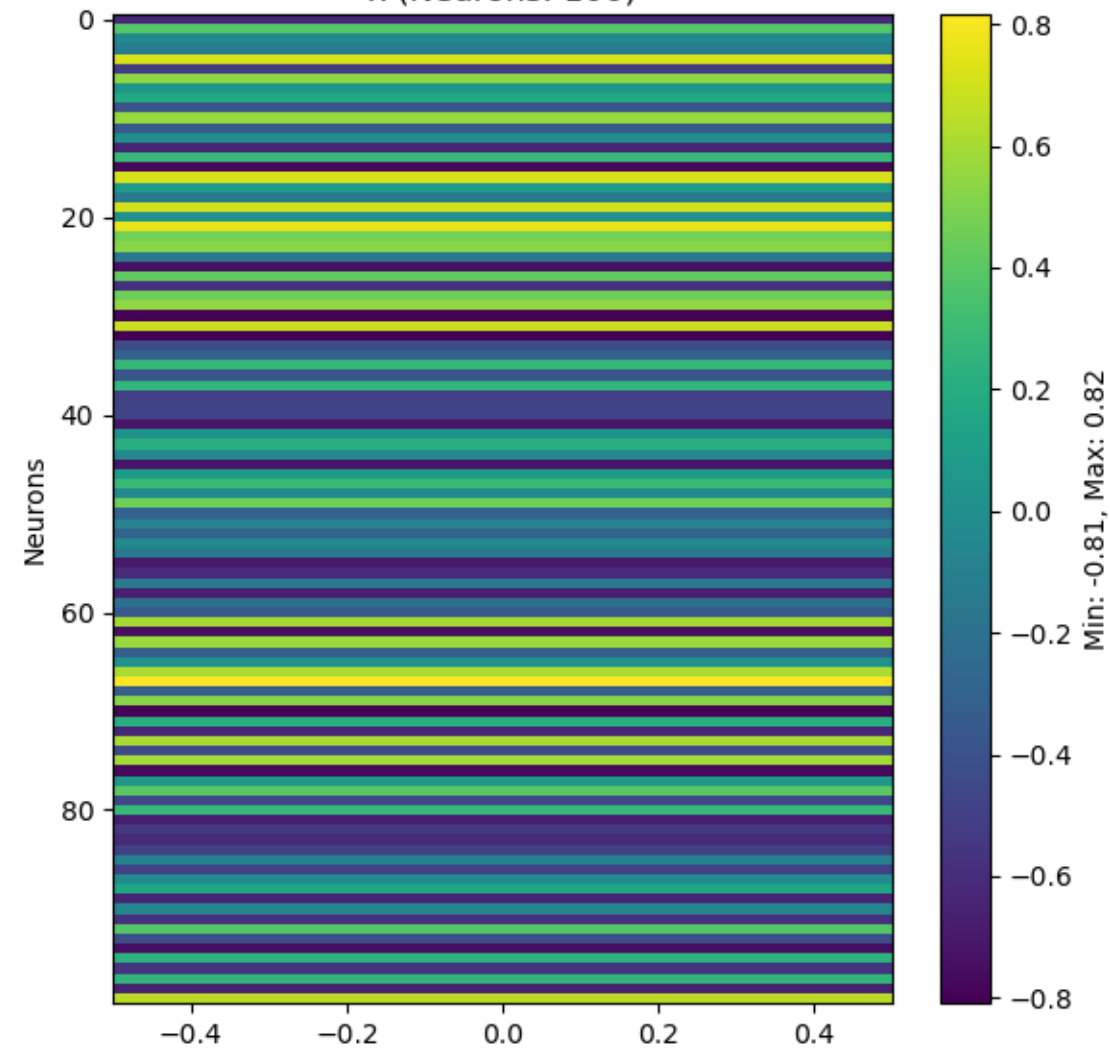


(d: 8, t: 15)

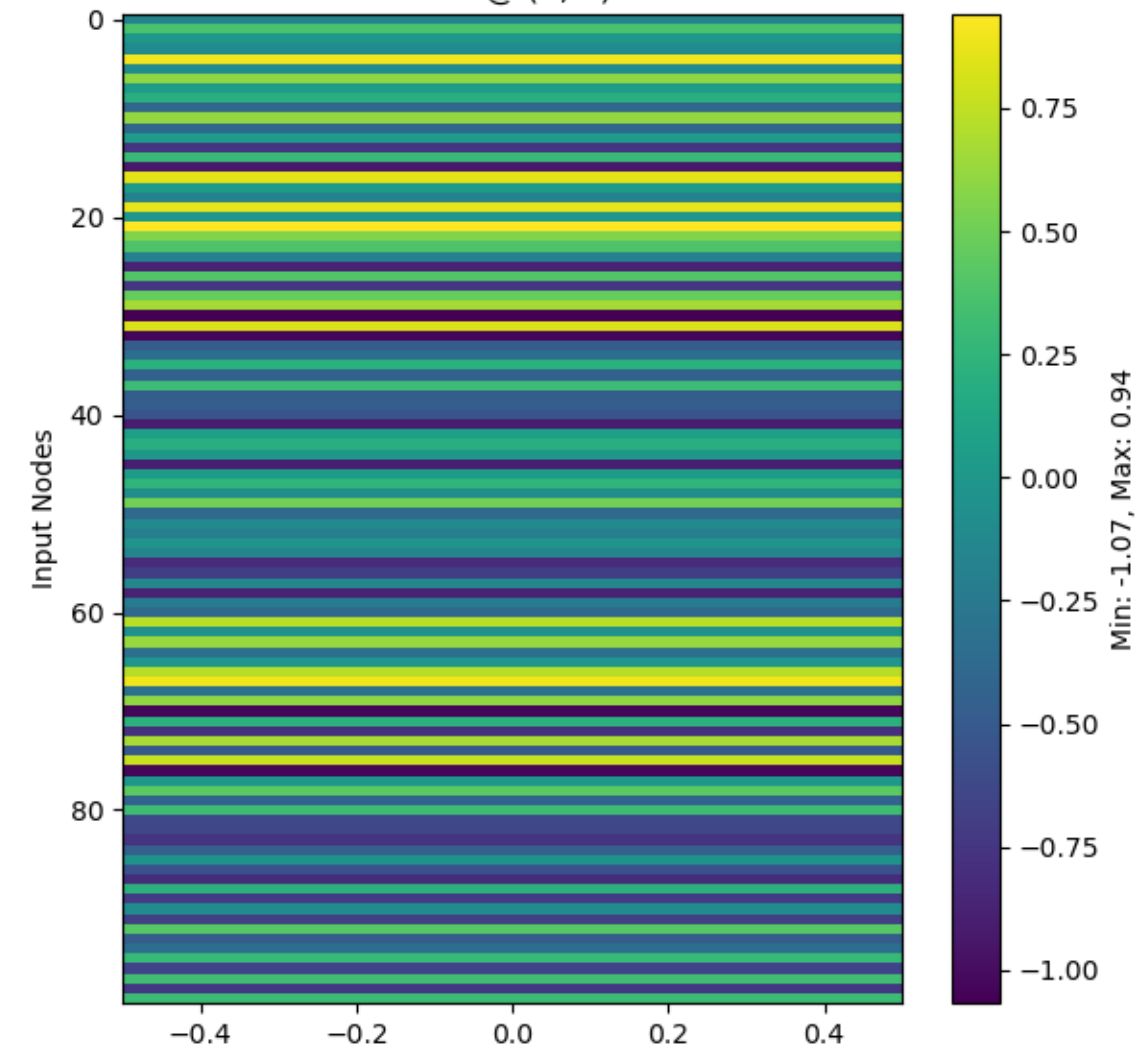
u (9 x 1)



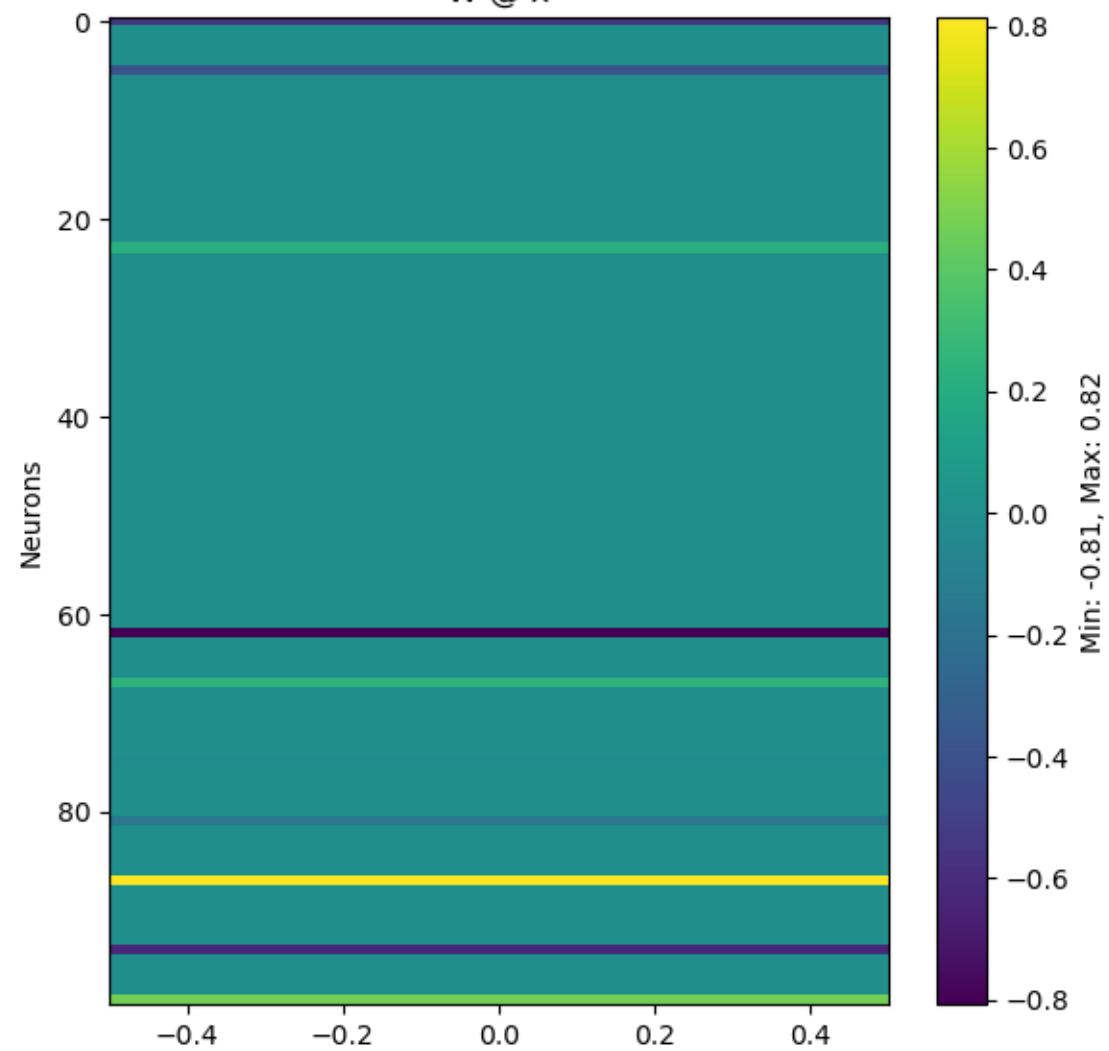
x (Neurons: 100)



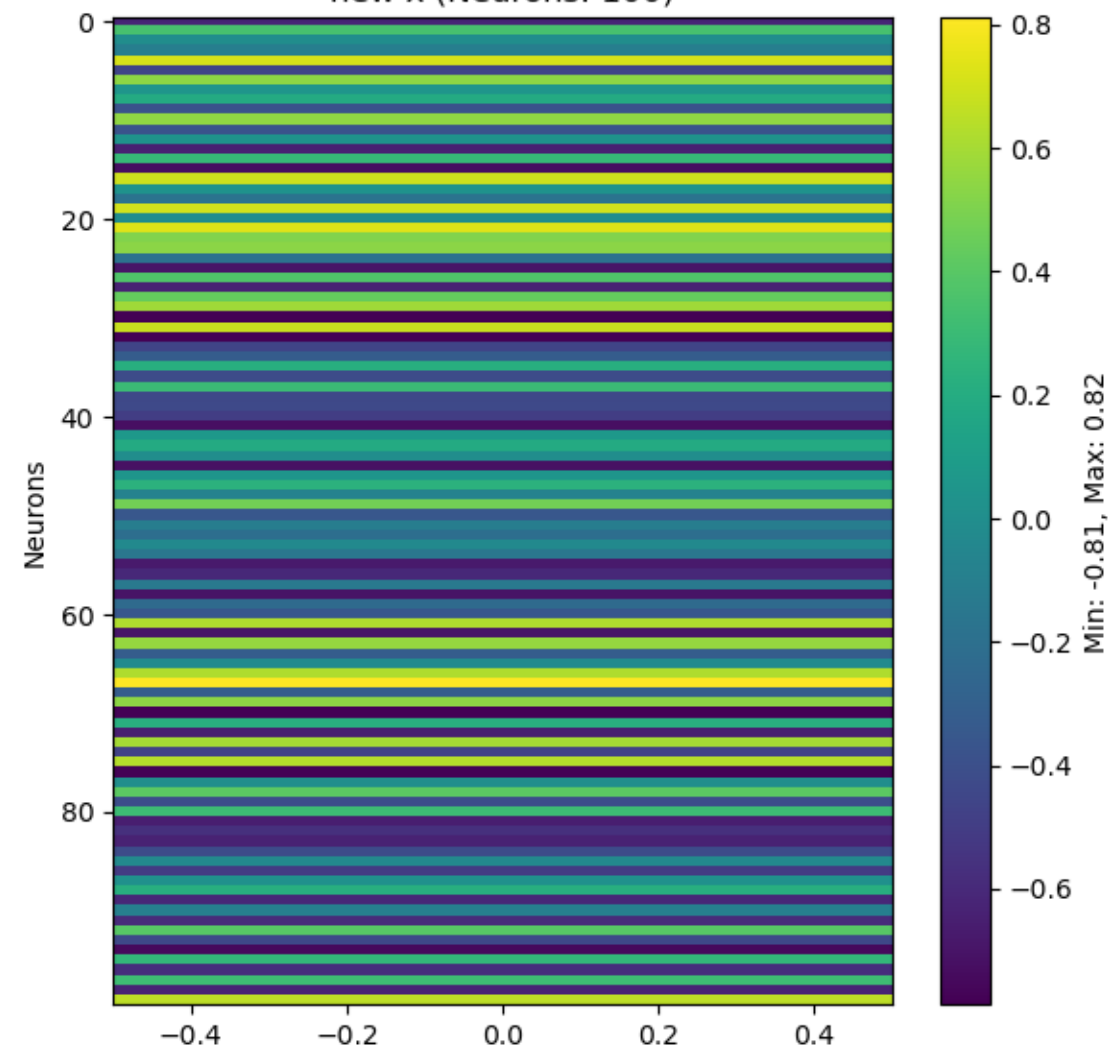
Win @ (1, u)



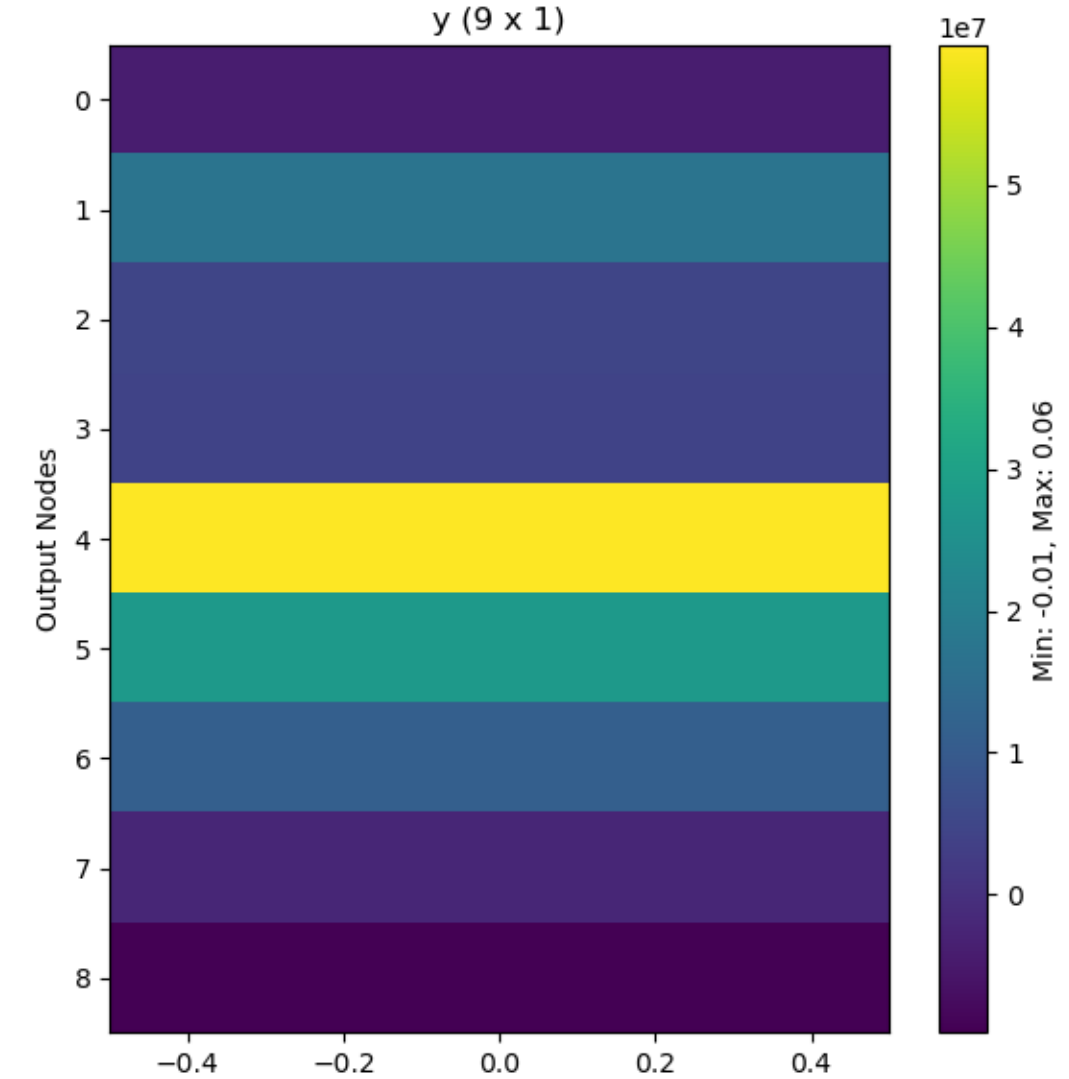
W @ x



new x (Neurons: 100)

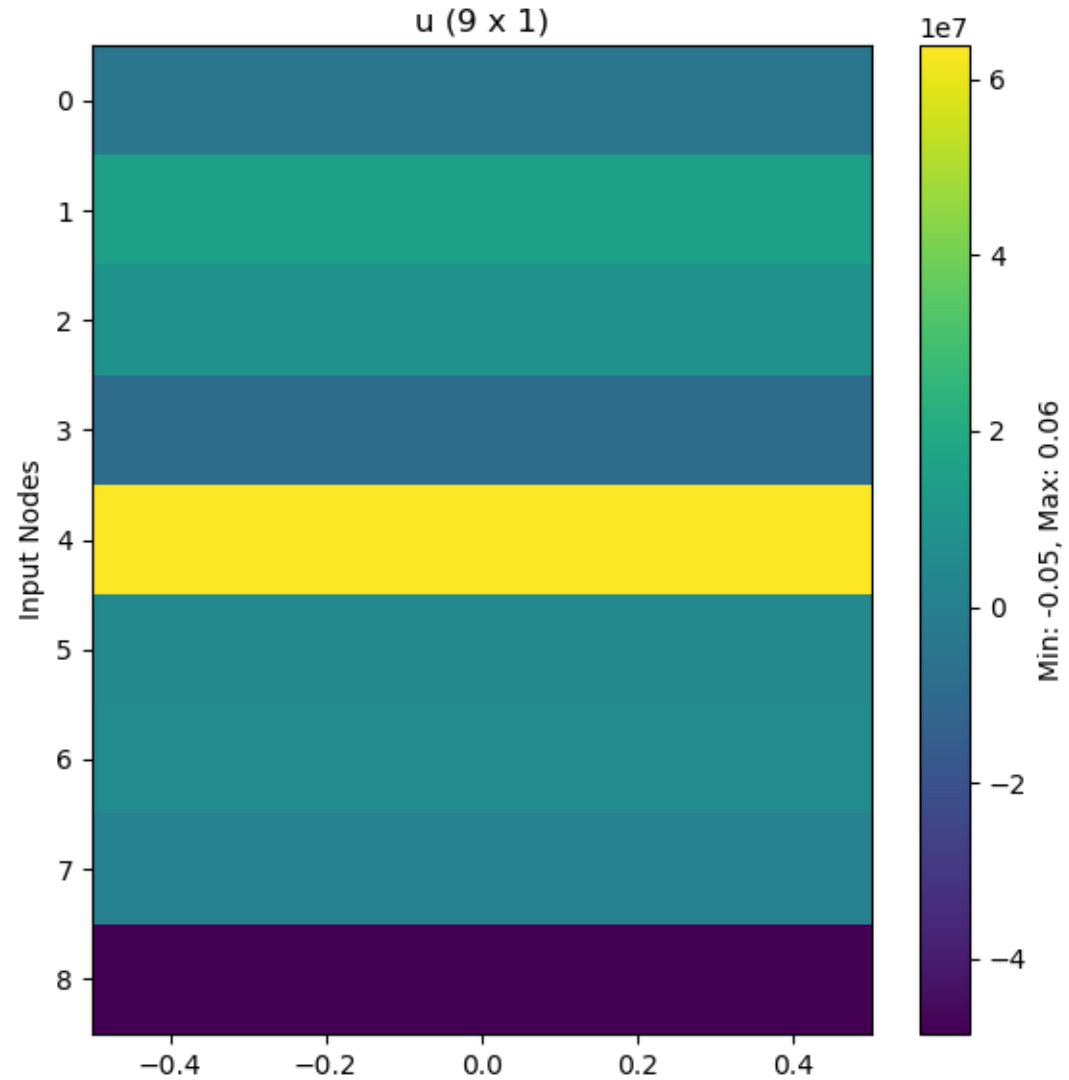


y (9 x 1)

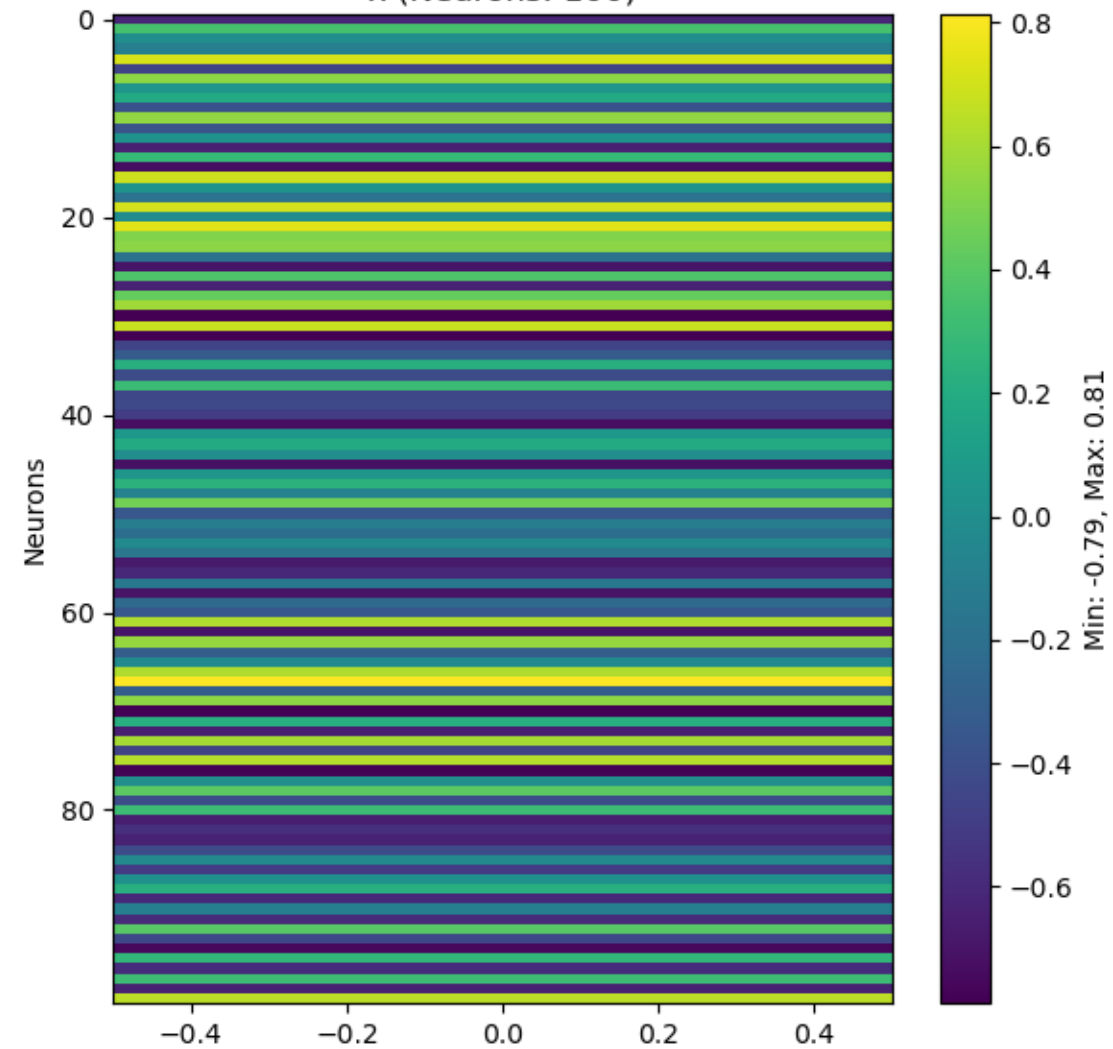


(d: 9, t: 15)

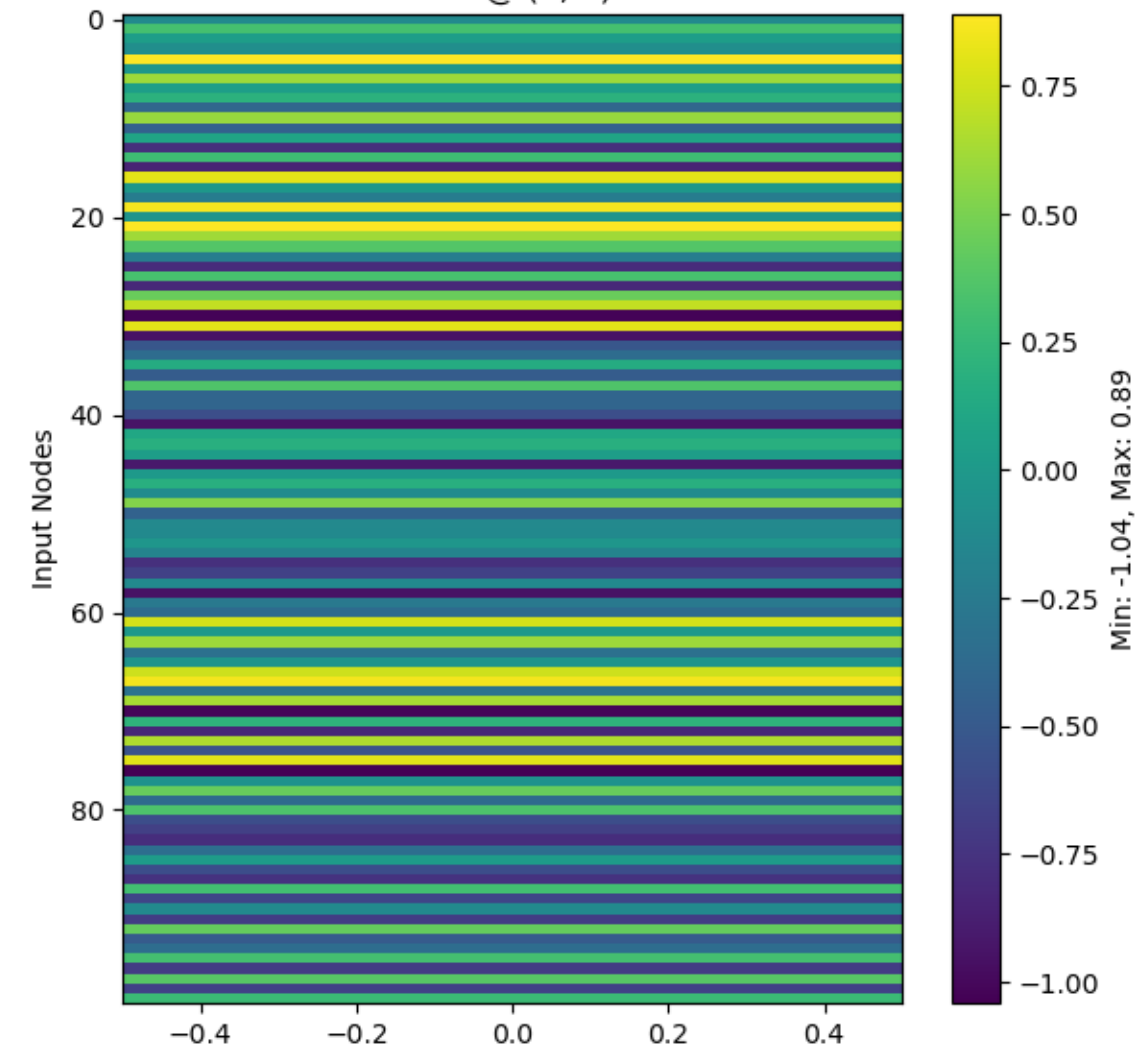
u (9 x 1)



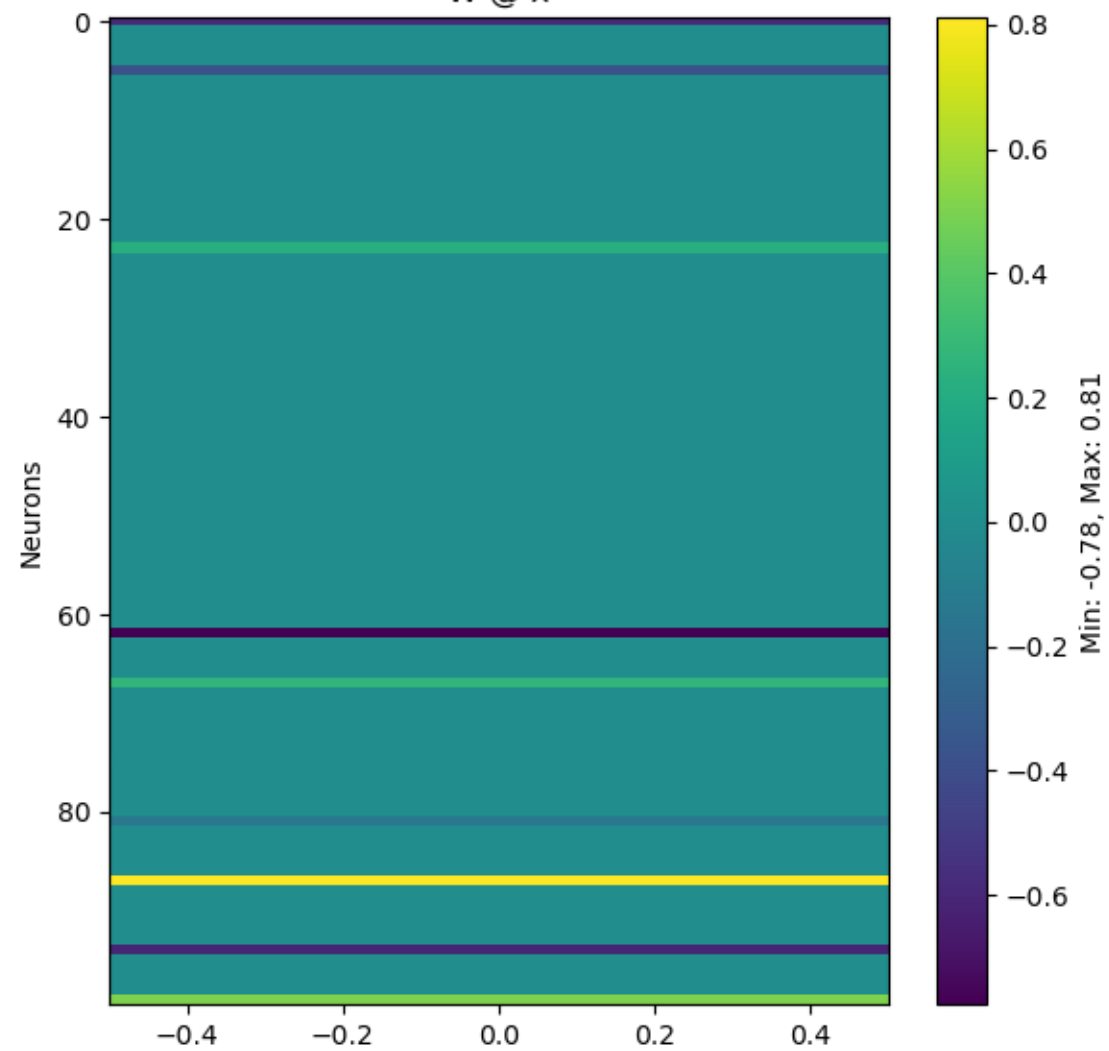
x (Neurons: 100)



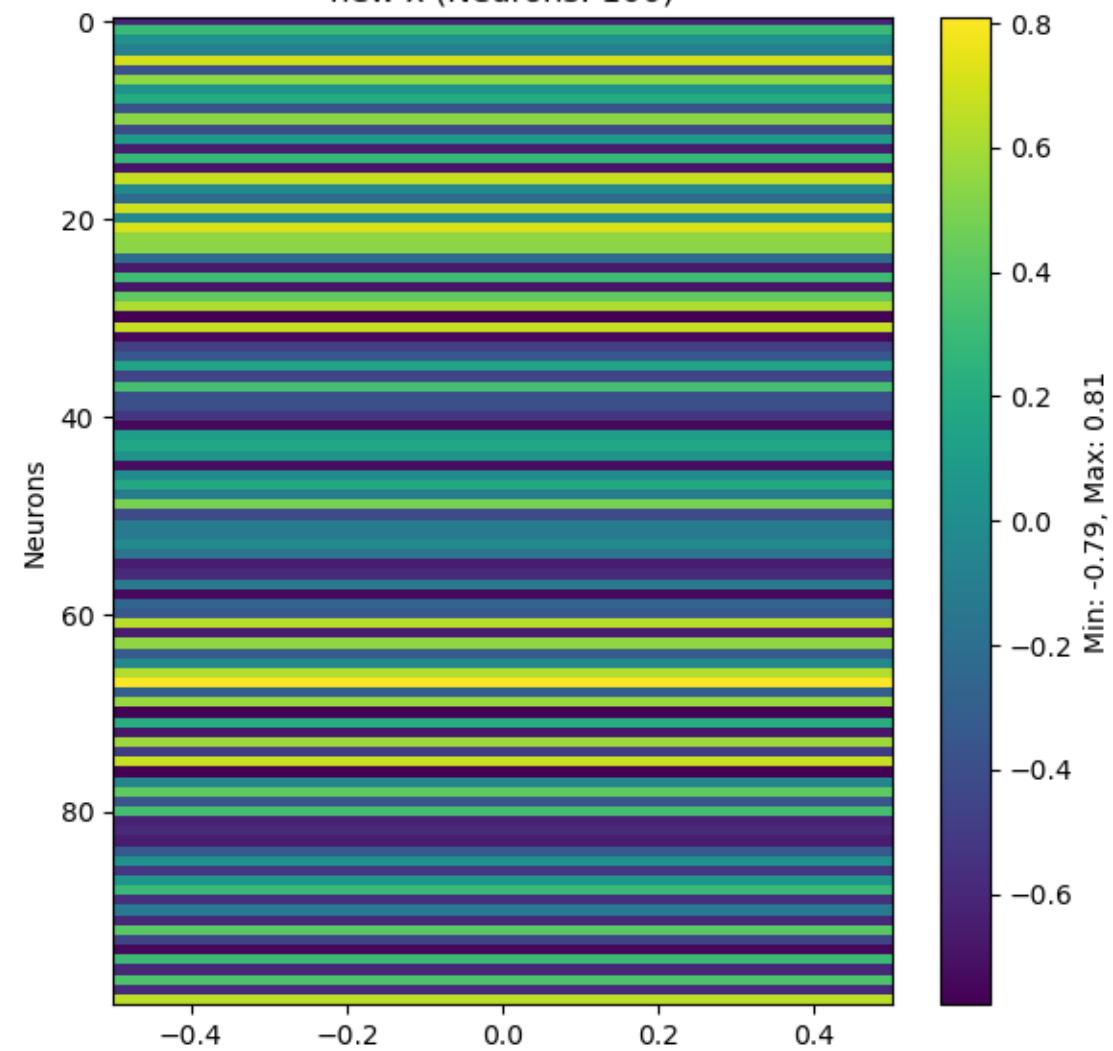
Win @ (1, u)



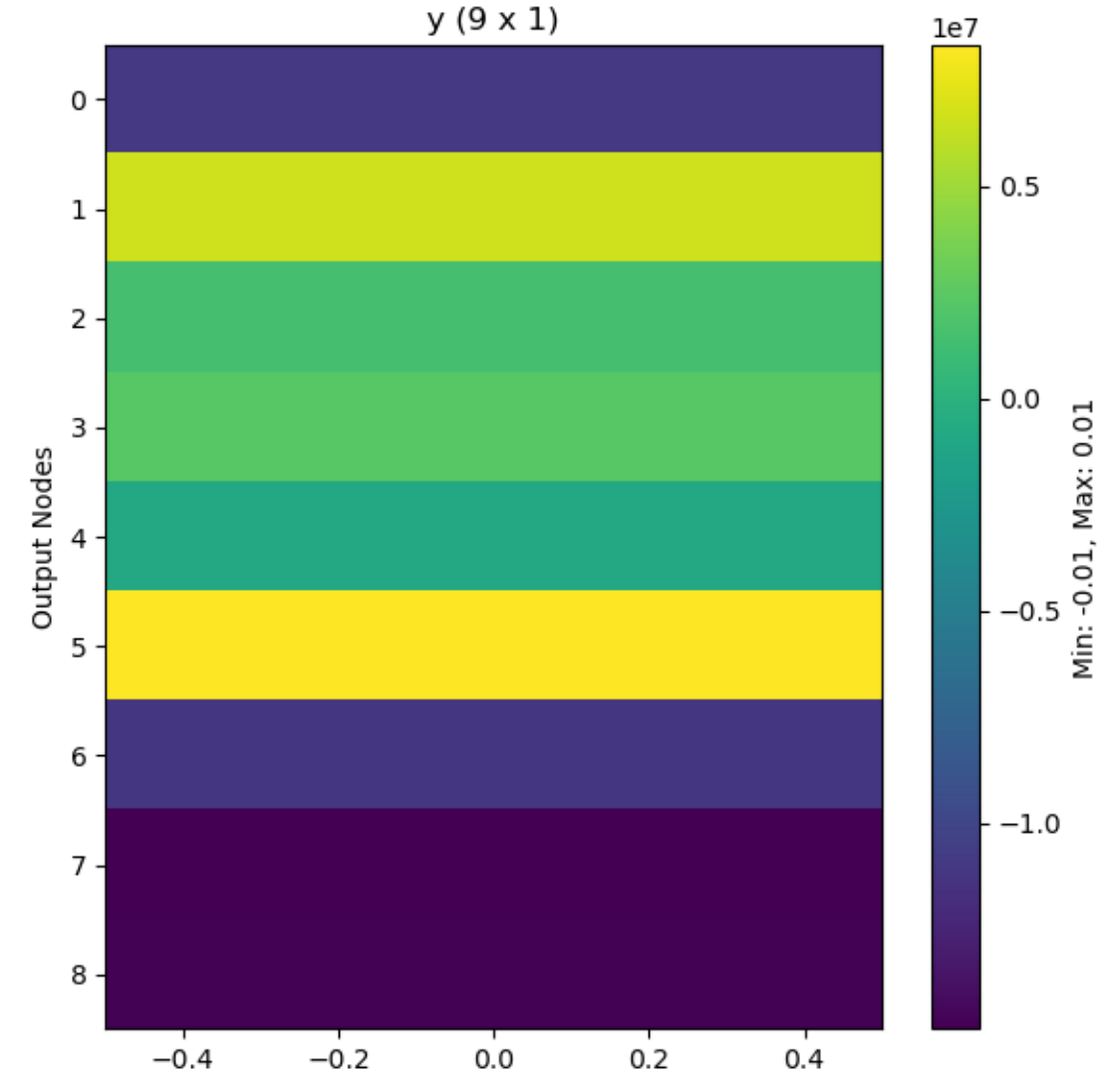
W @ x



new x (Neurons: 100)

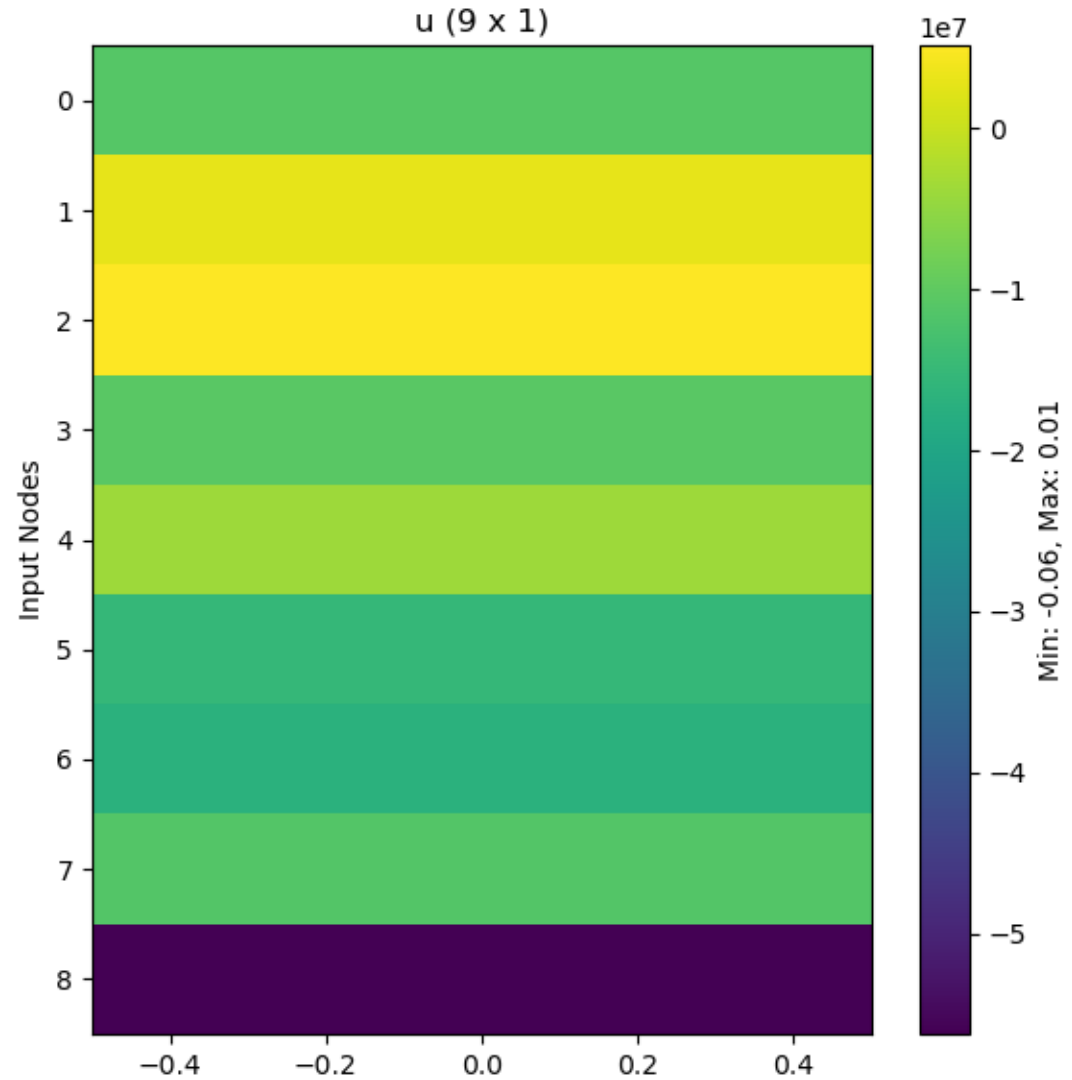


y (9 x 1)

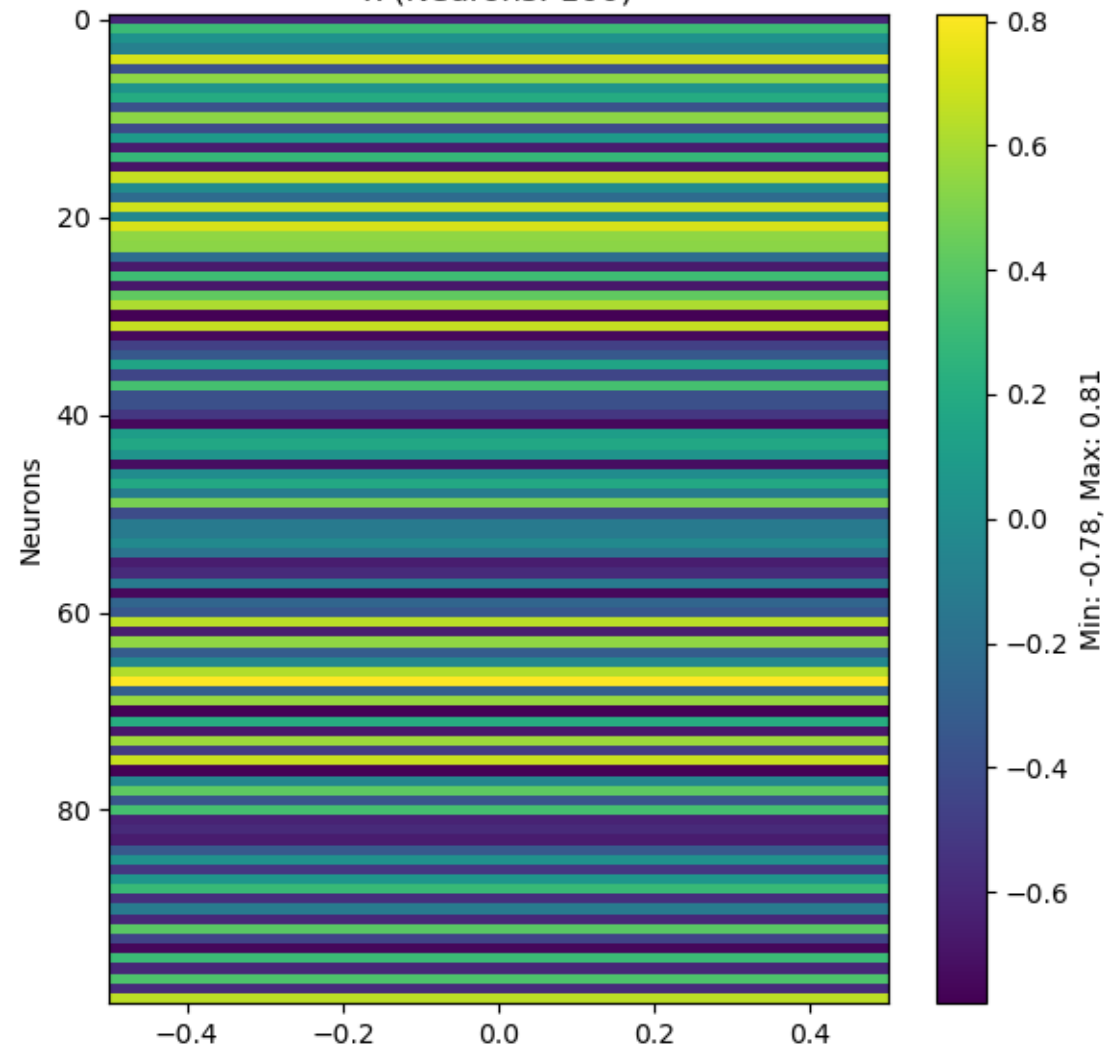


(d: 10, t: 15)

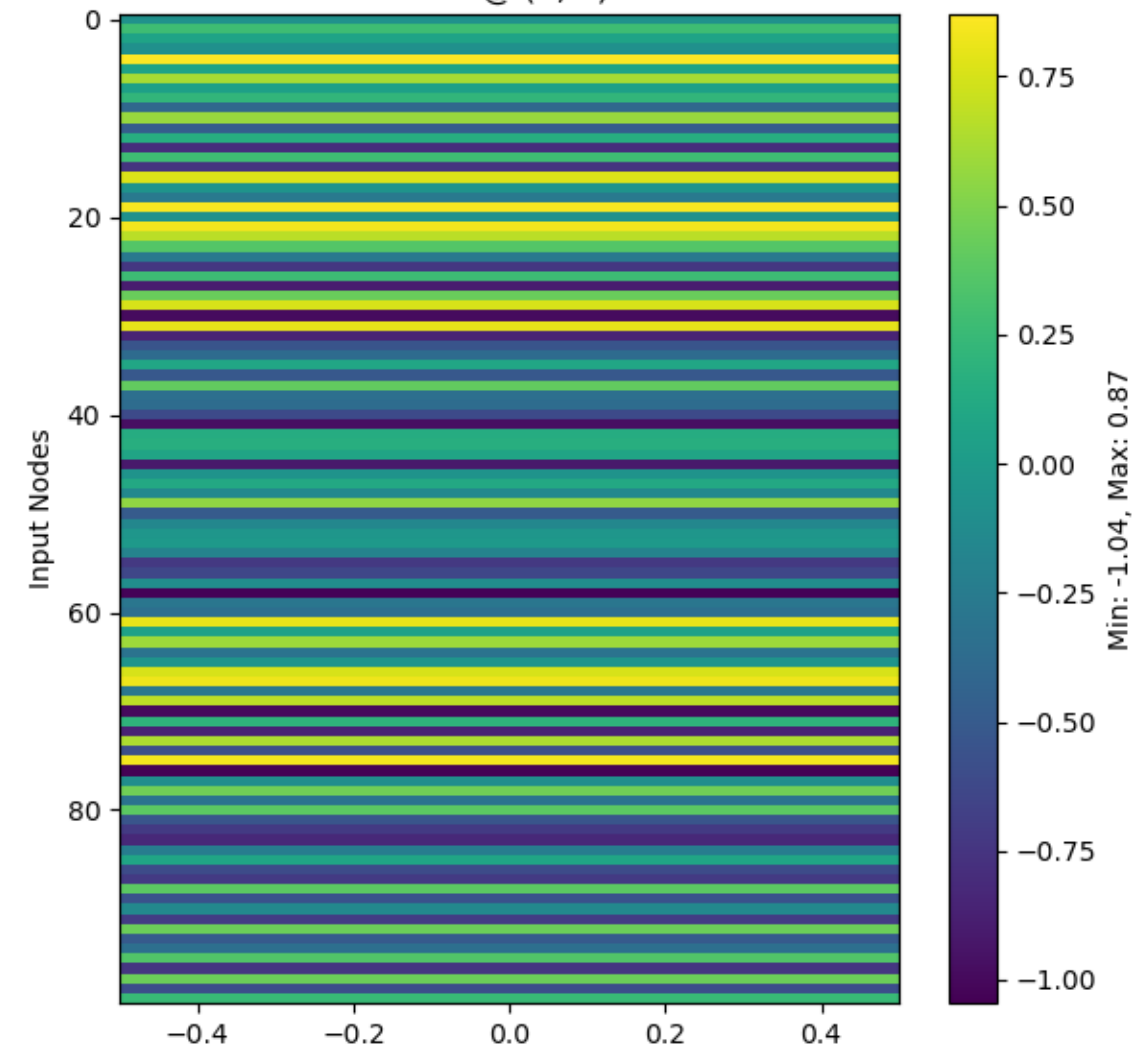
u (9 x 1)



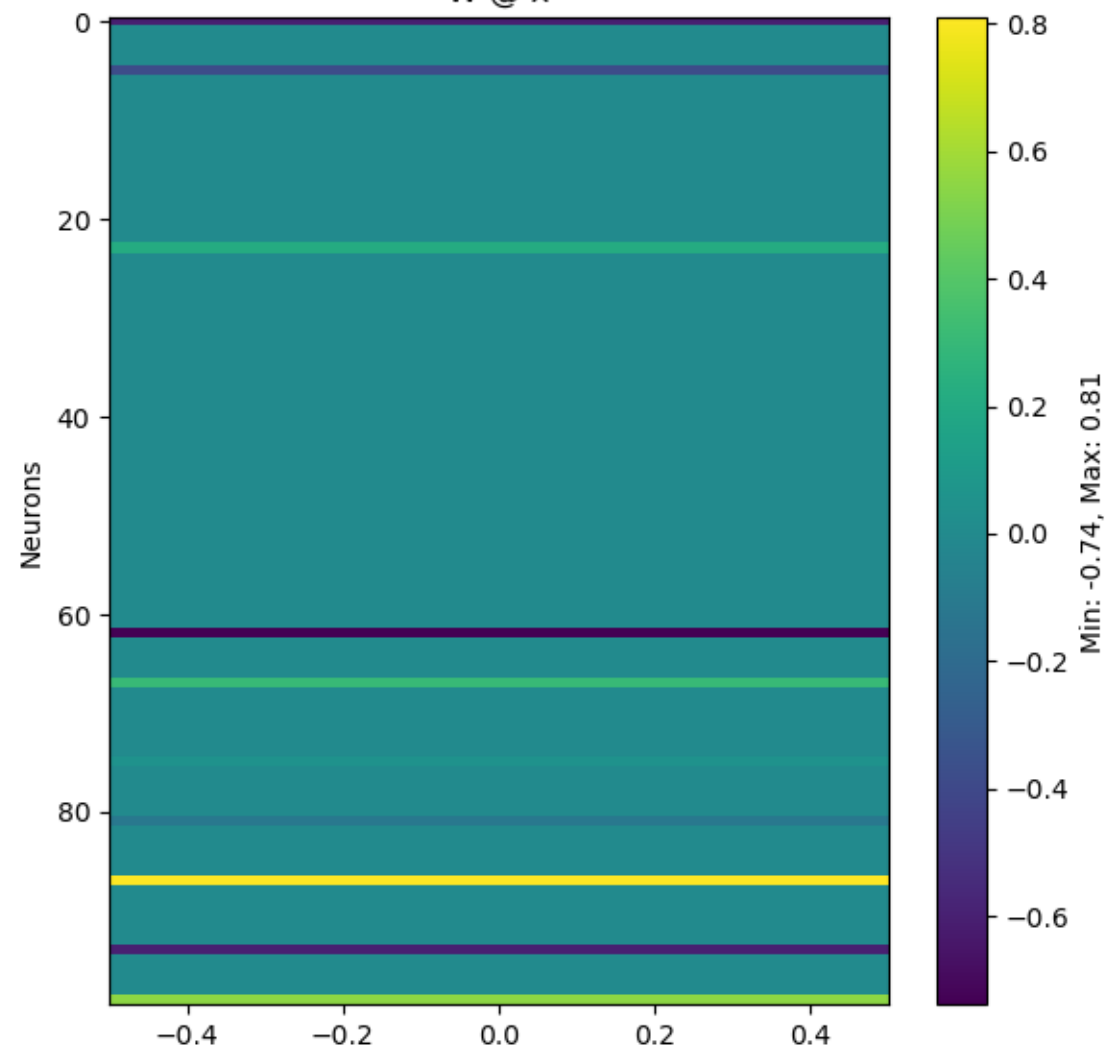
x (Neurons: 100)



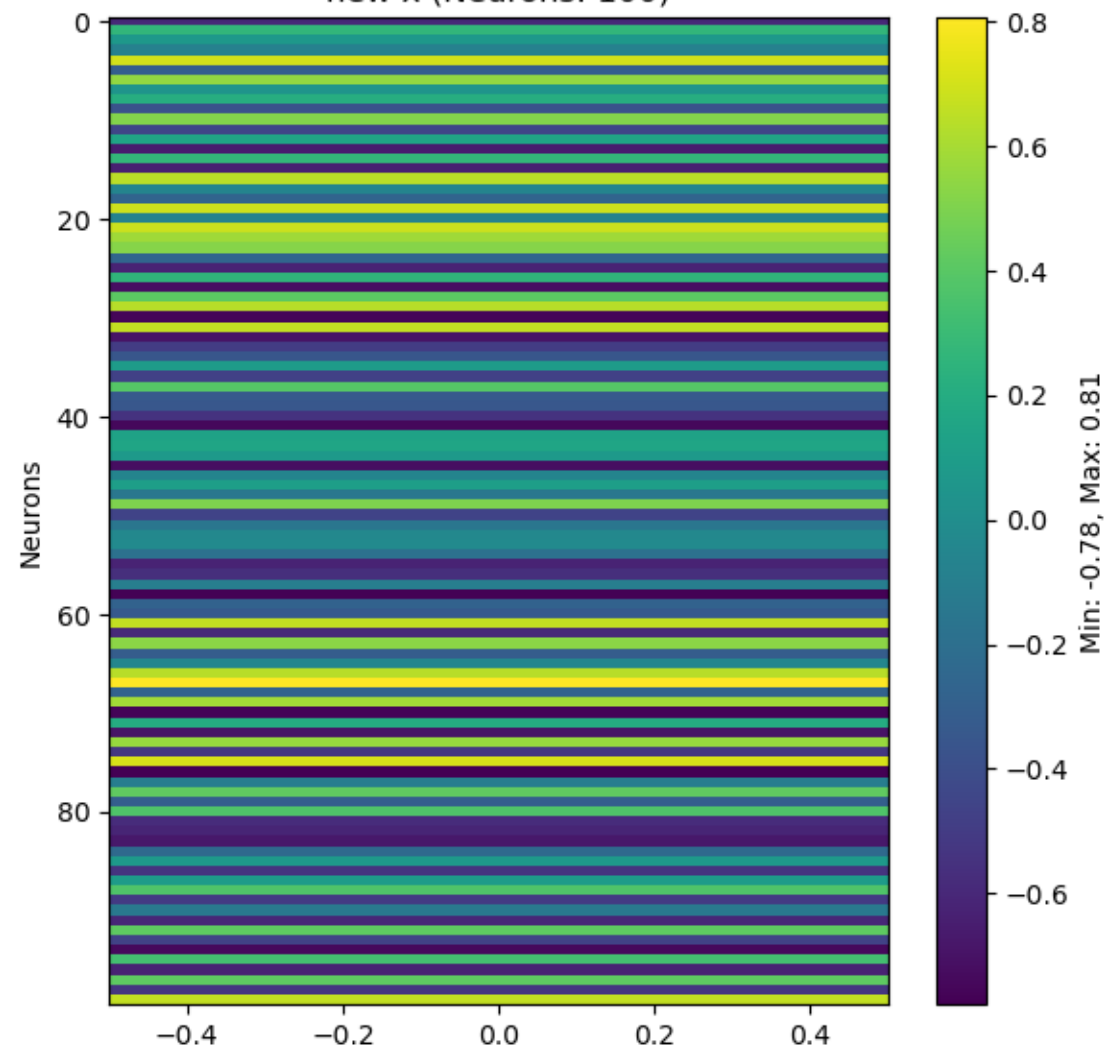
Win @ (1, u)



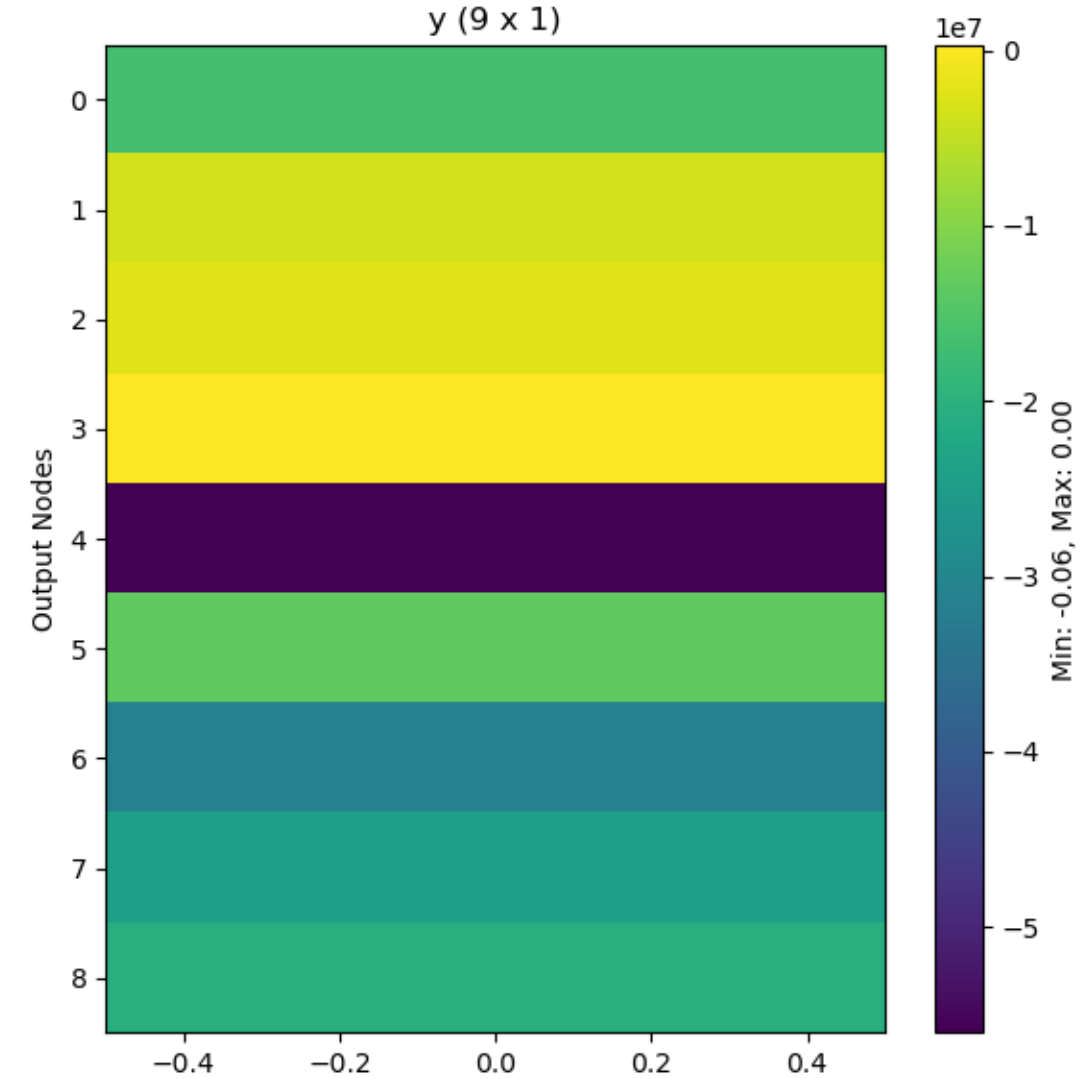
W @ x



new x (Neurons: 100)

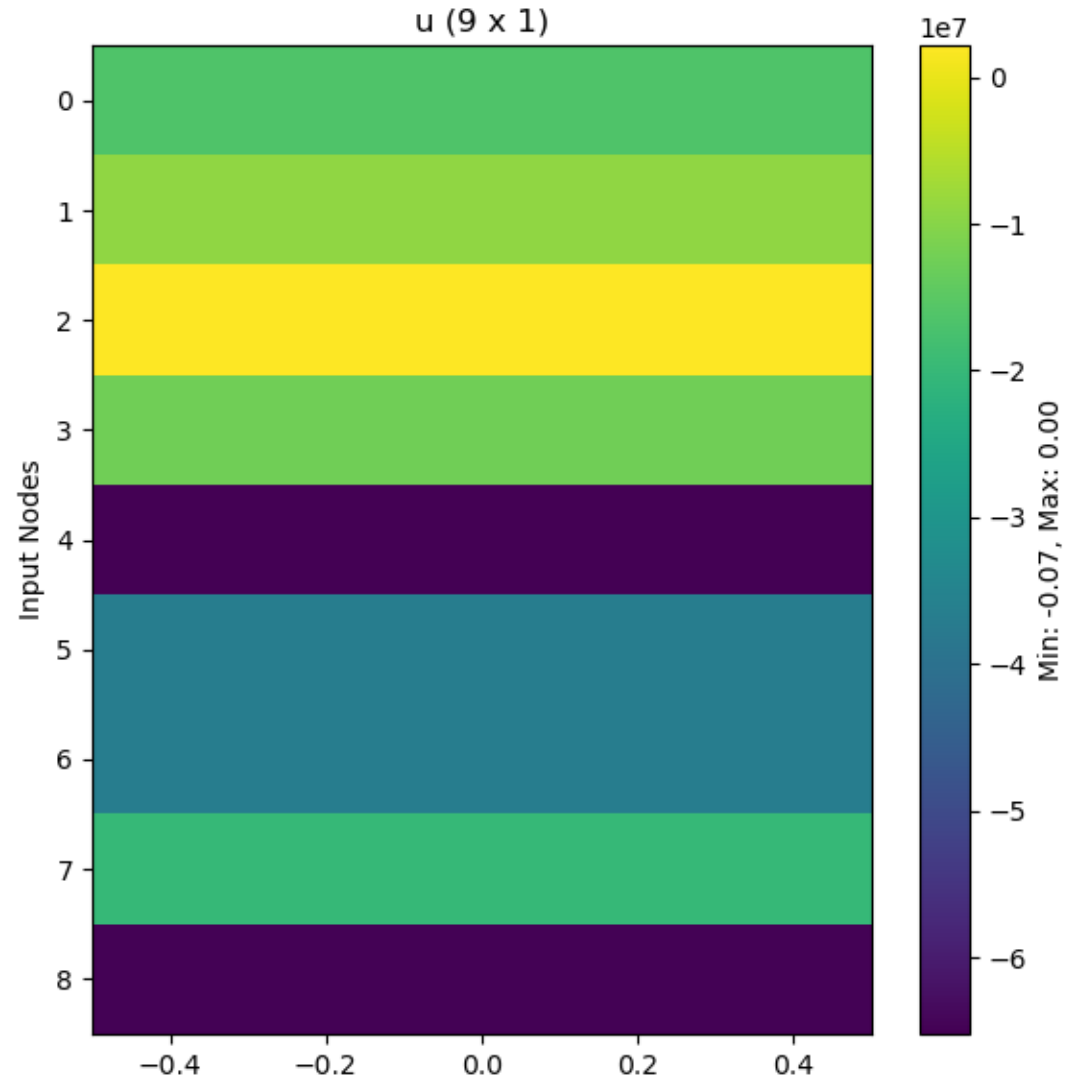


y (9 x 1)

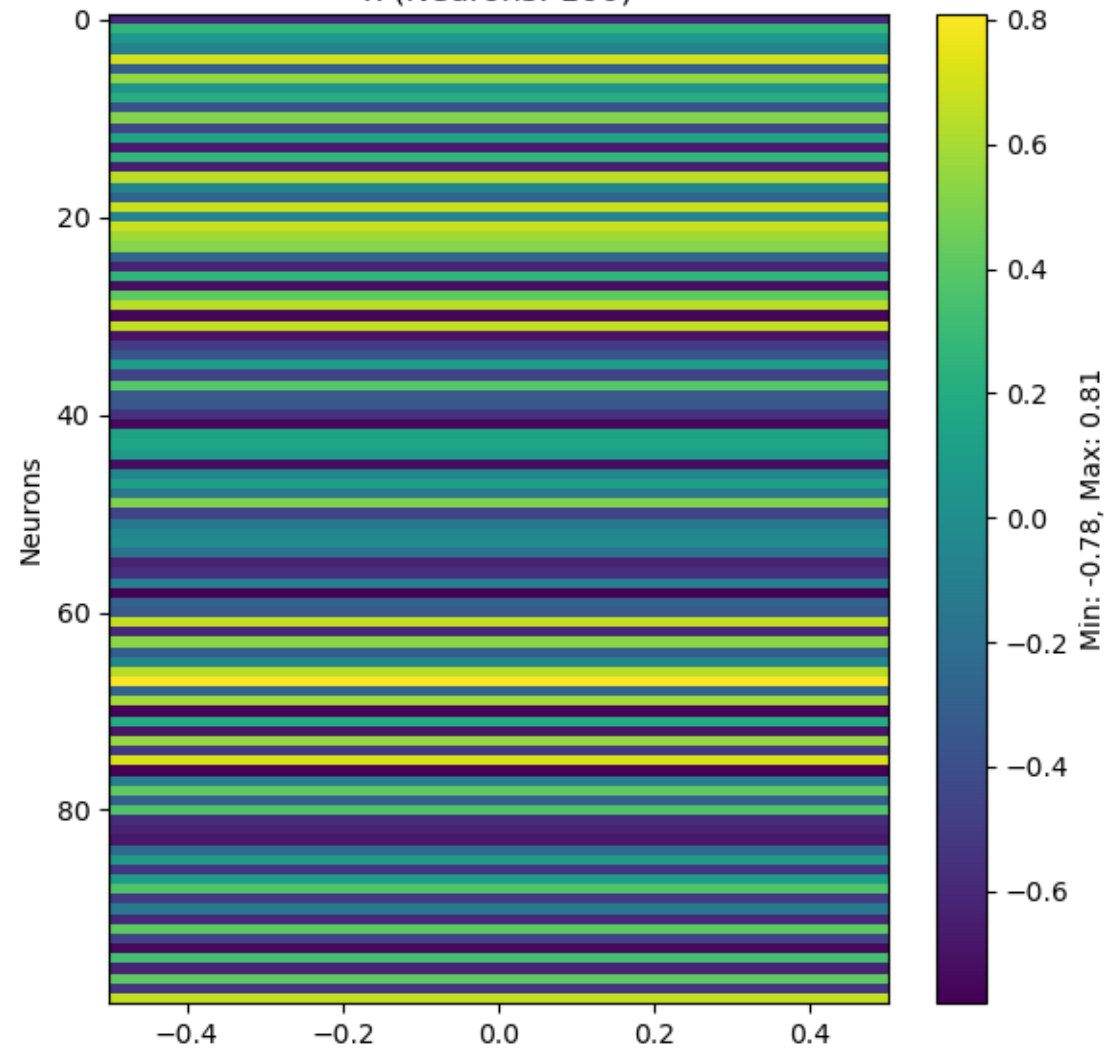


(d: 11, t: 15)

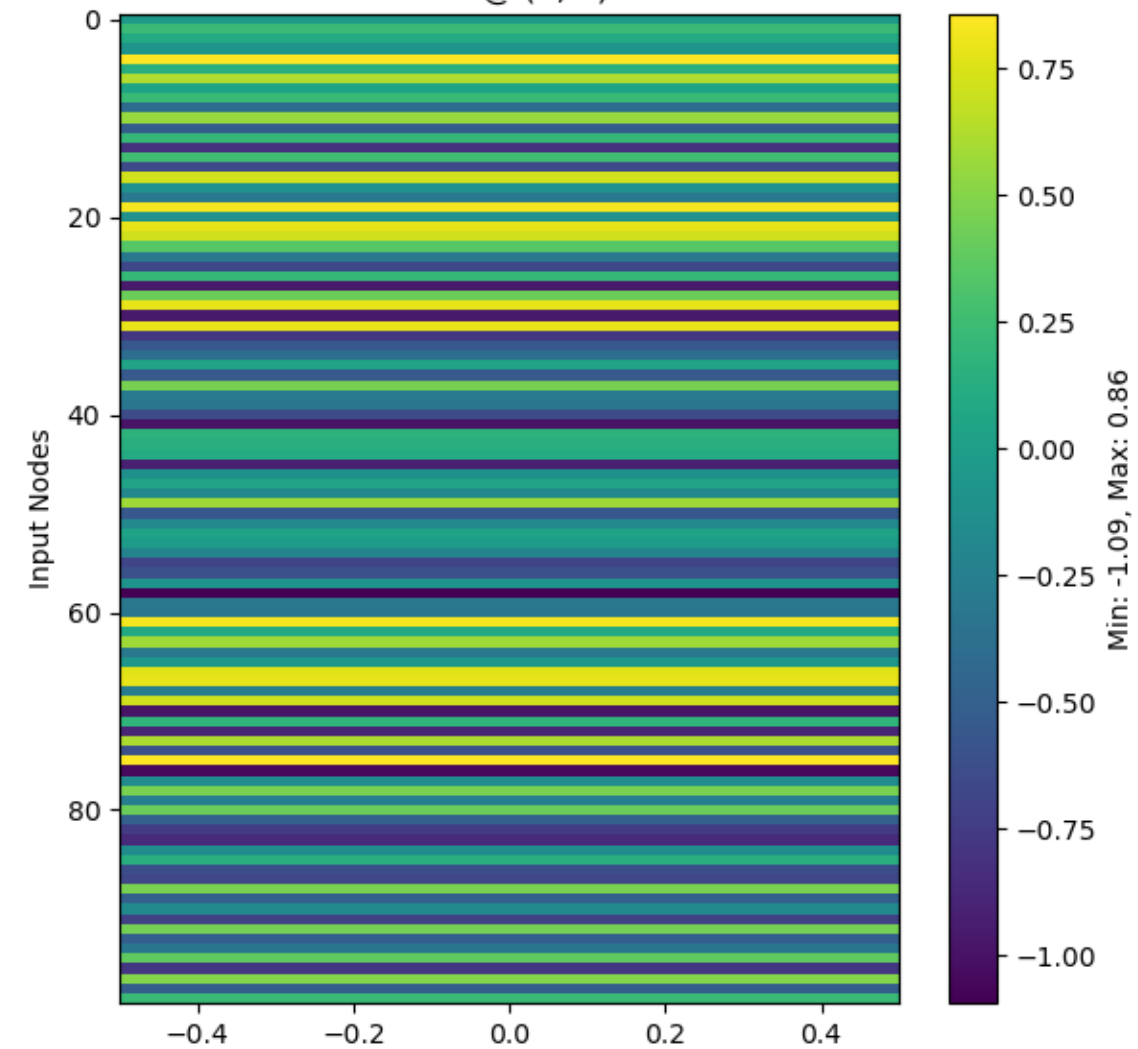
u (9 x 1)



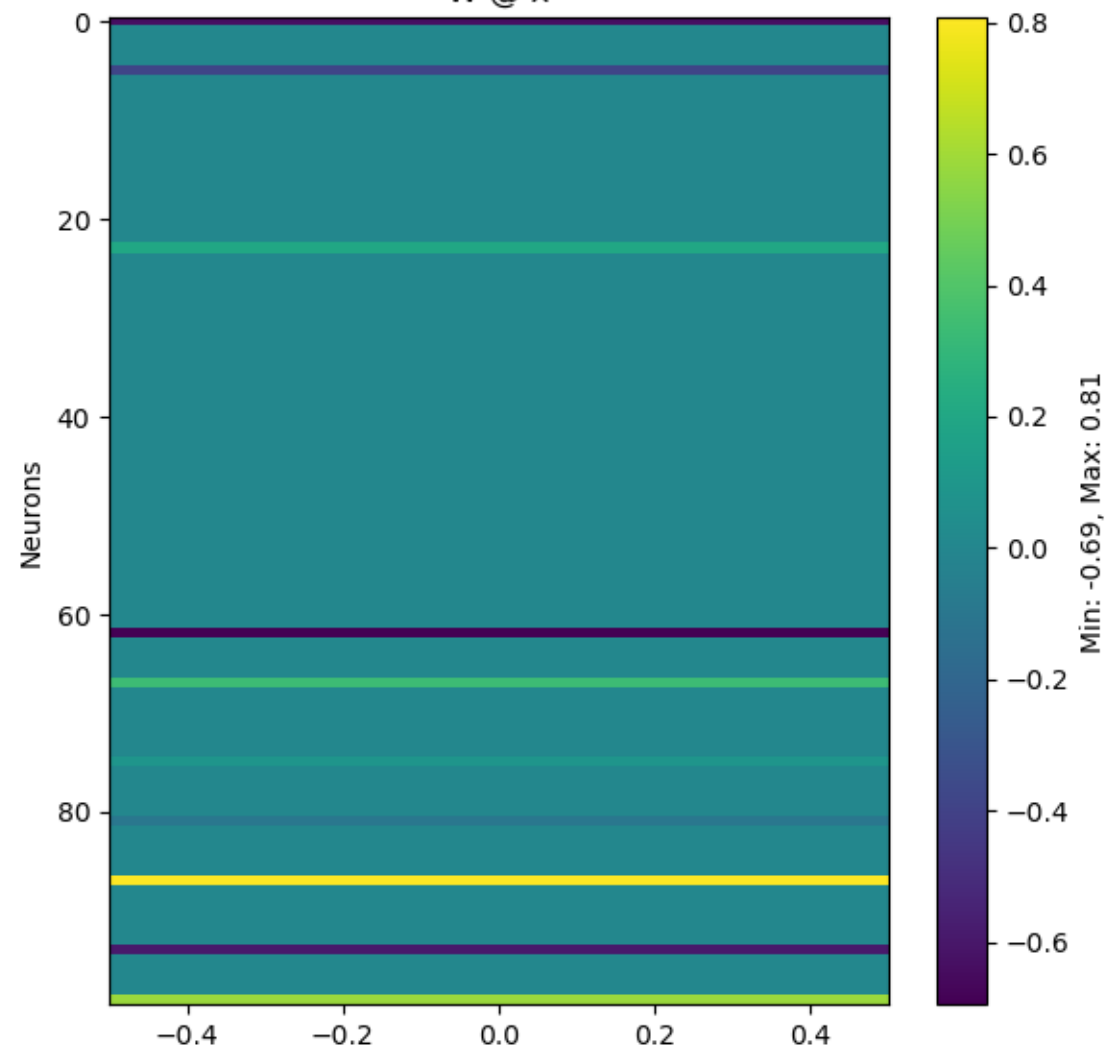
x (Neurons: 100)



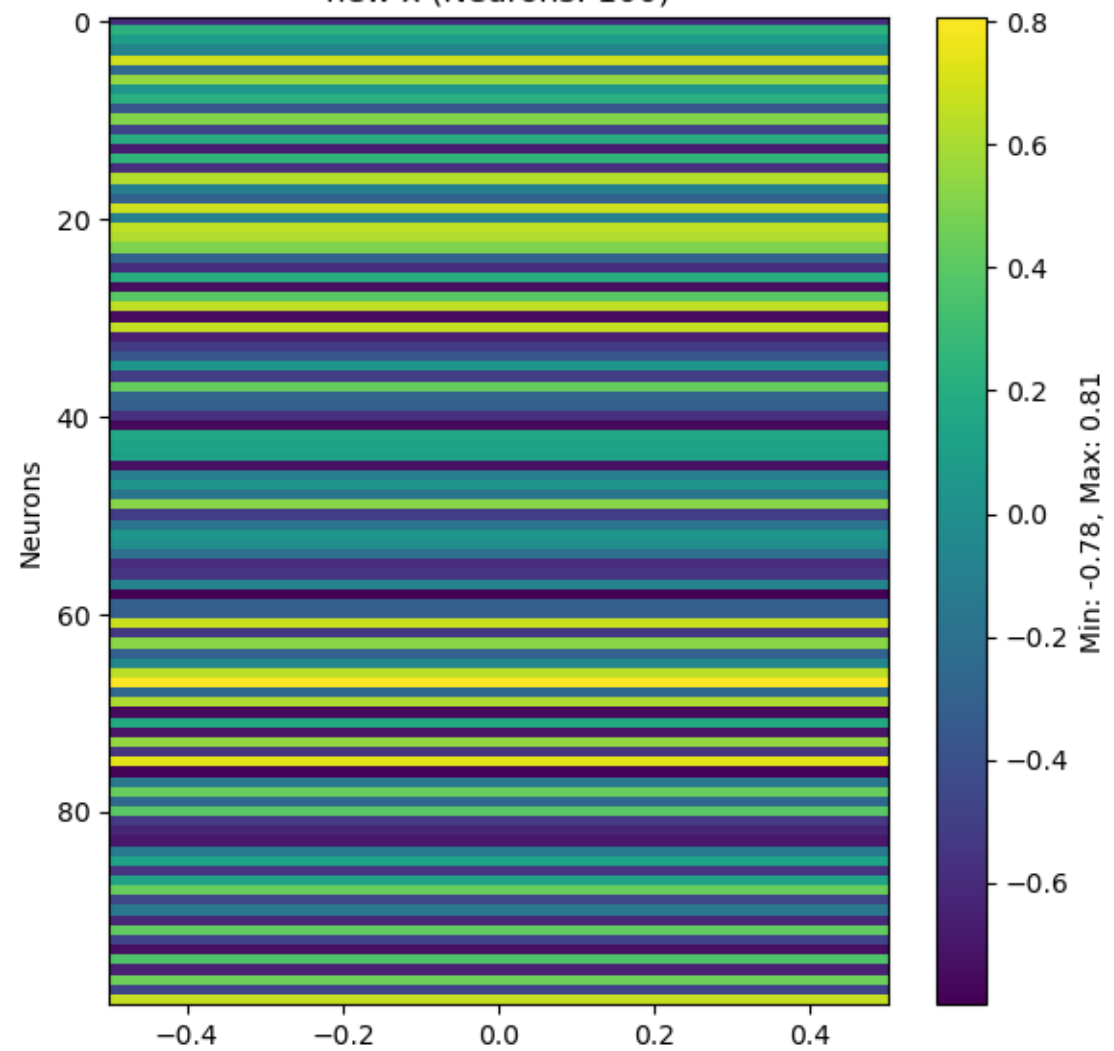
Win @ (1, u)



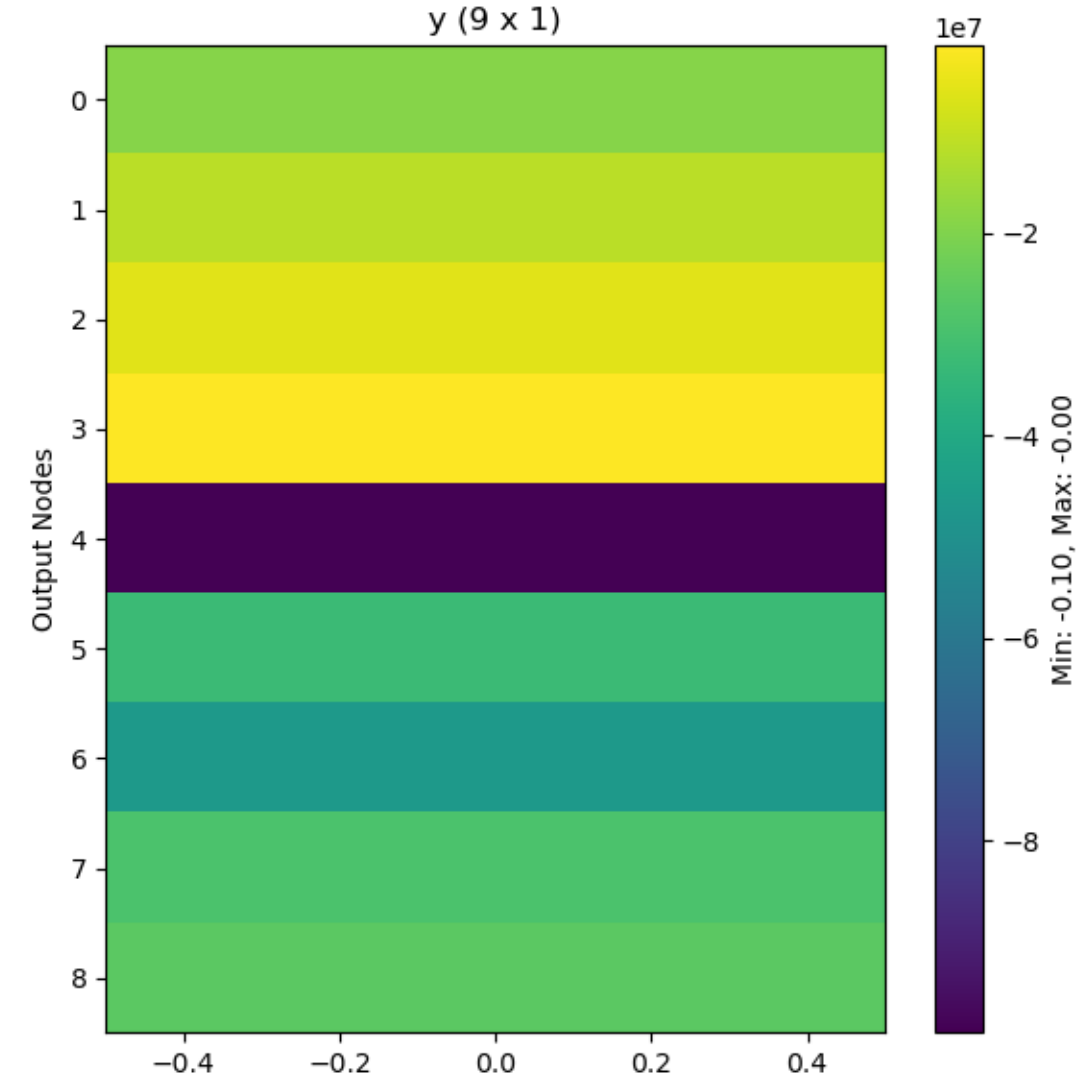
W @ x



new x (Neurons: 100)

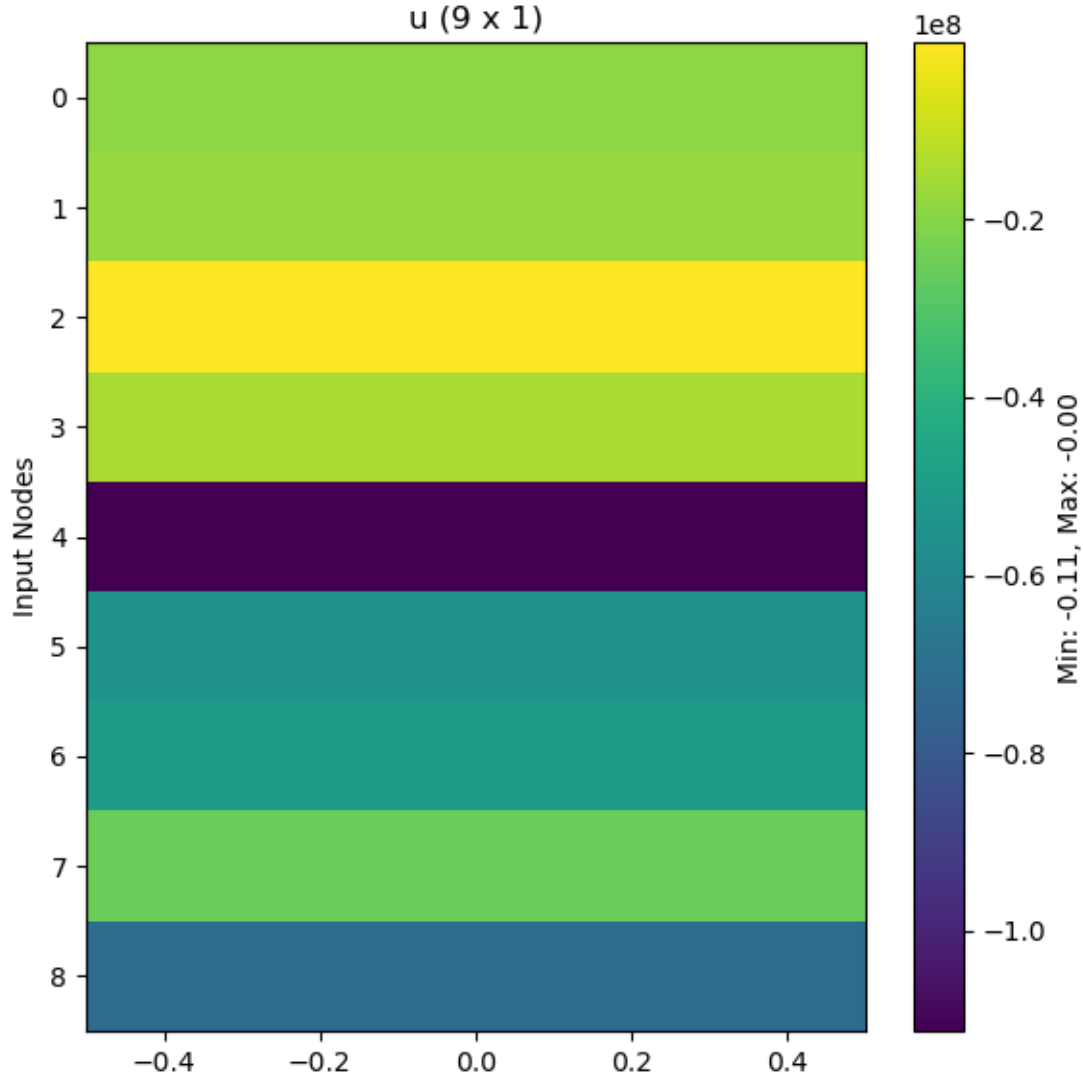


y (9 x 1)

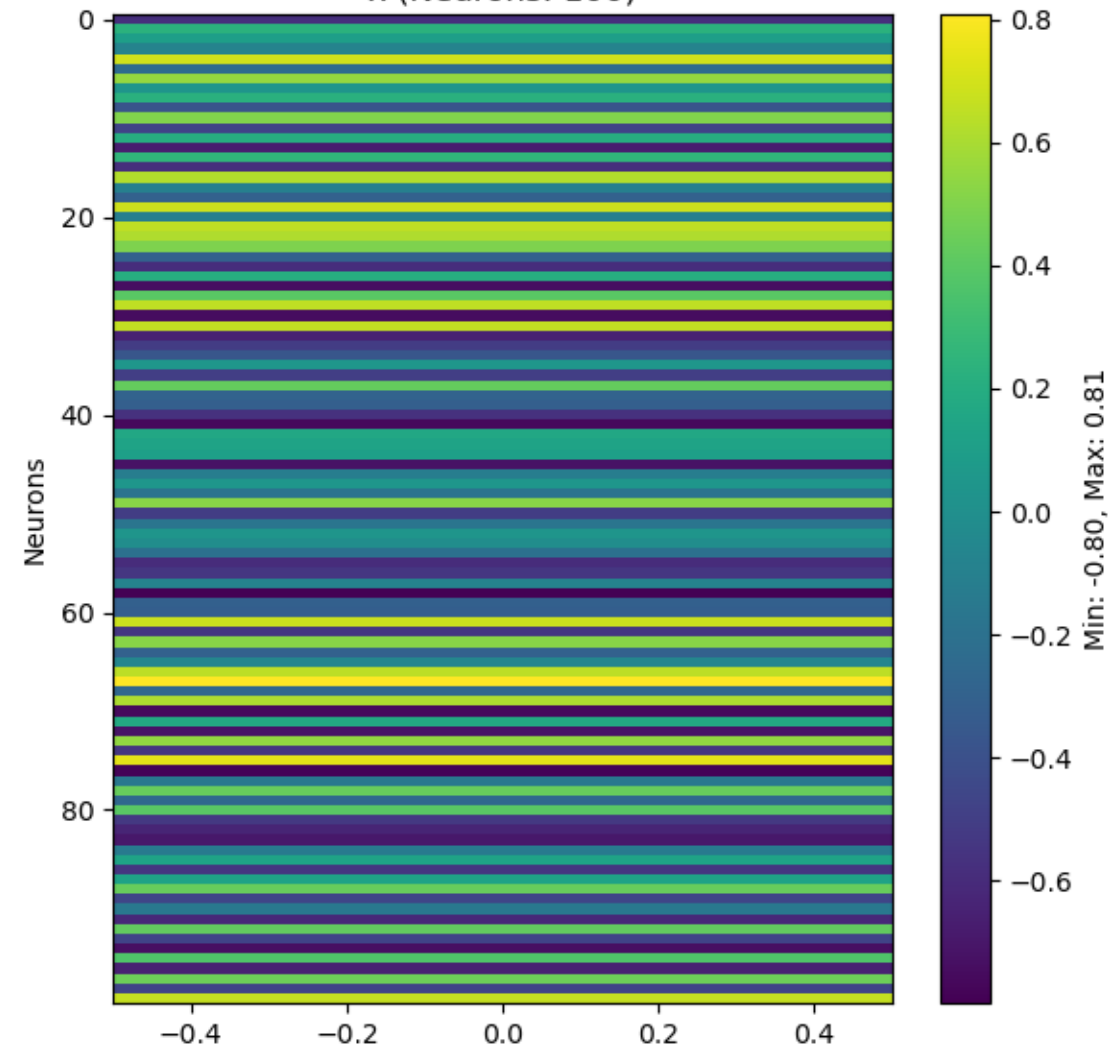


(d: 12, t: 15)

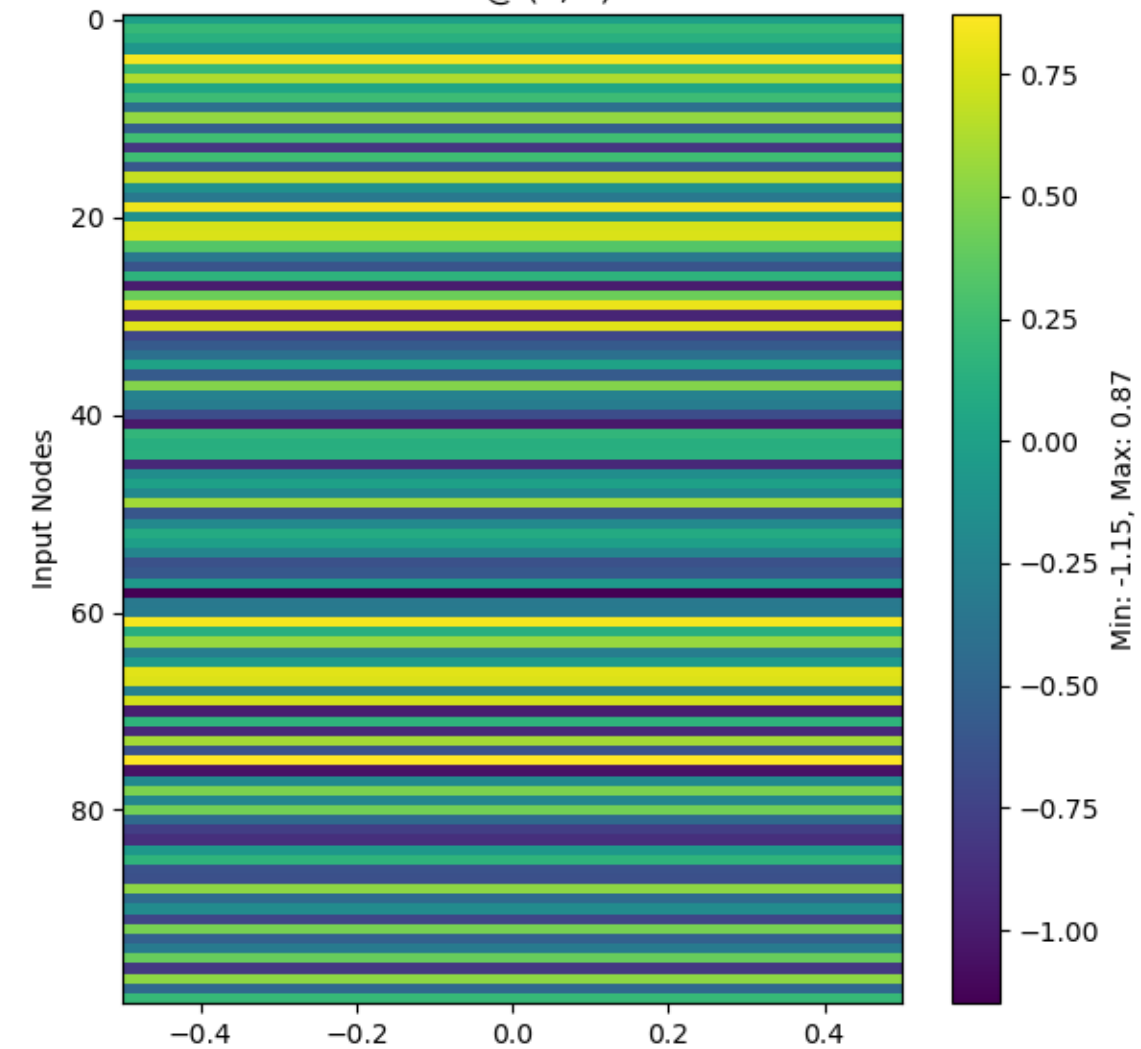
u (9 x 1)



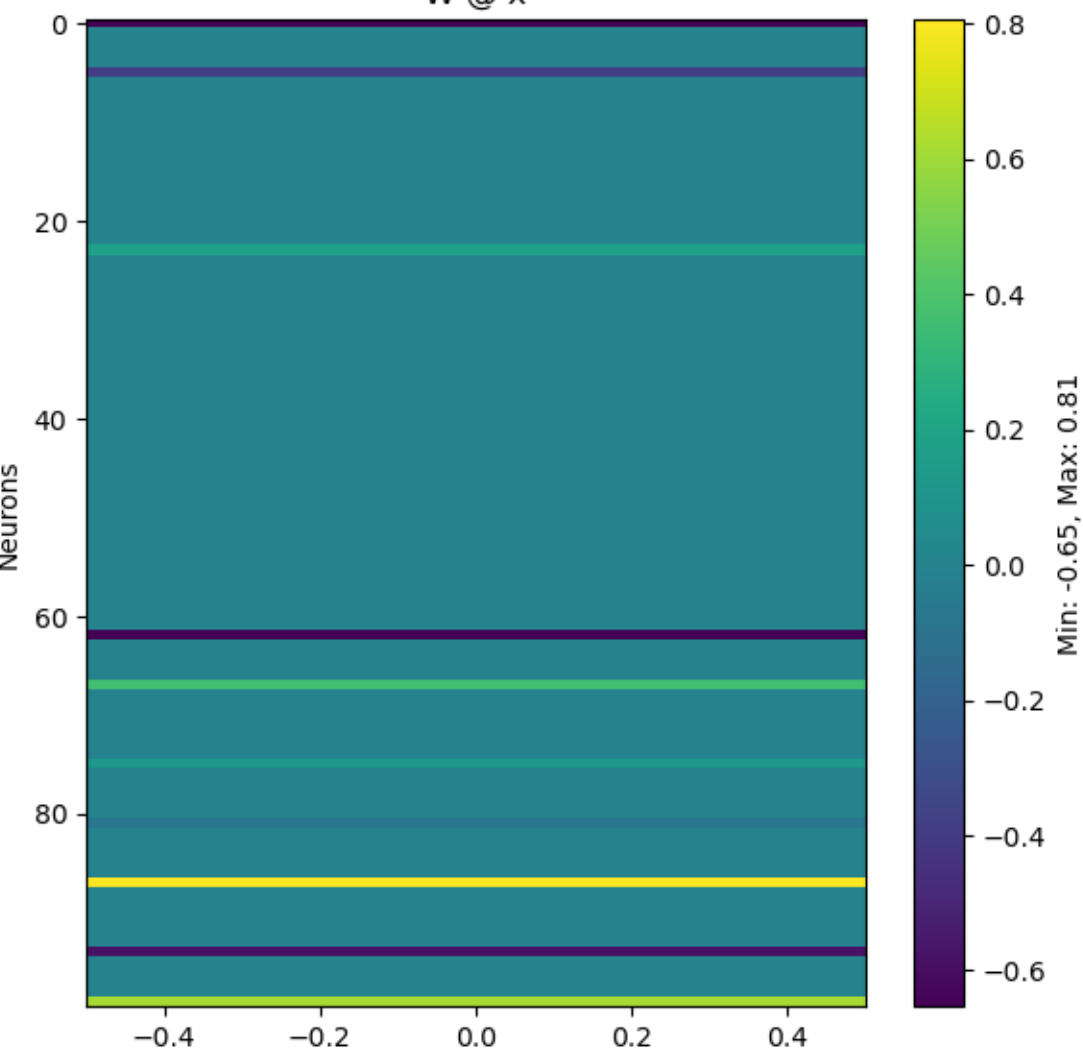
x (Neurons: 100)



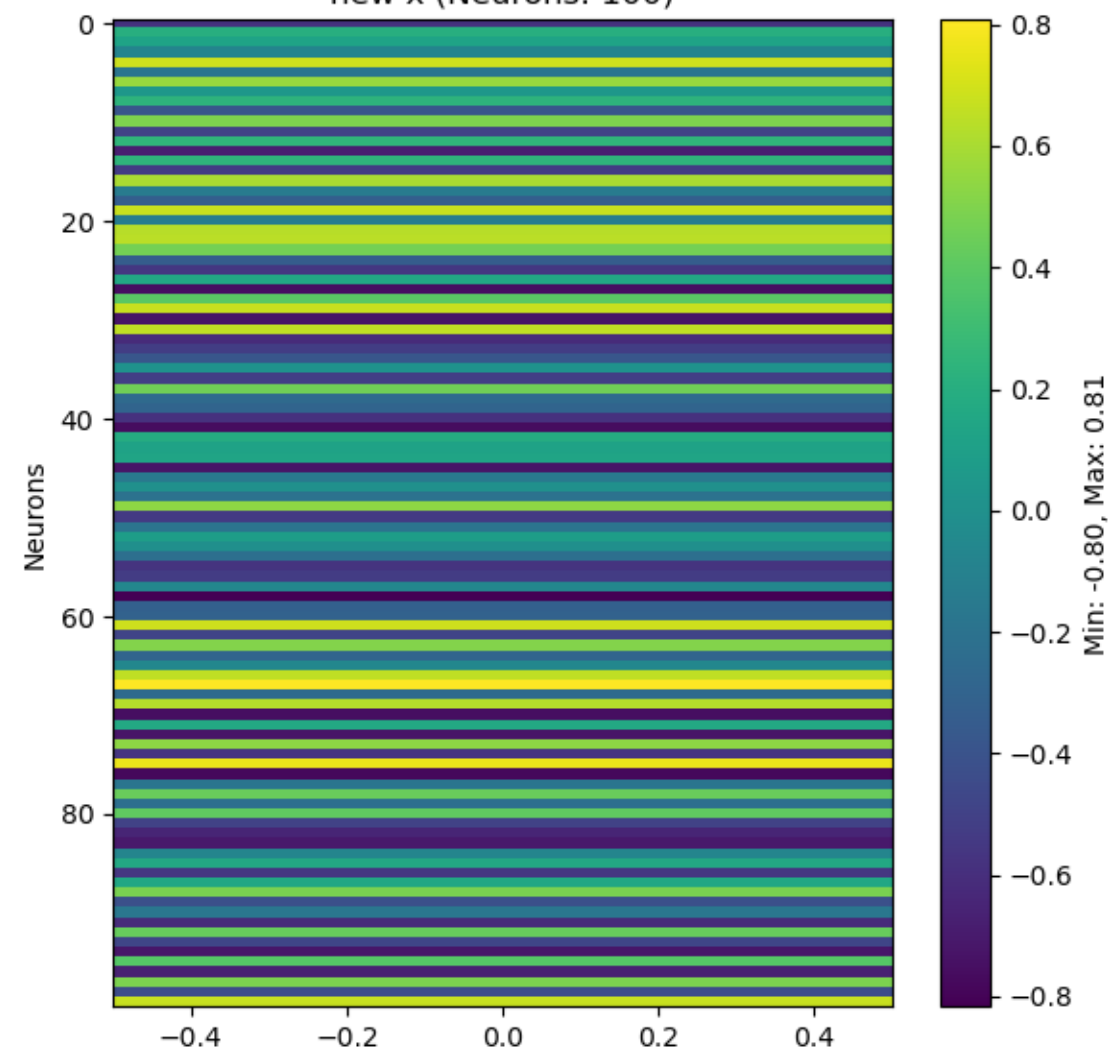
Win @ (1, u)



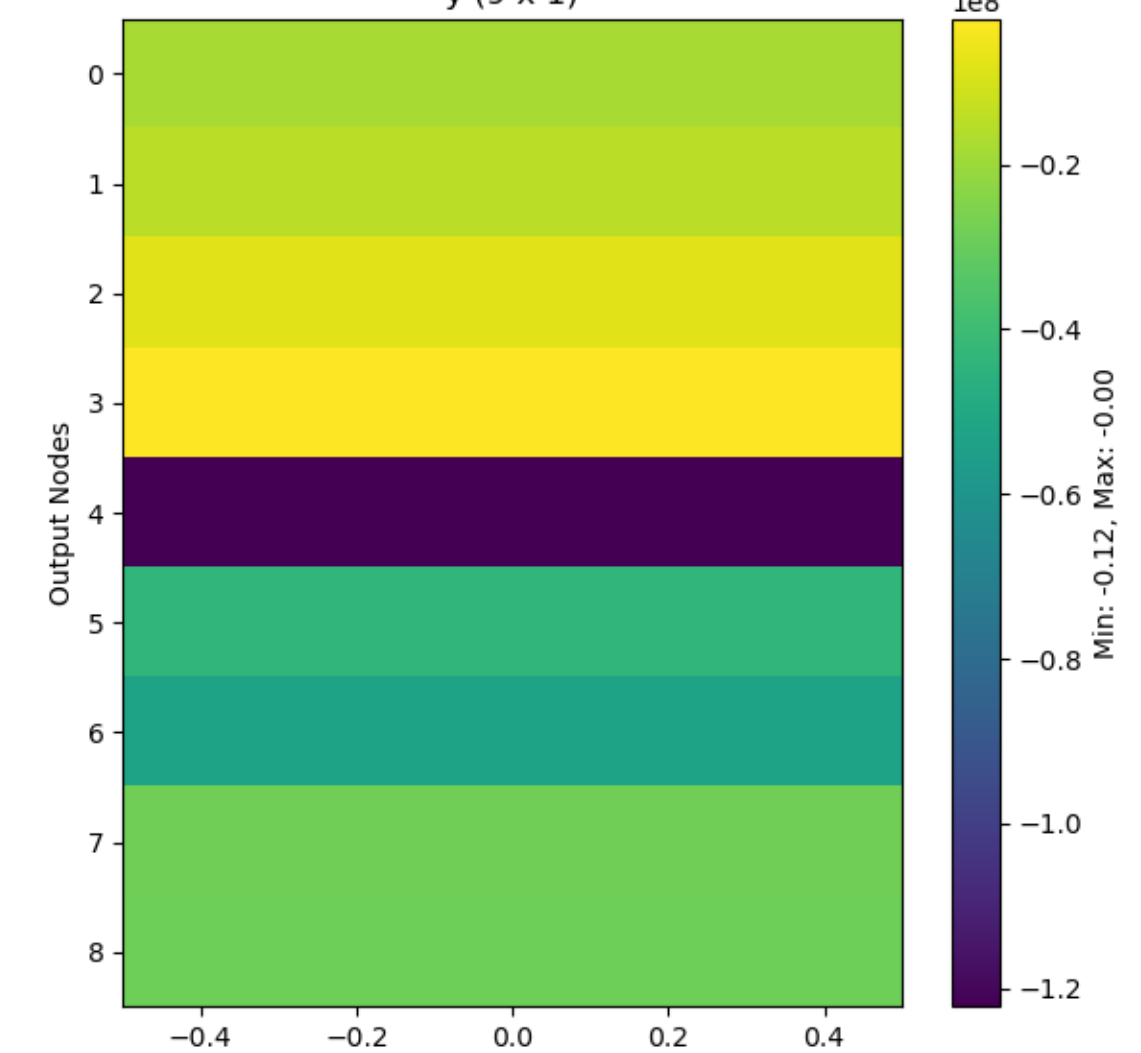
W @ x



new x (Neurons: 100)

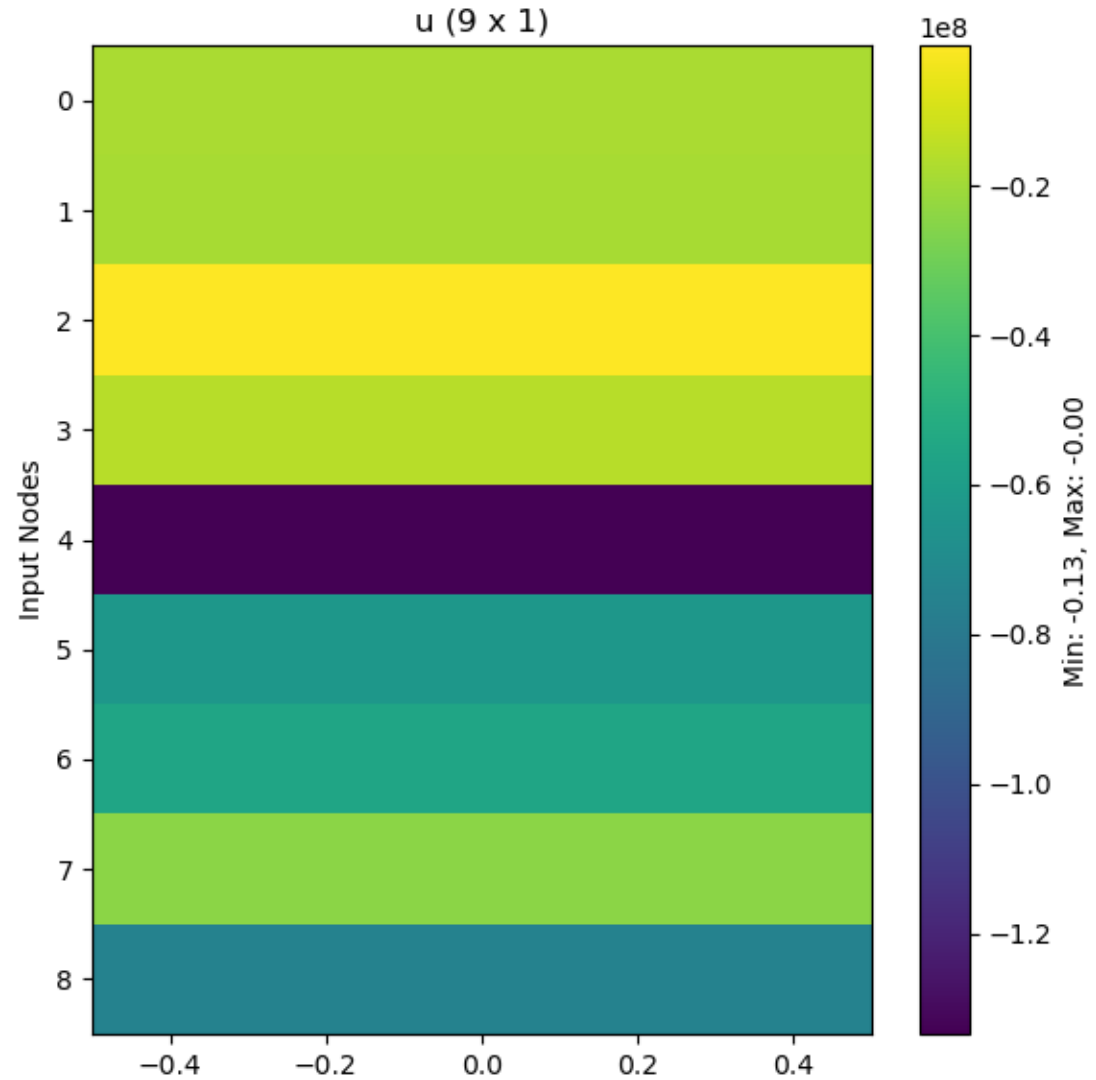


y (9 x 1)

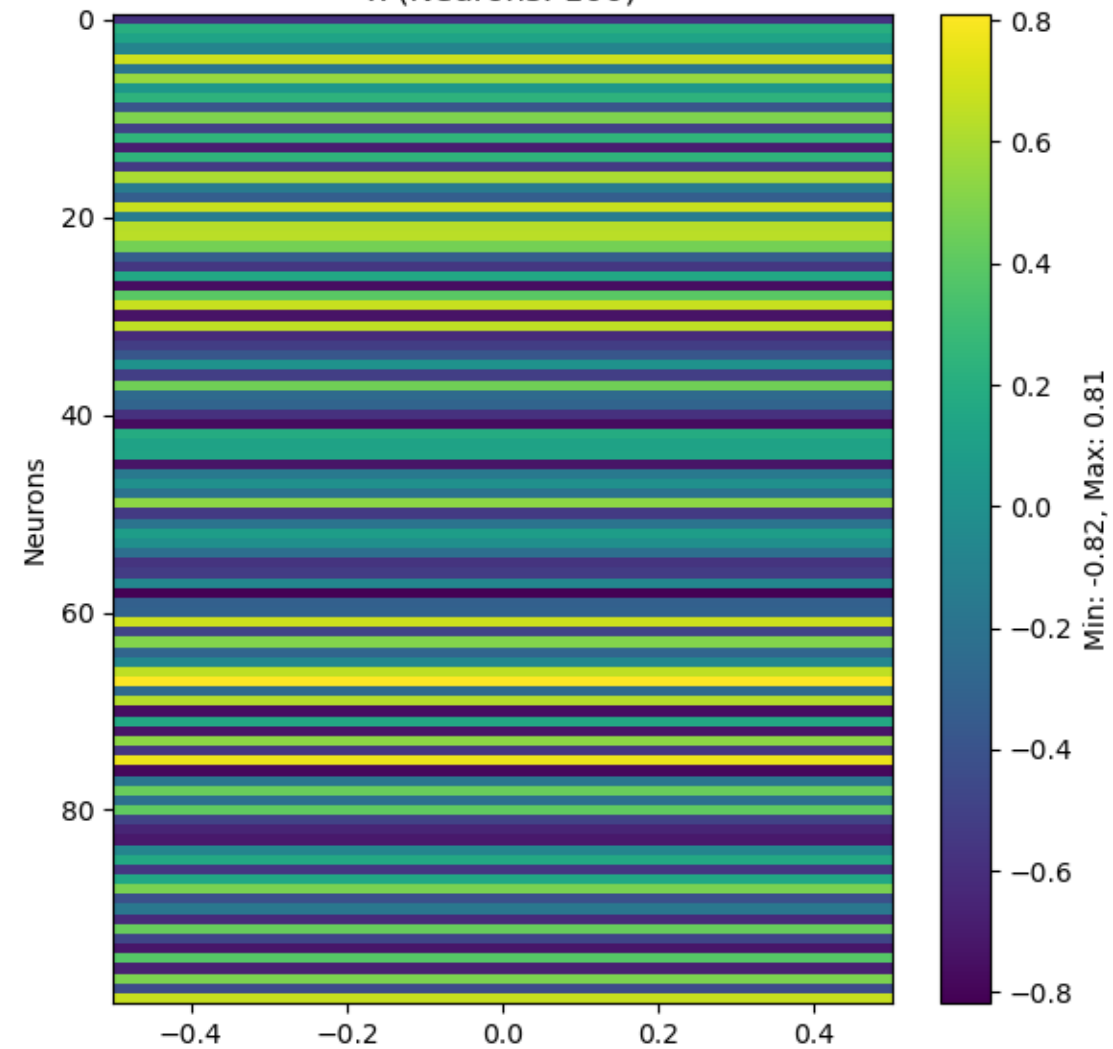


(d: 13, t: 15)

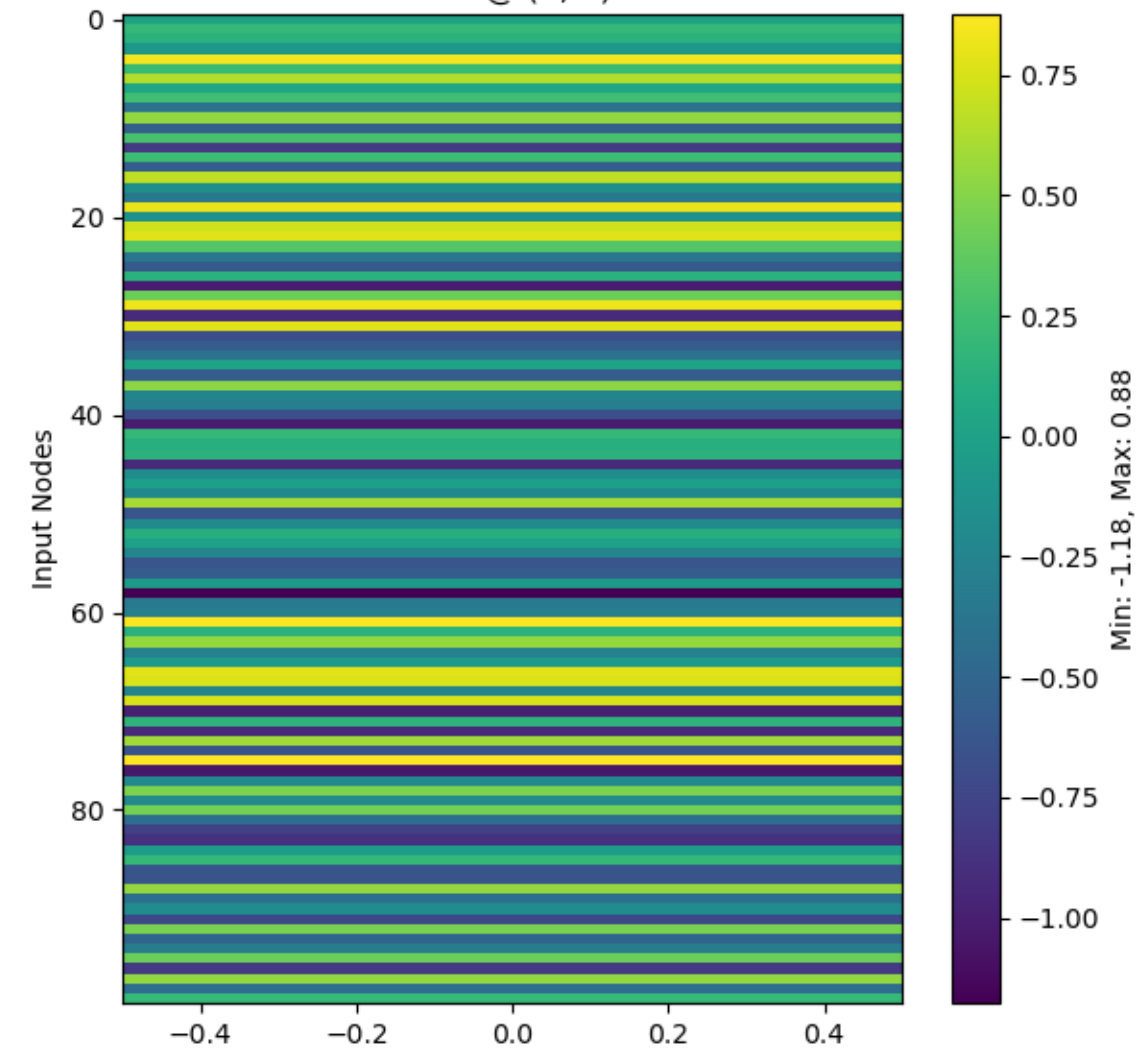
u (9 x 1)



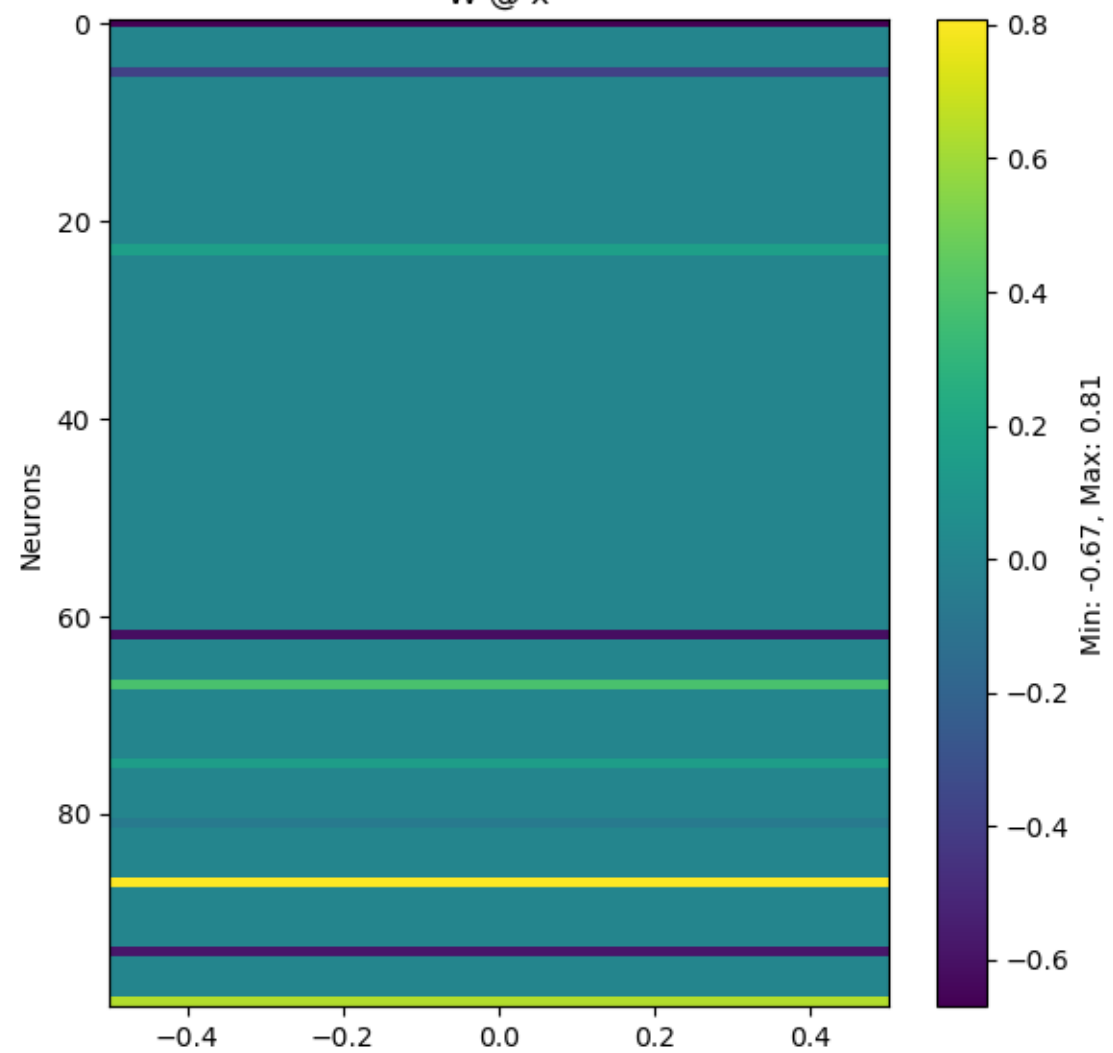
x (Neurons: 100)



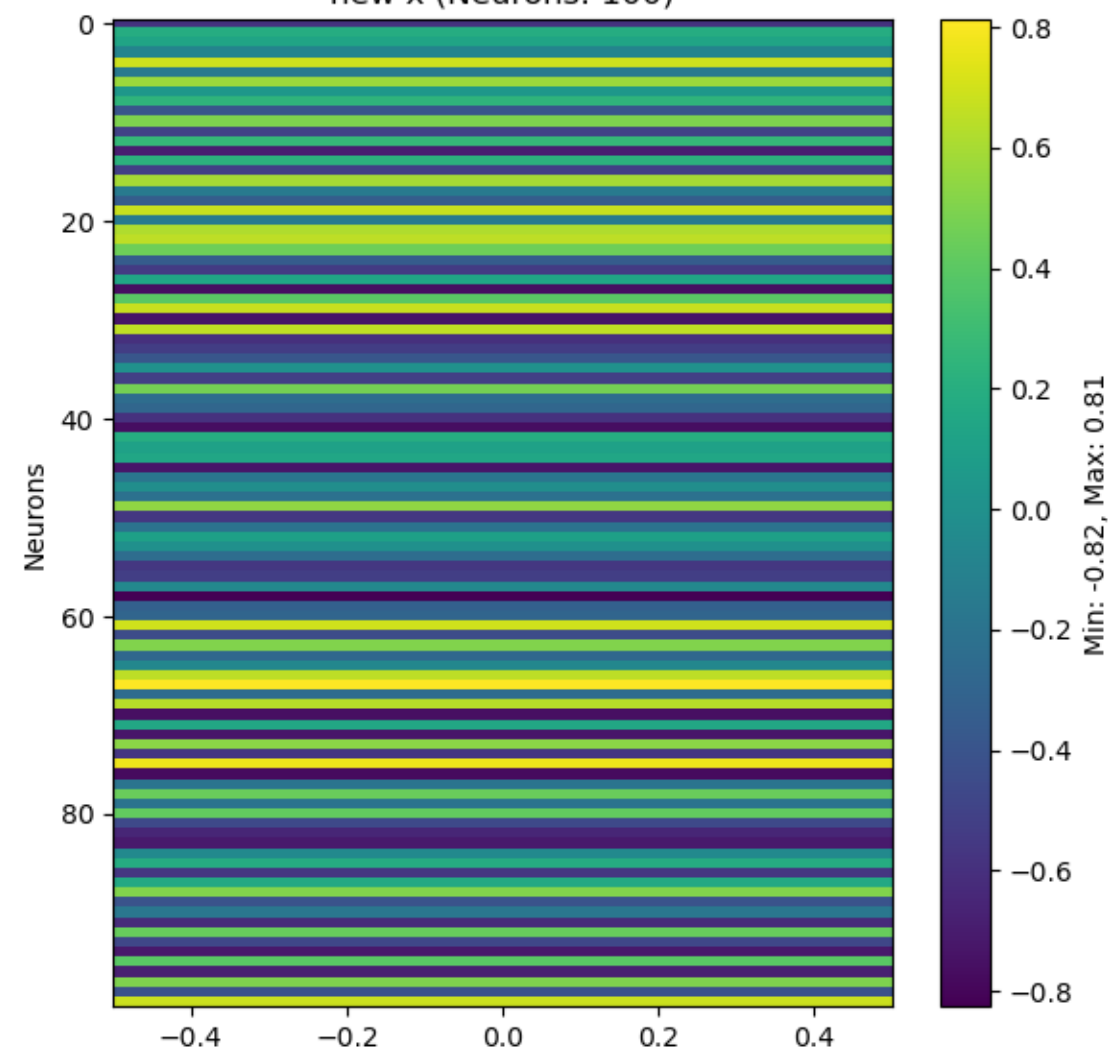
Win @ (1, u)



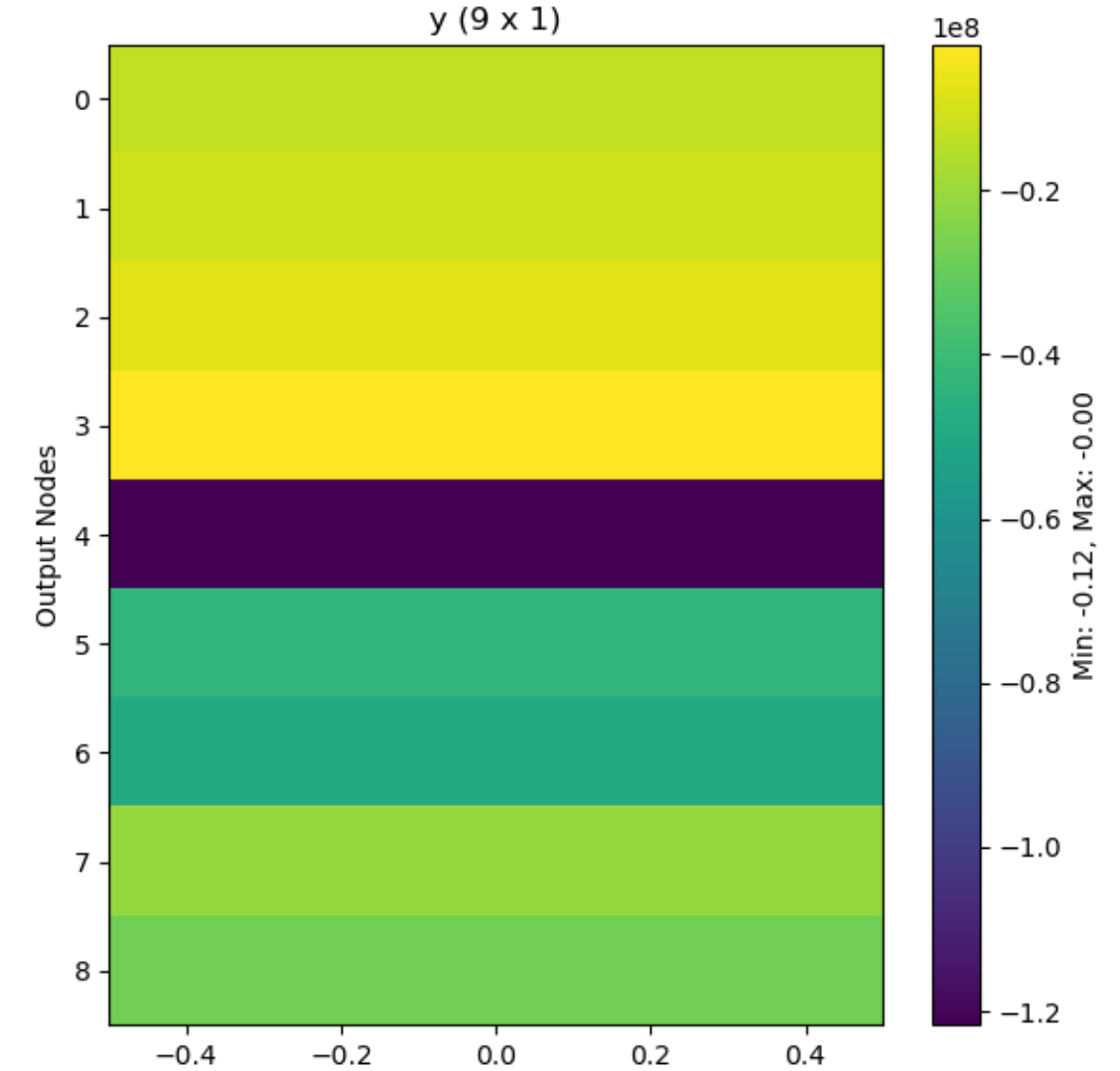
W @ x



new x (Neurons: 100)

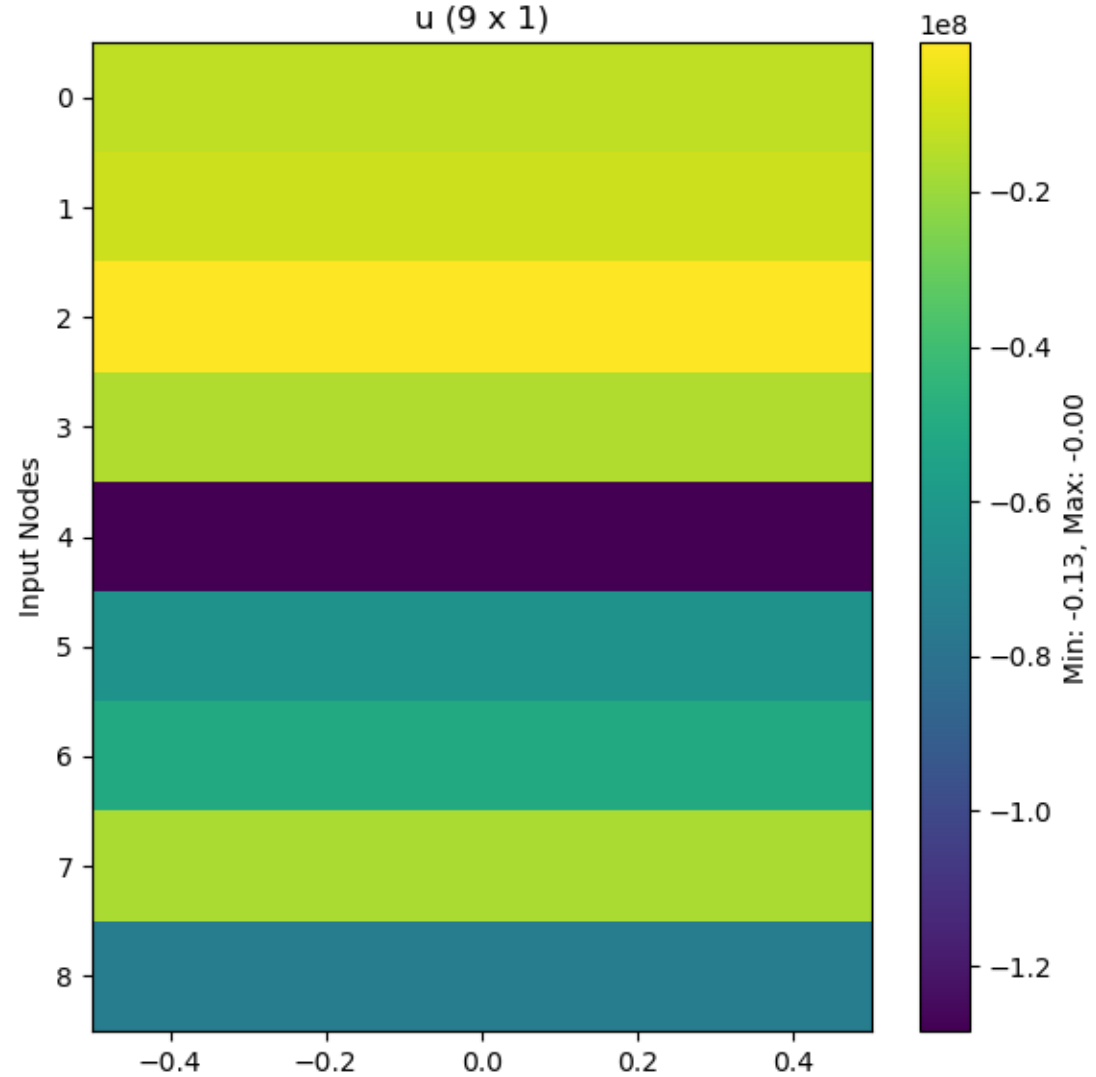


y (9 x 1)

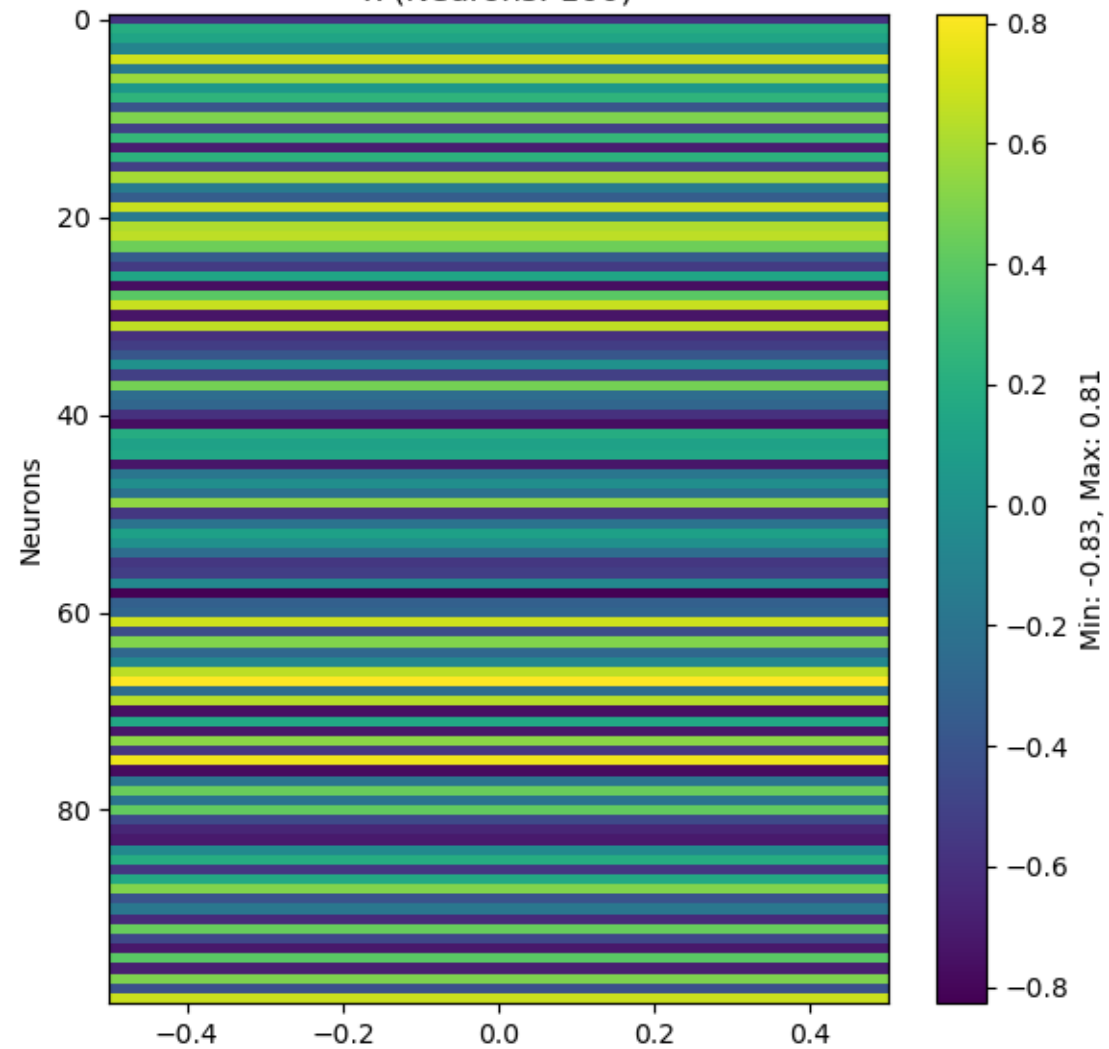


(d: 14, t: 15)

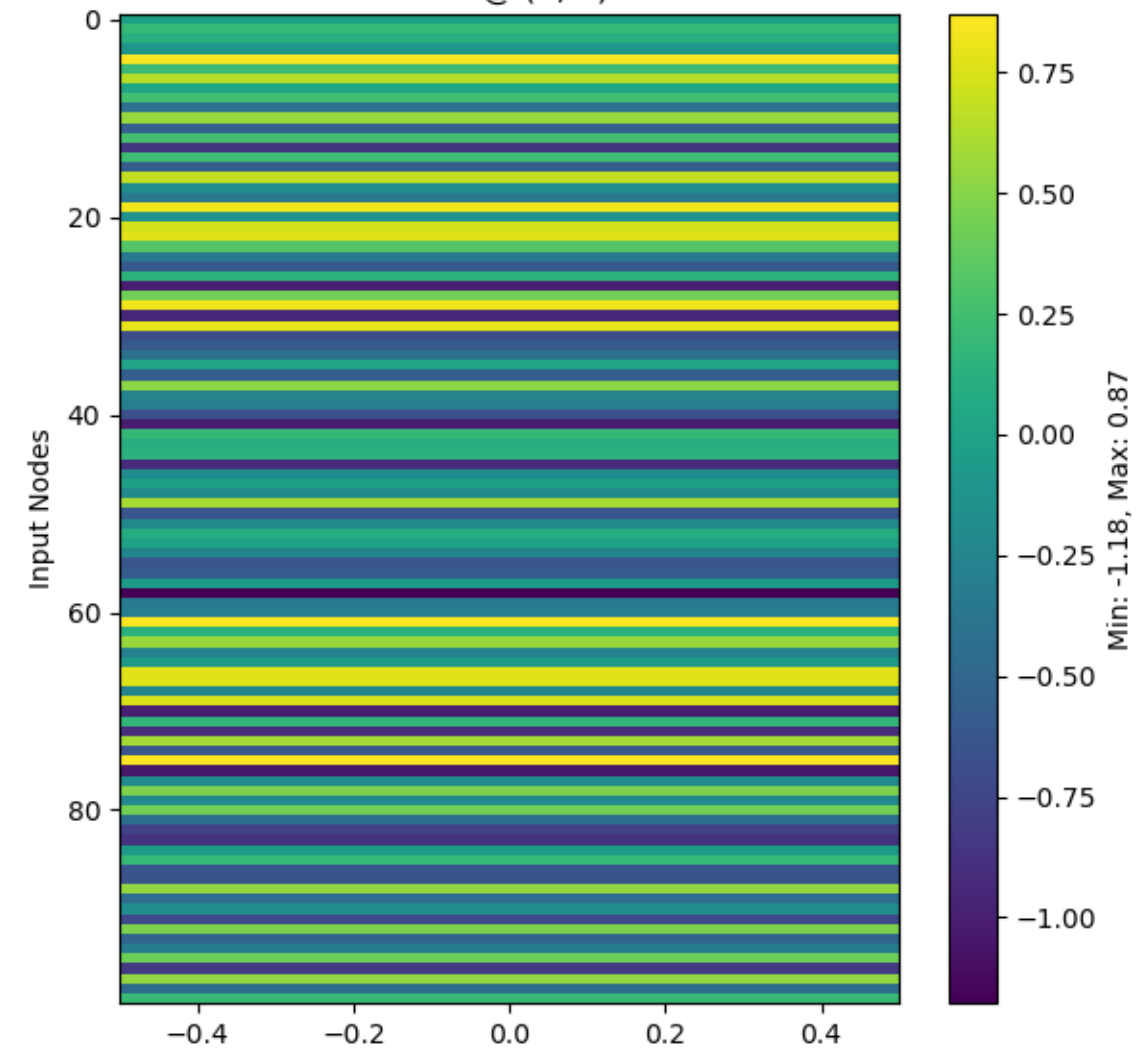
u (9 x 1)



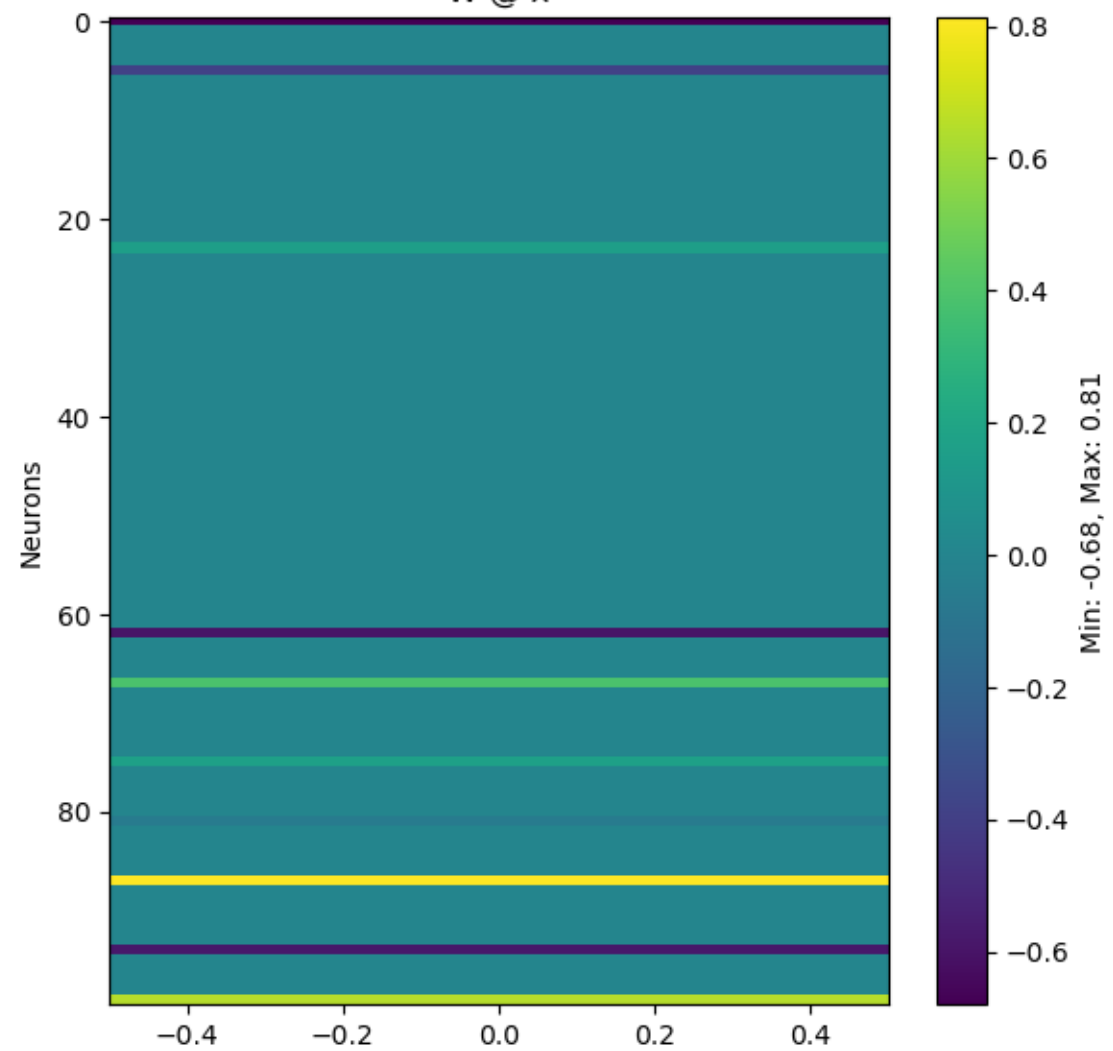
x (Neurons: 100)



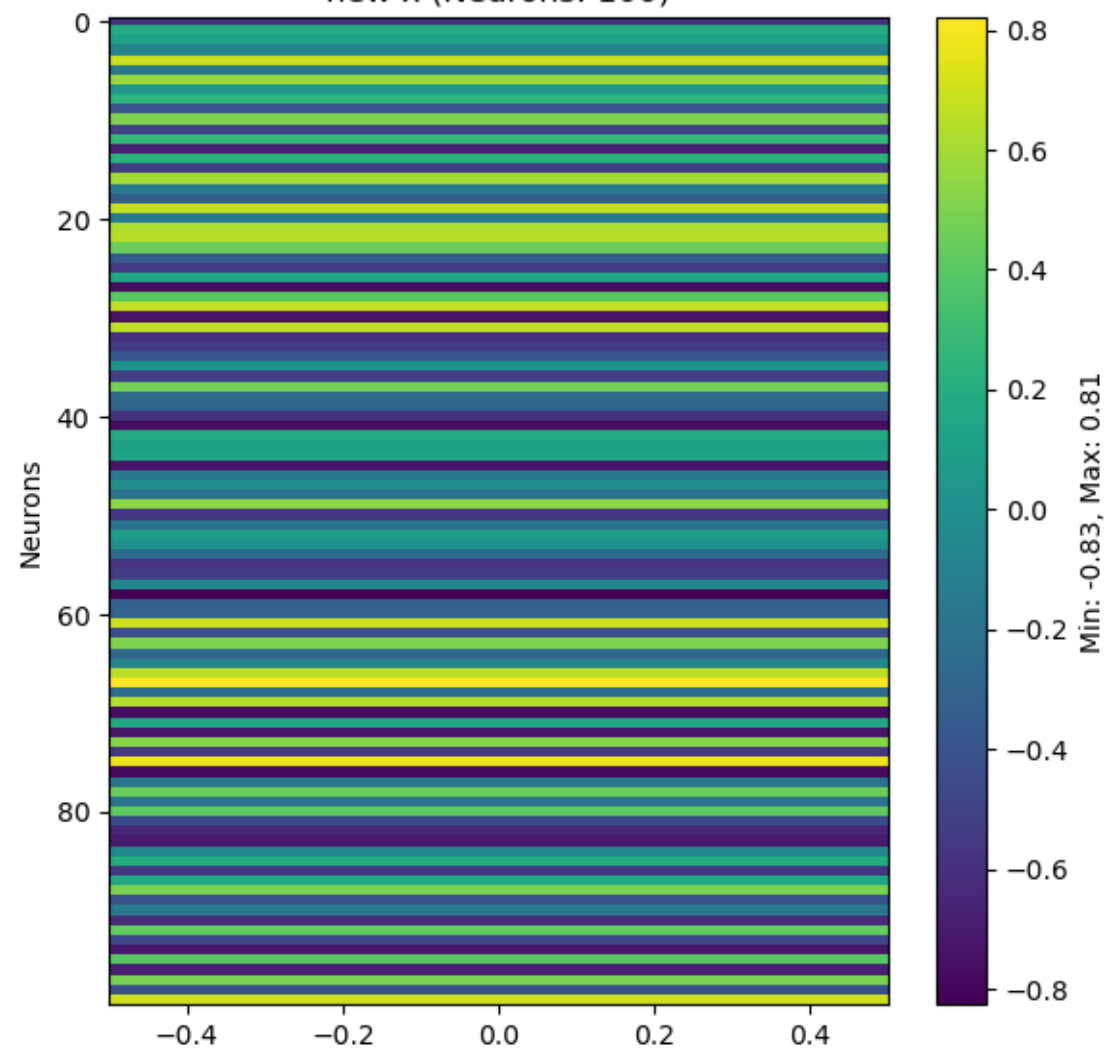
Win @ (1, u)



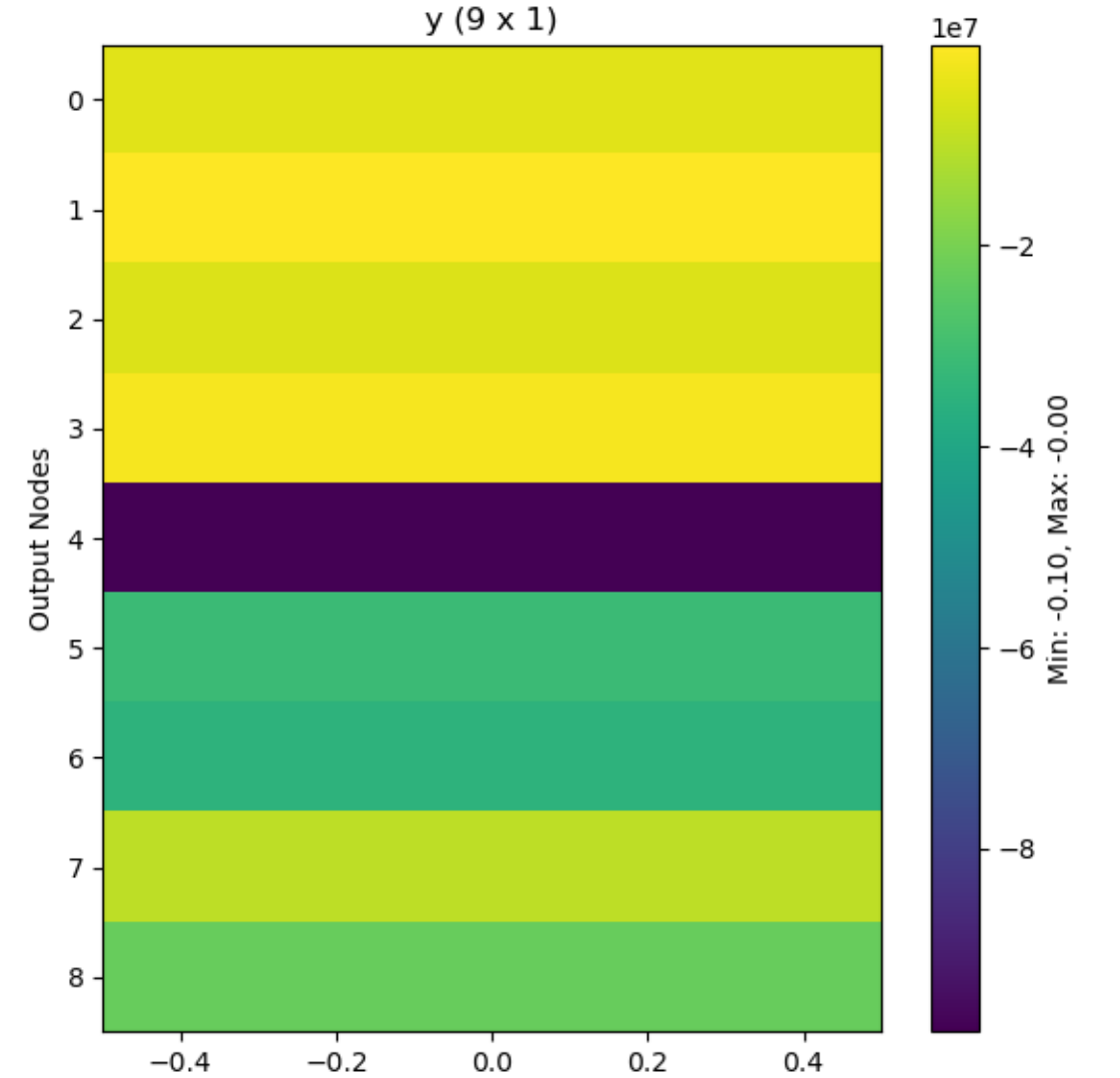
W @ x



new x (Neurons: 100)

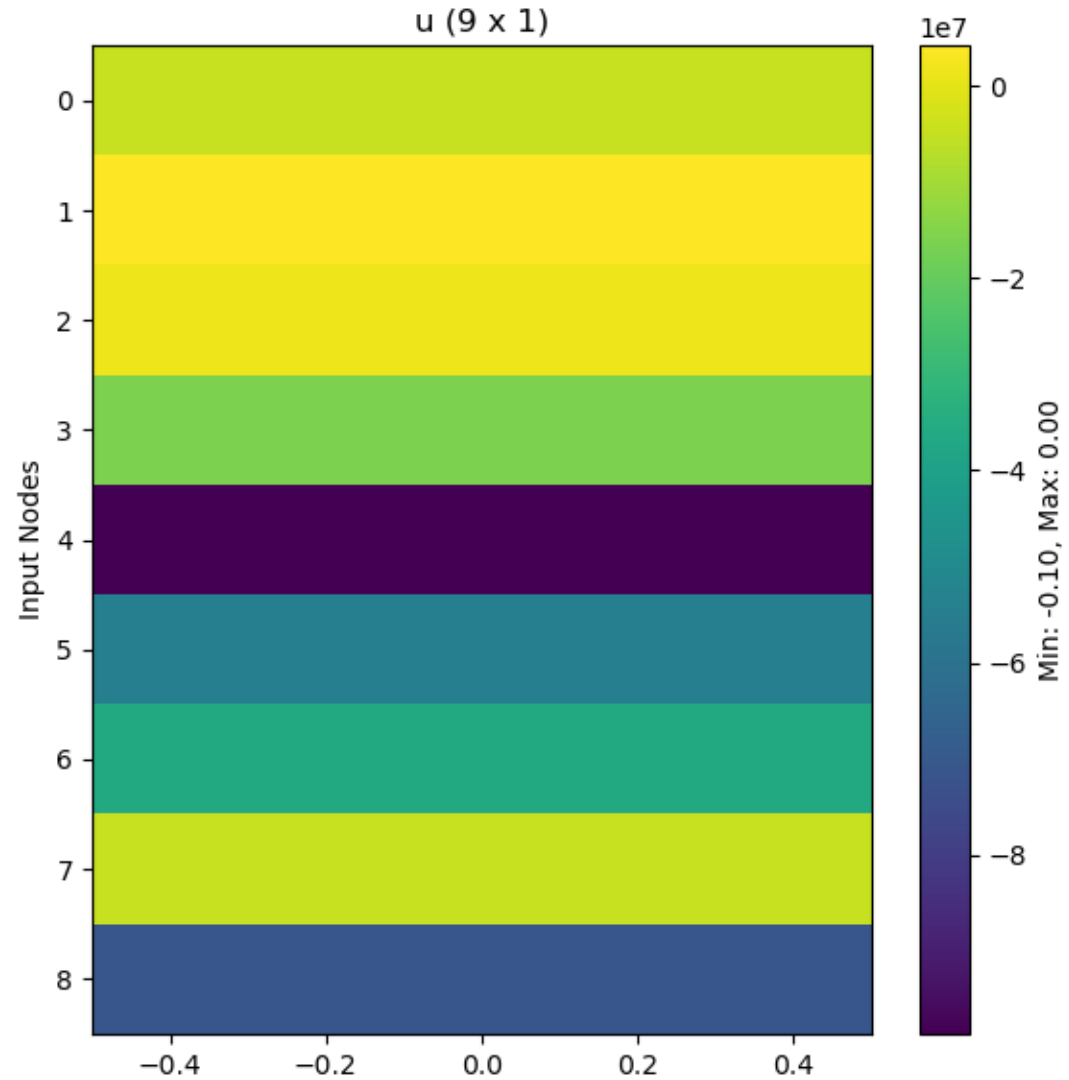


y (9 x 1)

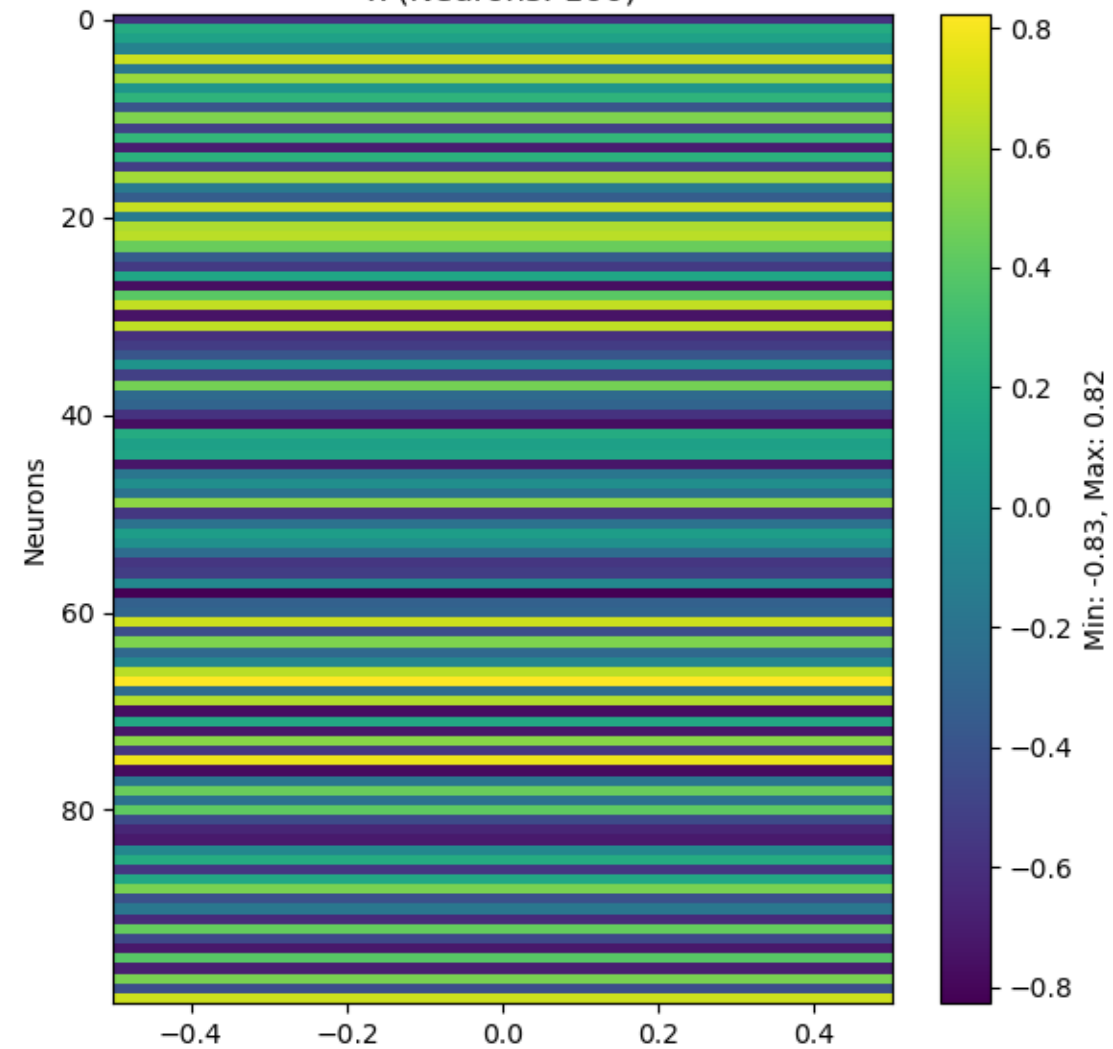


(d: 15, t: 15)

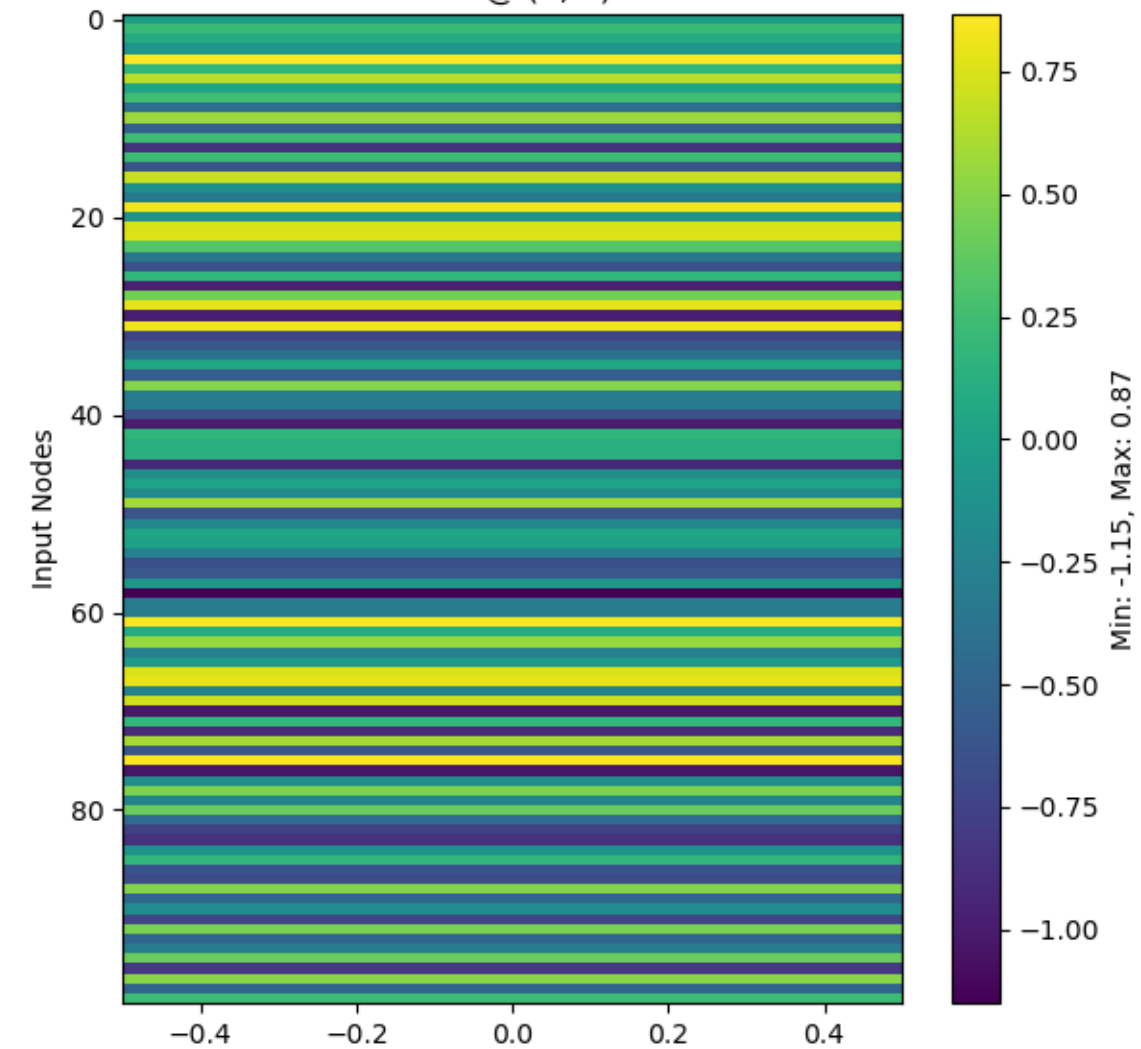
u (9 x 1)



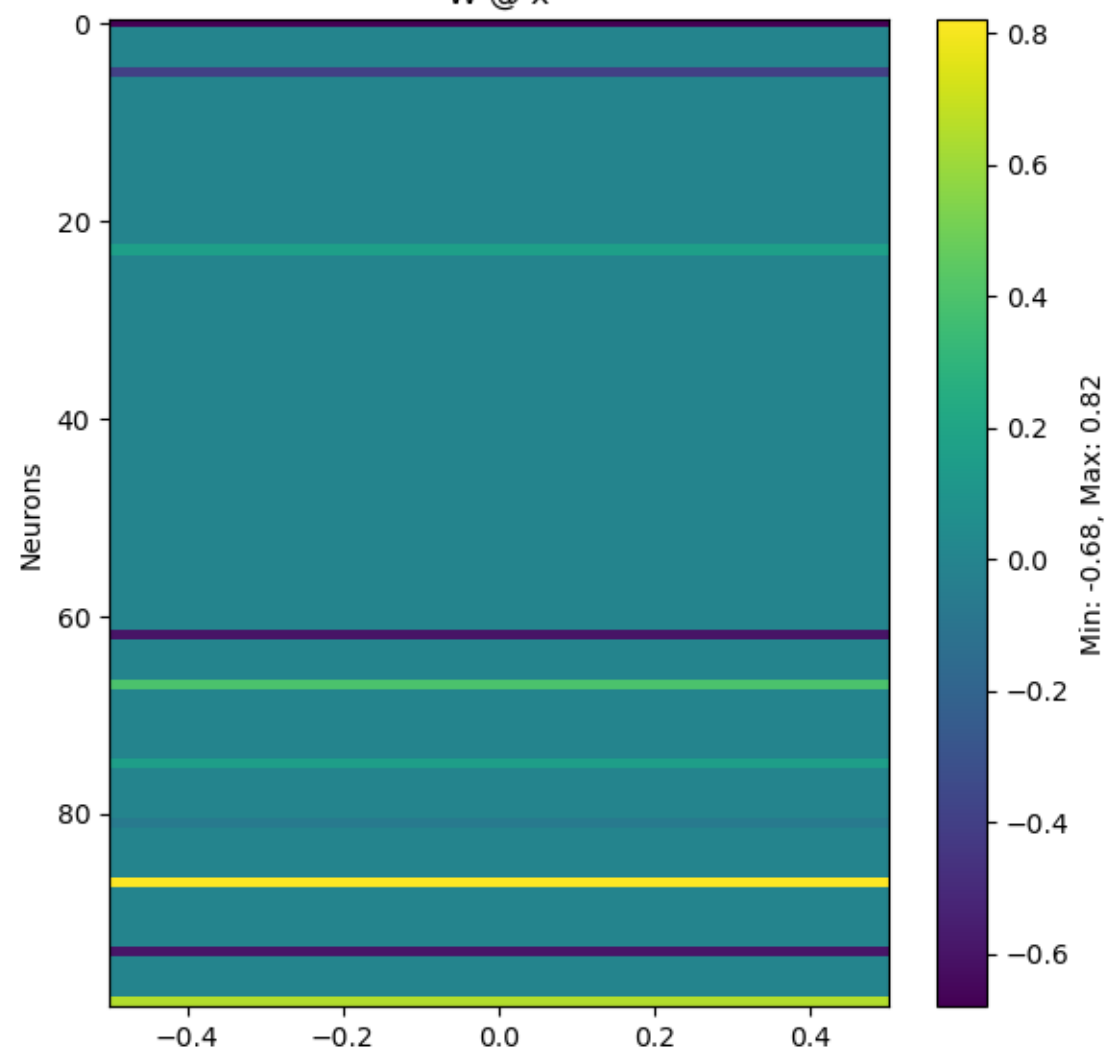
x (Neurons: 100)



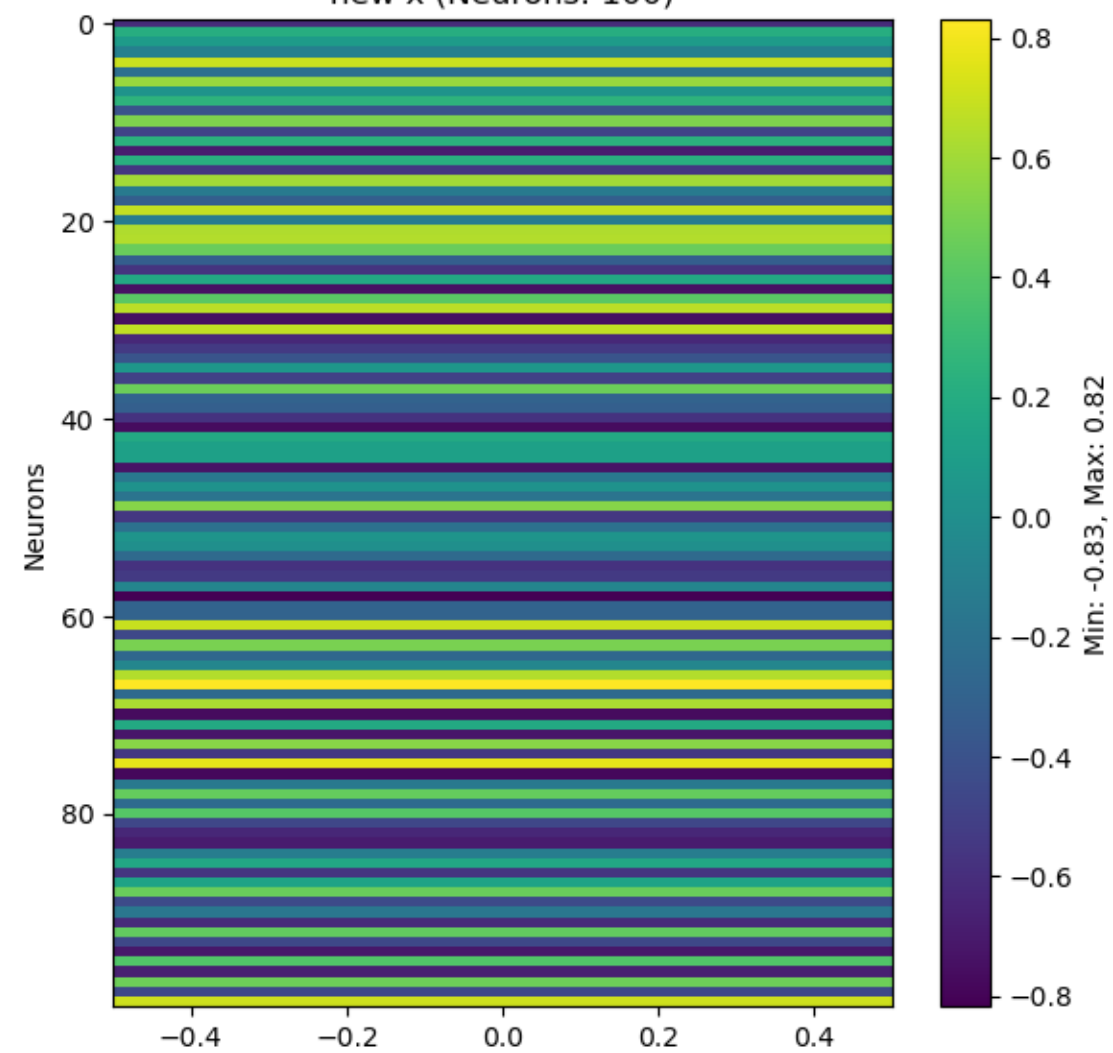
Win @ (1, u)



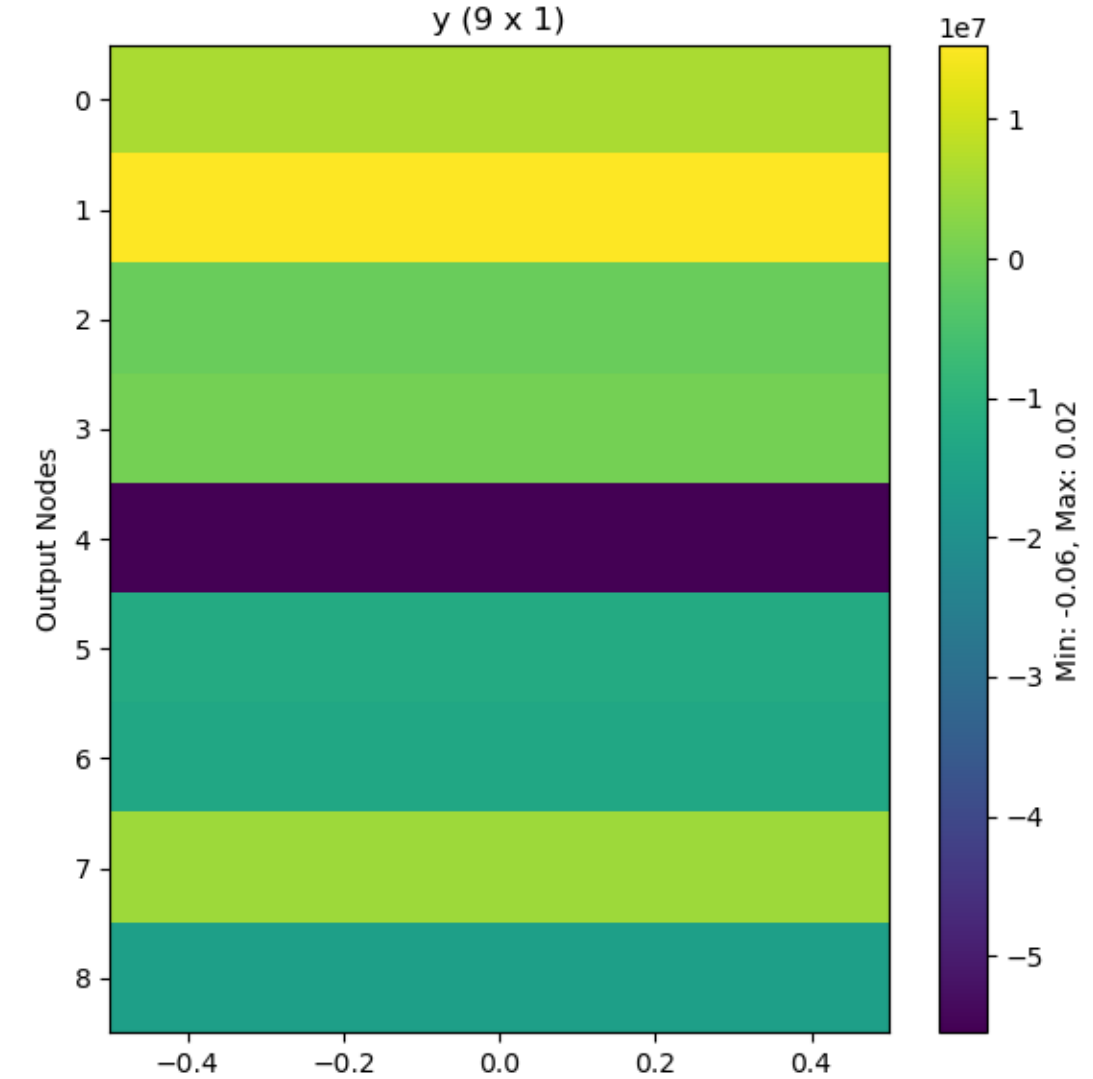
W @ x



new x (Neurons: 100)



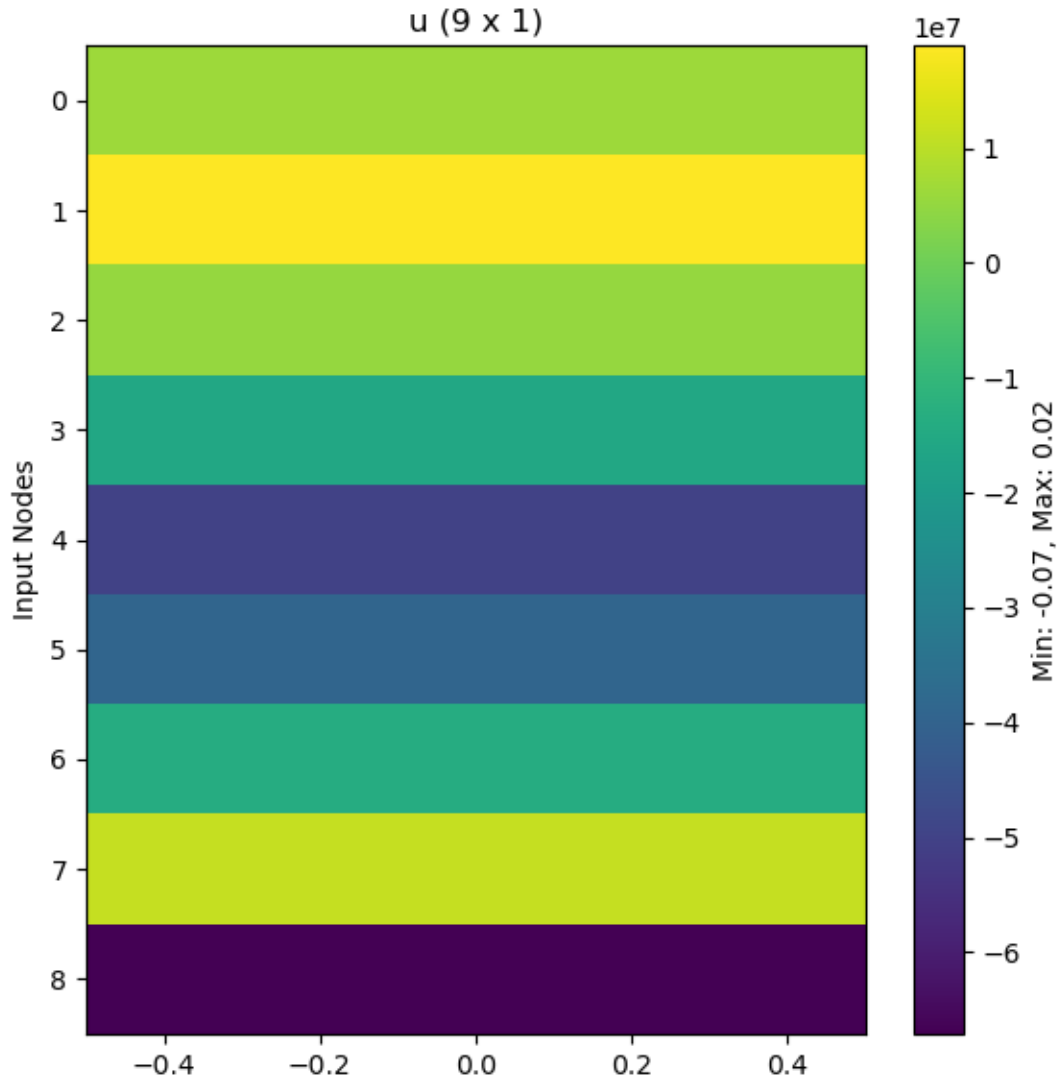
y (9 x 1)



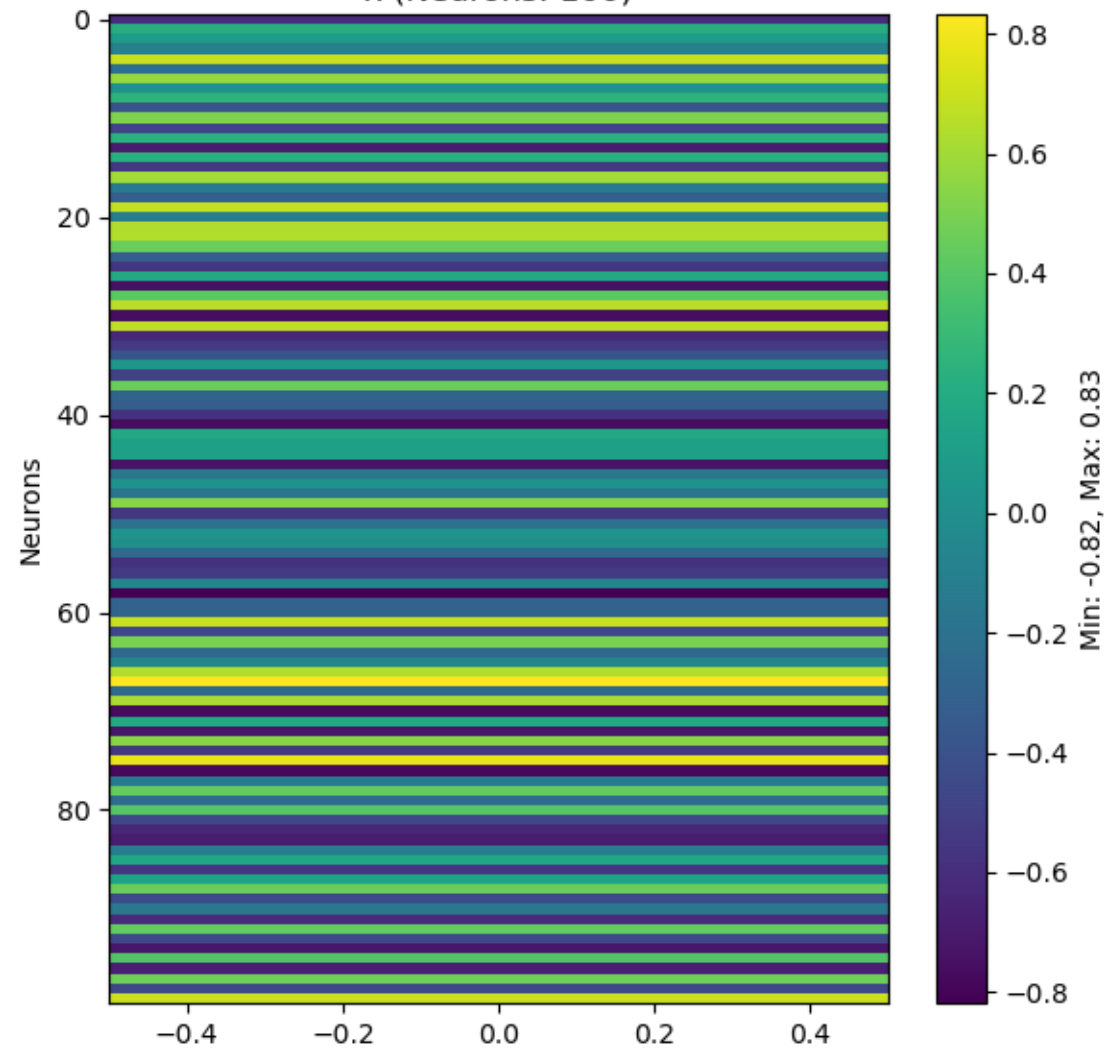


(d: 16, t: 15)

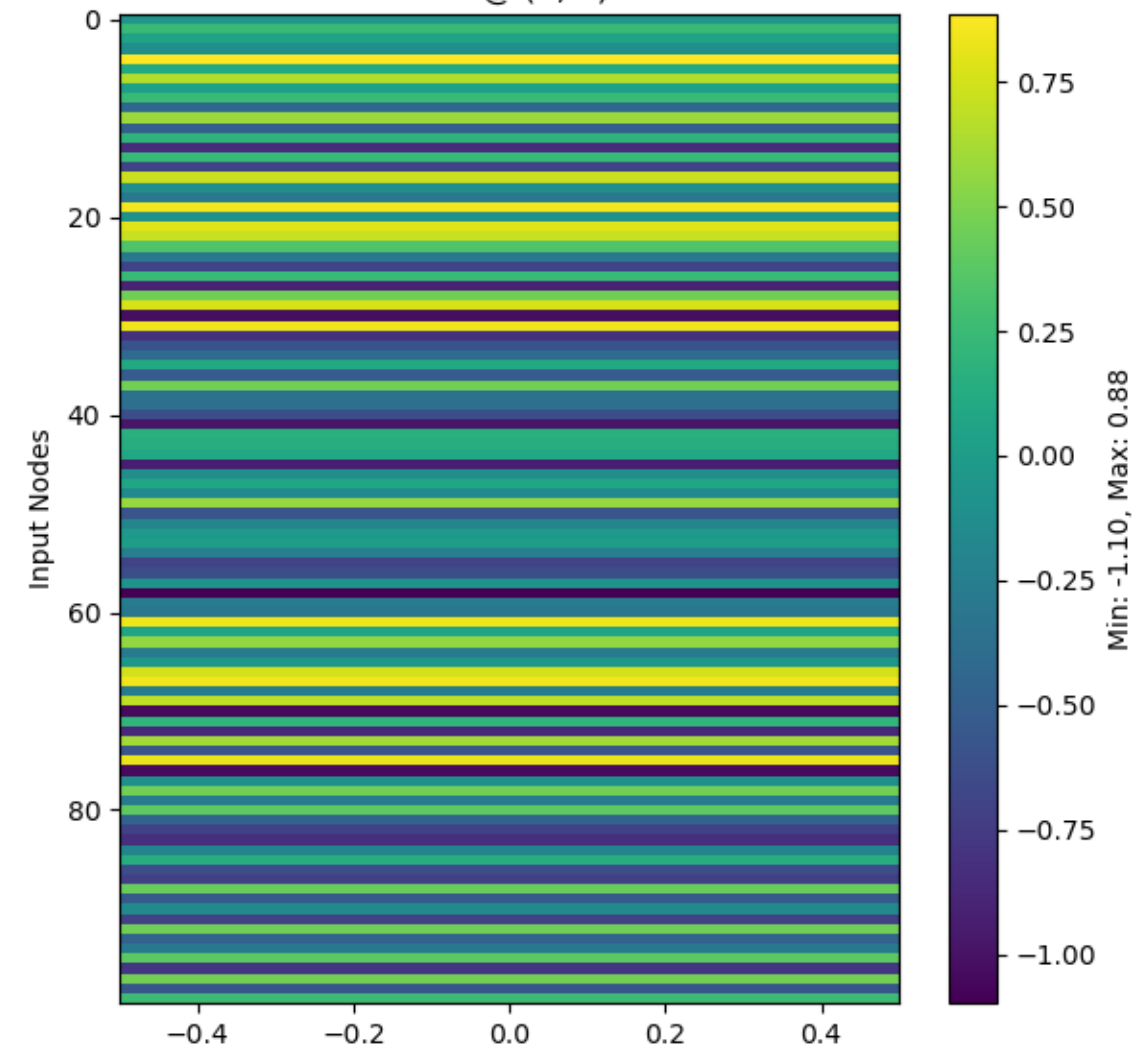
u (9 x 1)



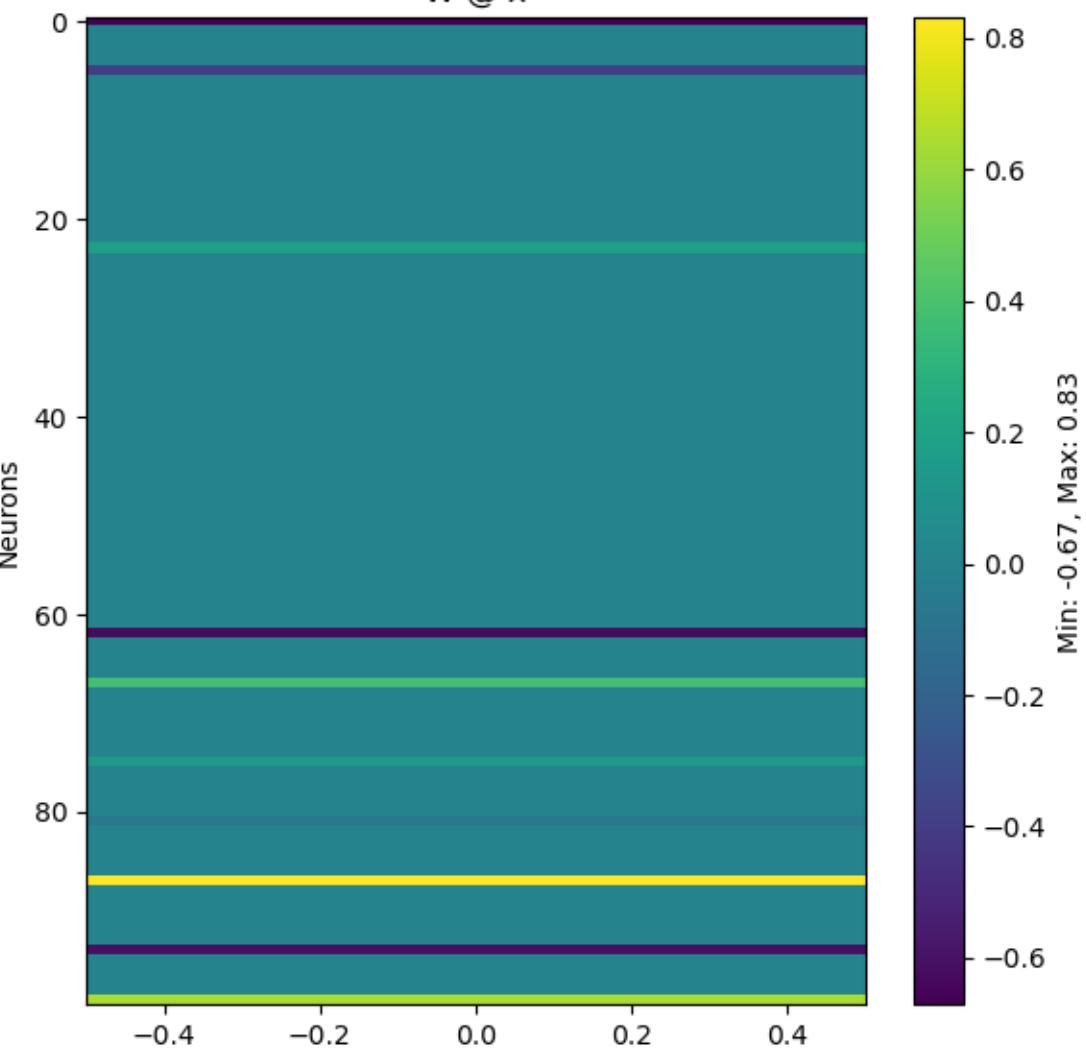
x (Neurons: 100)



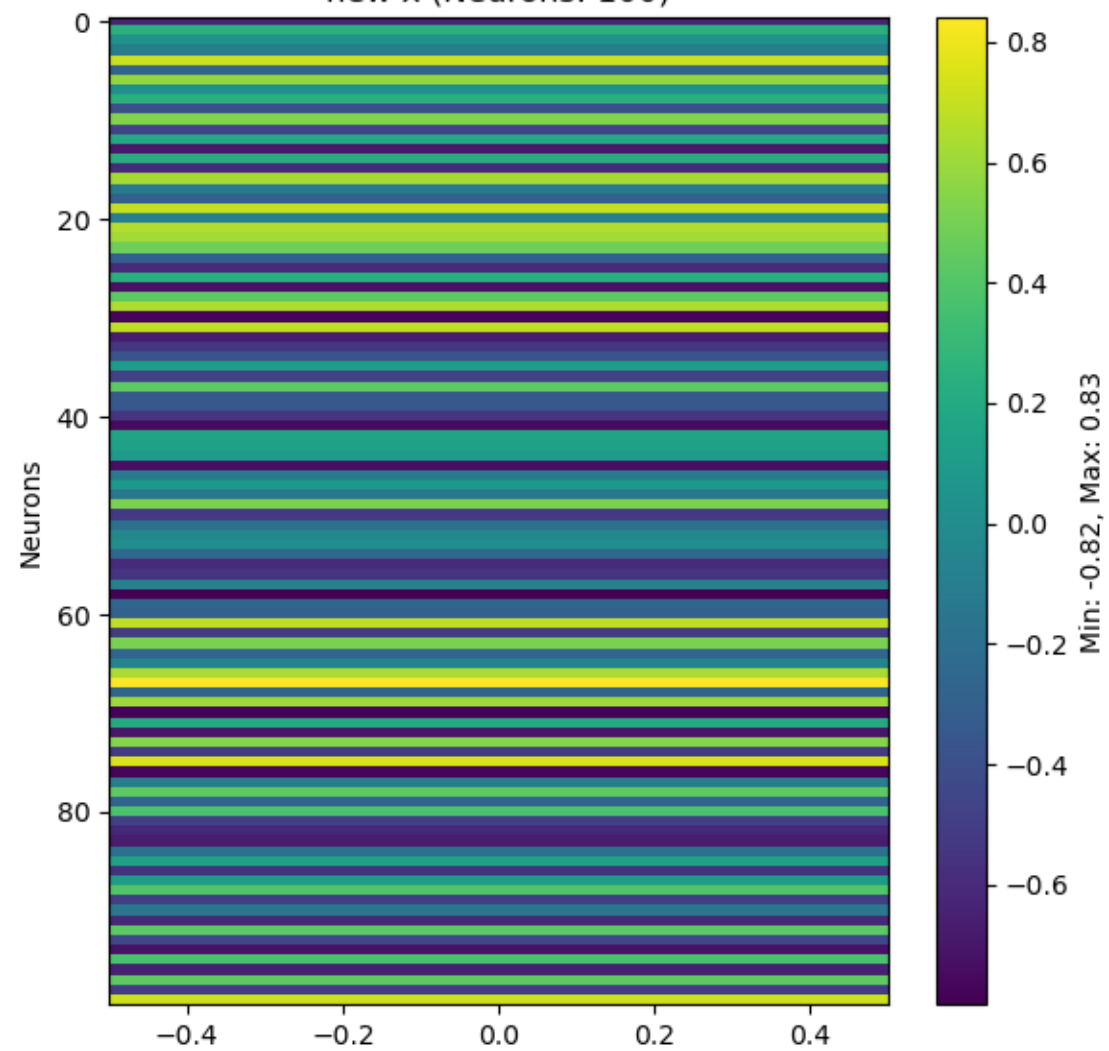
Win @ (1, u)



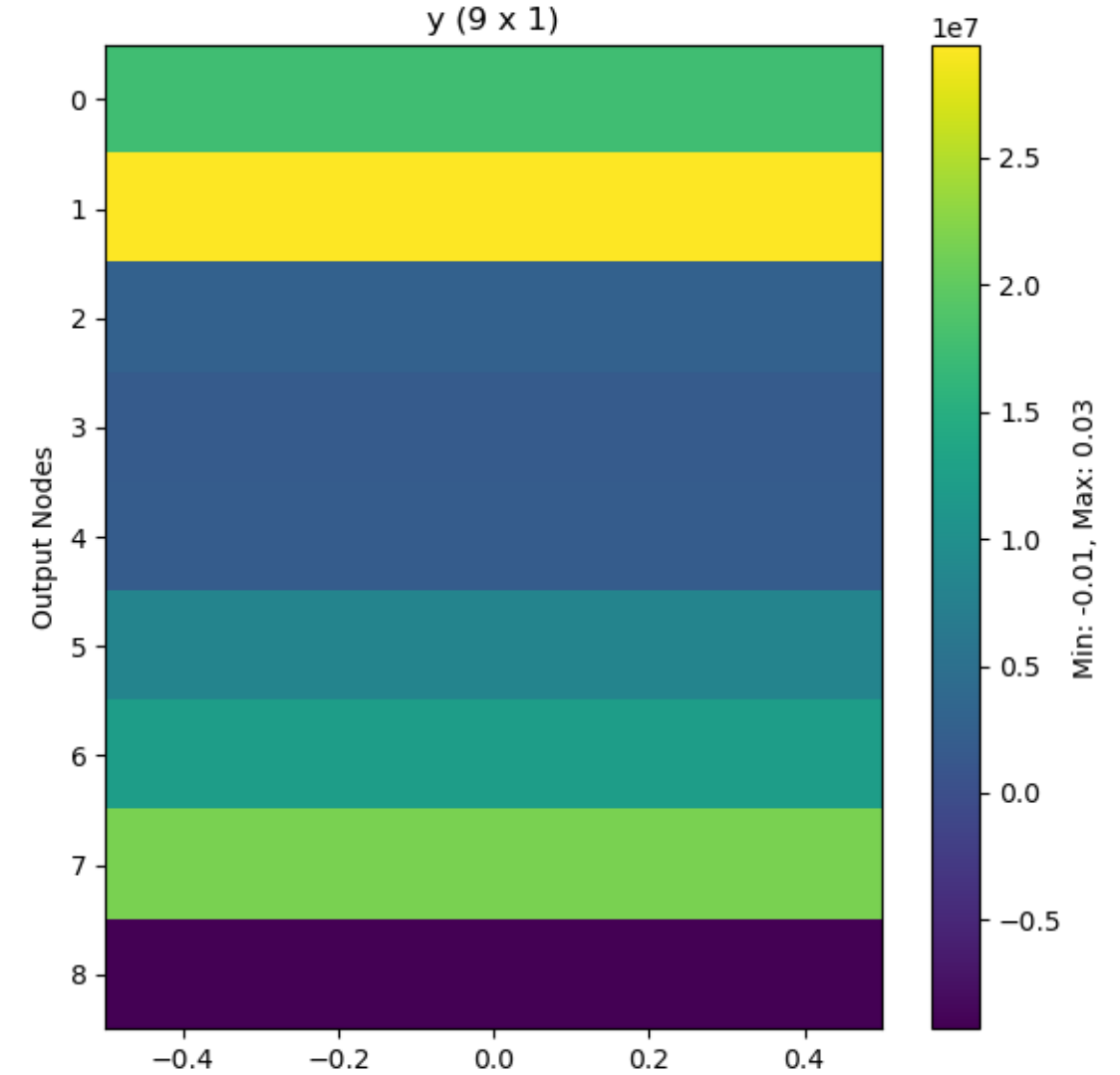
W @ x



new x (Neurons: 100)

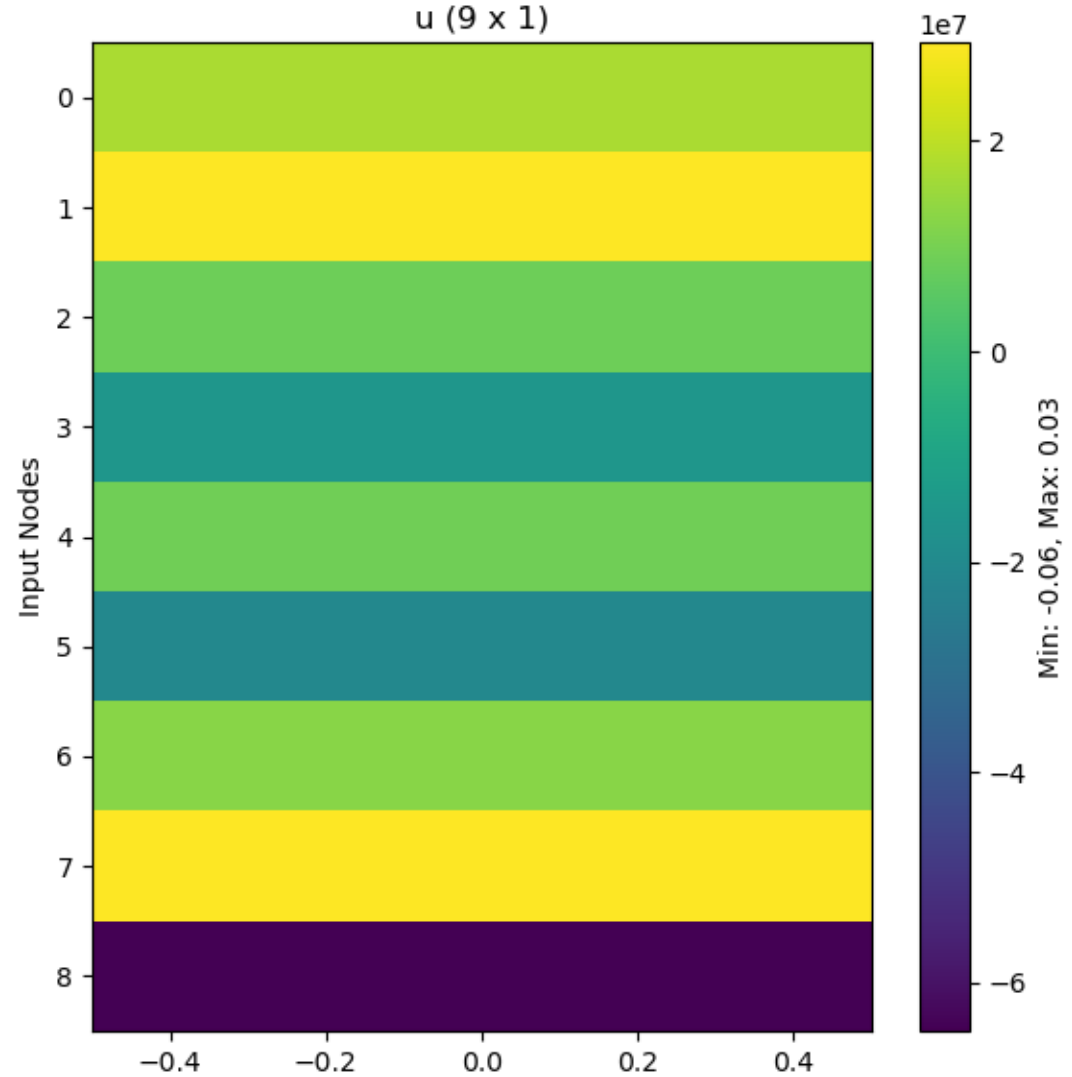


y (9 x 1)

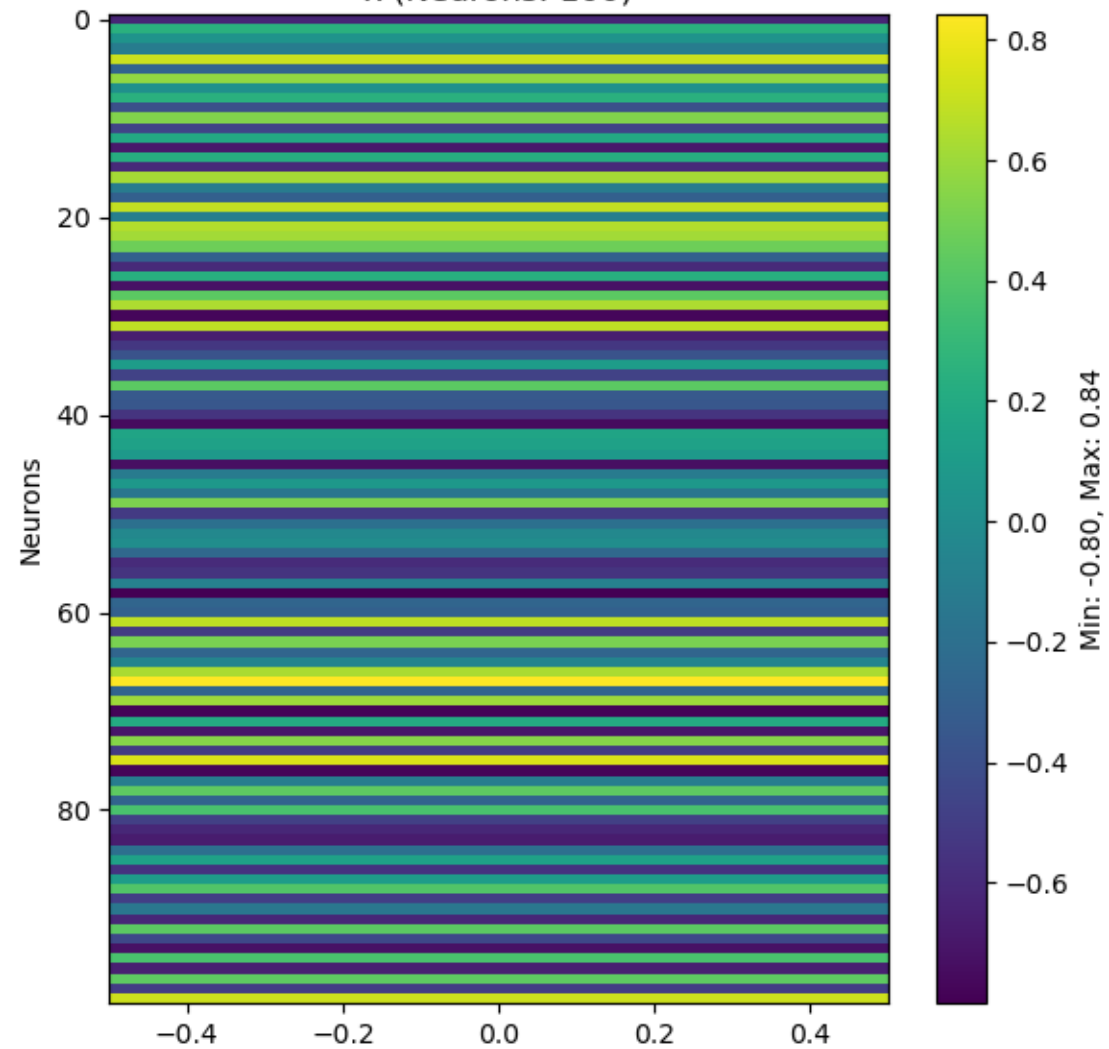


(d: 17, t: 15)

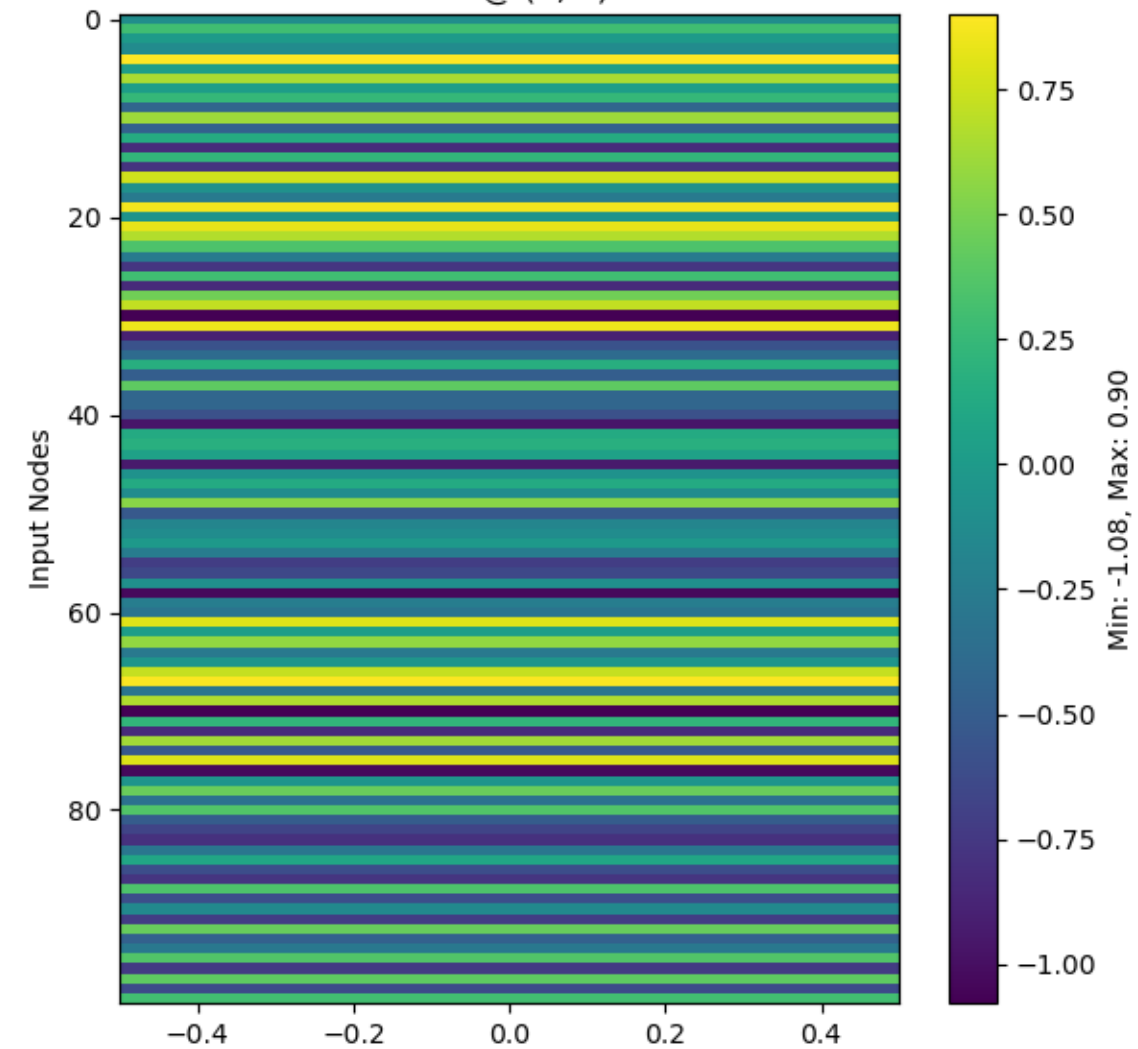
u (9 x 1)



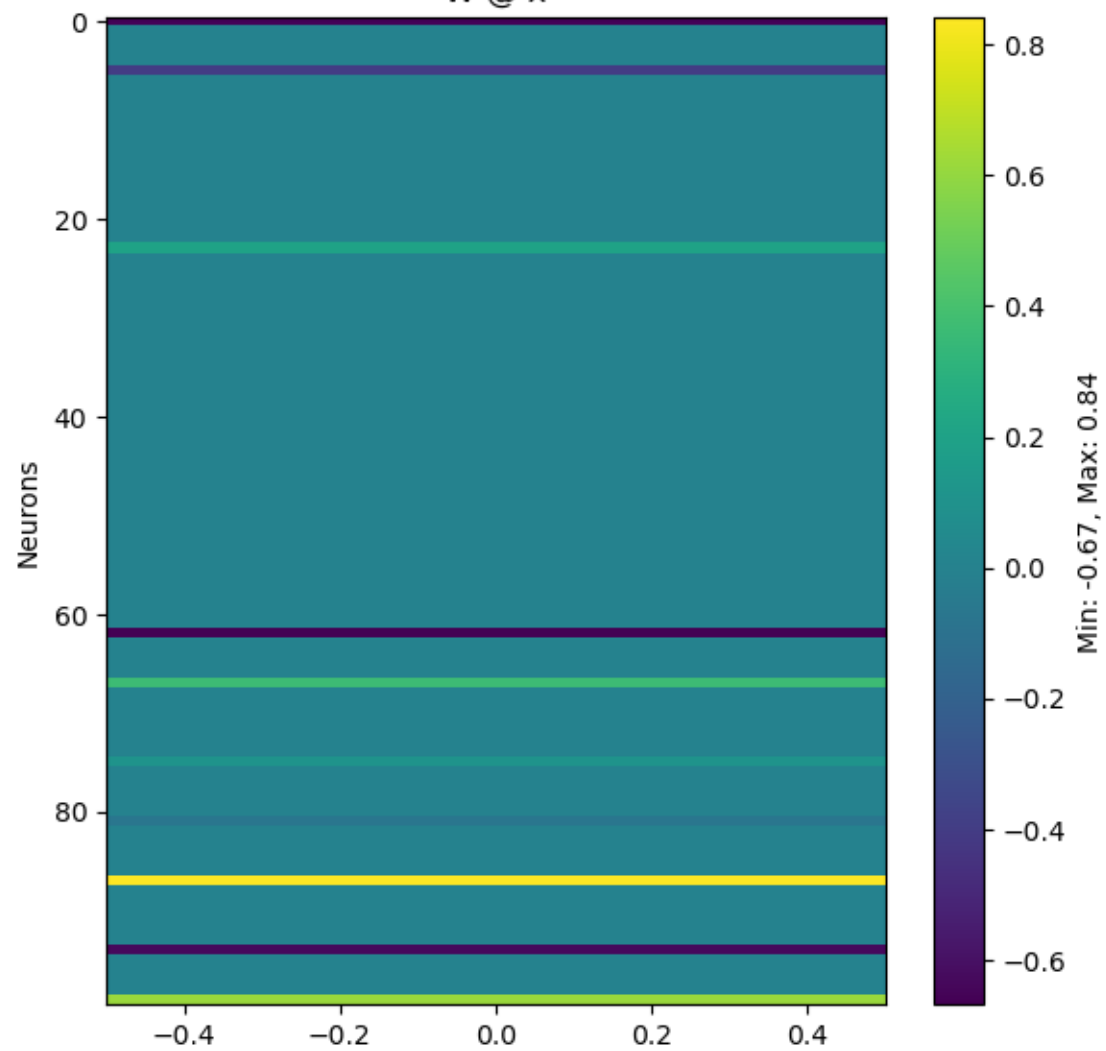
x (Neurons: 100)



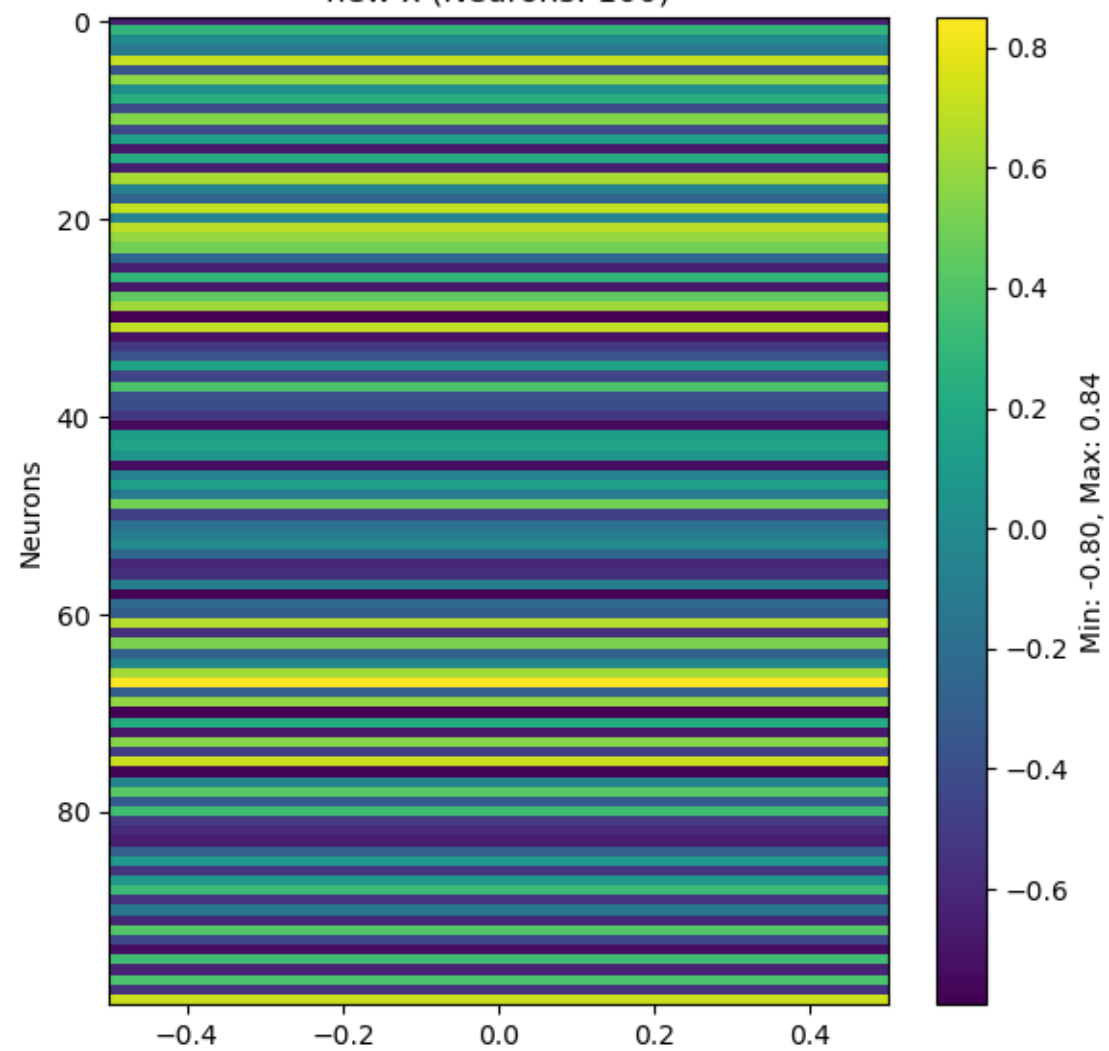
Win @ (1, u)



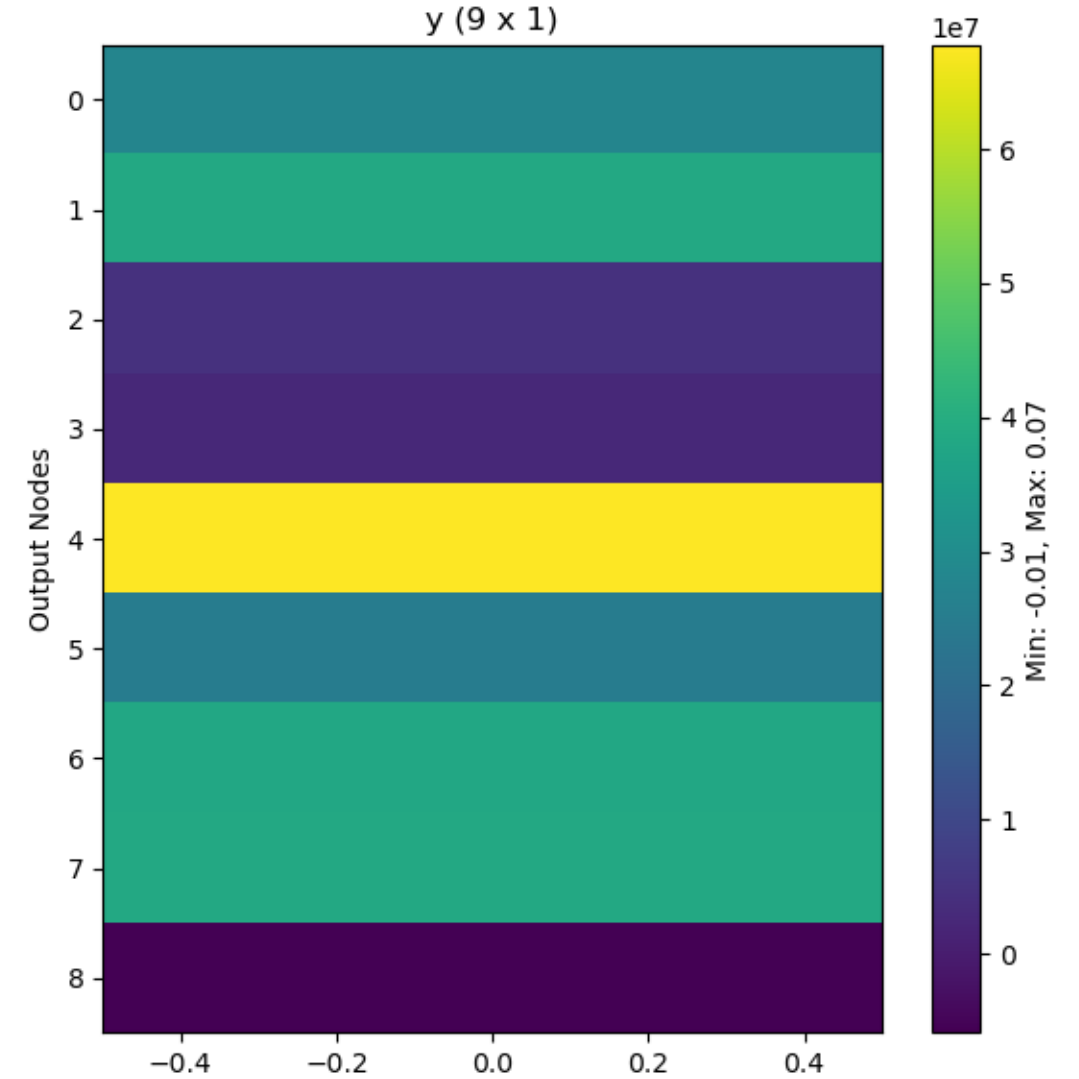
W @ x



new x (Neurons: 100)

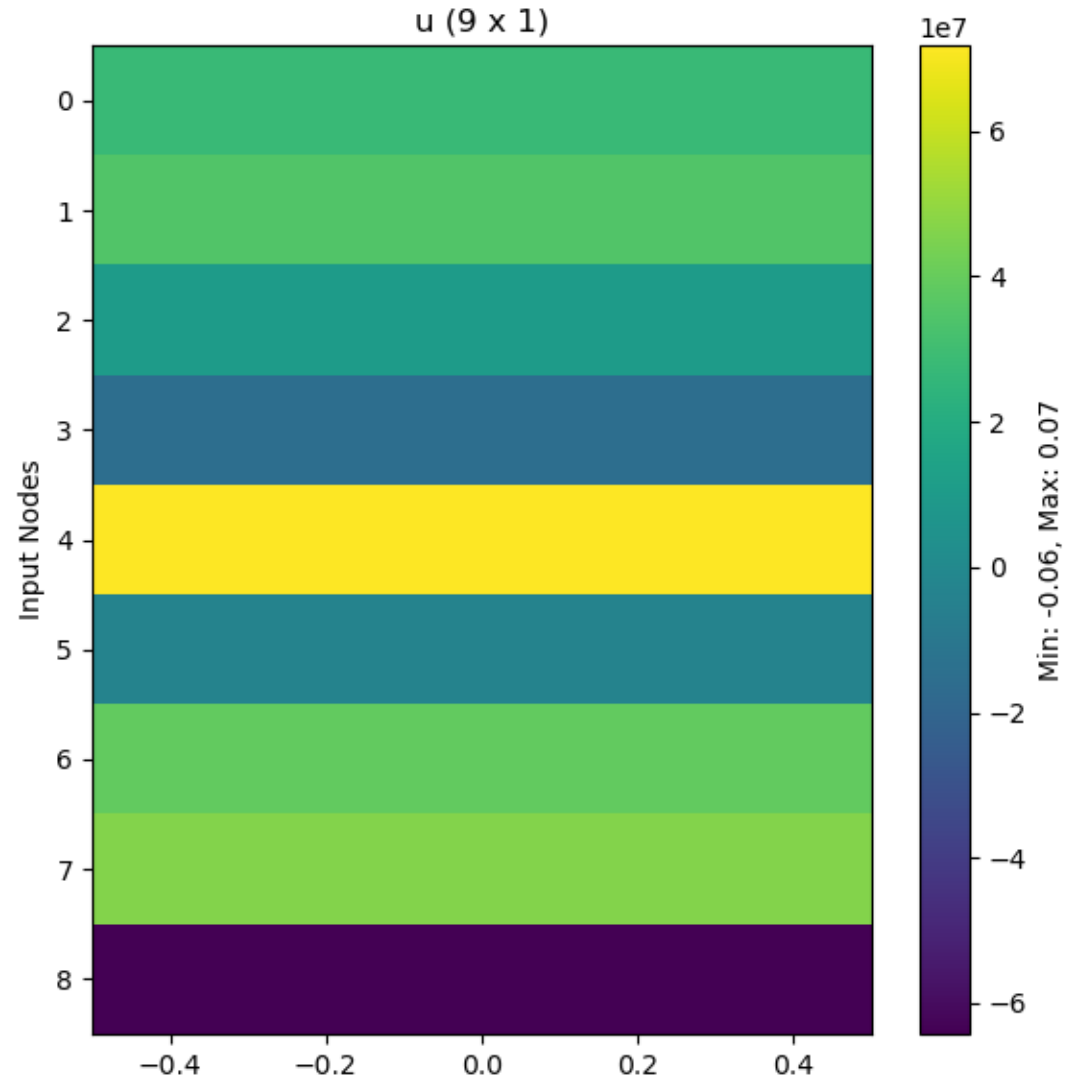


y (9 x 1)

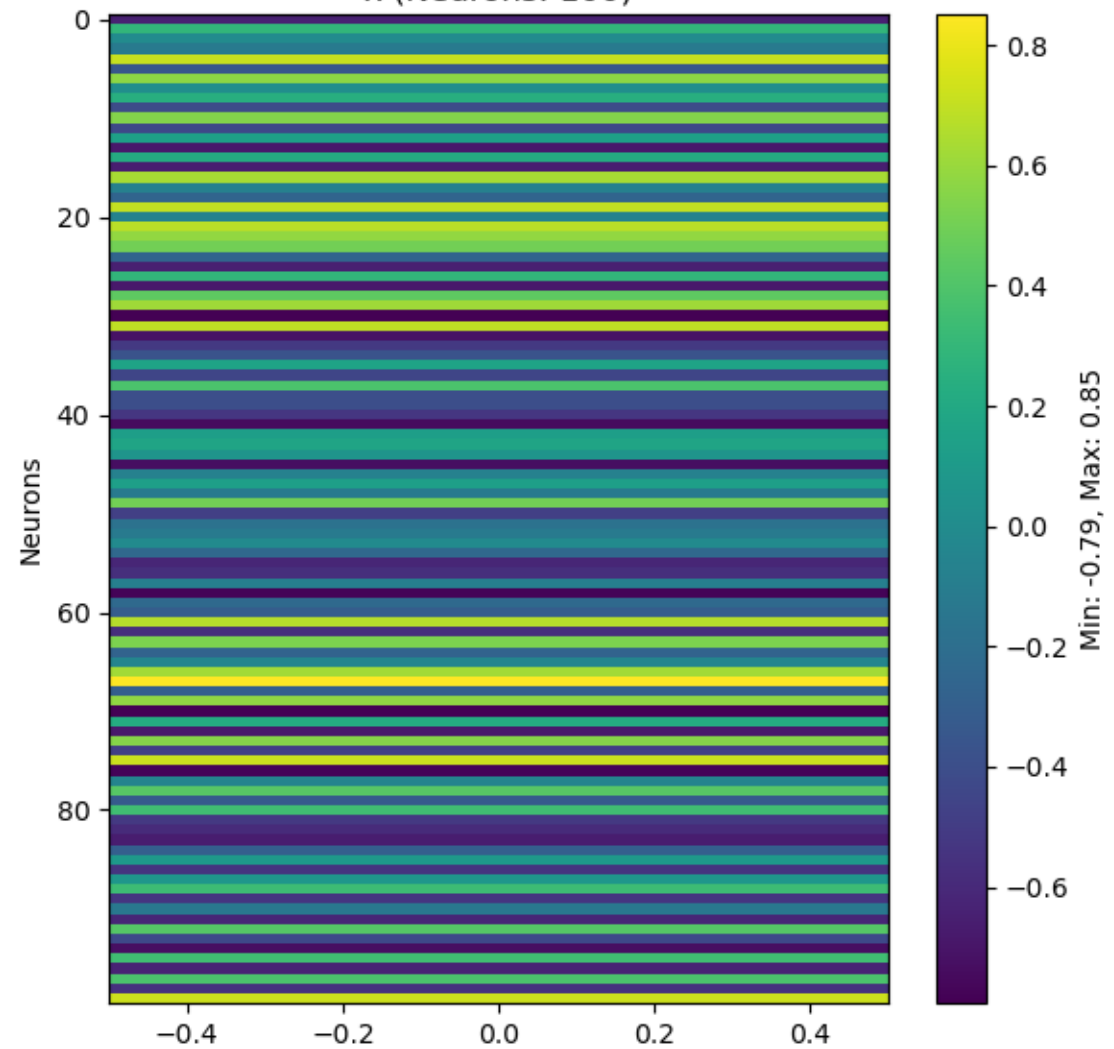


(d: 18, t: 15)

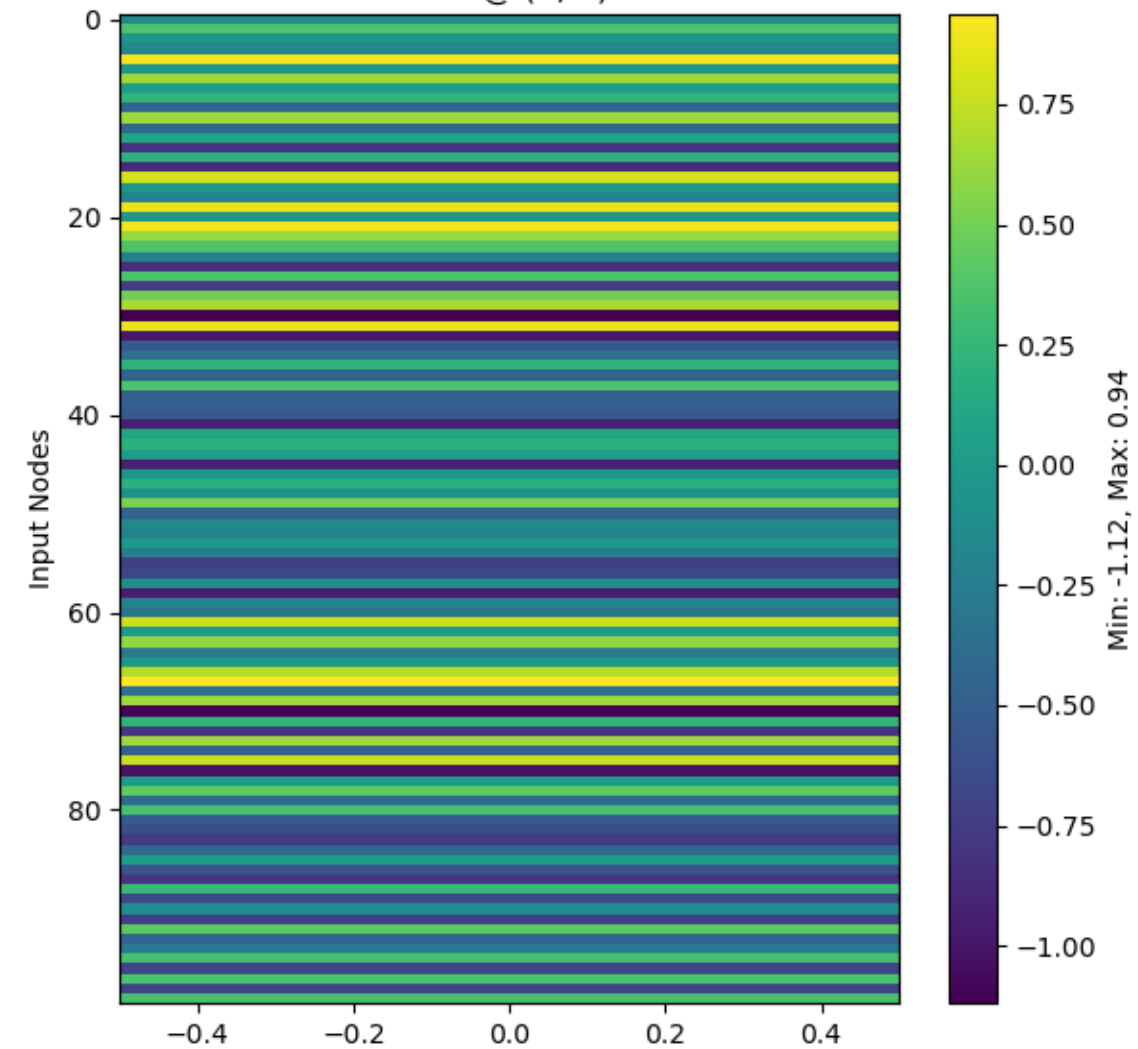
u (9 x 1)



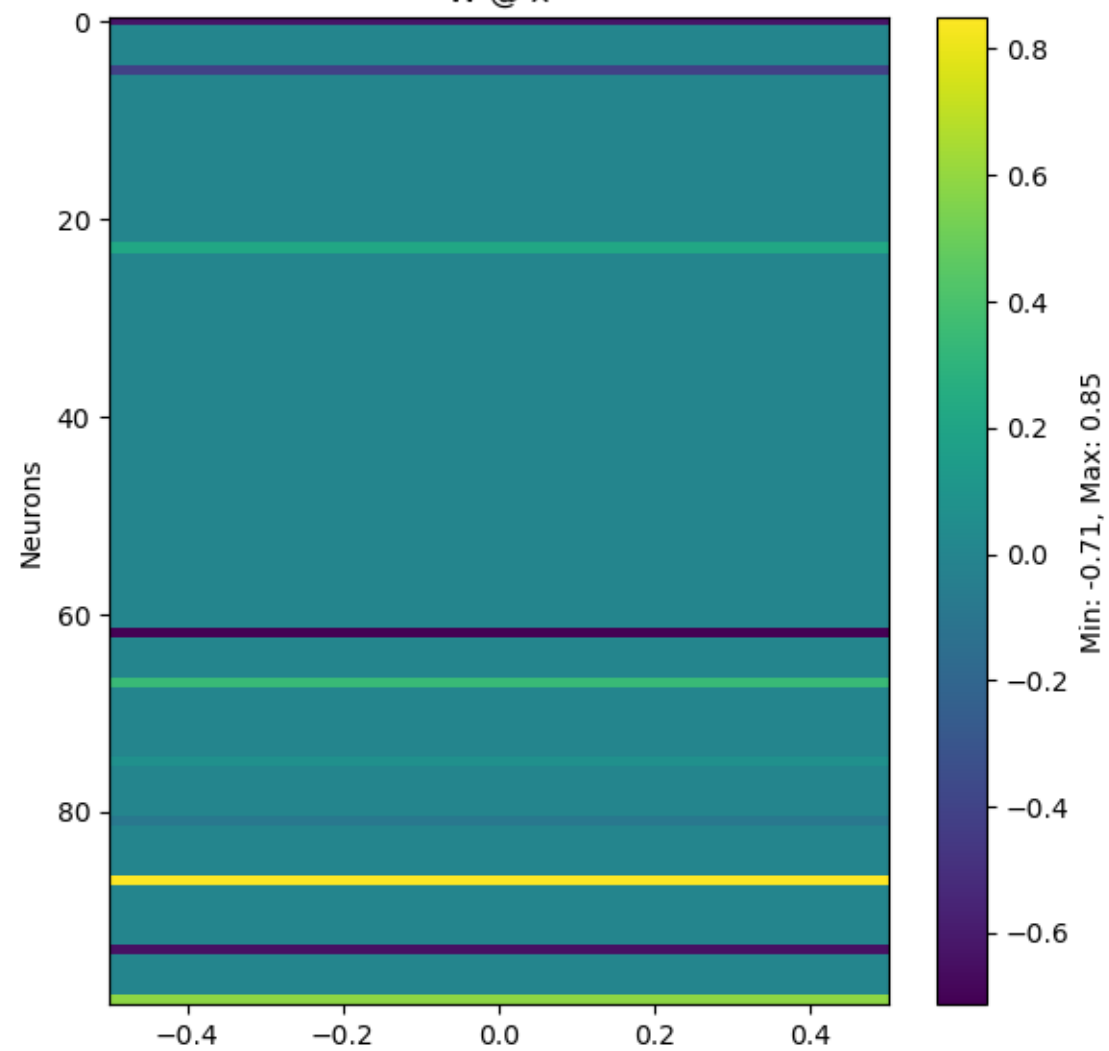
x (Neurons: 100)



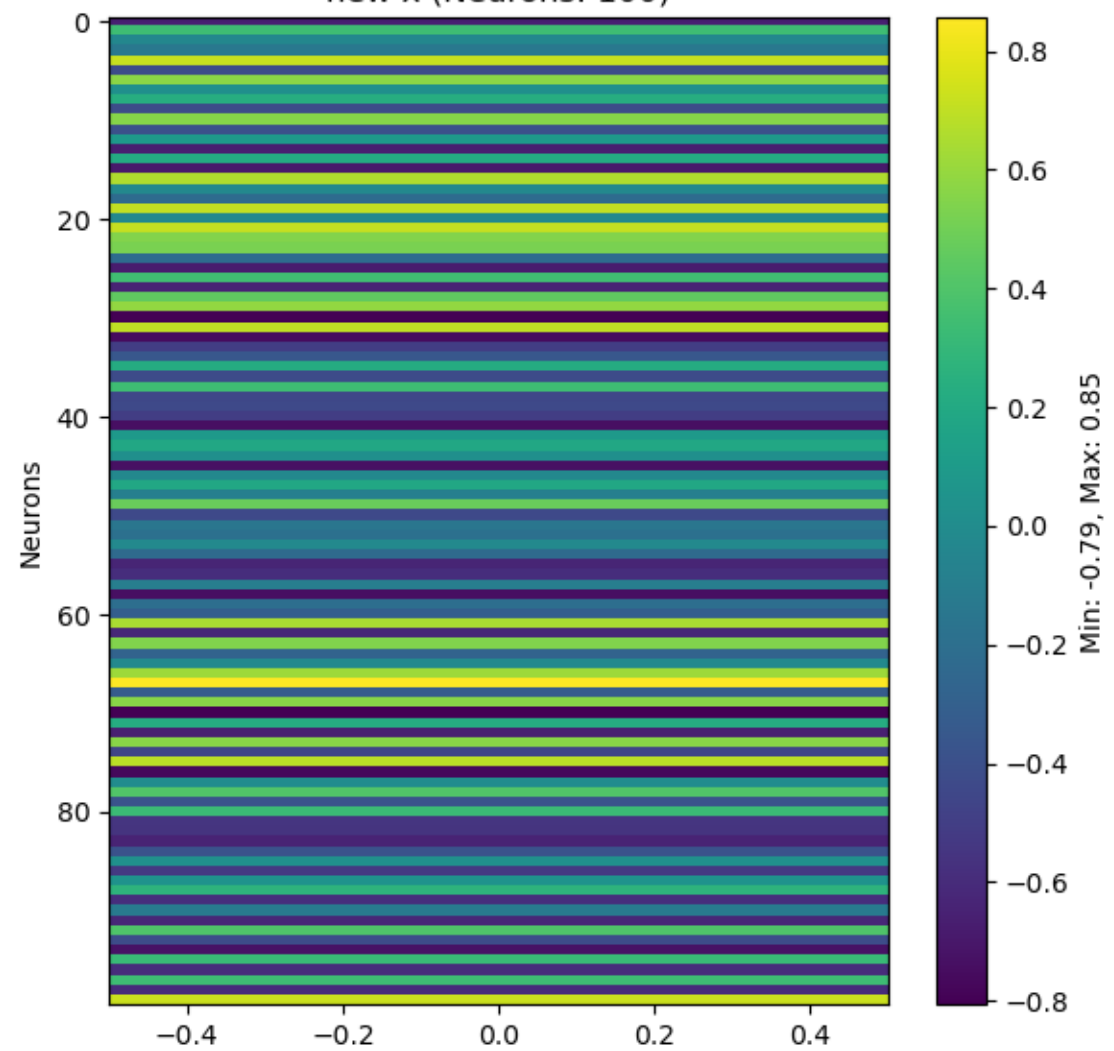
Win @ (1, u)



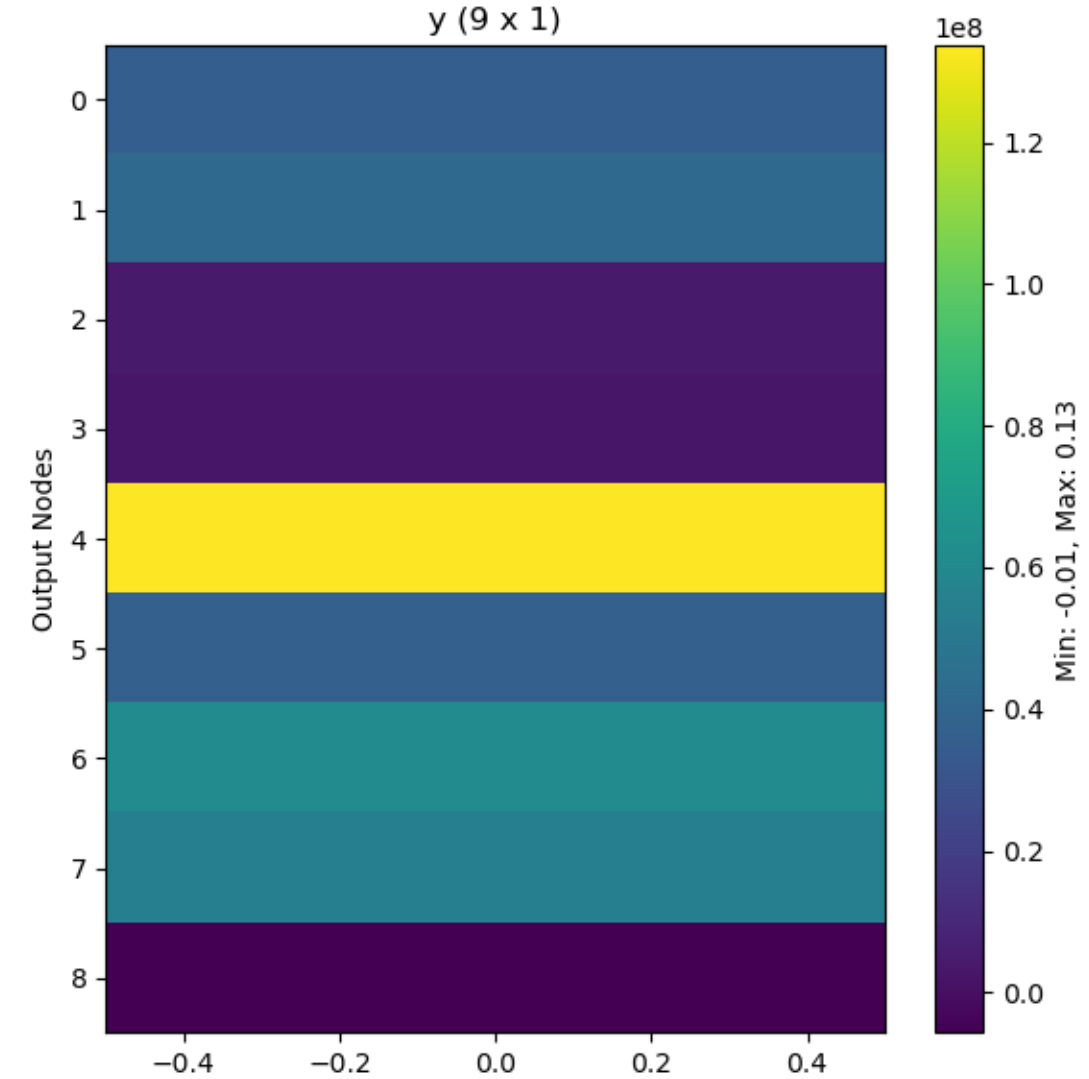
W @ x



new x (Neurons: 100)

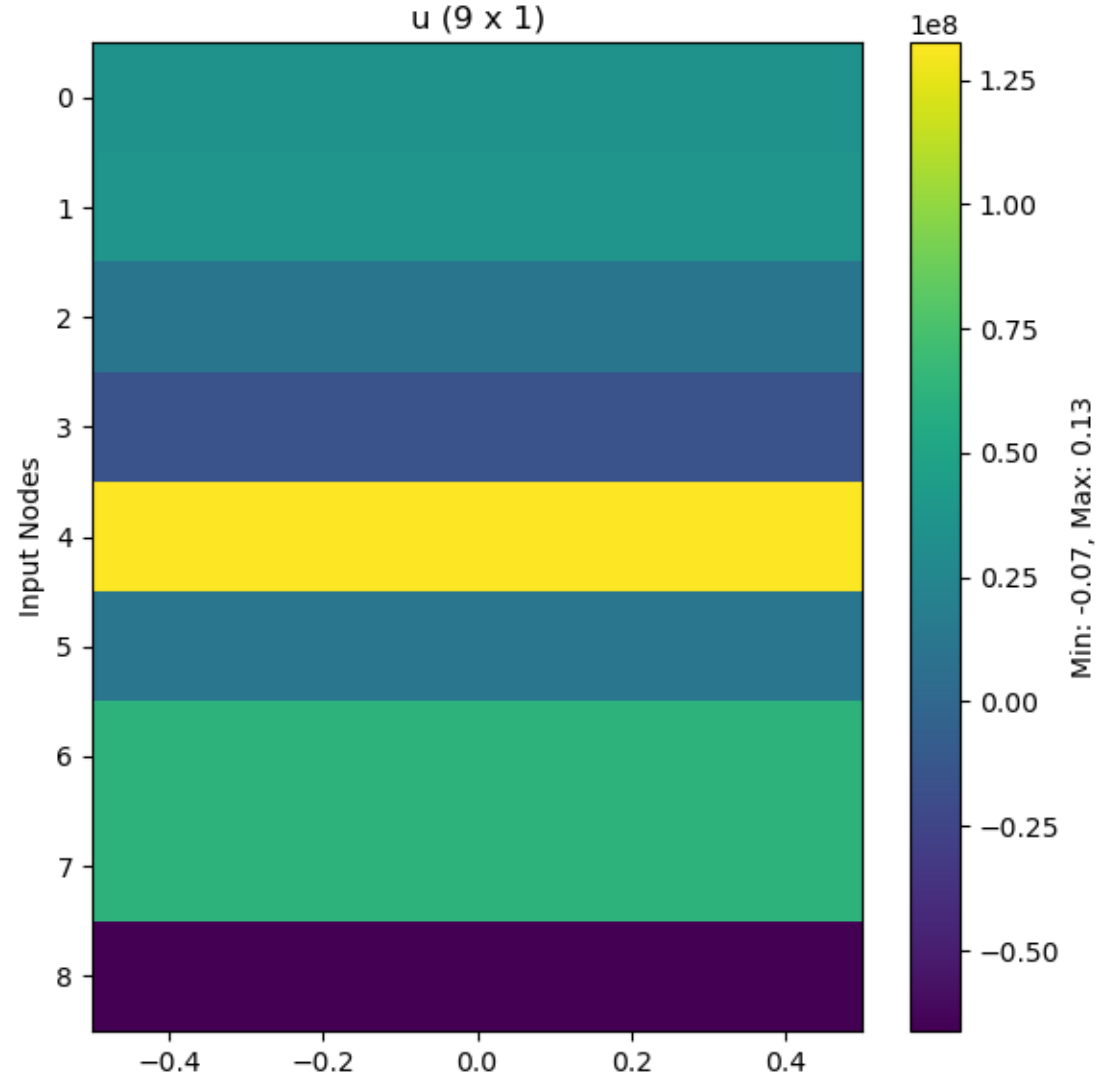


y (9 x 1)

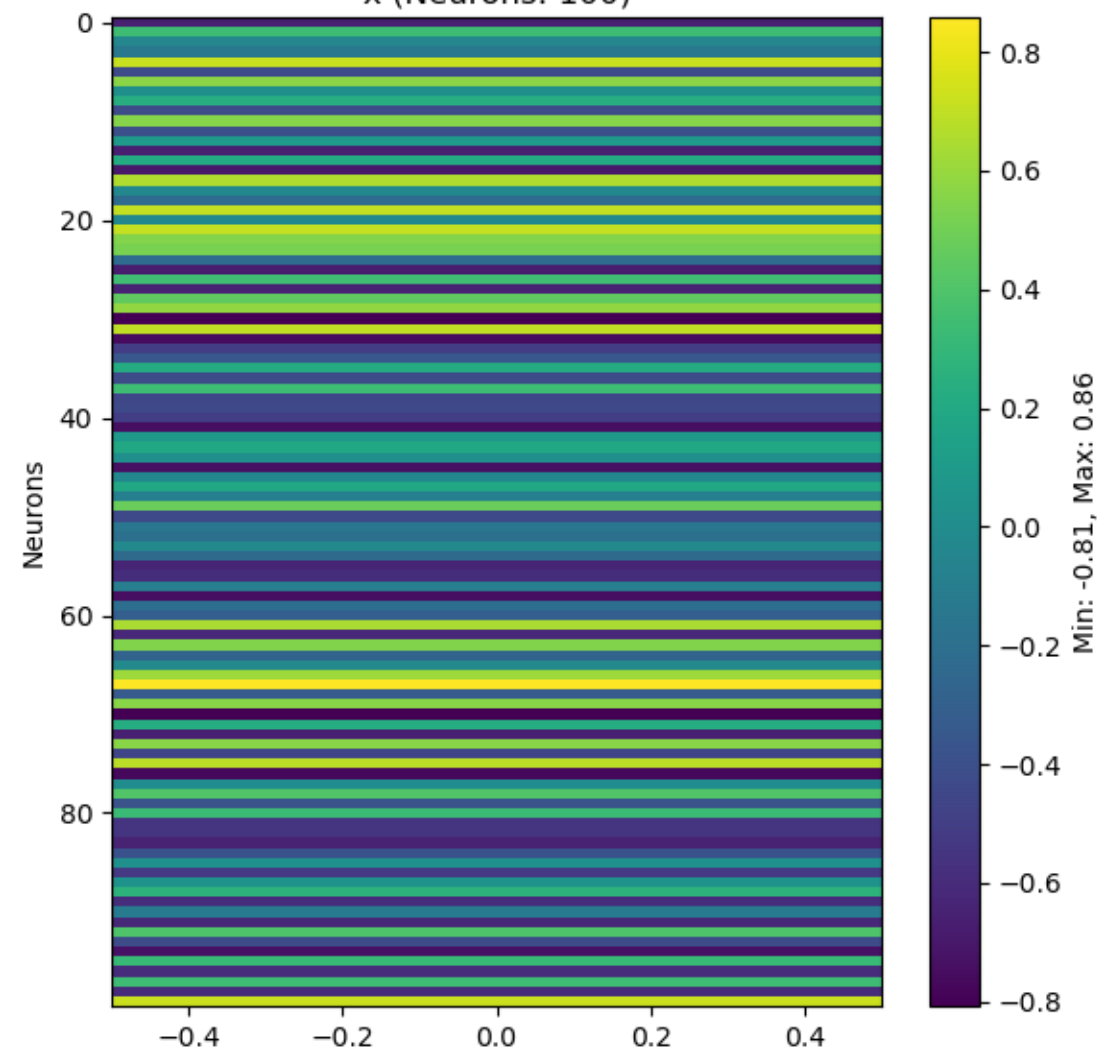


(d: 19, t: 15)

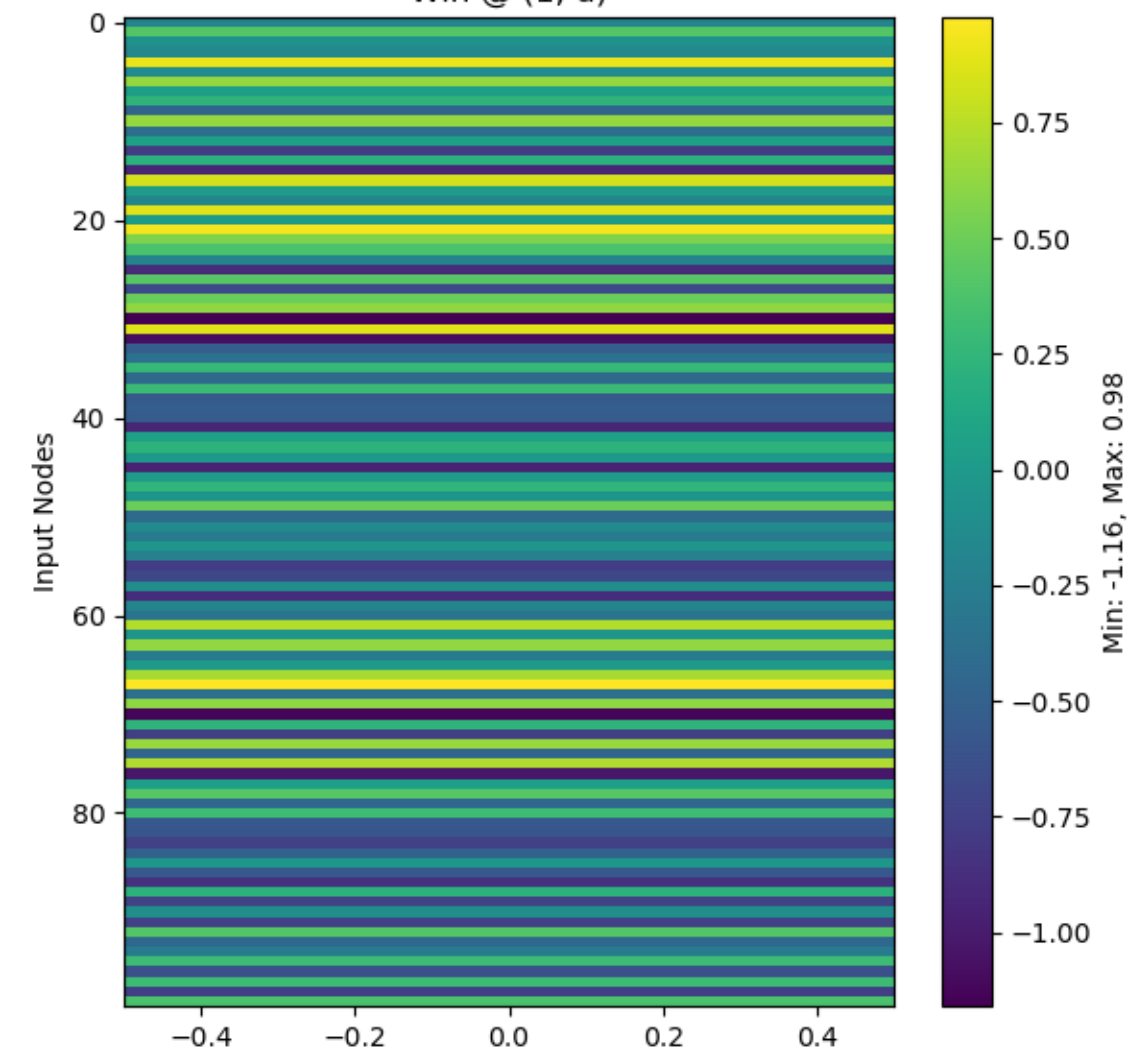
u (9 x 1)



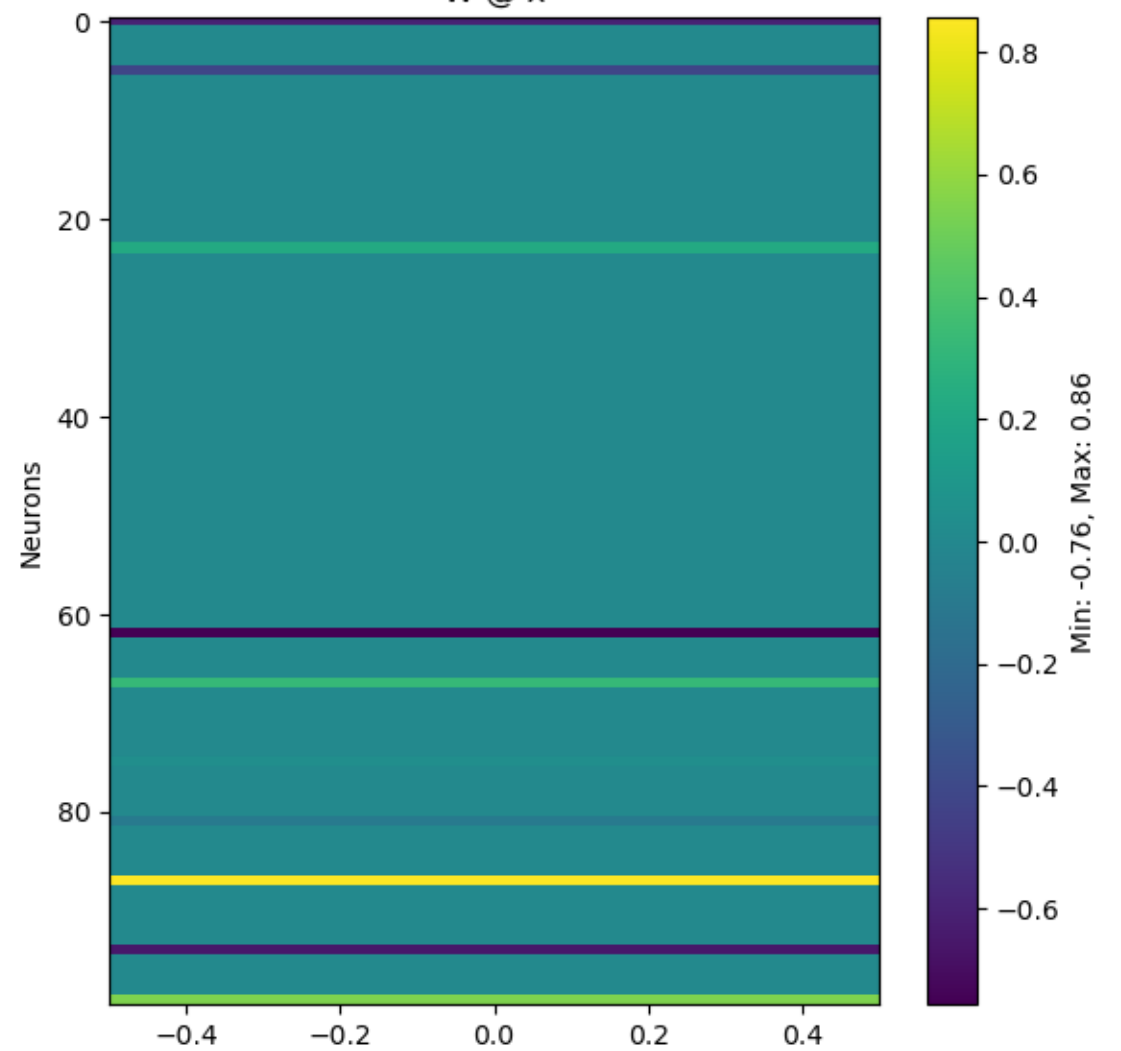
x (Neurons: 100)



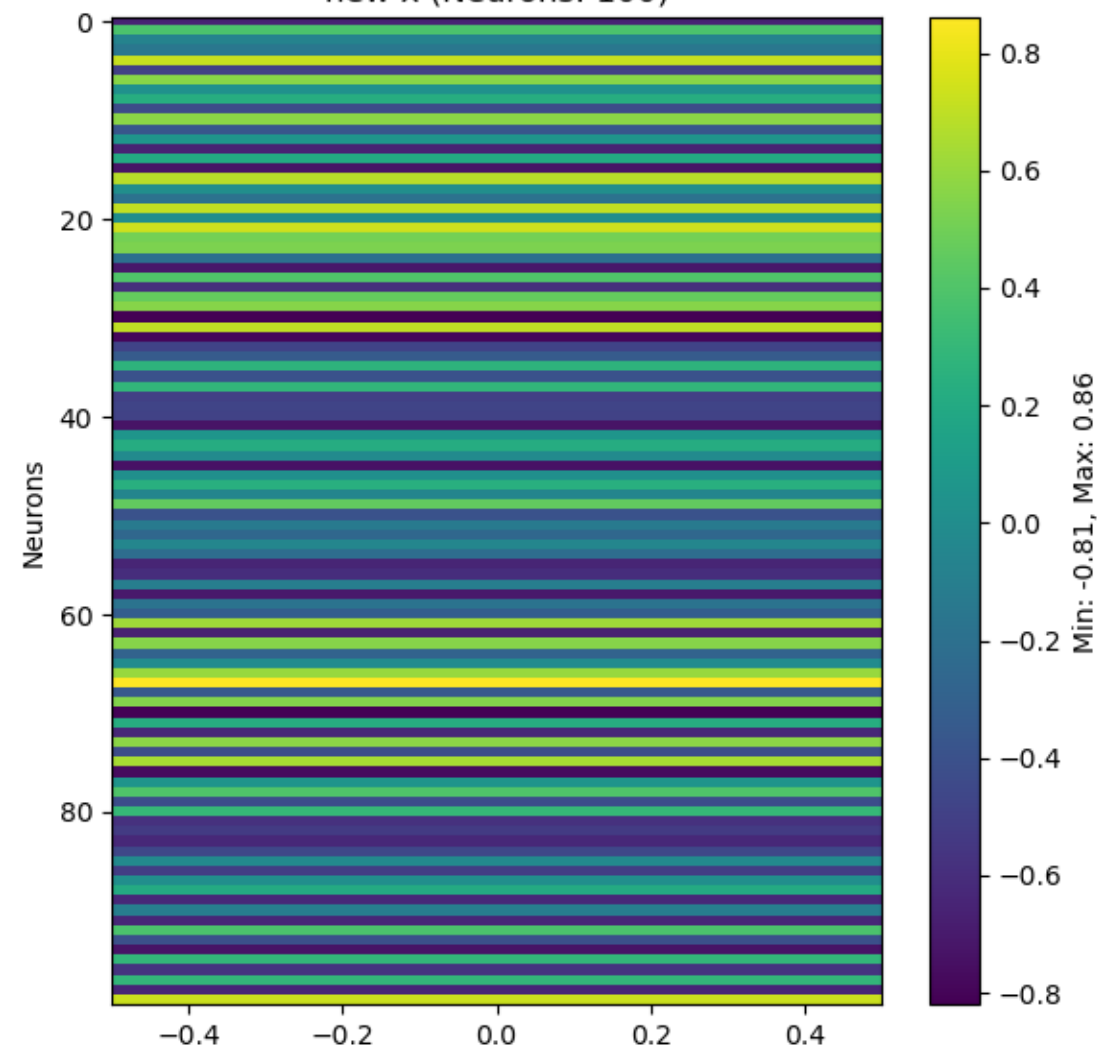
Win @ (1, u)



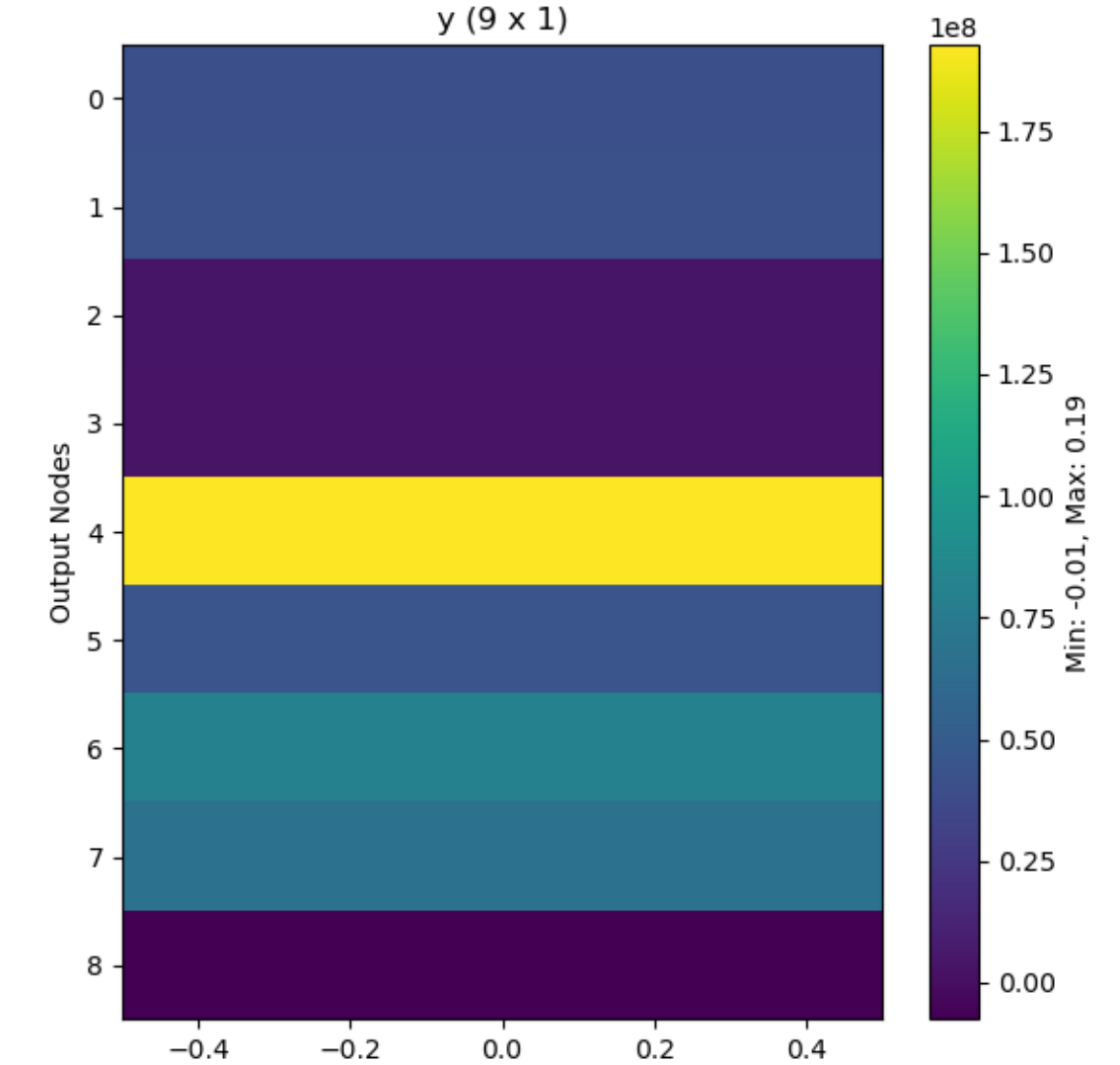
W @ x



new x (Neurons: 100)

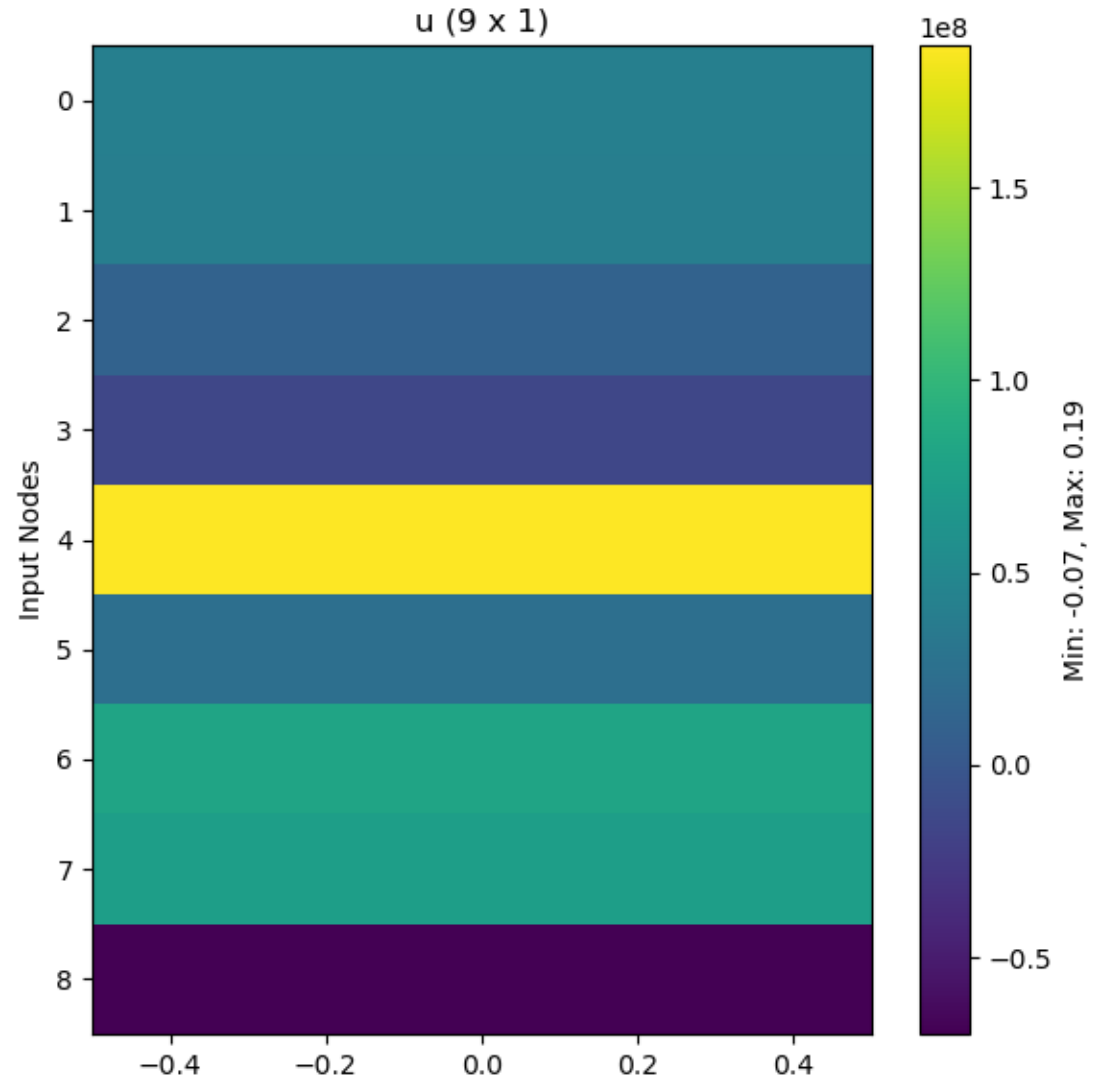


y (9 x 1)

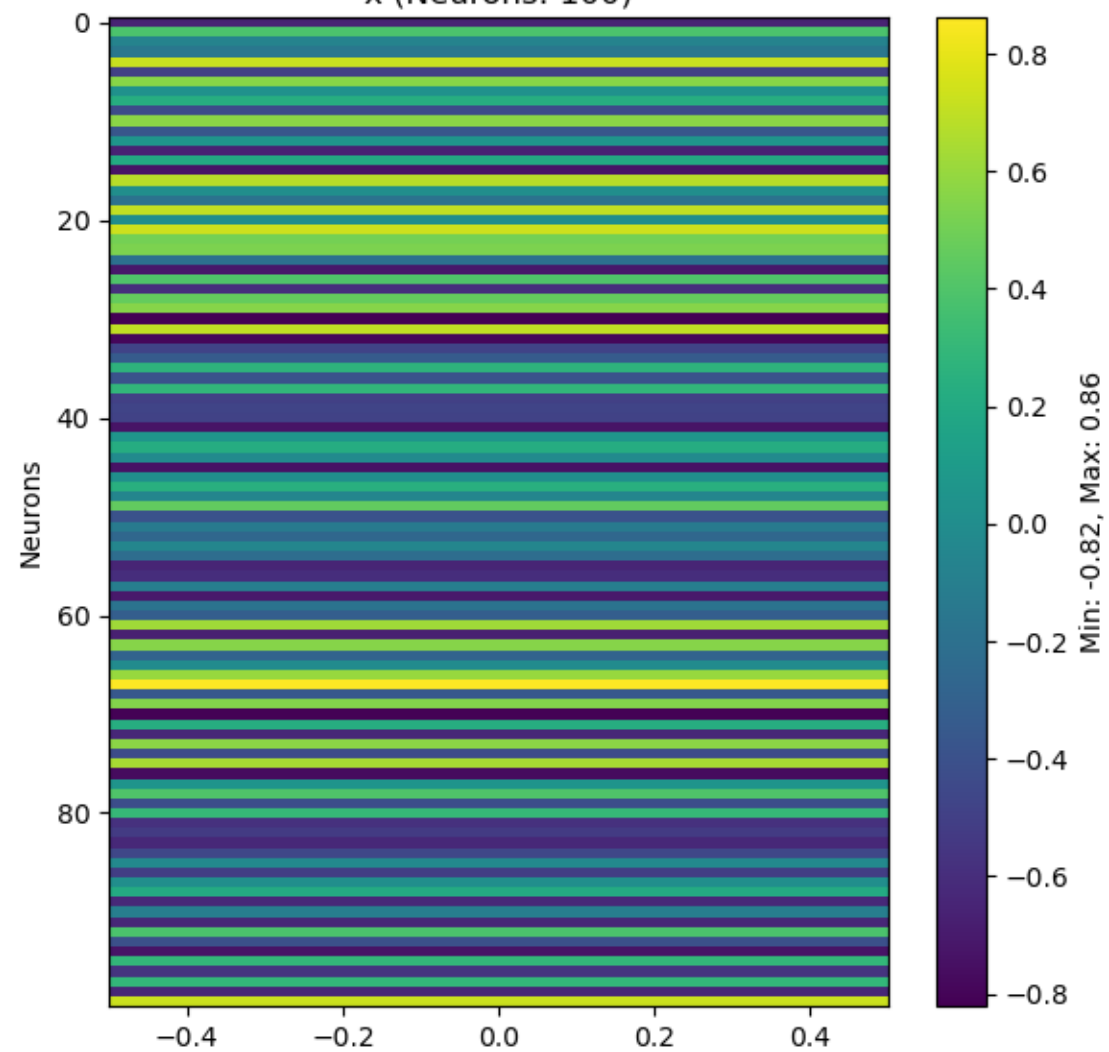


(d: 20, t: 15)

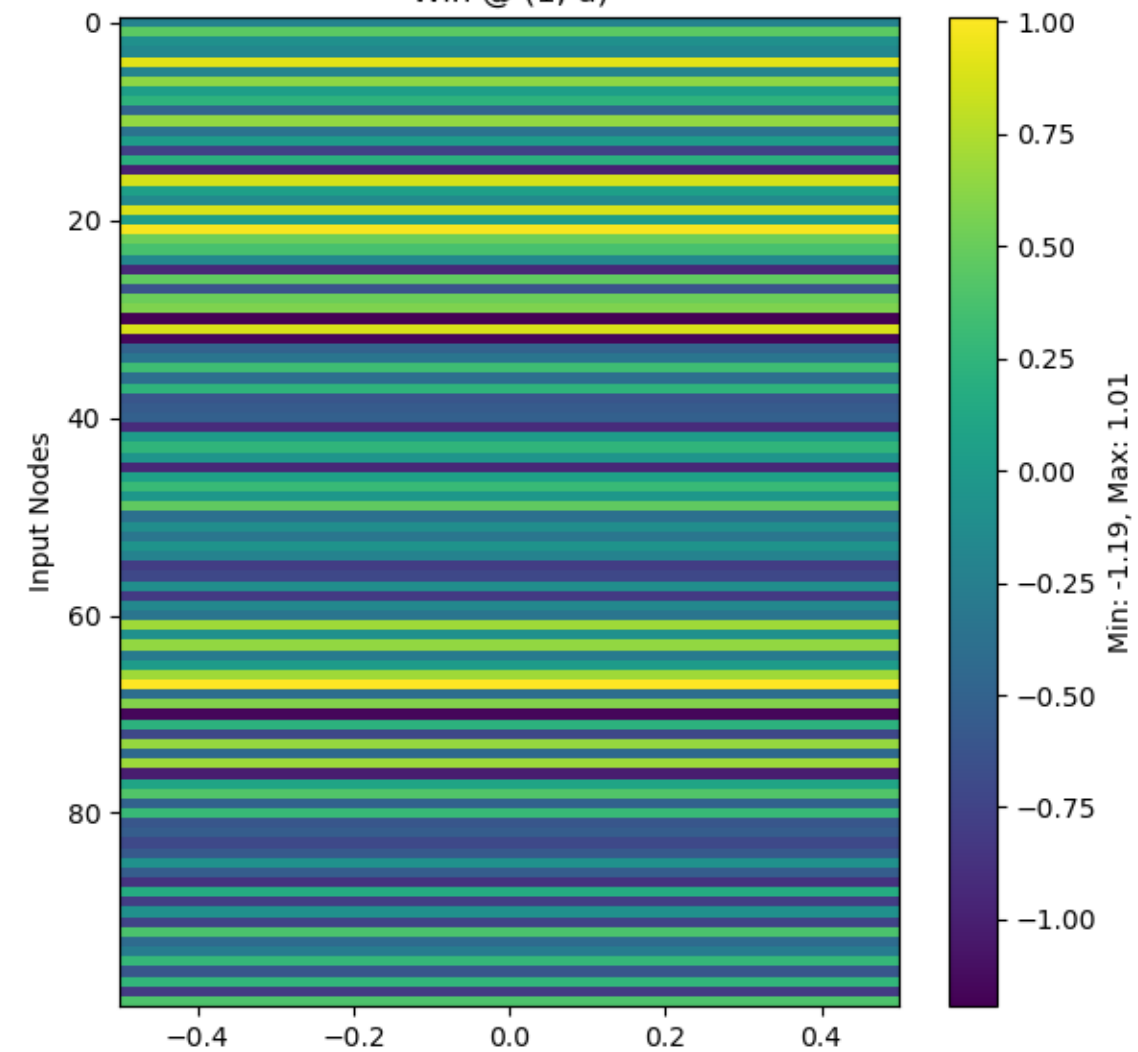
u (9 x 1)



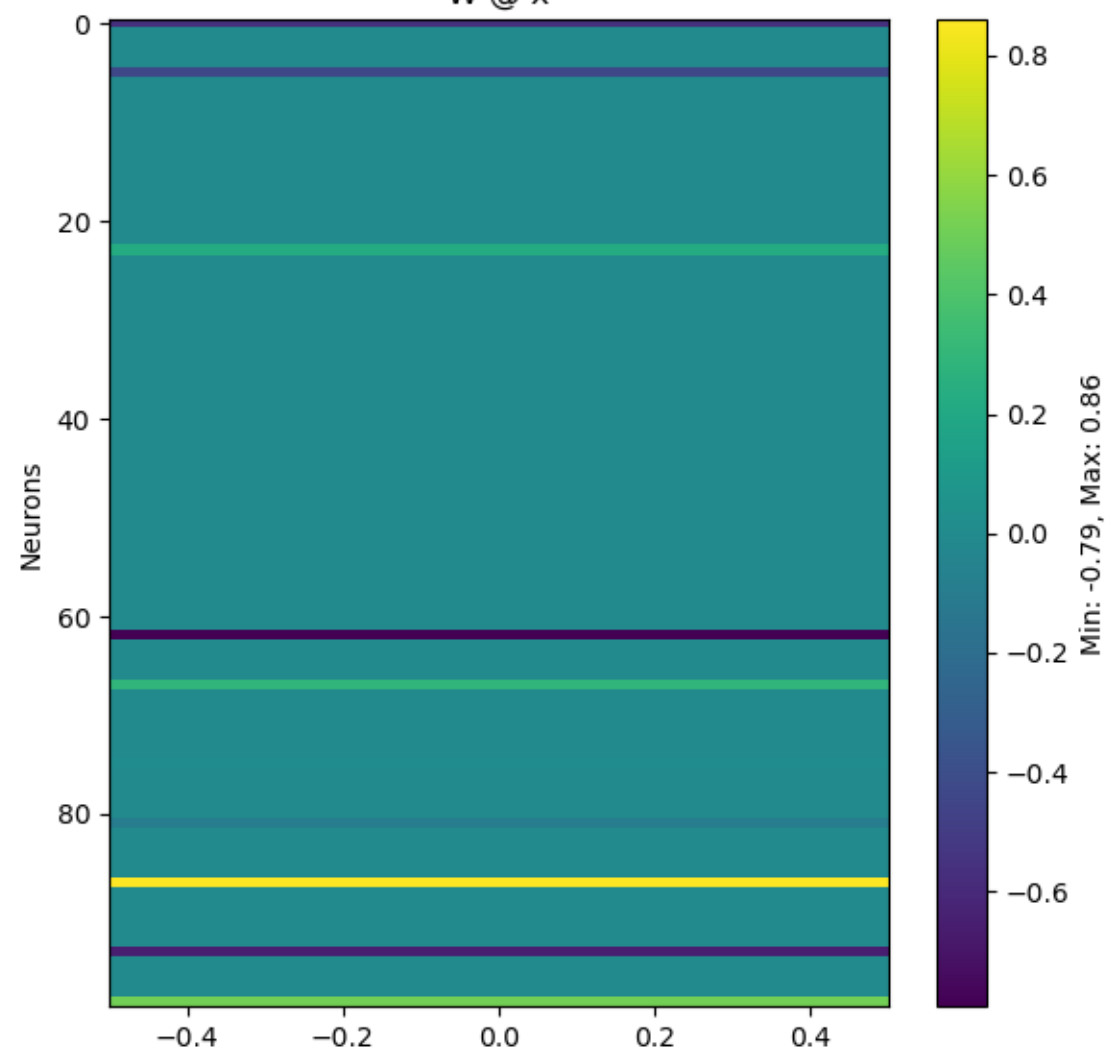
x (Neurons: 100)



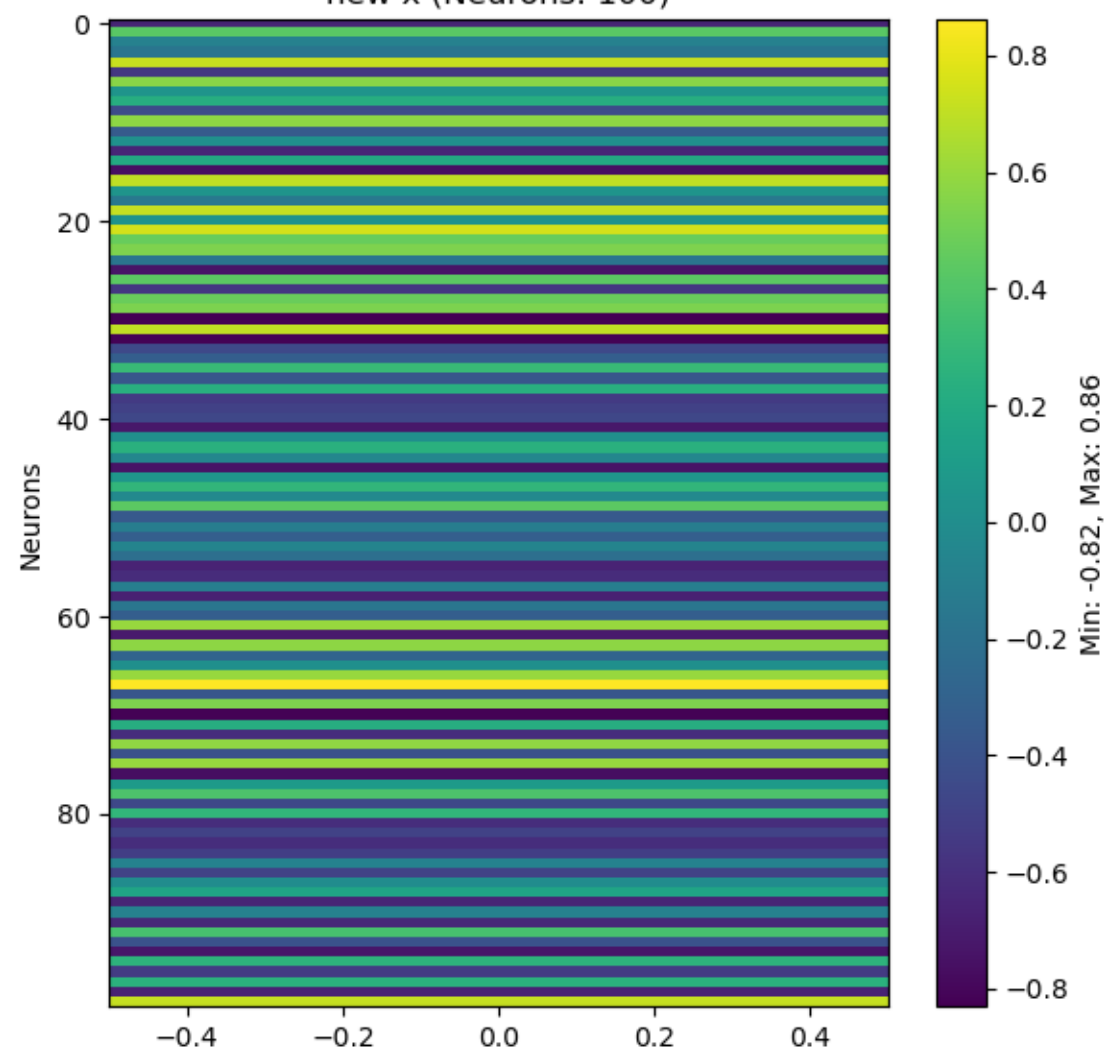
Win @ (1, u)



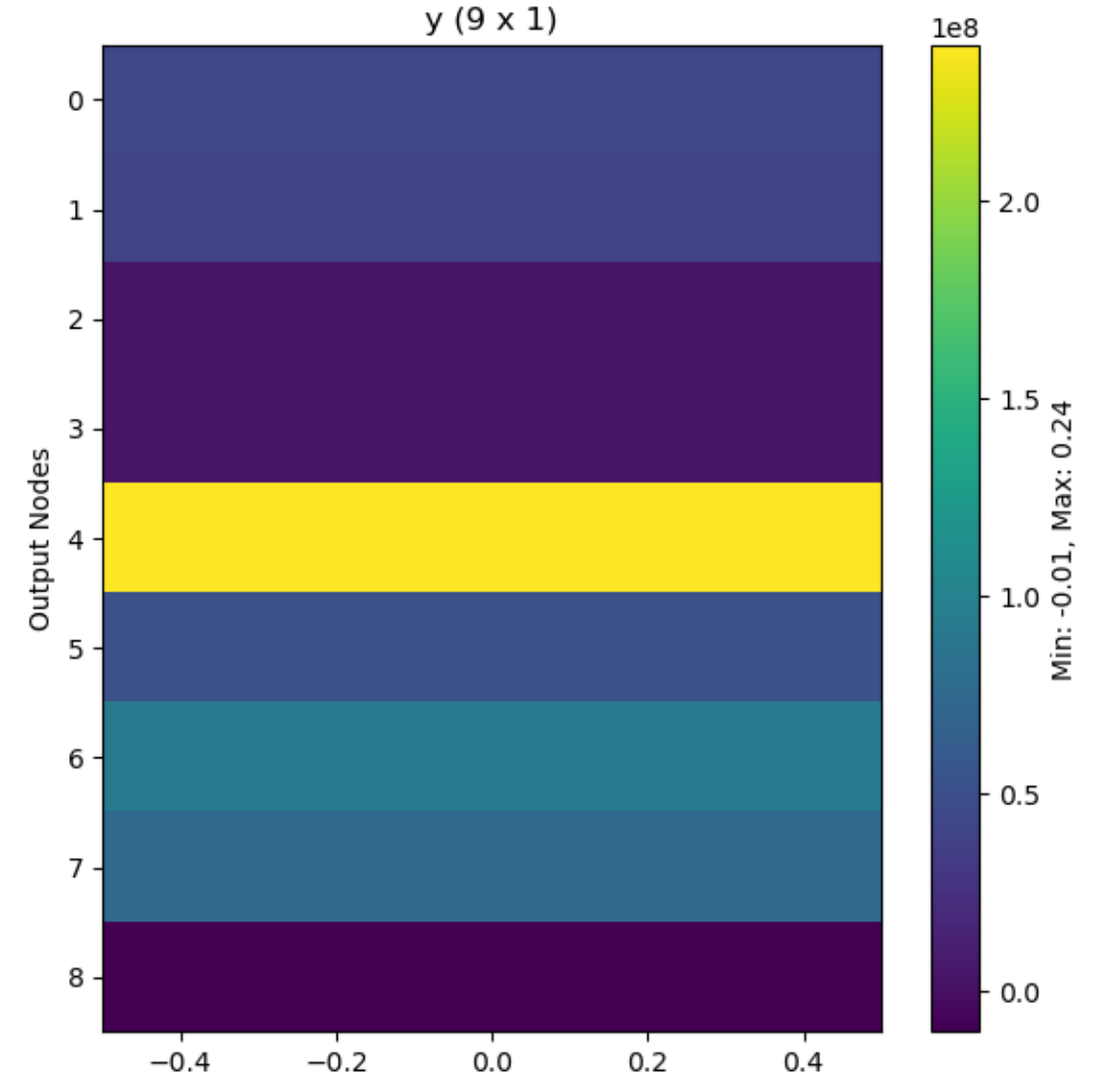
W @ x



new x (Neurons: 100)

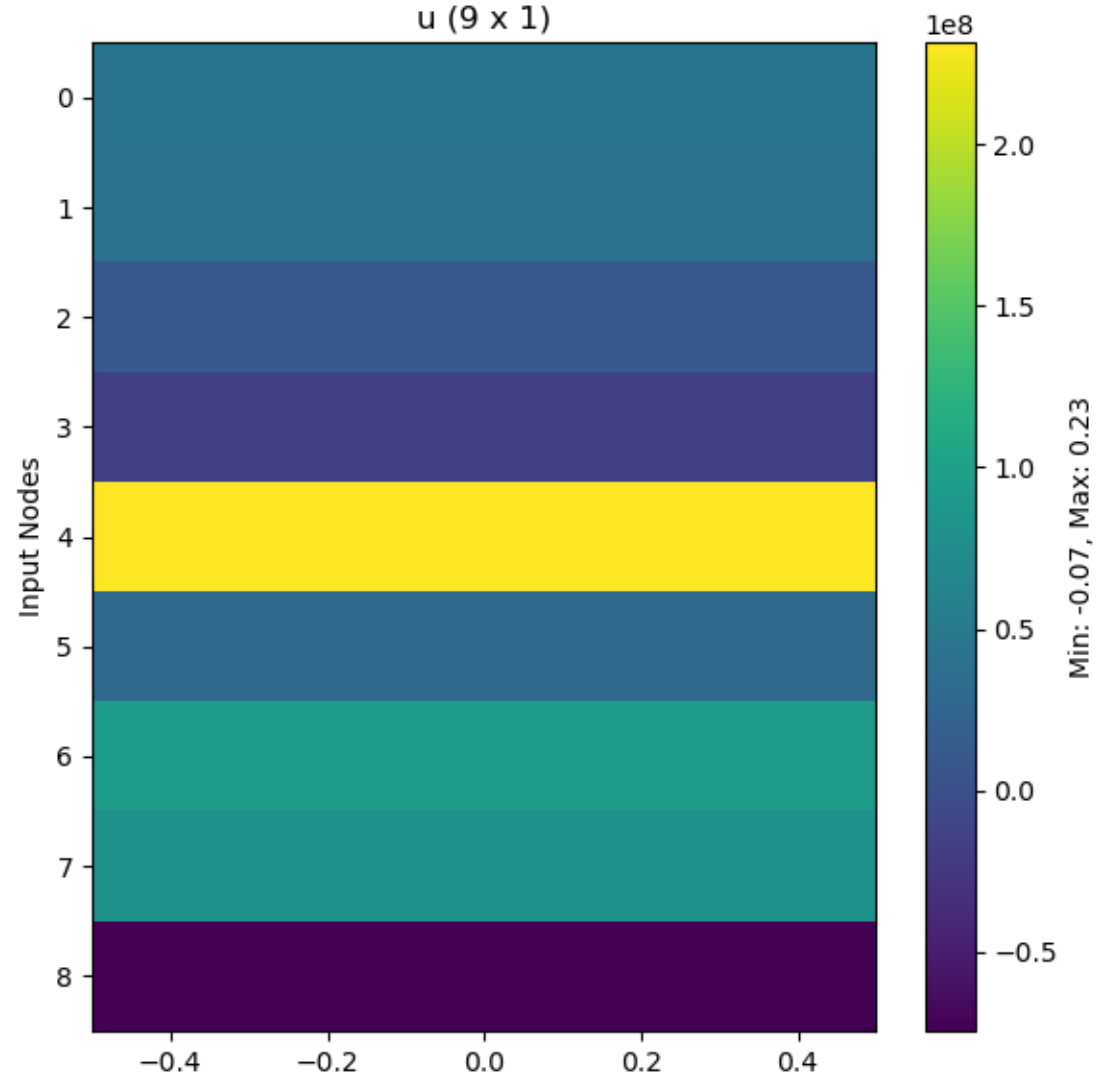


y (9 x 1)

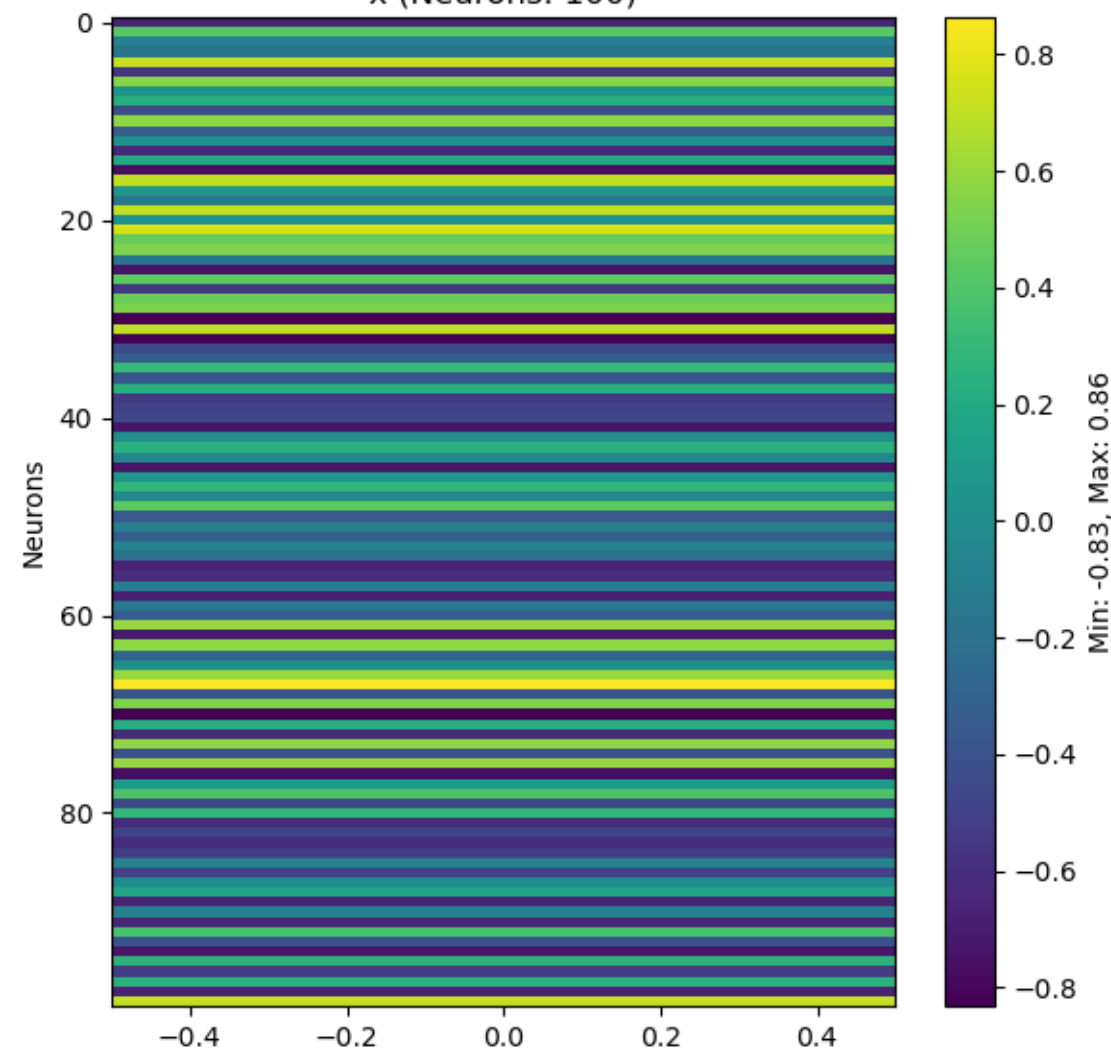


(d: 21, t: 15)

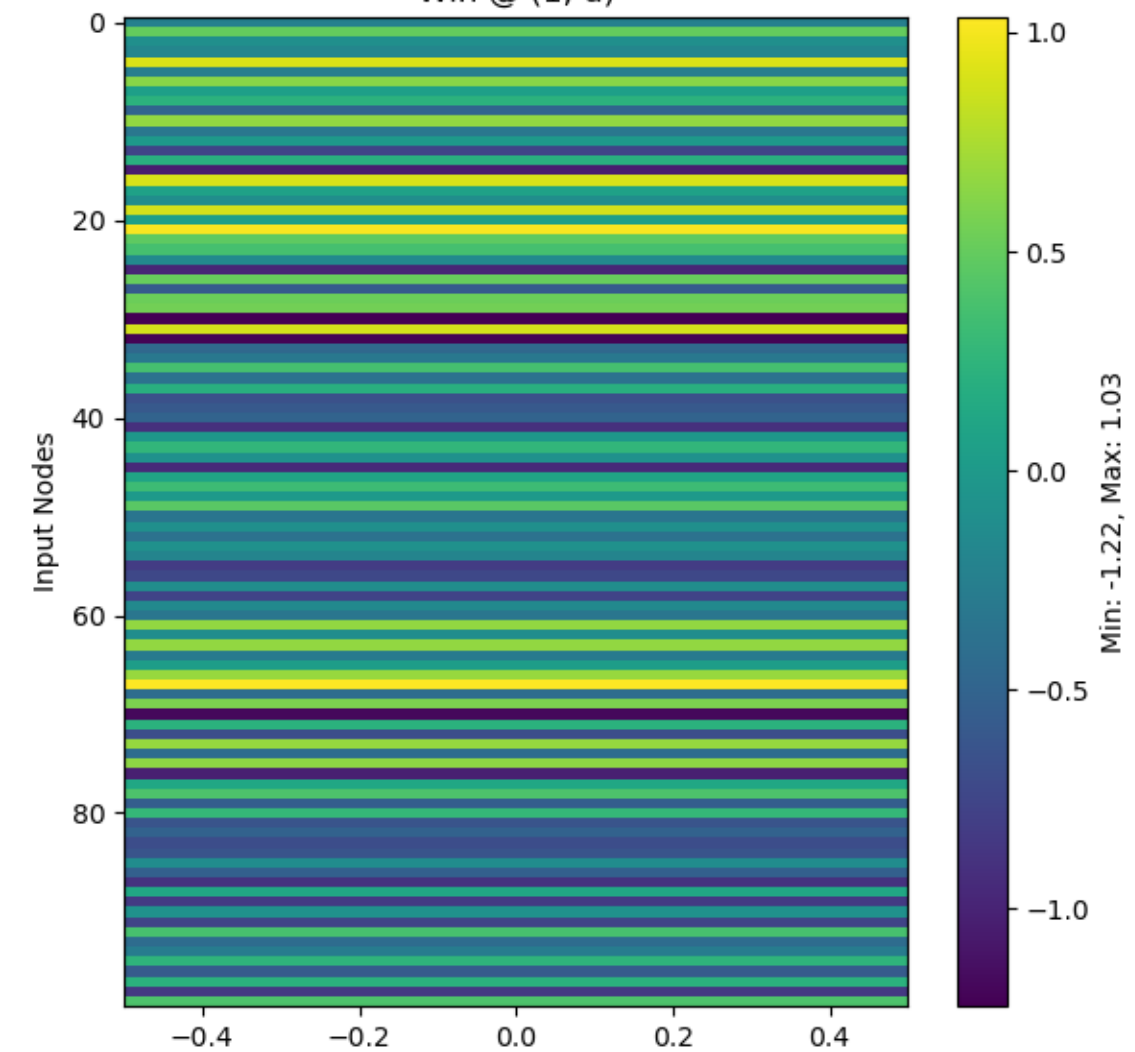
u (9 x 1)



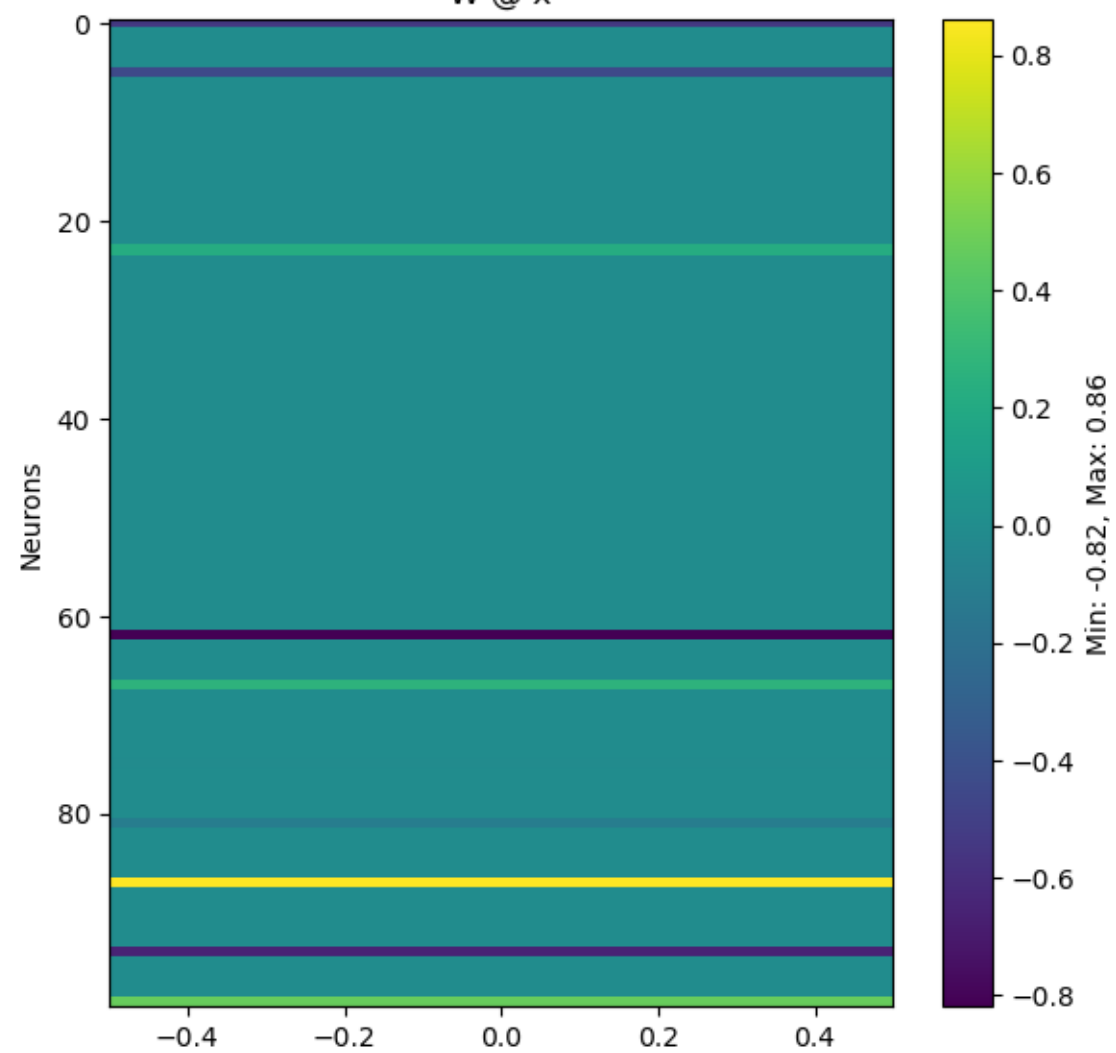
x (Neurons: 100)



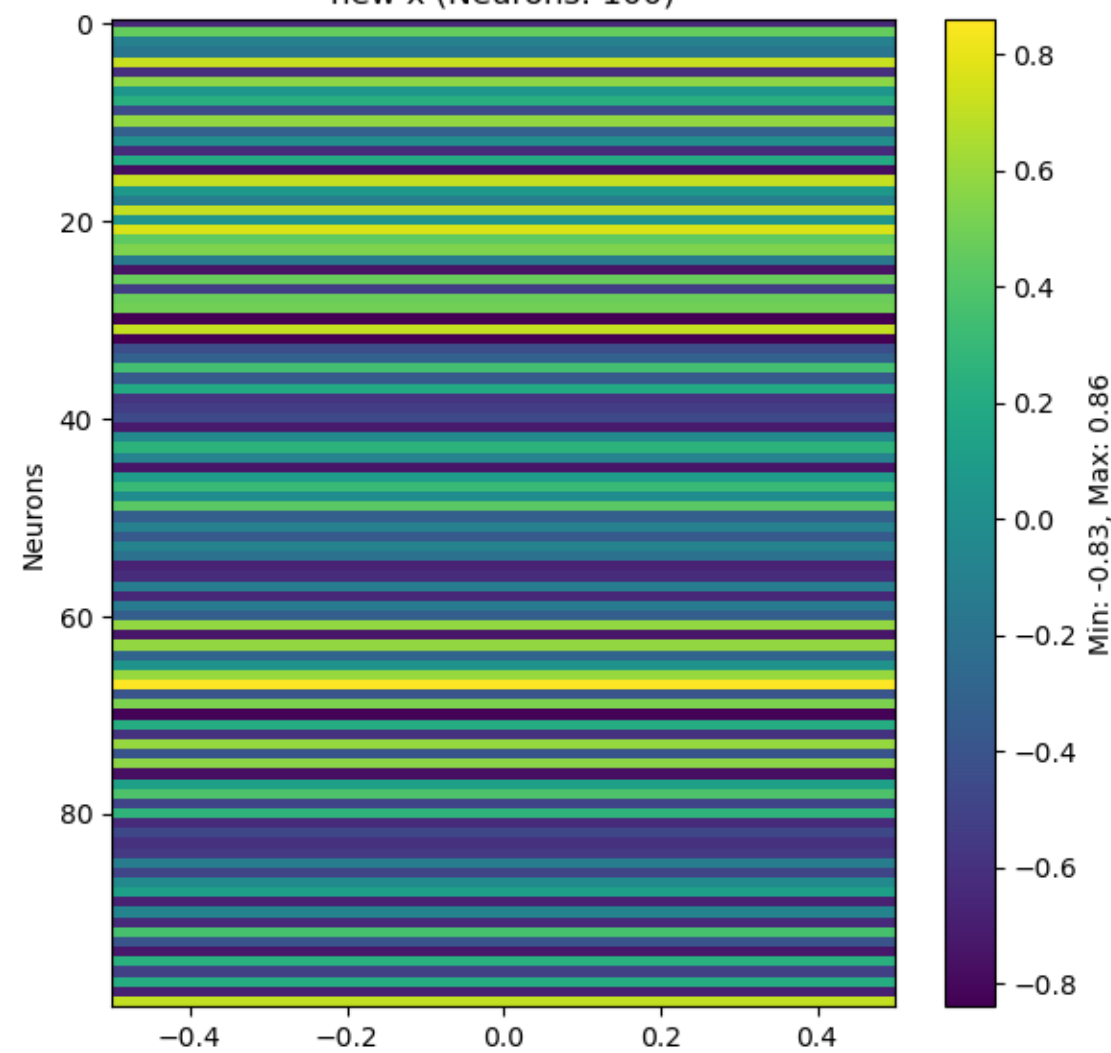
Win @ (1, u)



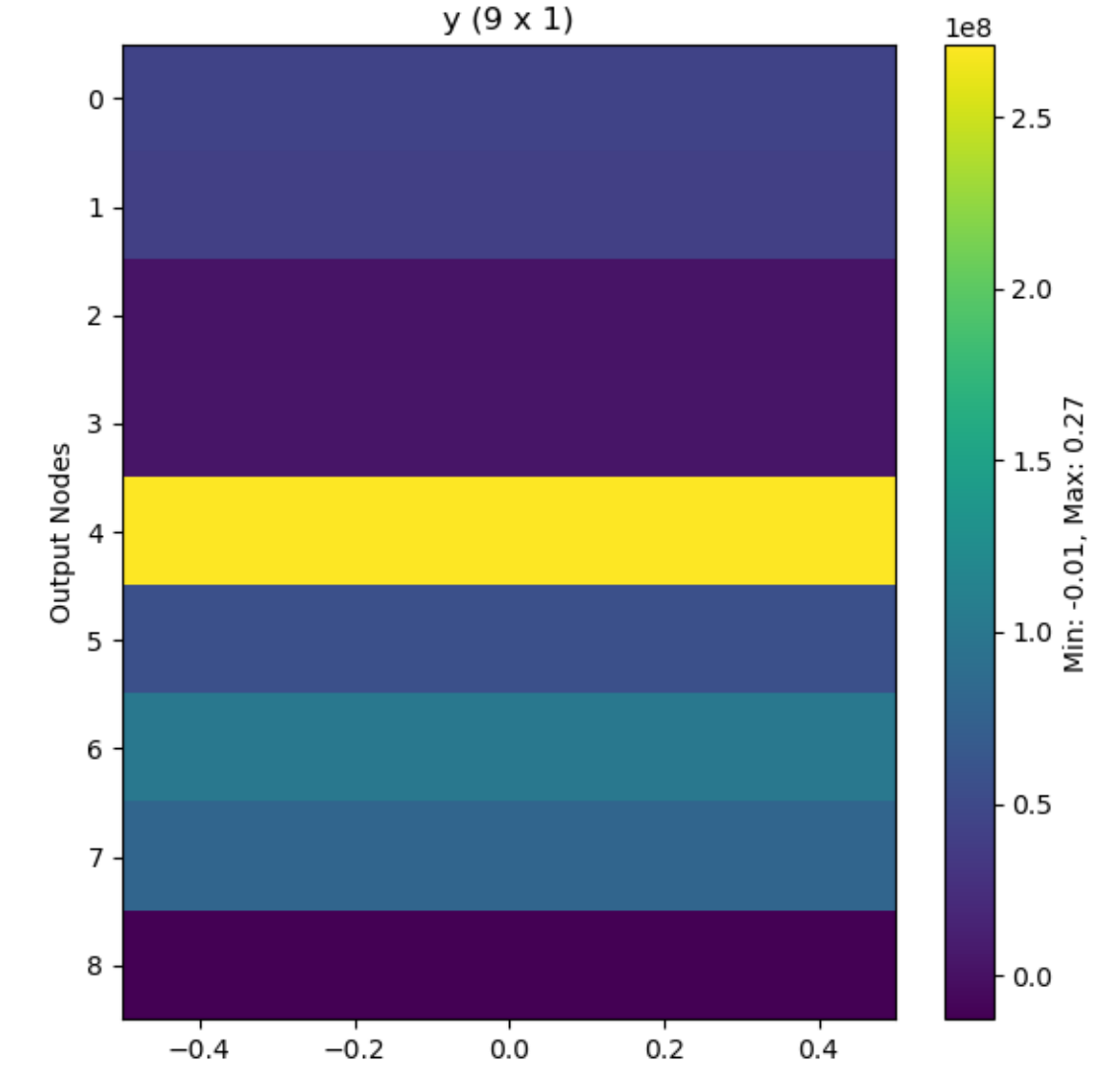
W @ x



new x (Neurons: 100)

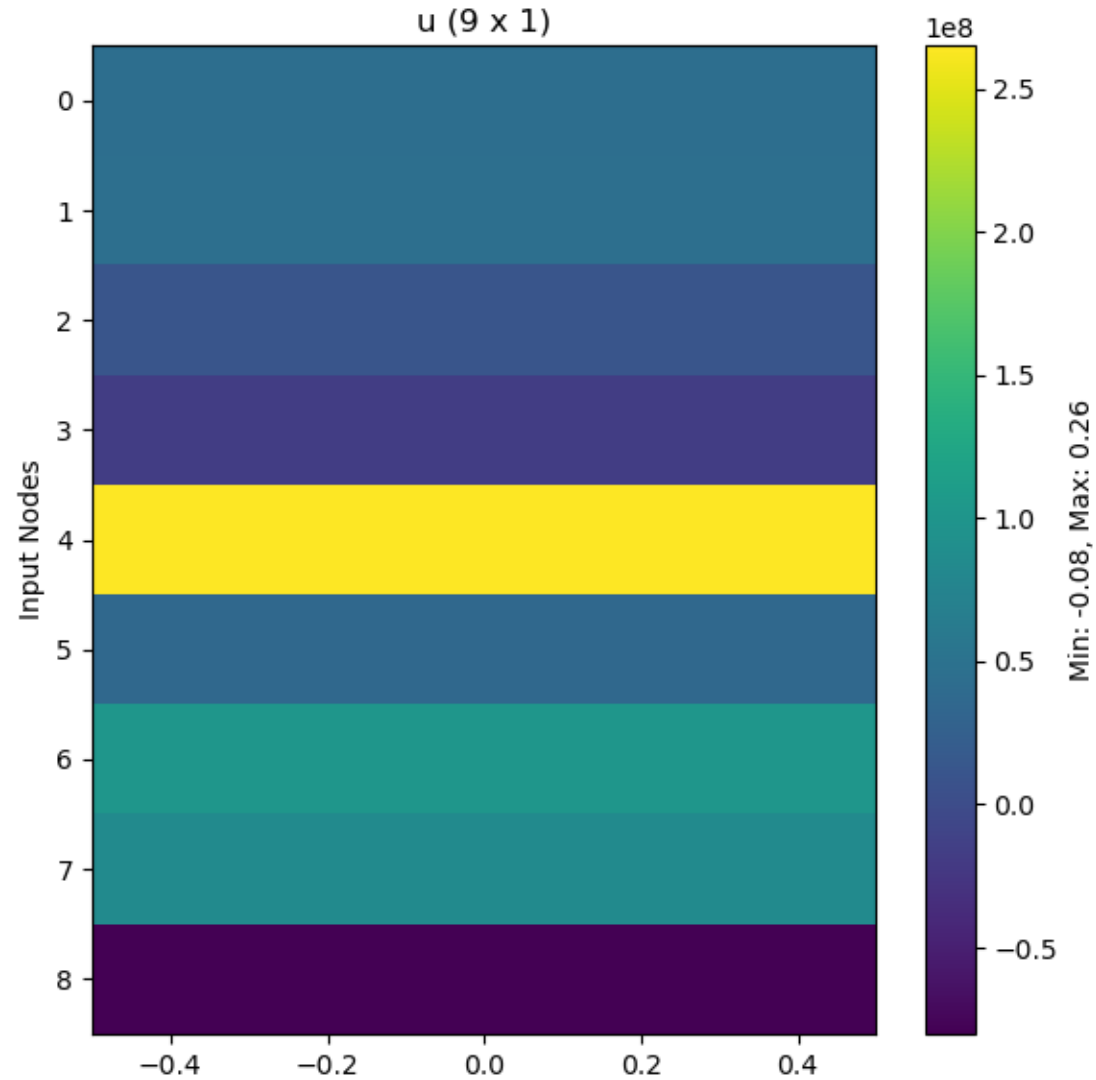


y (9 x 1)

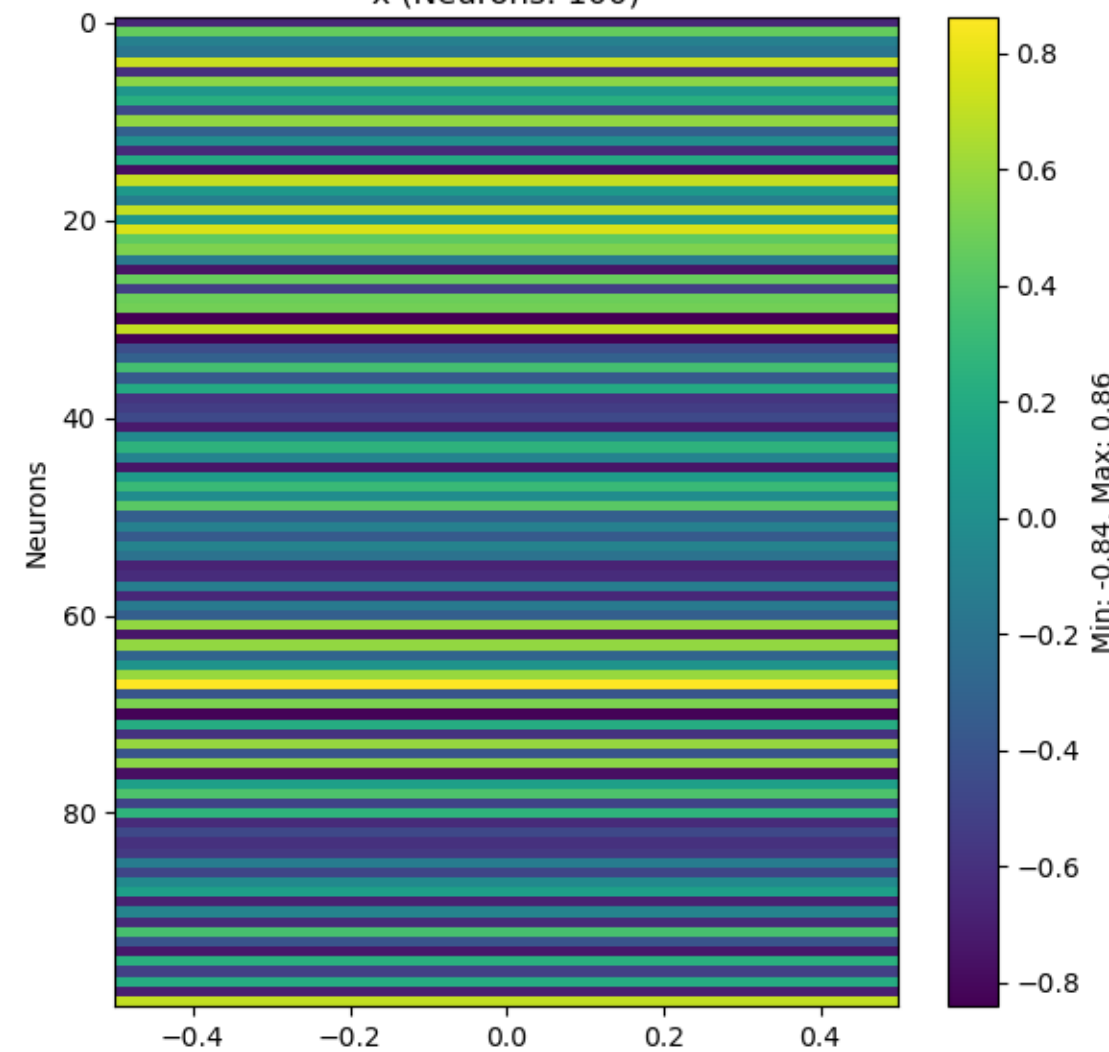


(d: 22, t: 15)

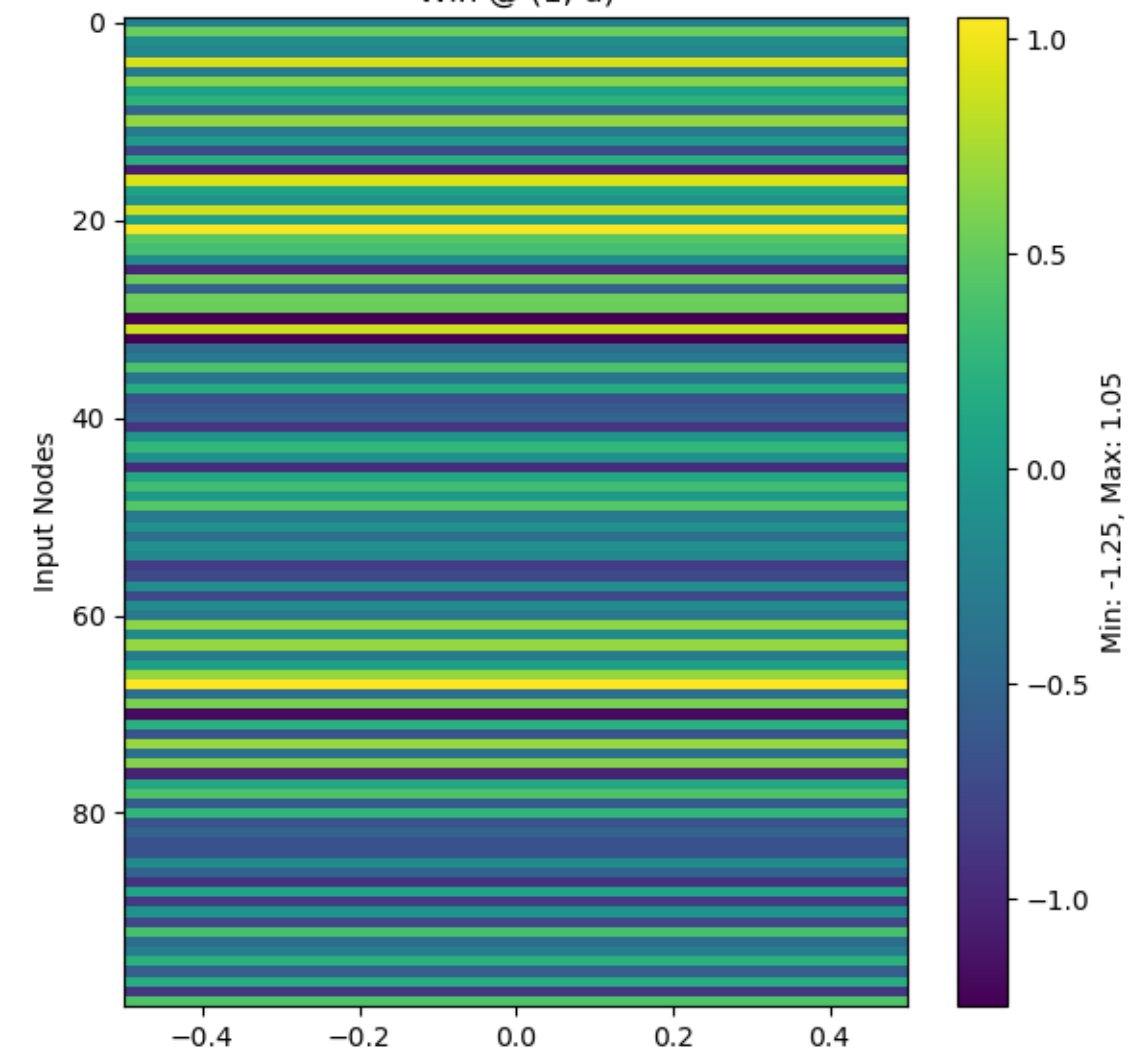
u (9 x 1)



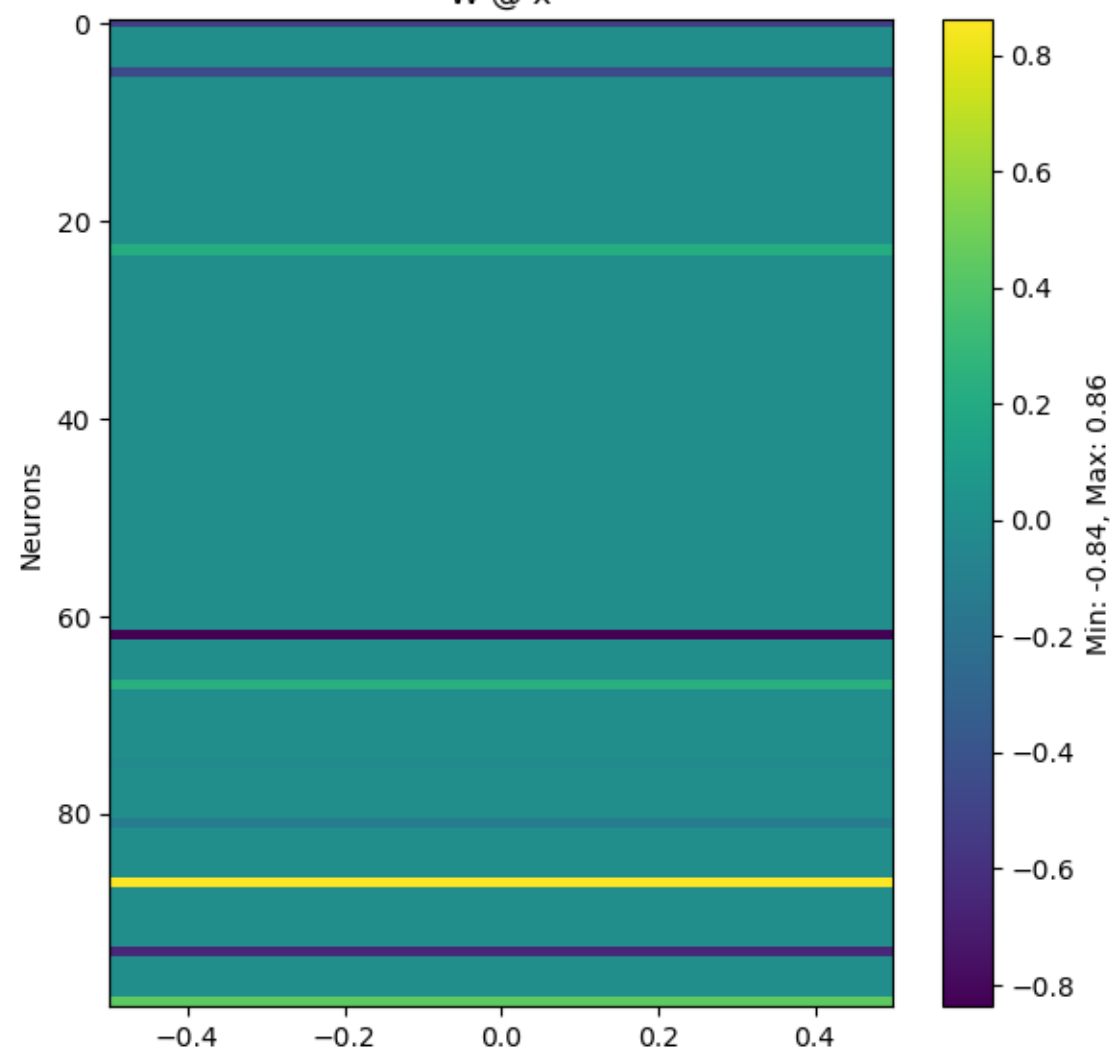
x (Neurons: 100)



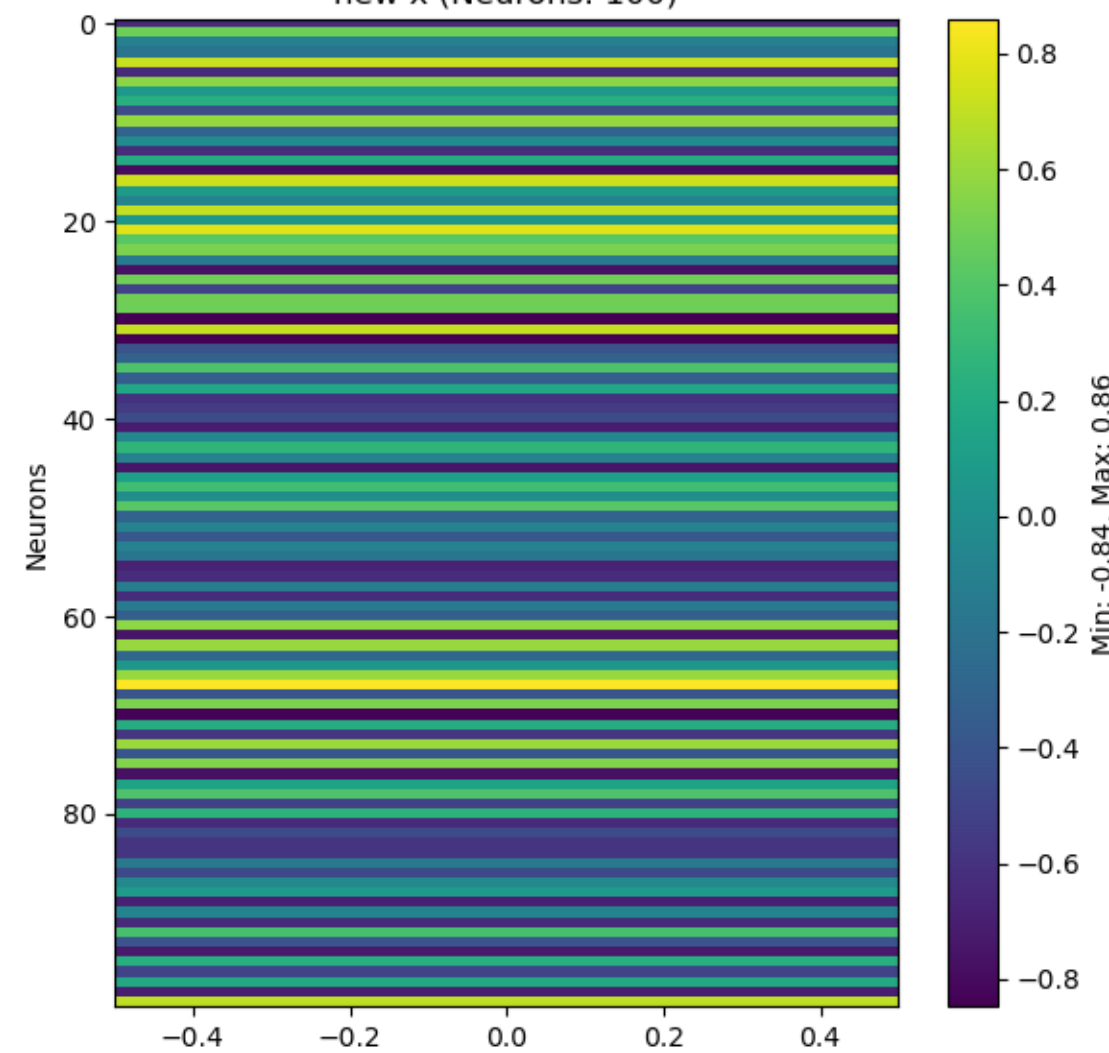
Win @ (1, u)



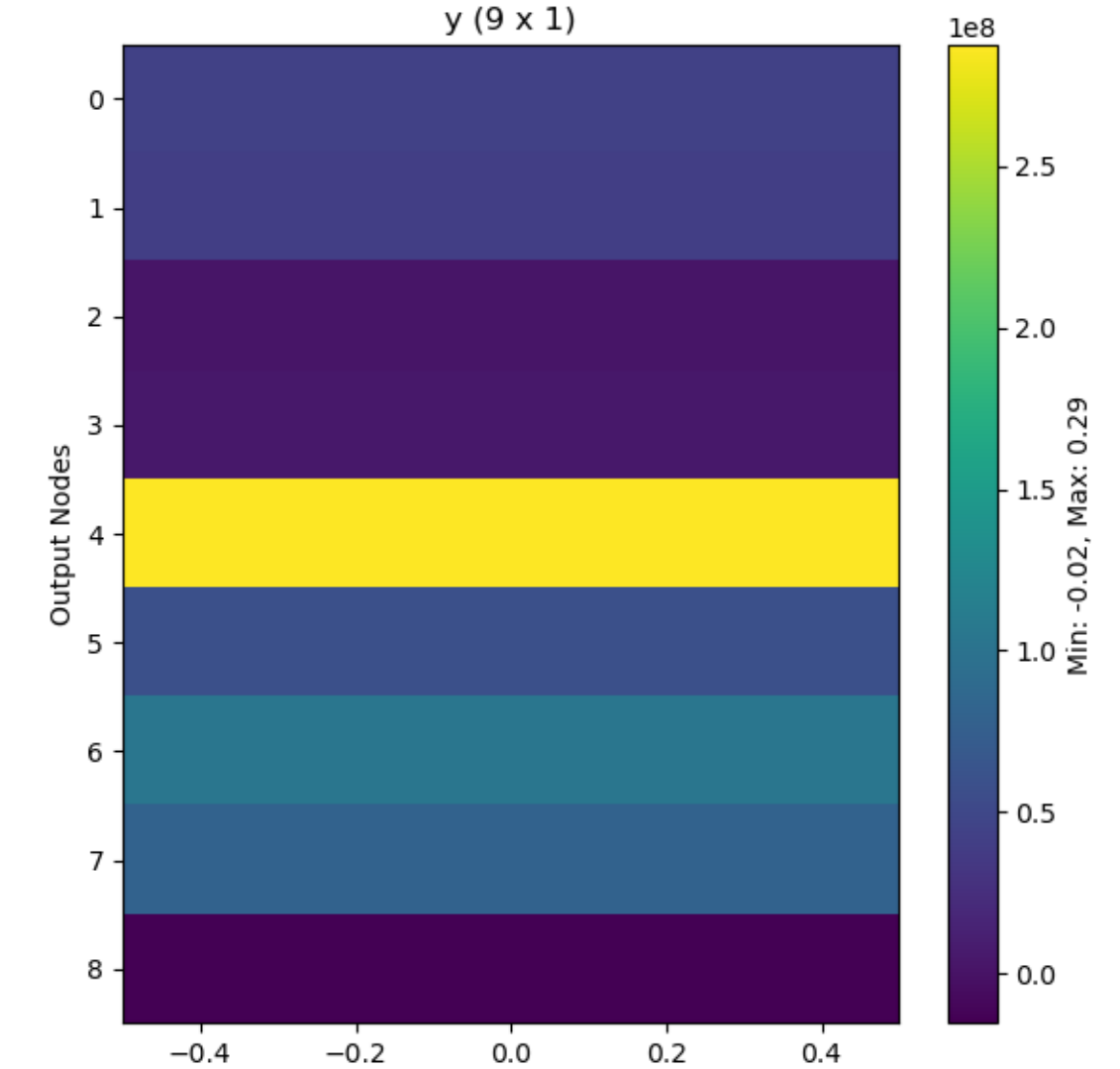
W @ x



new x (Neurons: 100)

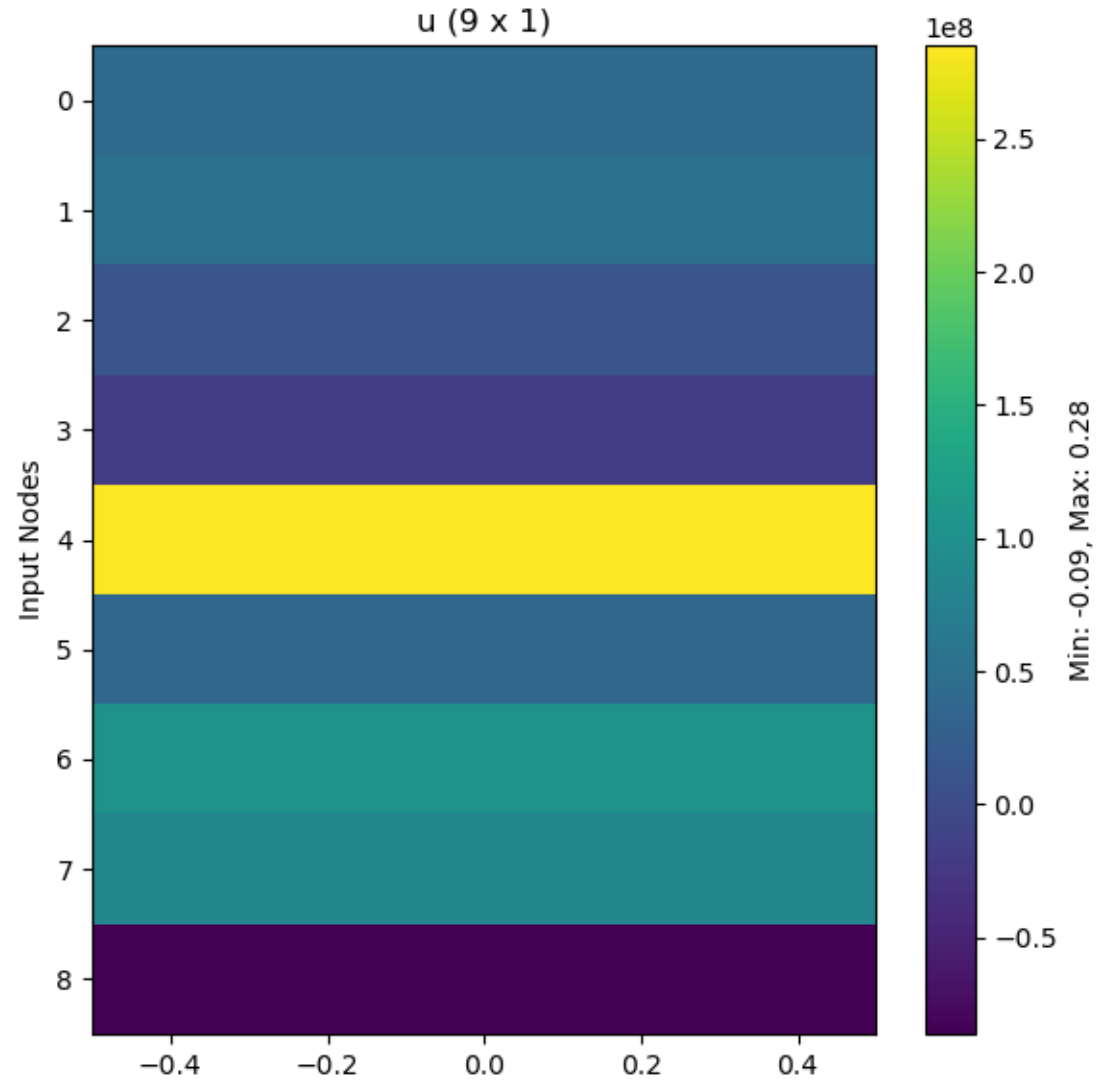


y (9 x 1)

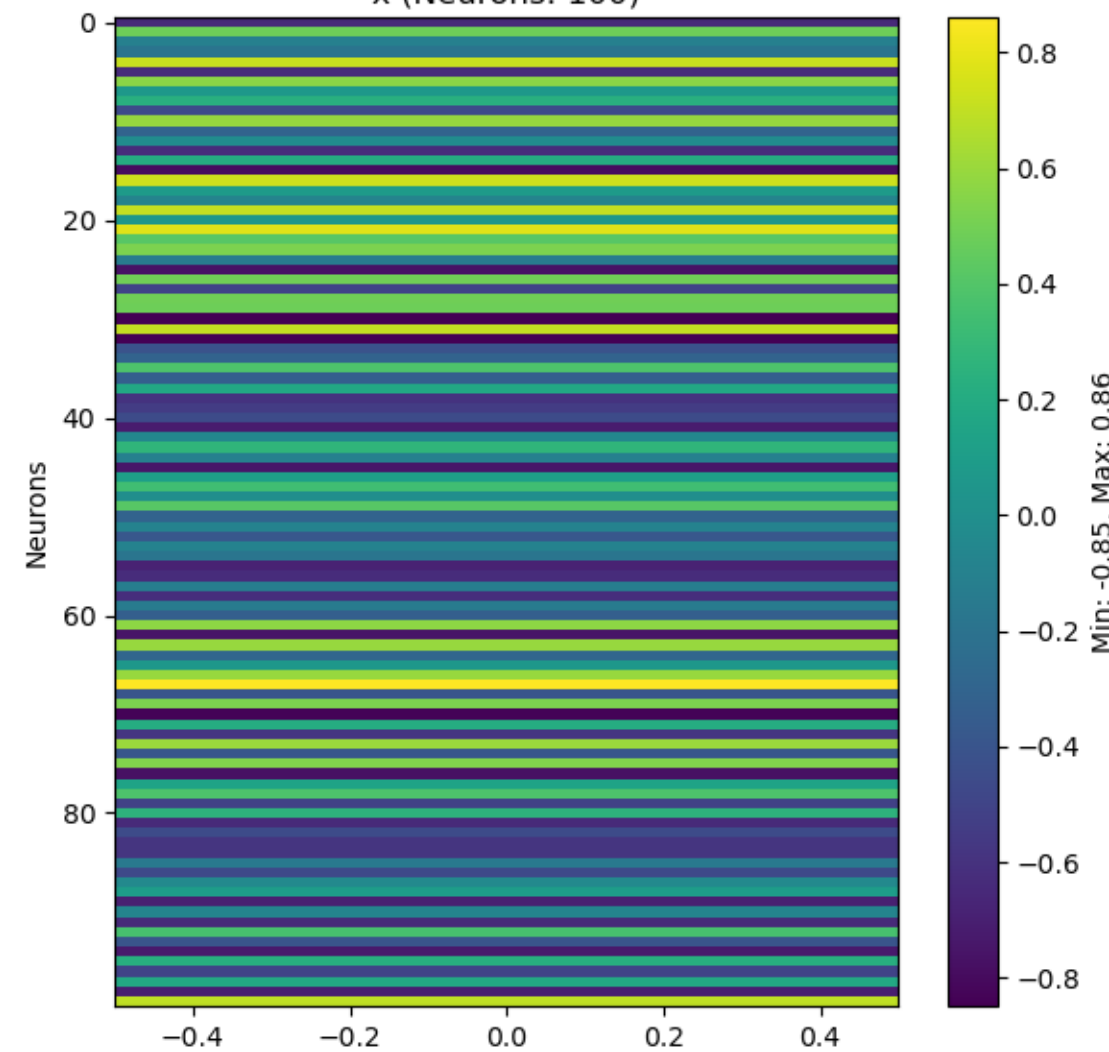


(d: 23, t: 15)

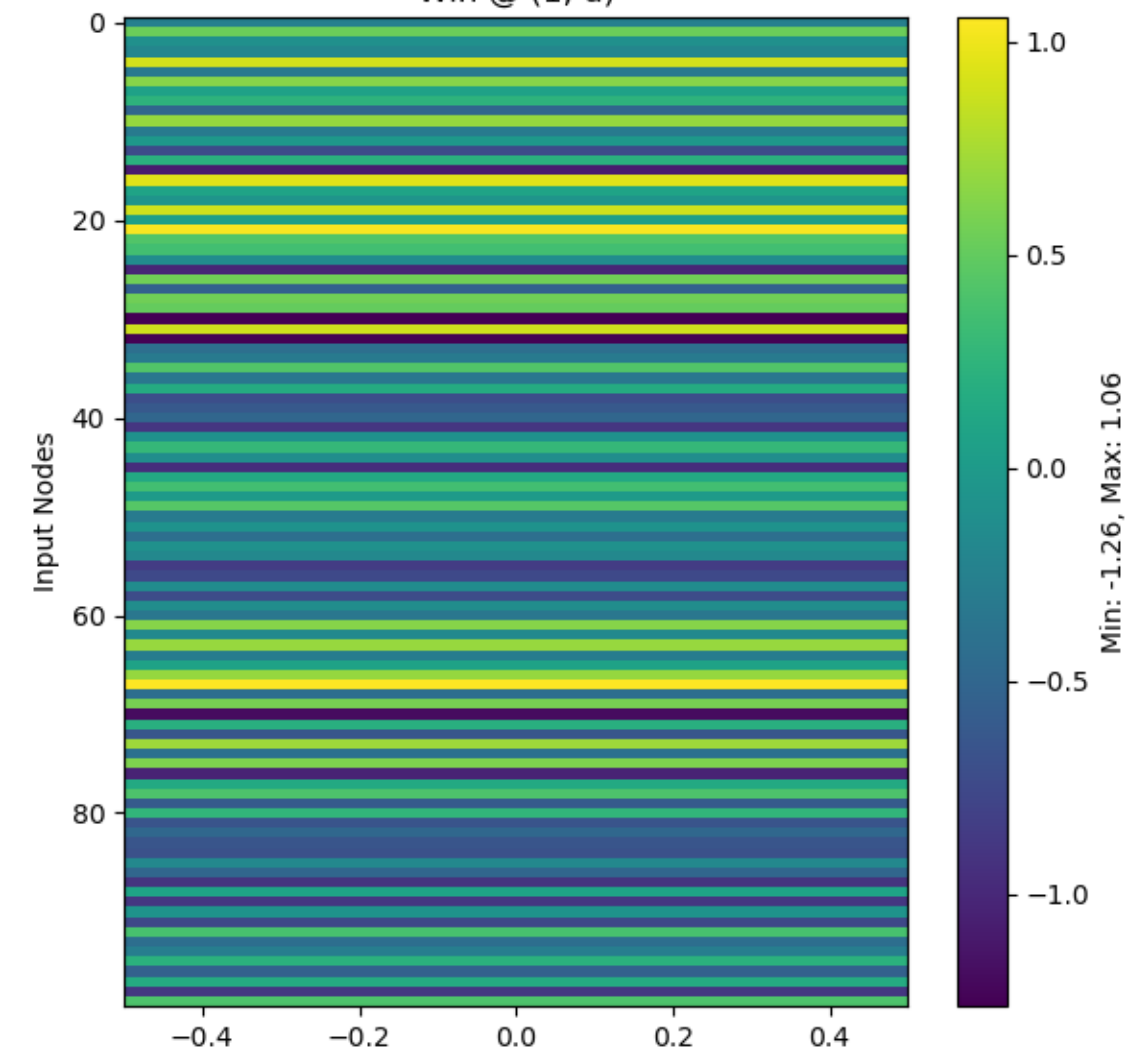
u (9 x 1)



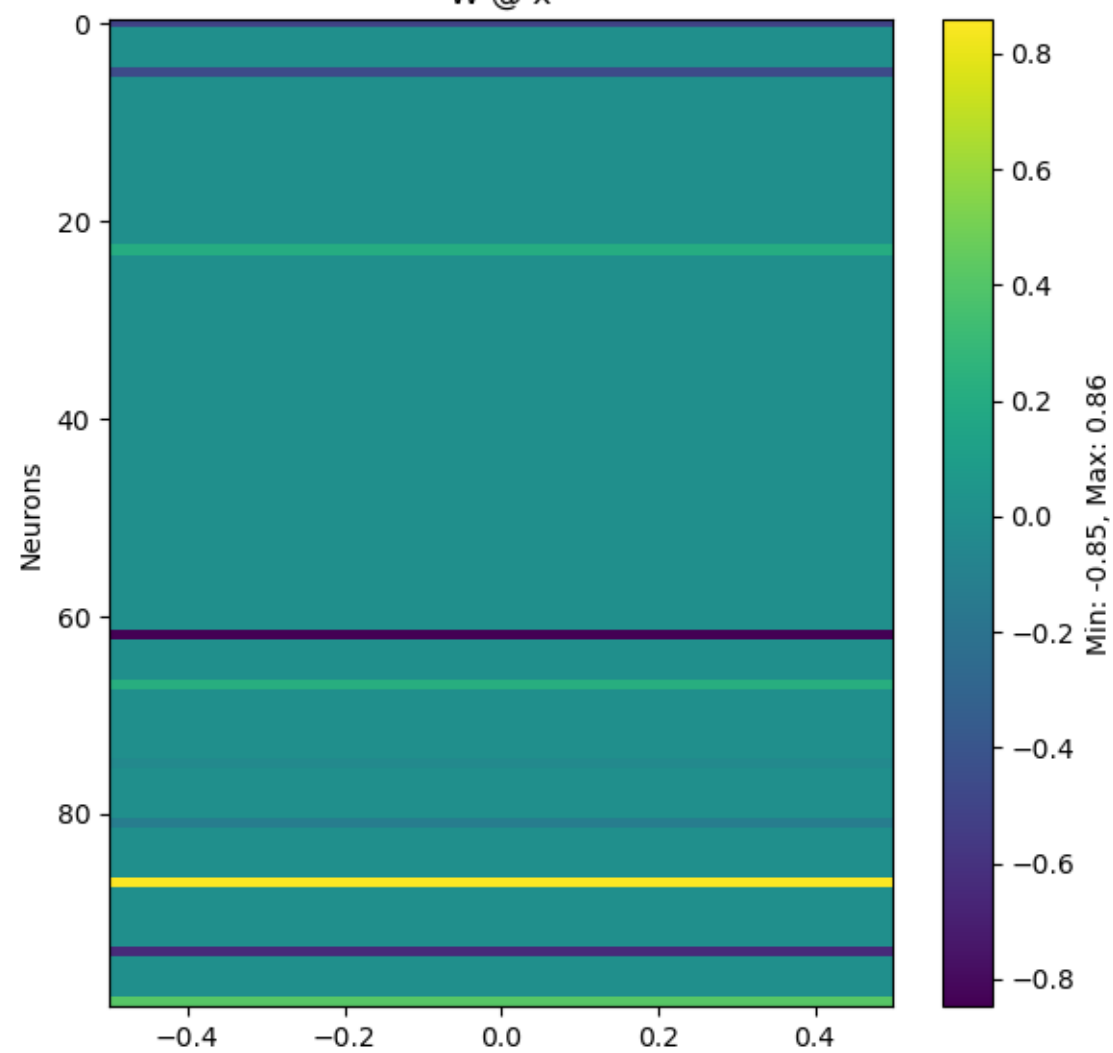
x (Neurons: 100)



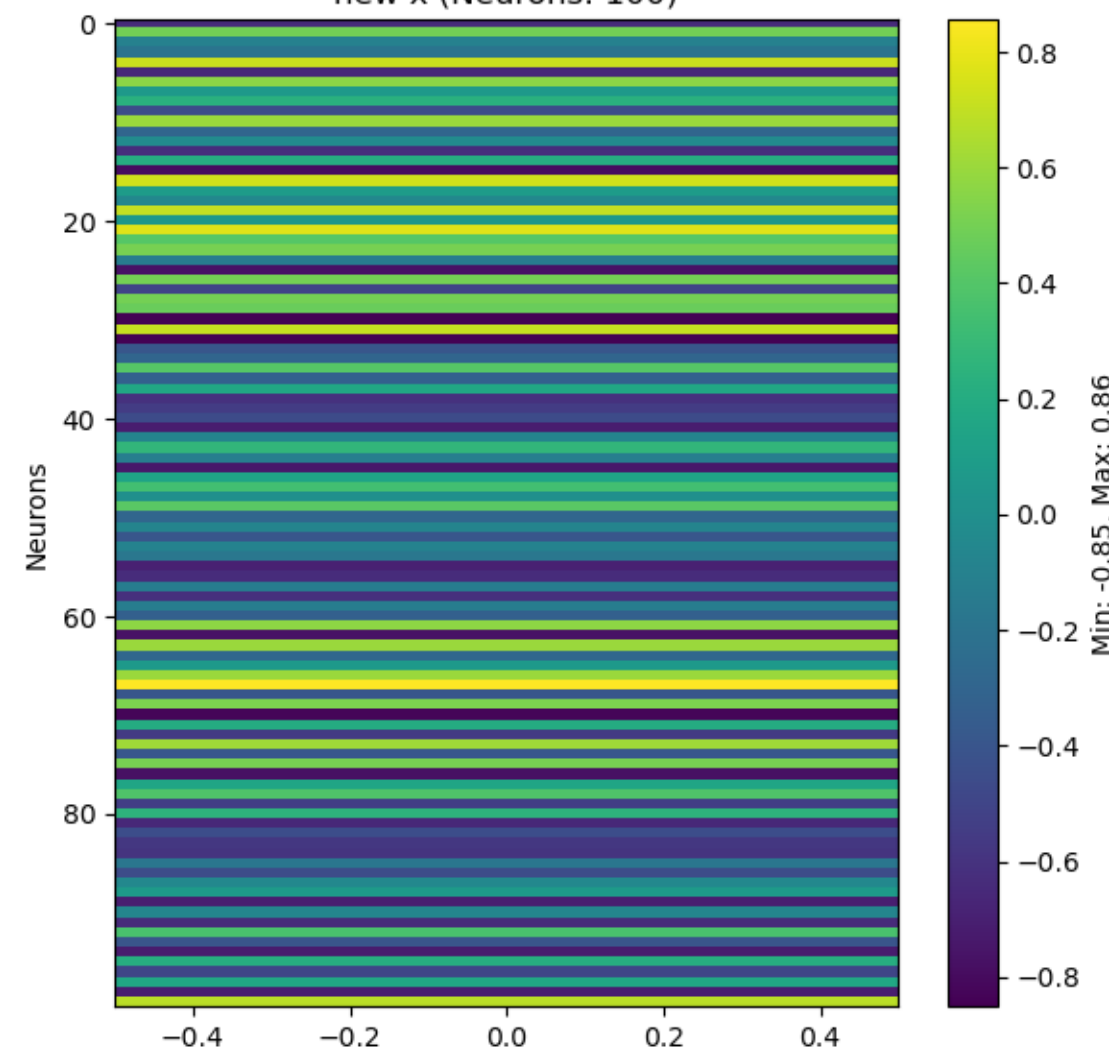
Win @ (1, u)



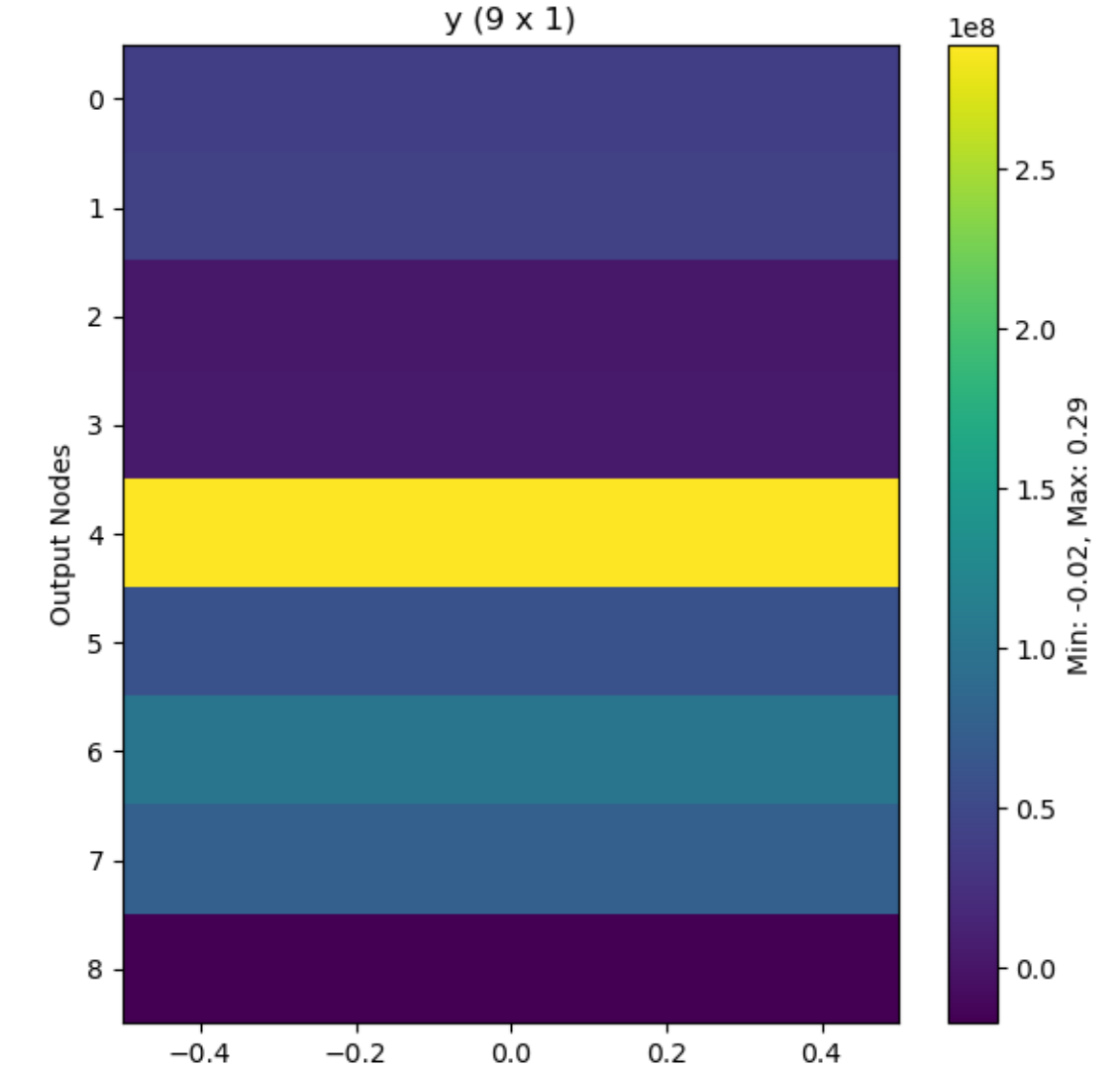
W @ x



new x (Neurons: 100)



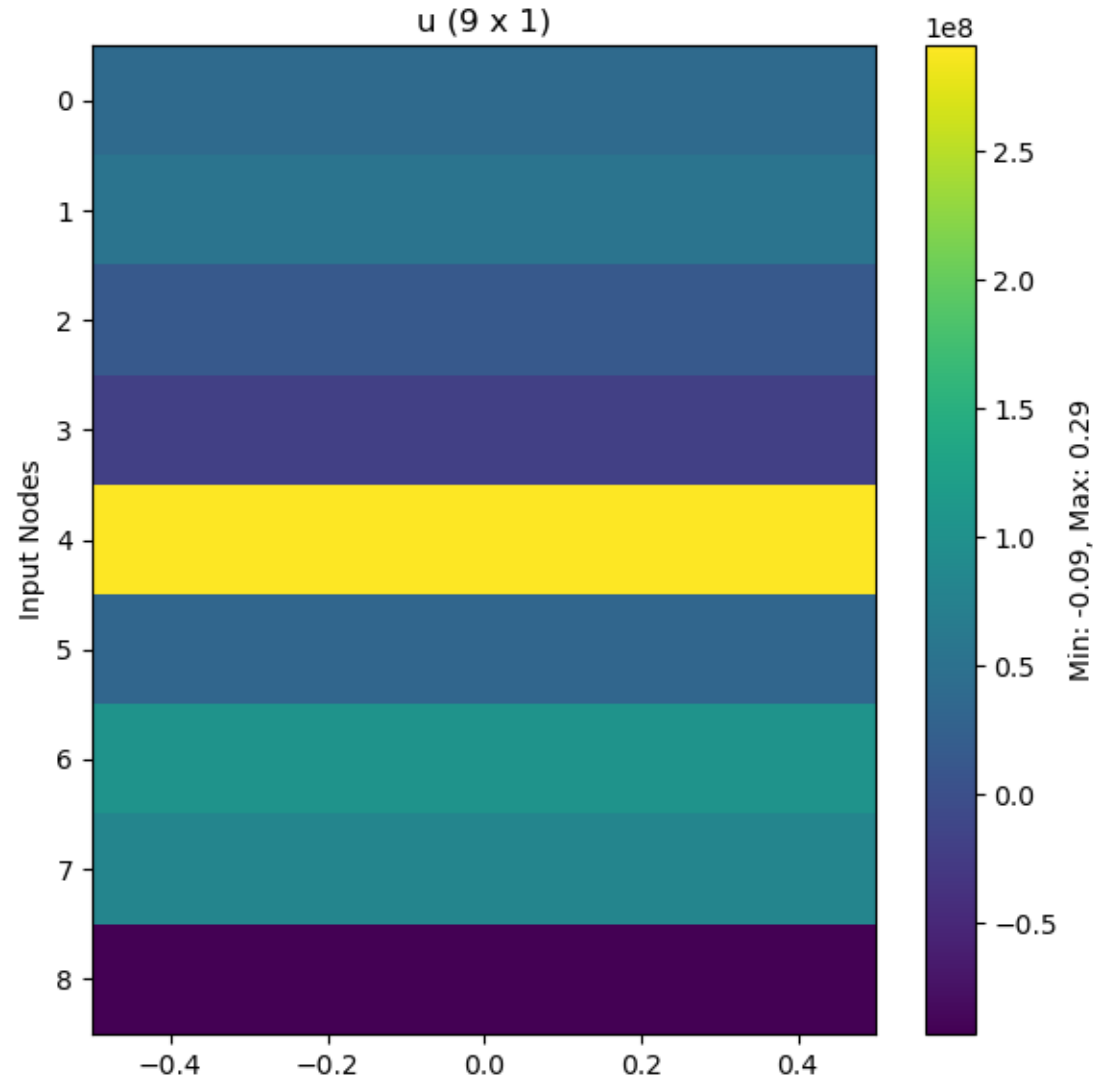
y (9 x 1)



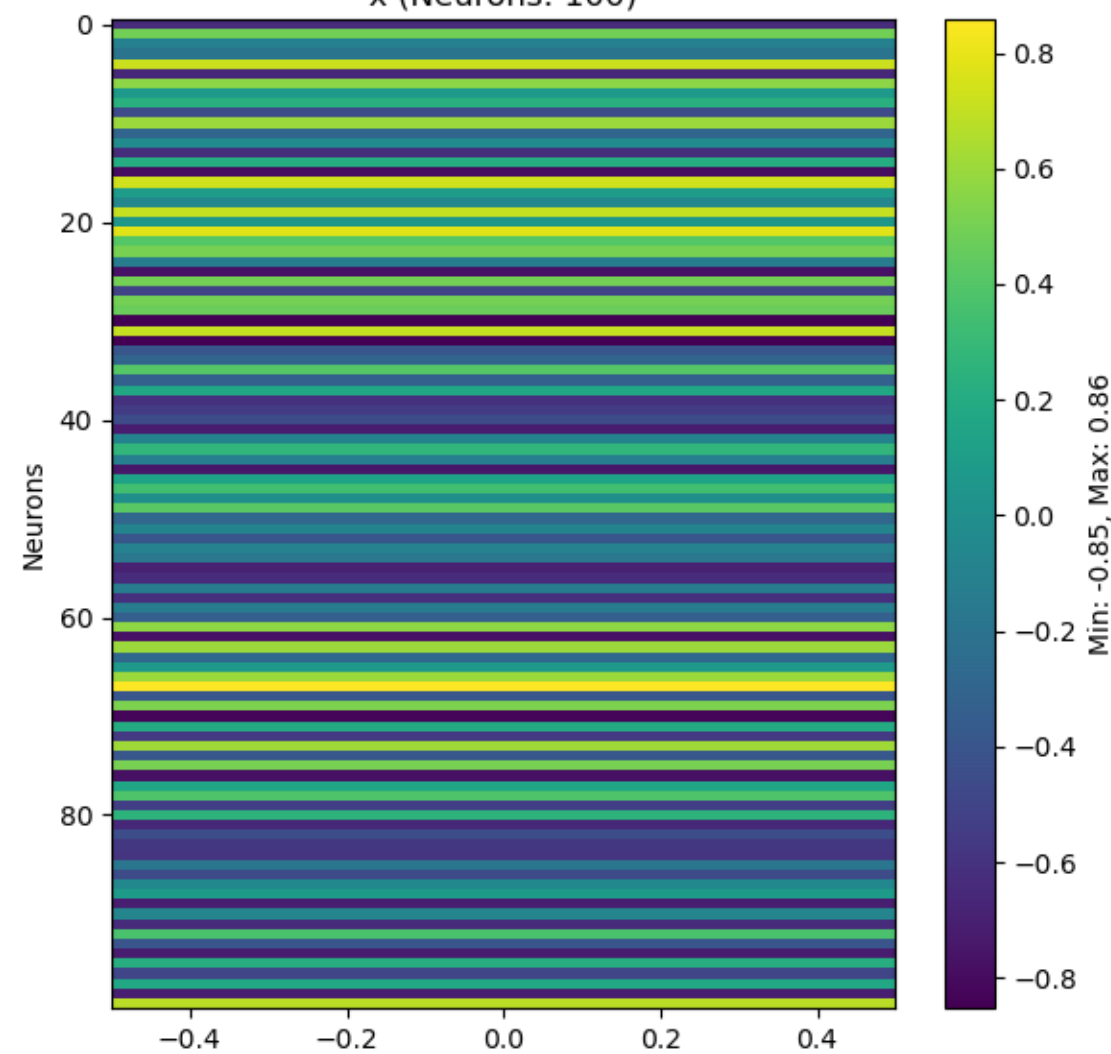


(d: 24, t: 15)

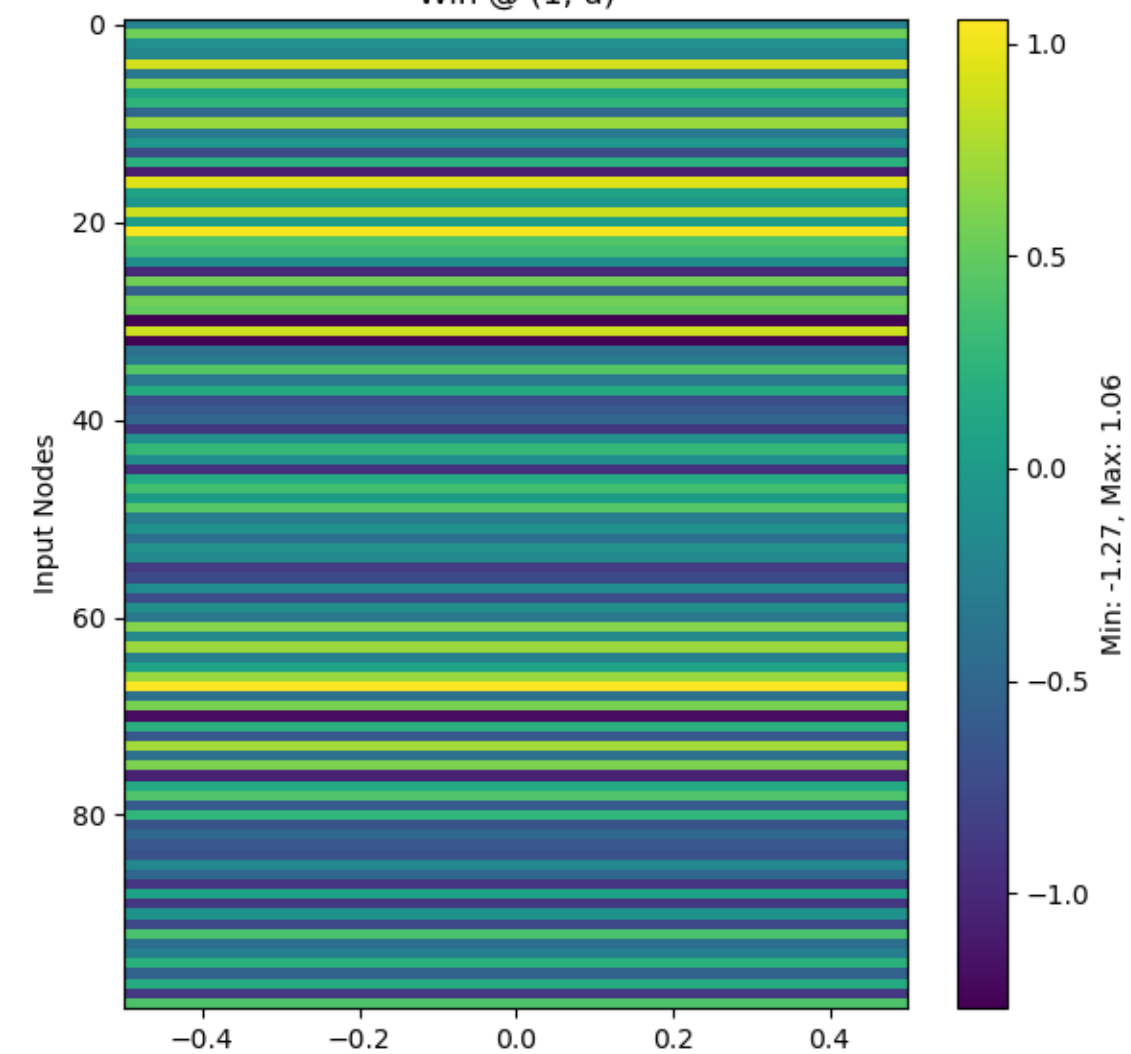
u (9 x 1)



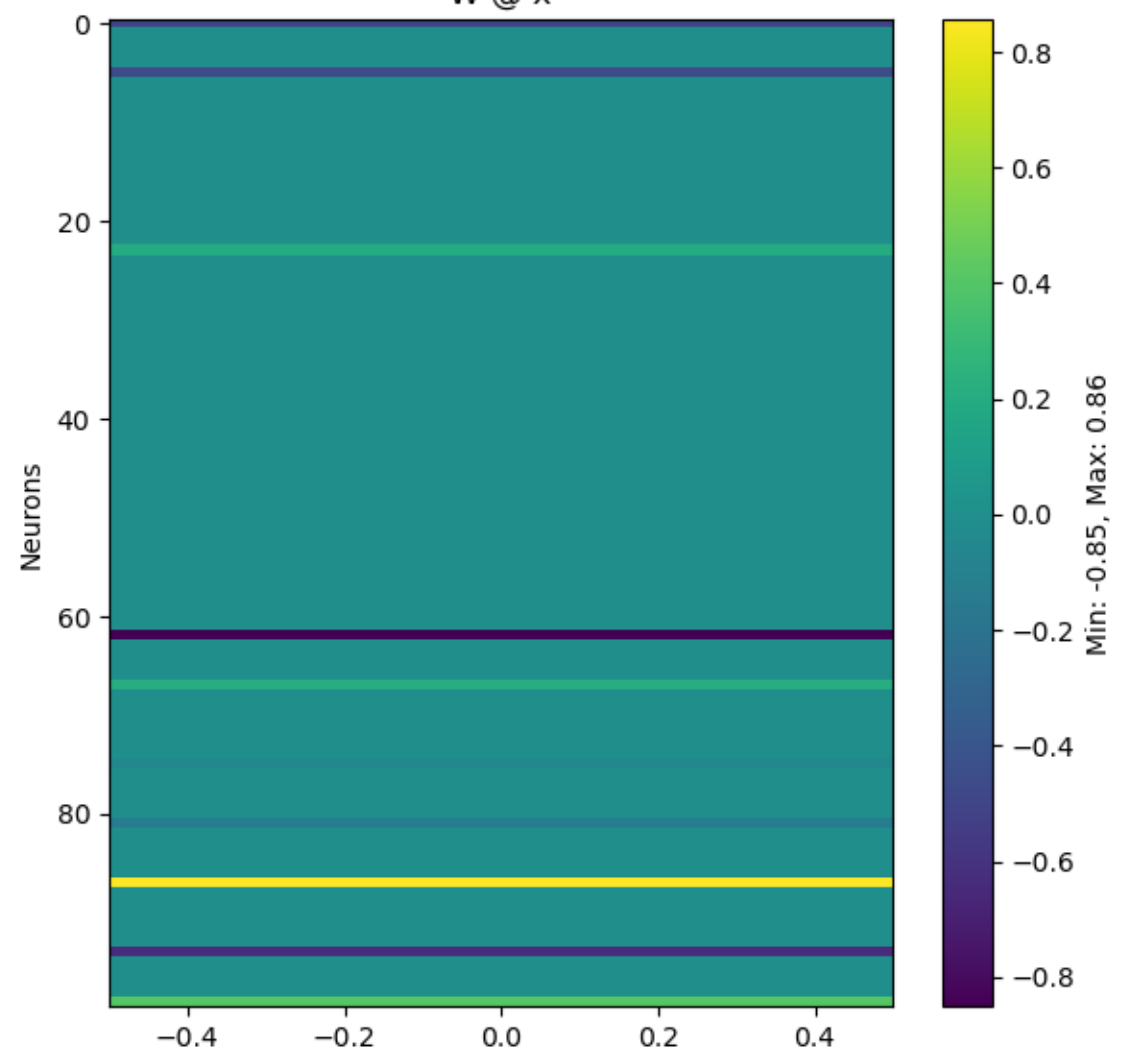
x (Neurons: 100)



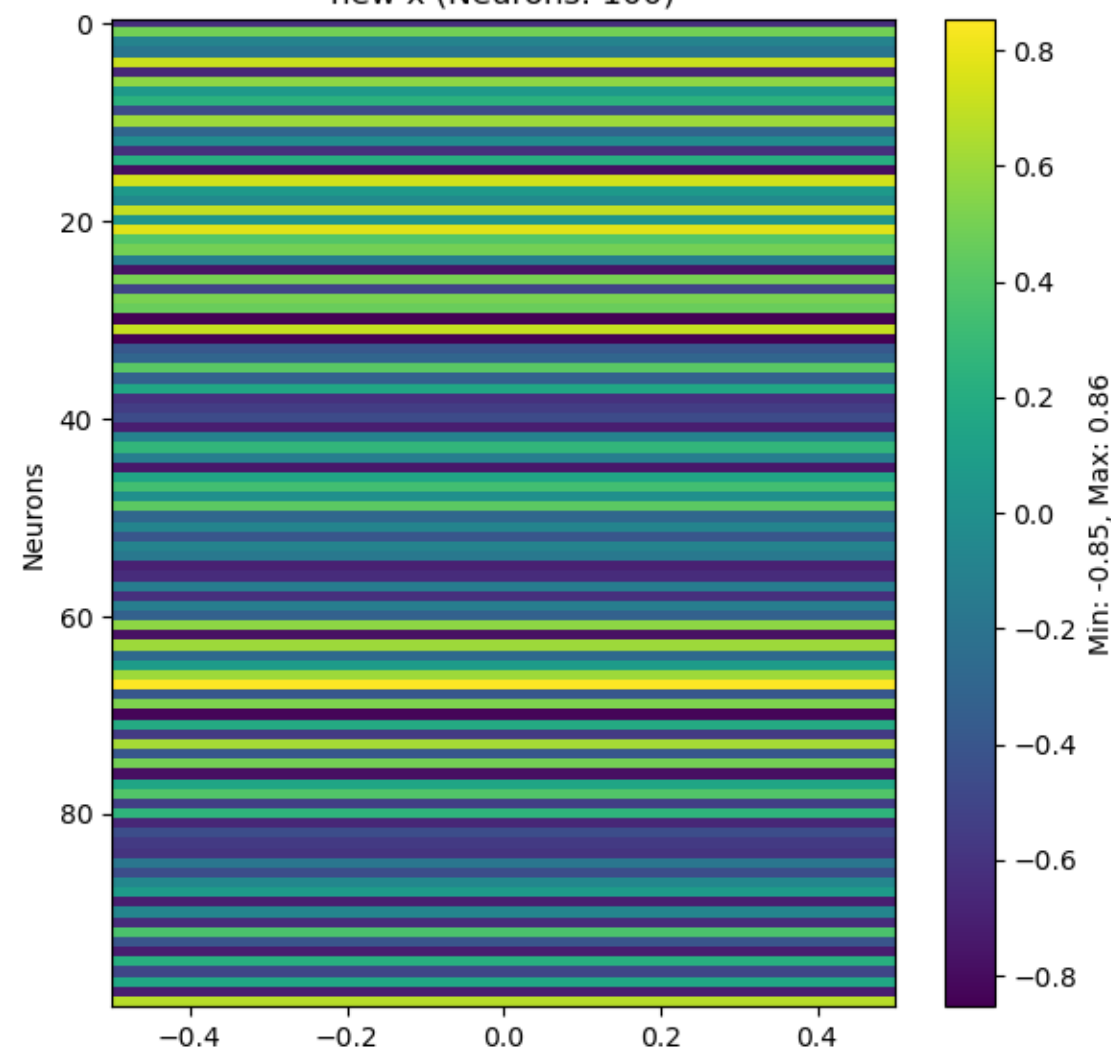
Win @ (1, u)



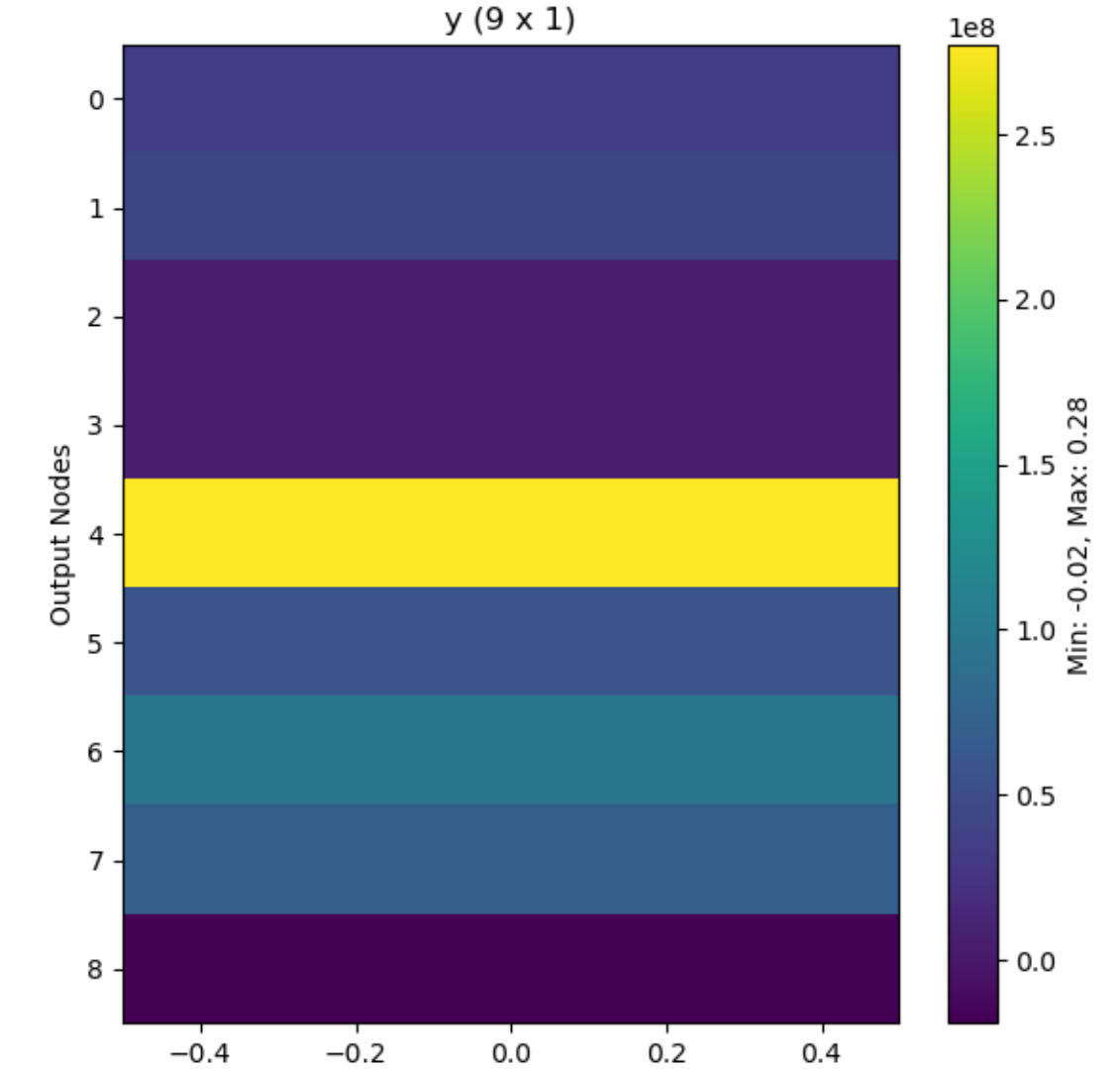
W @ x



new x (Neurons: 100)

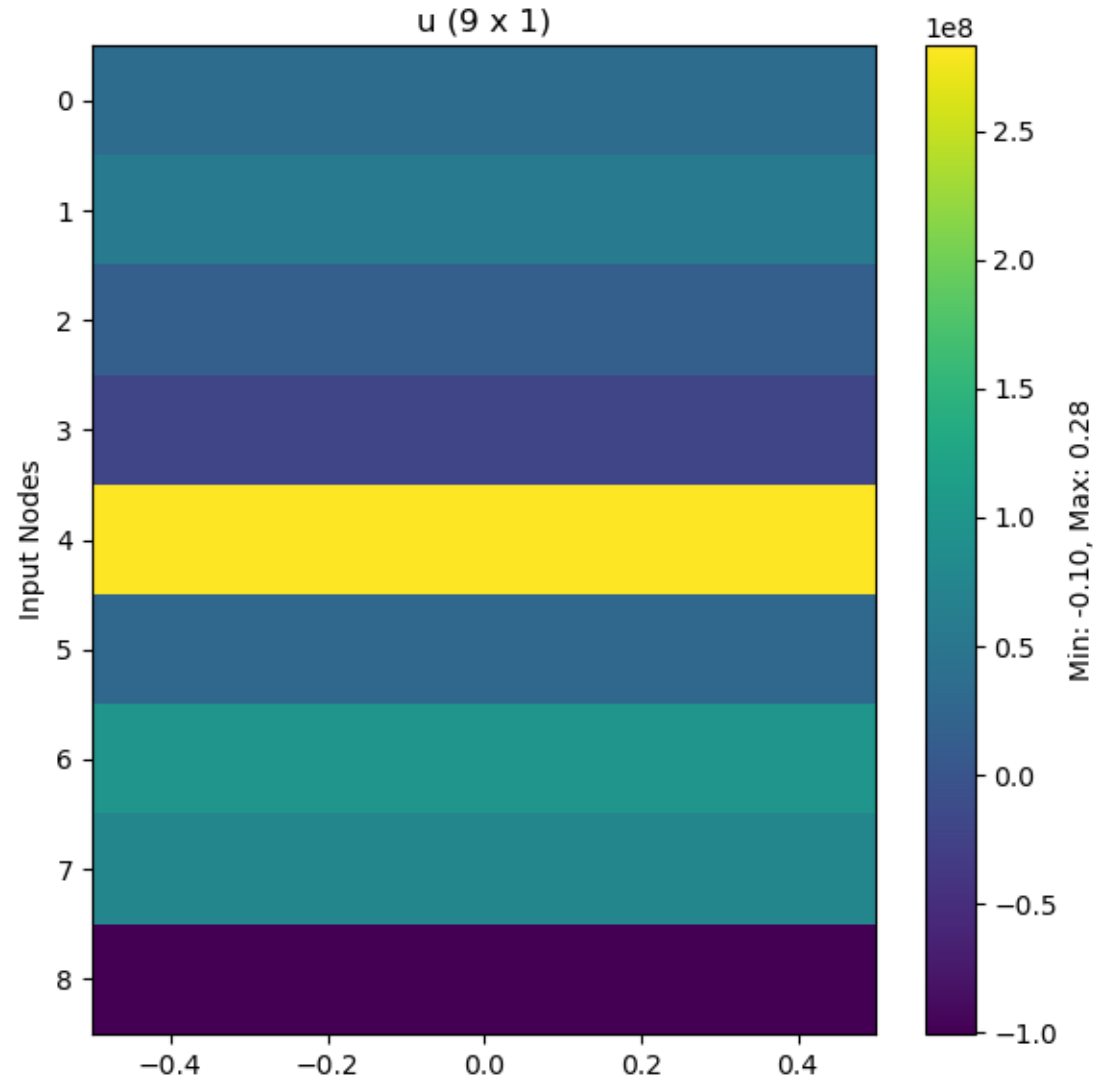


y (9 x 1)

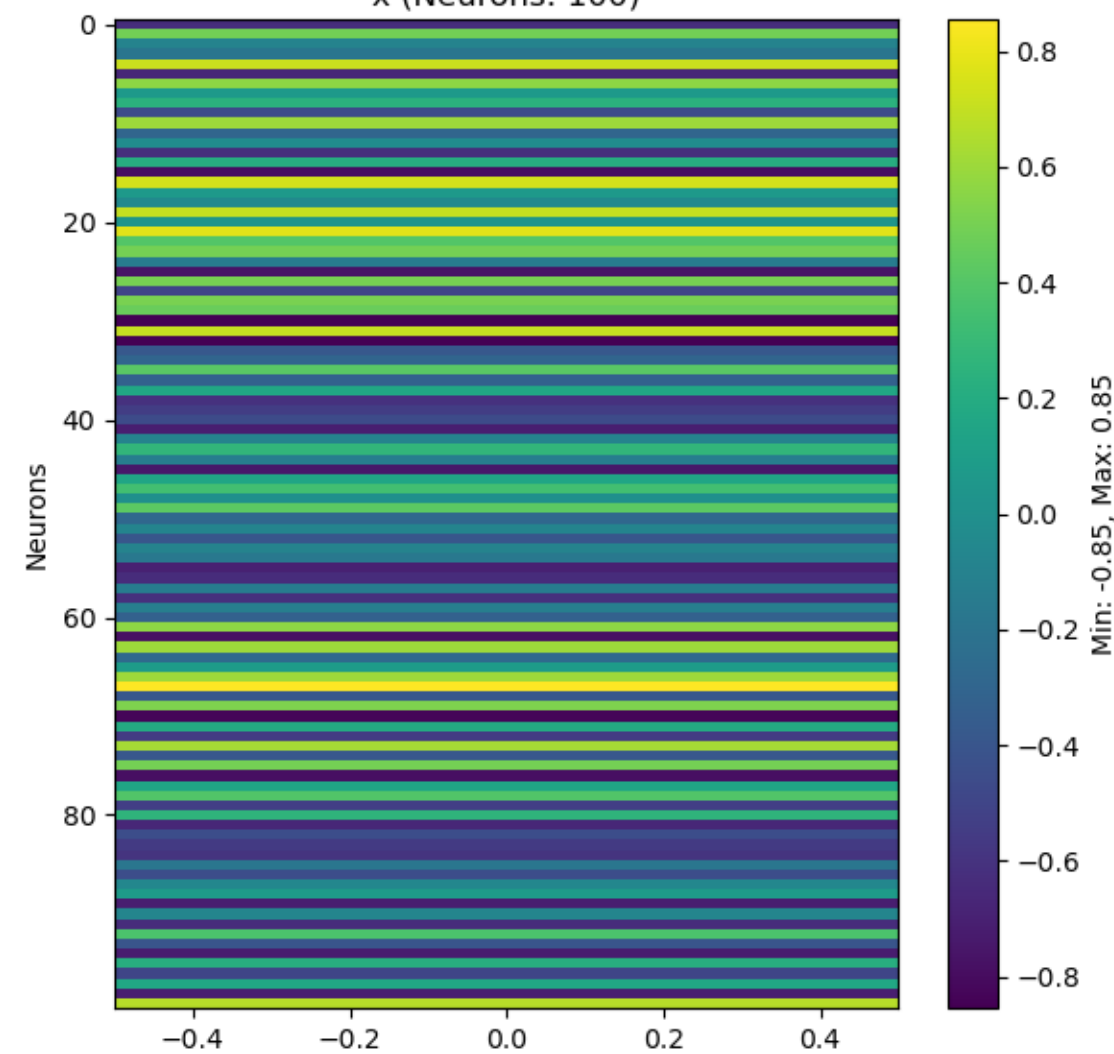


(d: 25, t: 15)

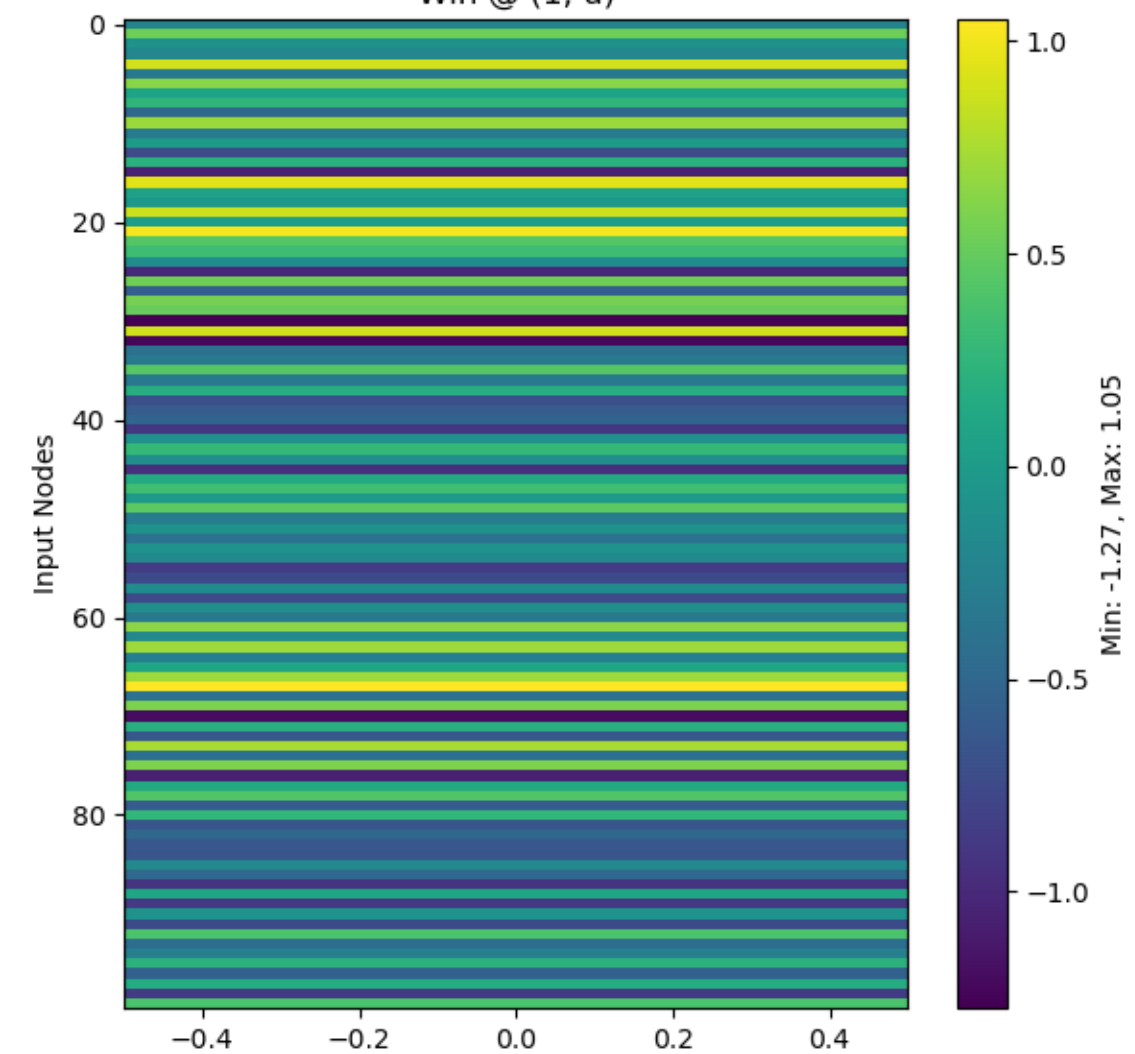
u (9 x 1)



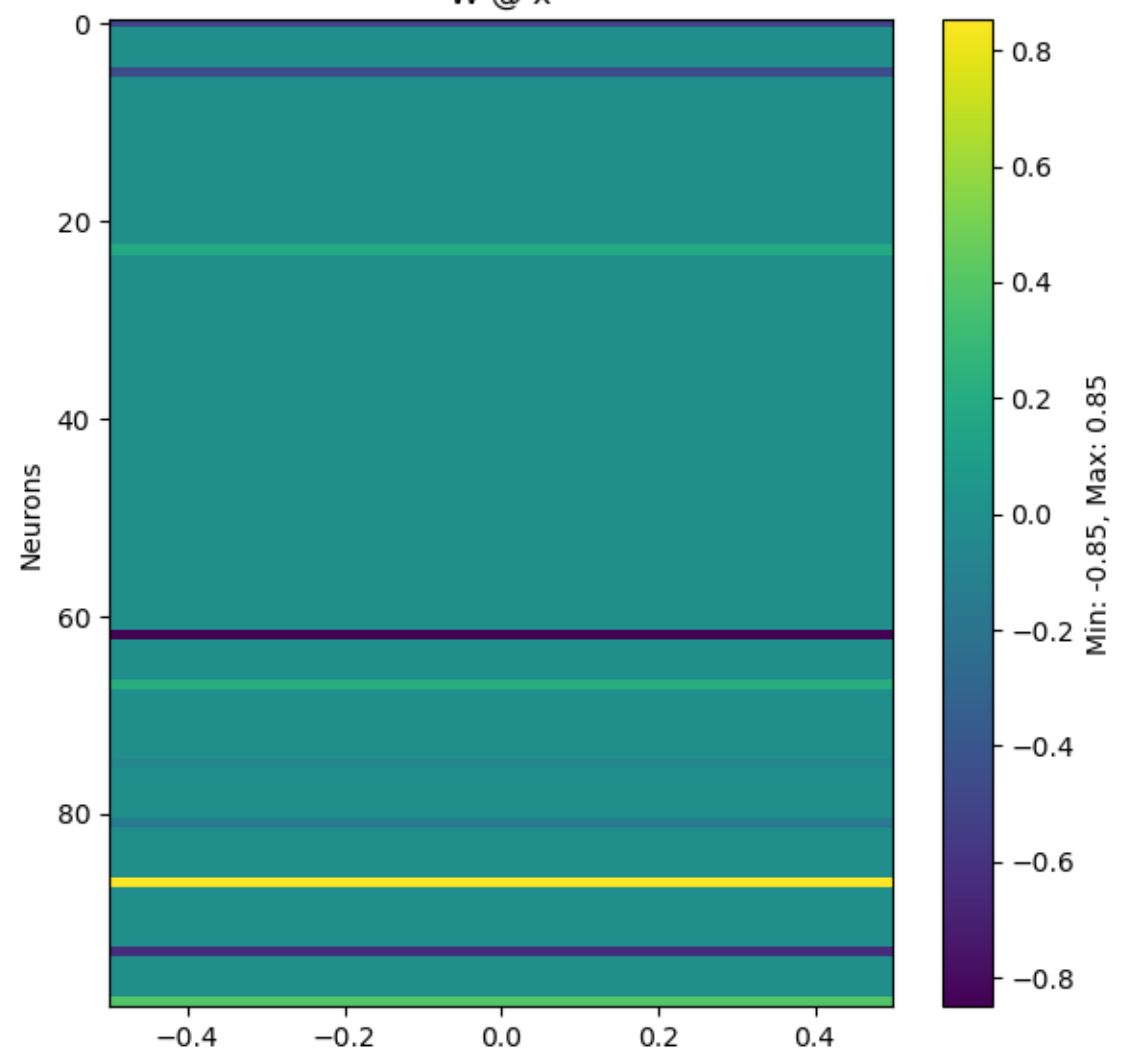
x (Neurons: 100)



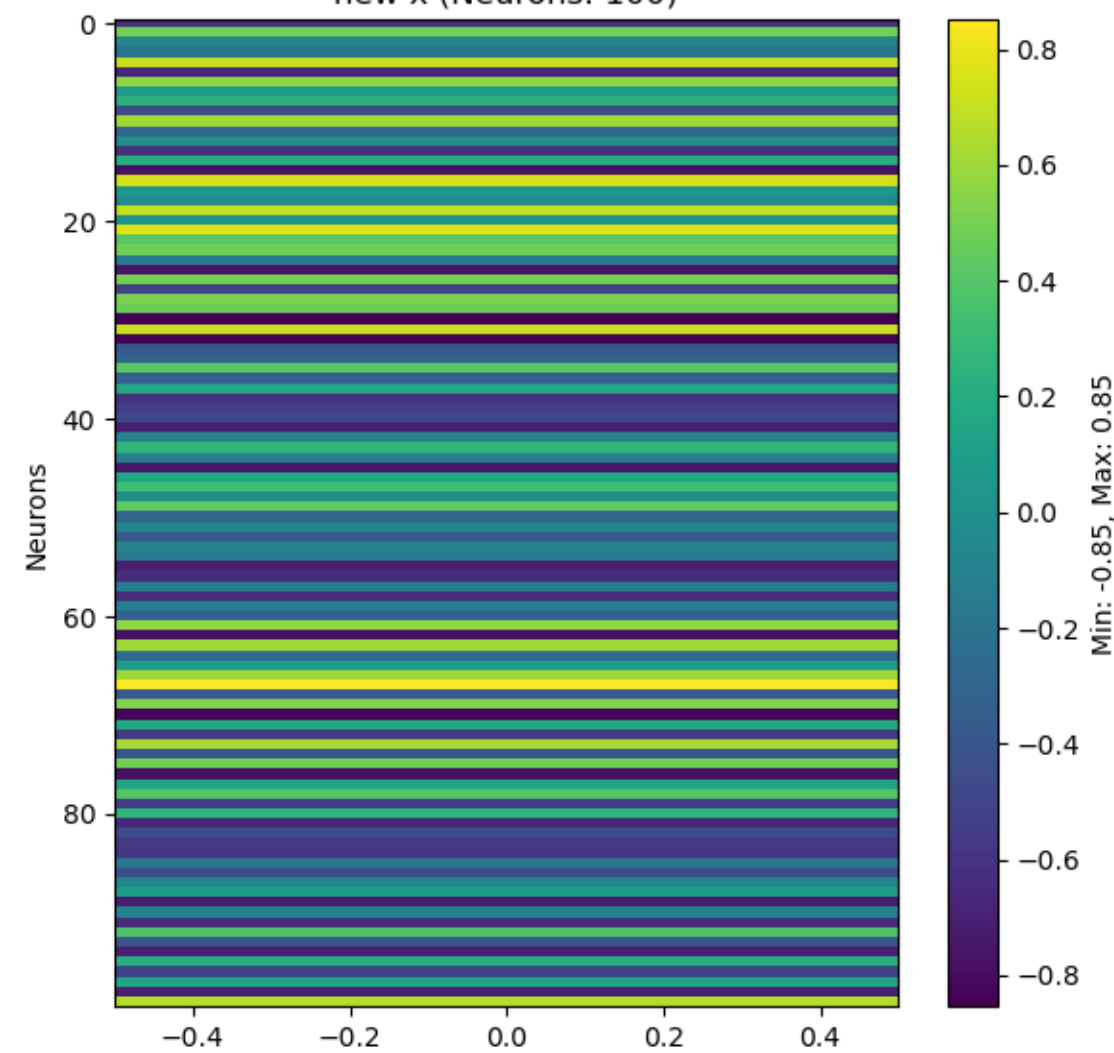
Win @ (1, u)



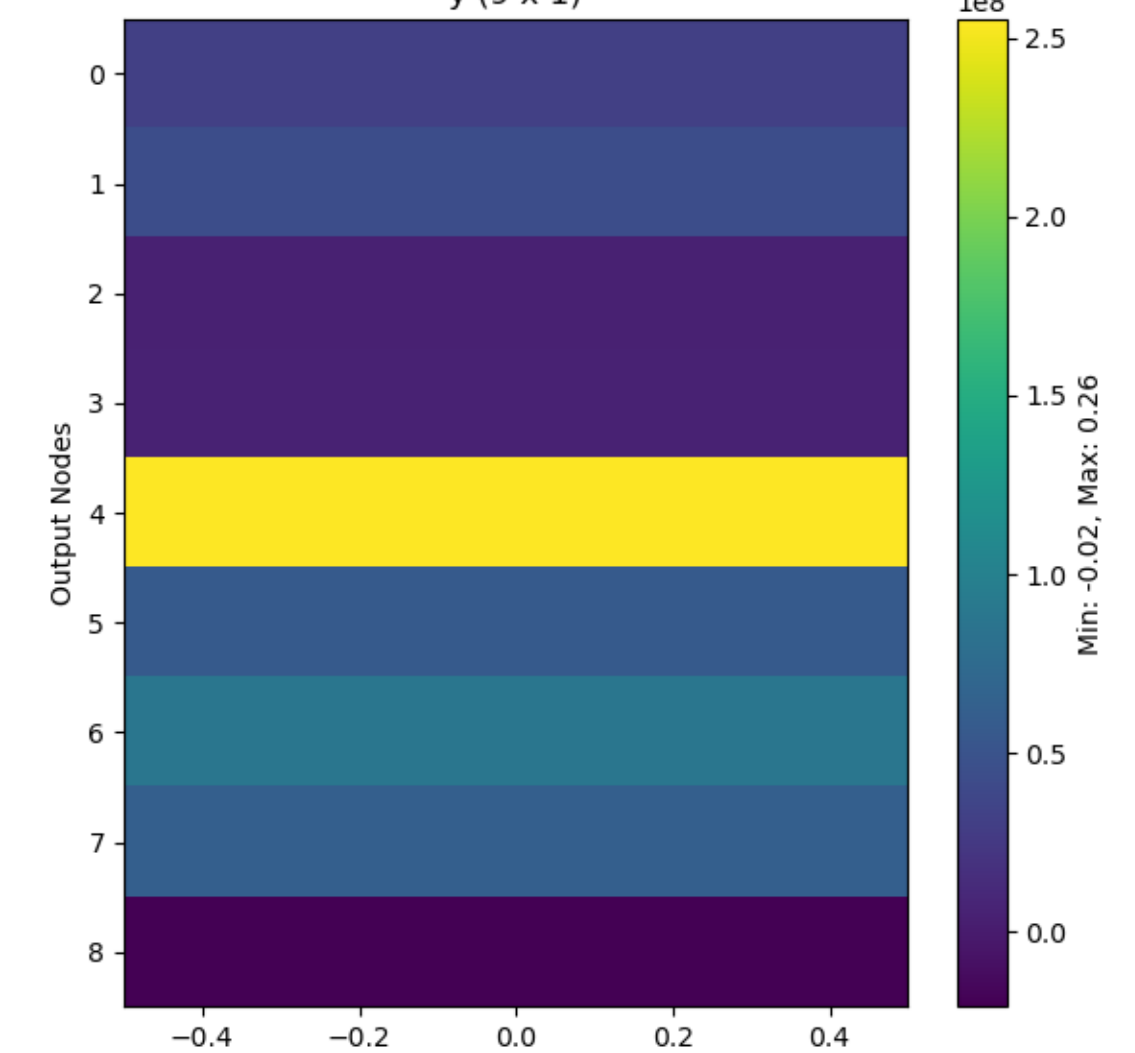
W @ x



new x (Neurons: 100)

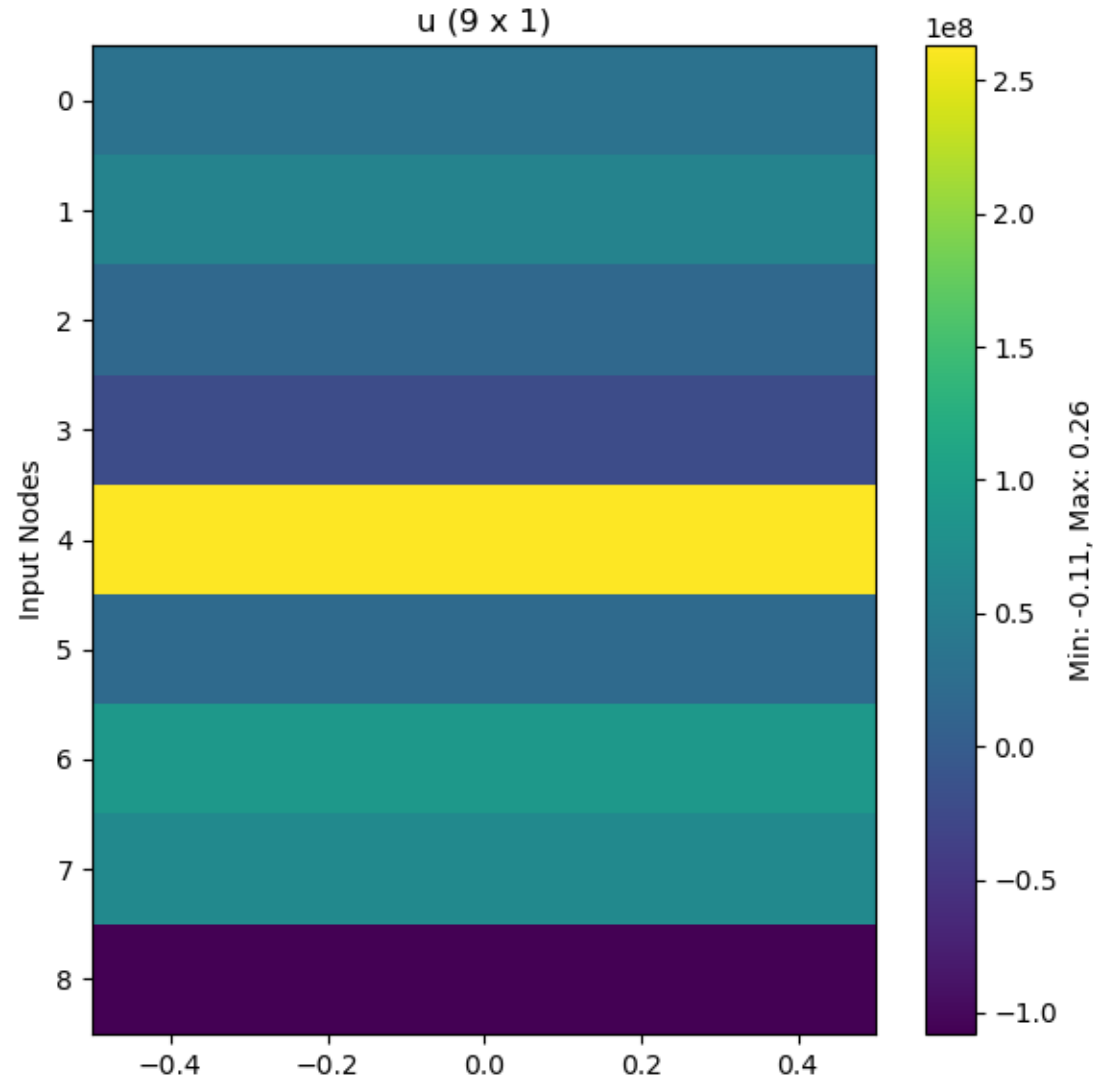


y (9 x 1)

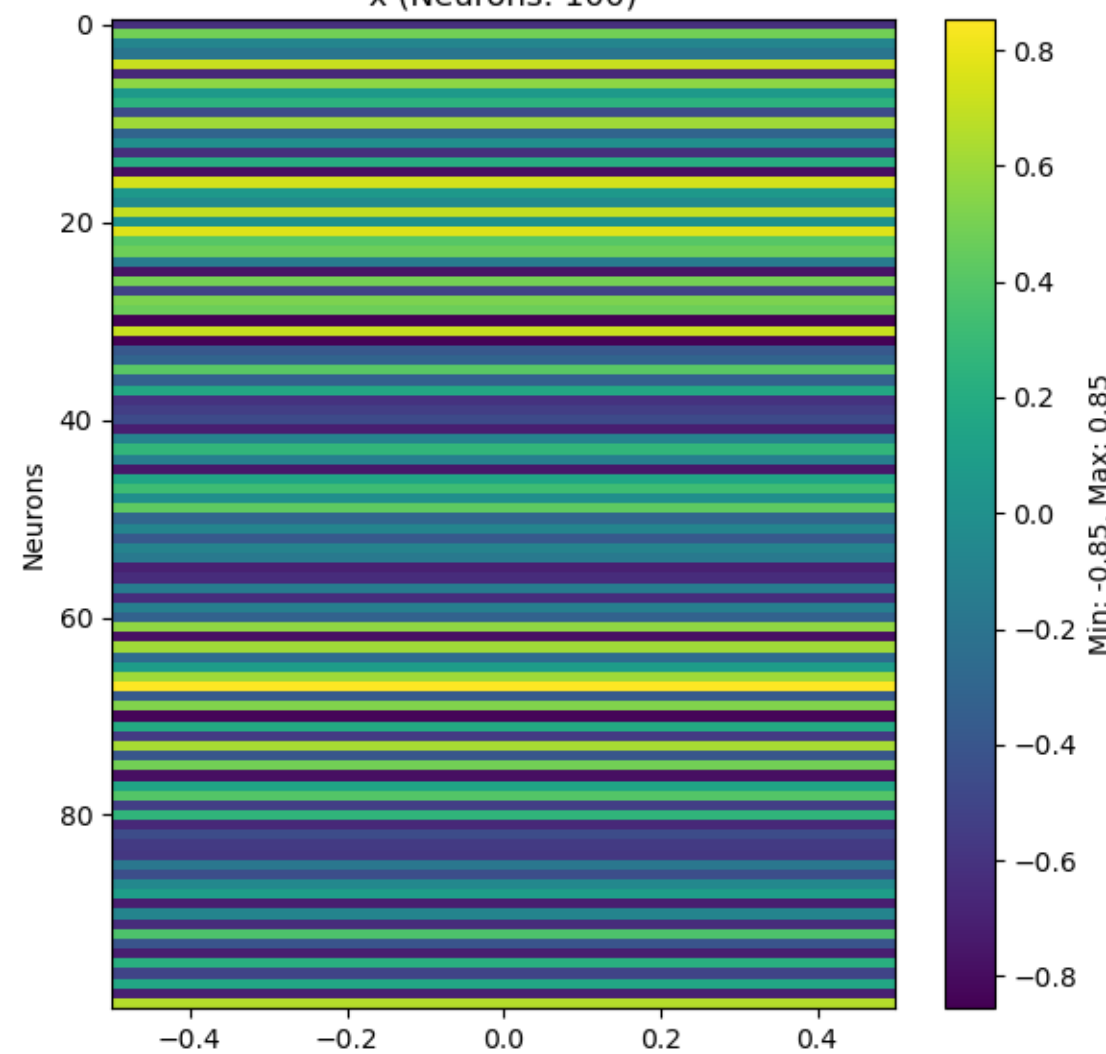


(d: 26, t: 15)

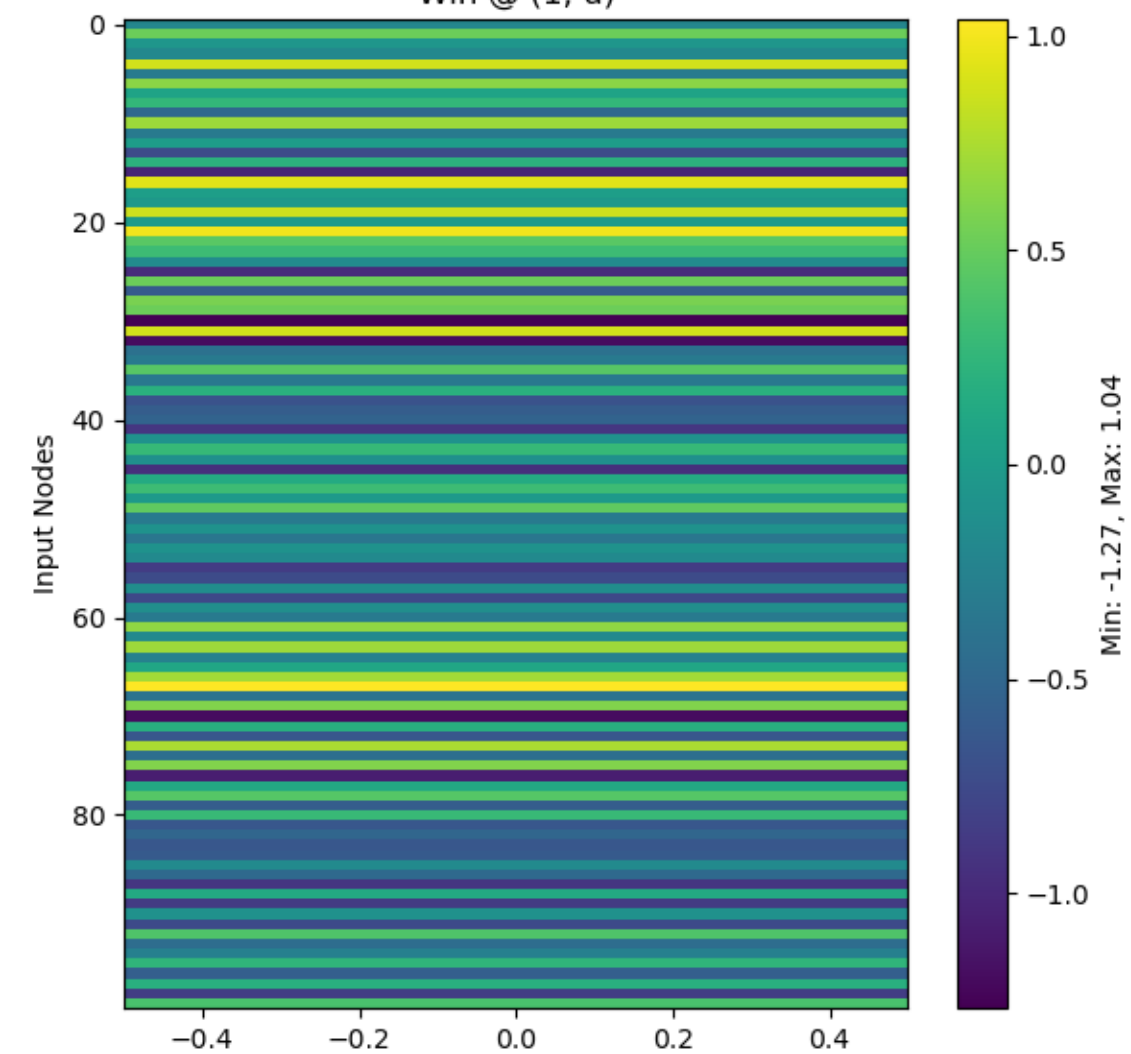
u (9 x 1)



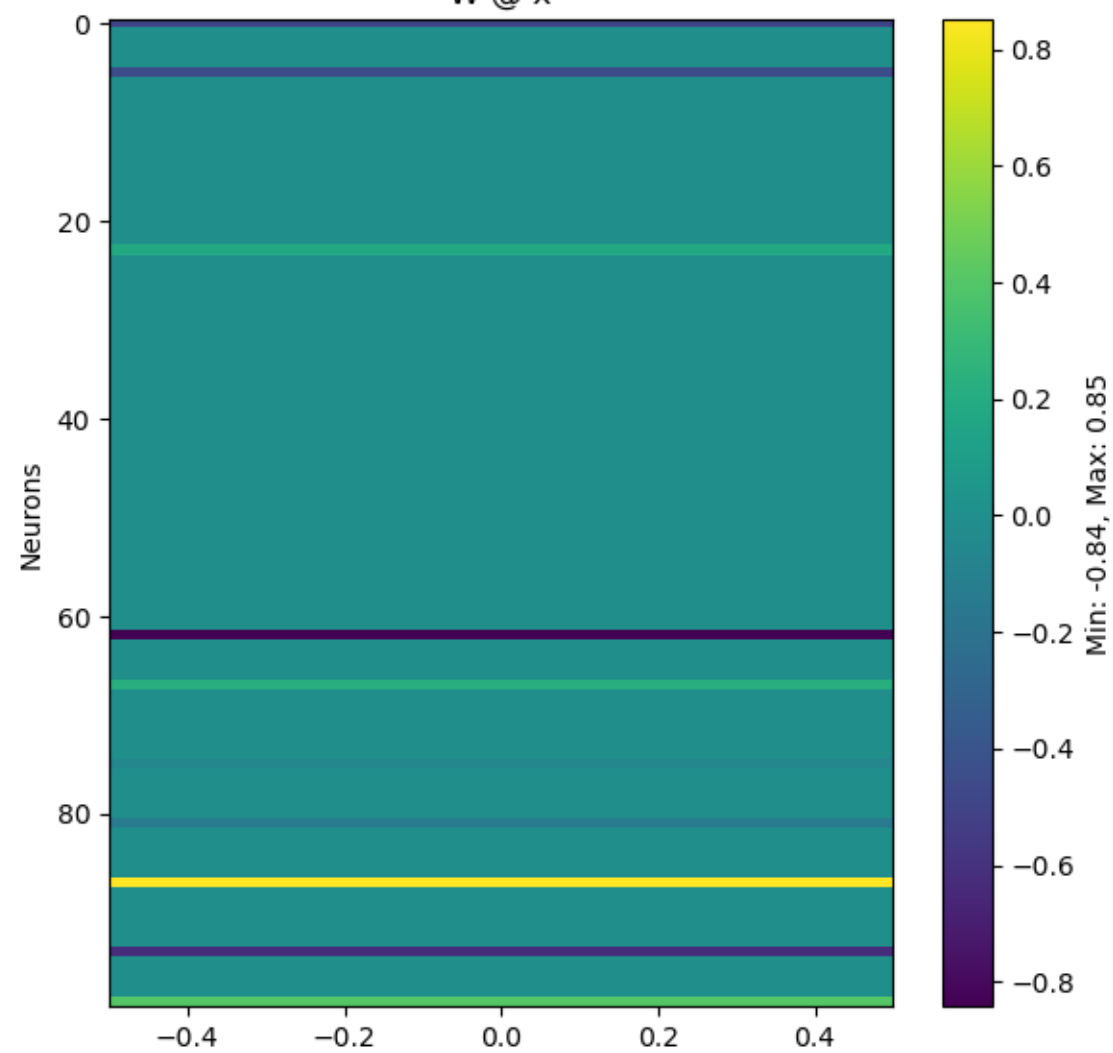
x (Neurons: 100)



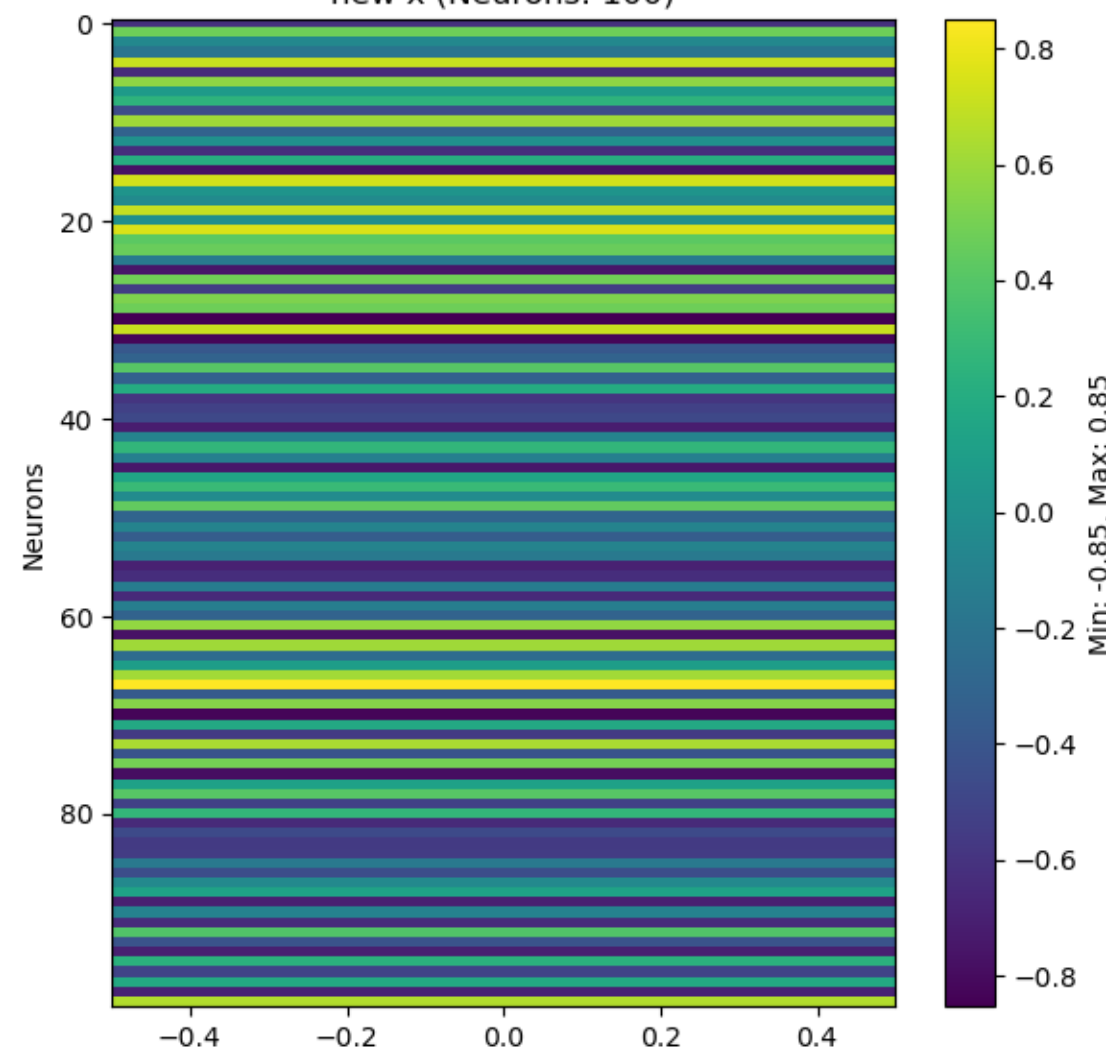
Win @ (1, u)



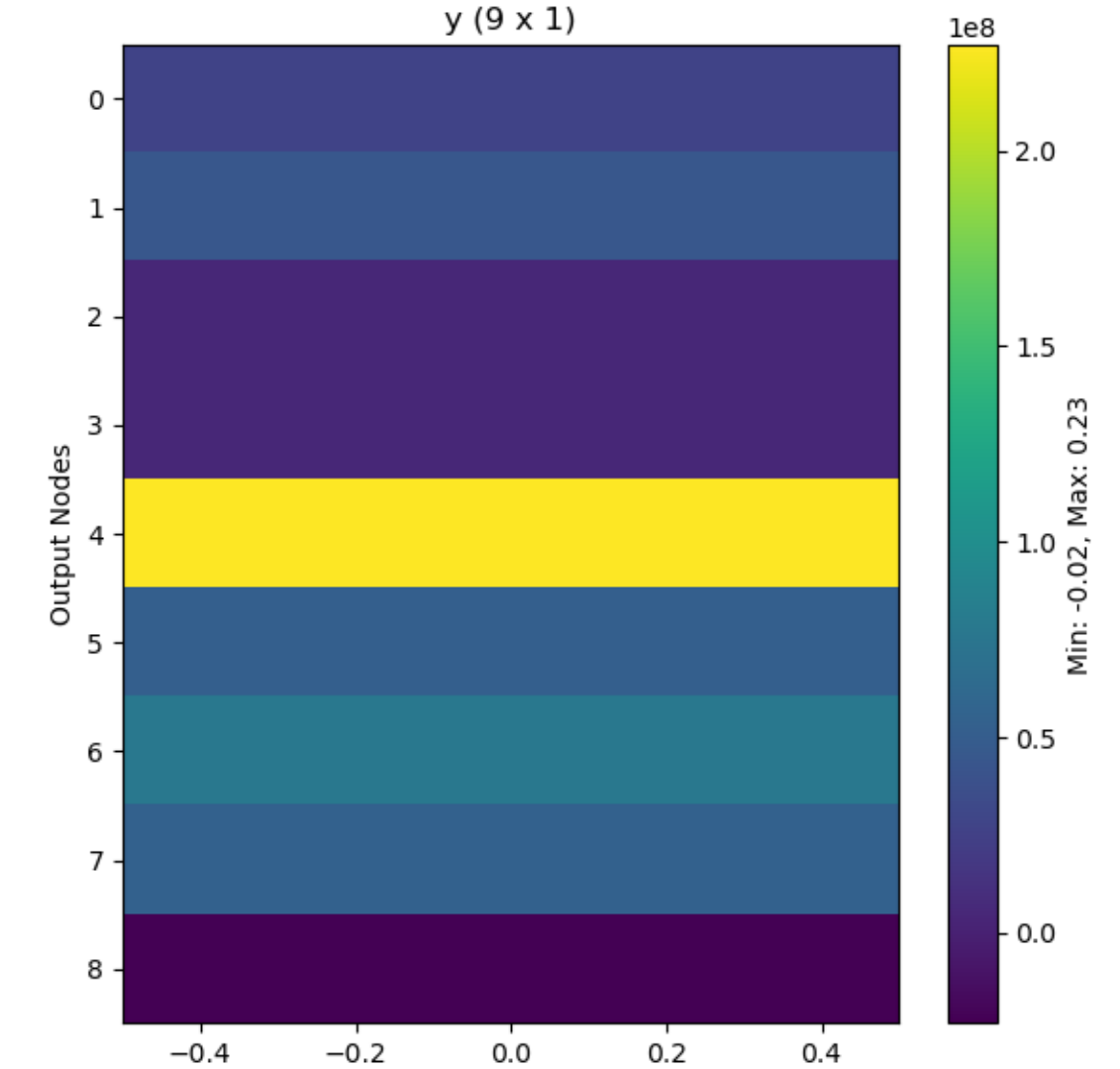
W @ x



new x (Neurons: 100)

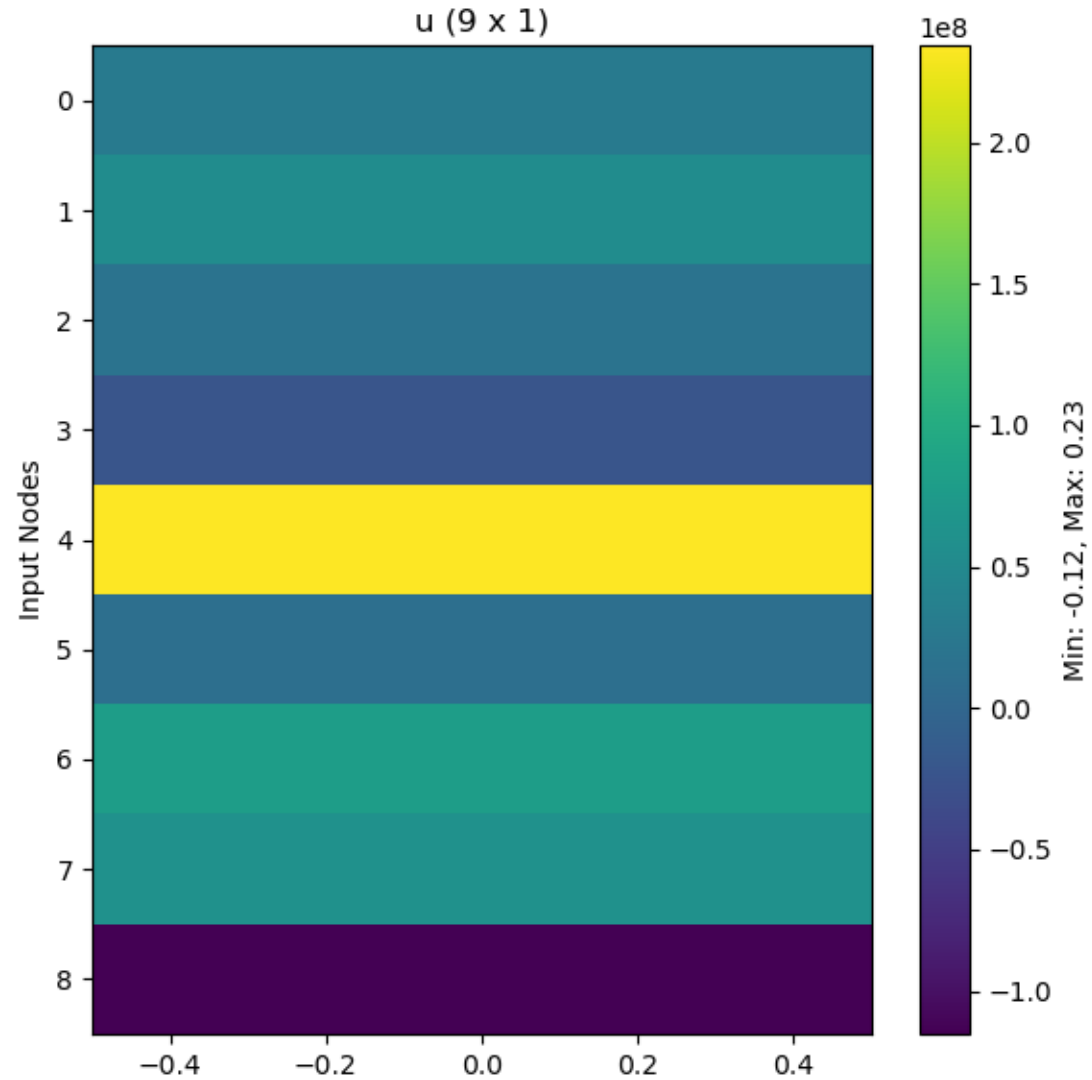


y (9 x 1)

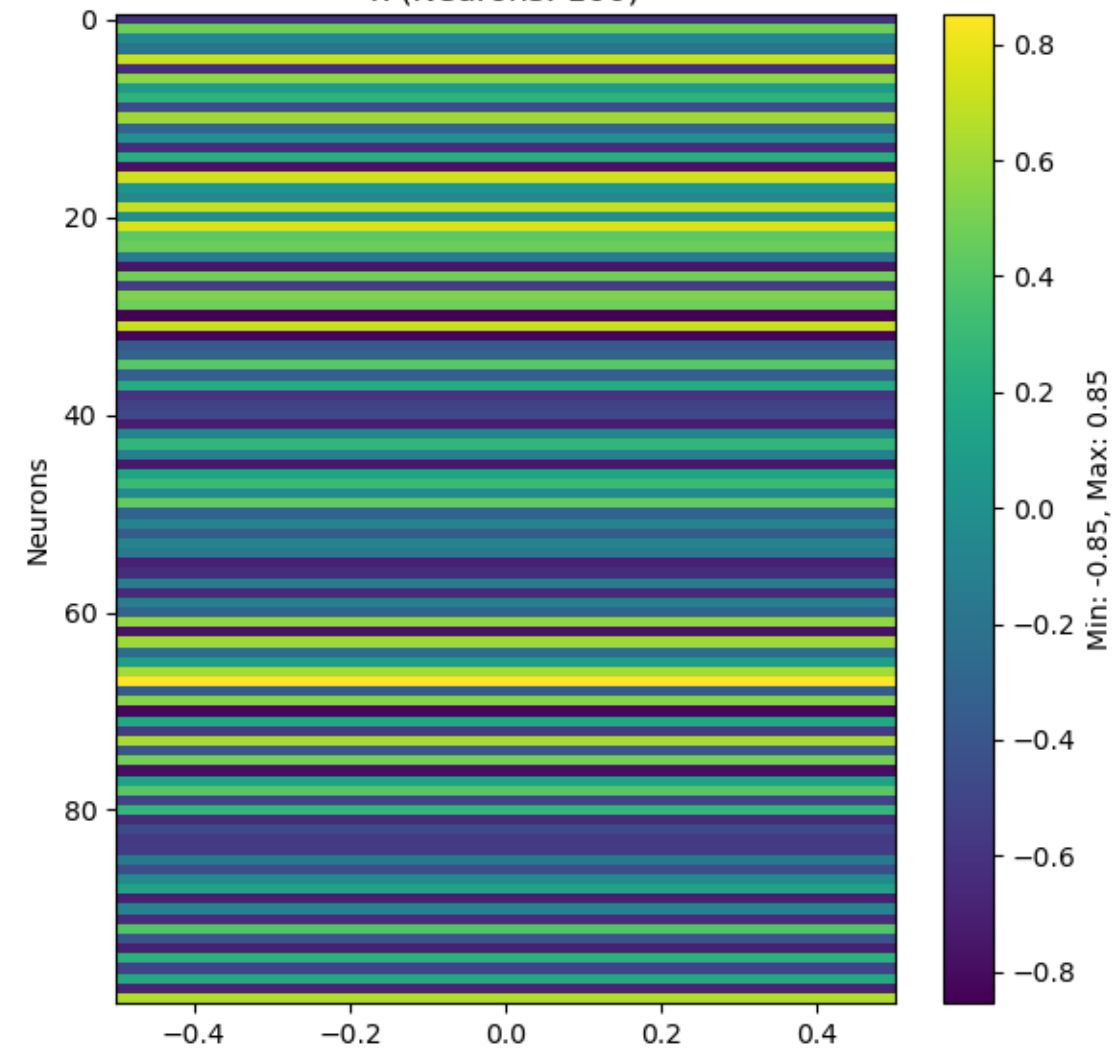


(d: 27, t: 15)

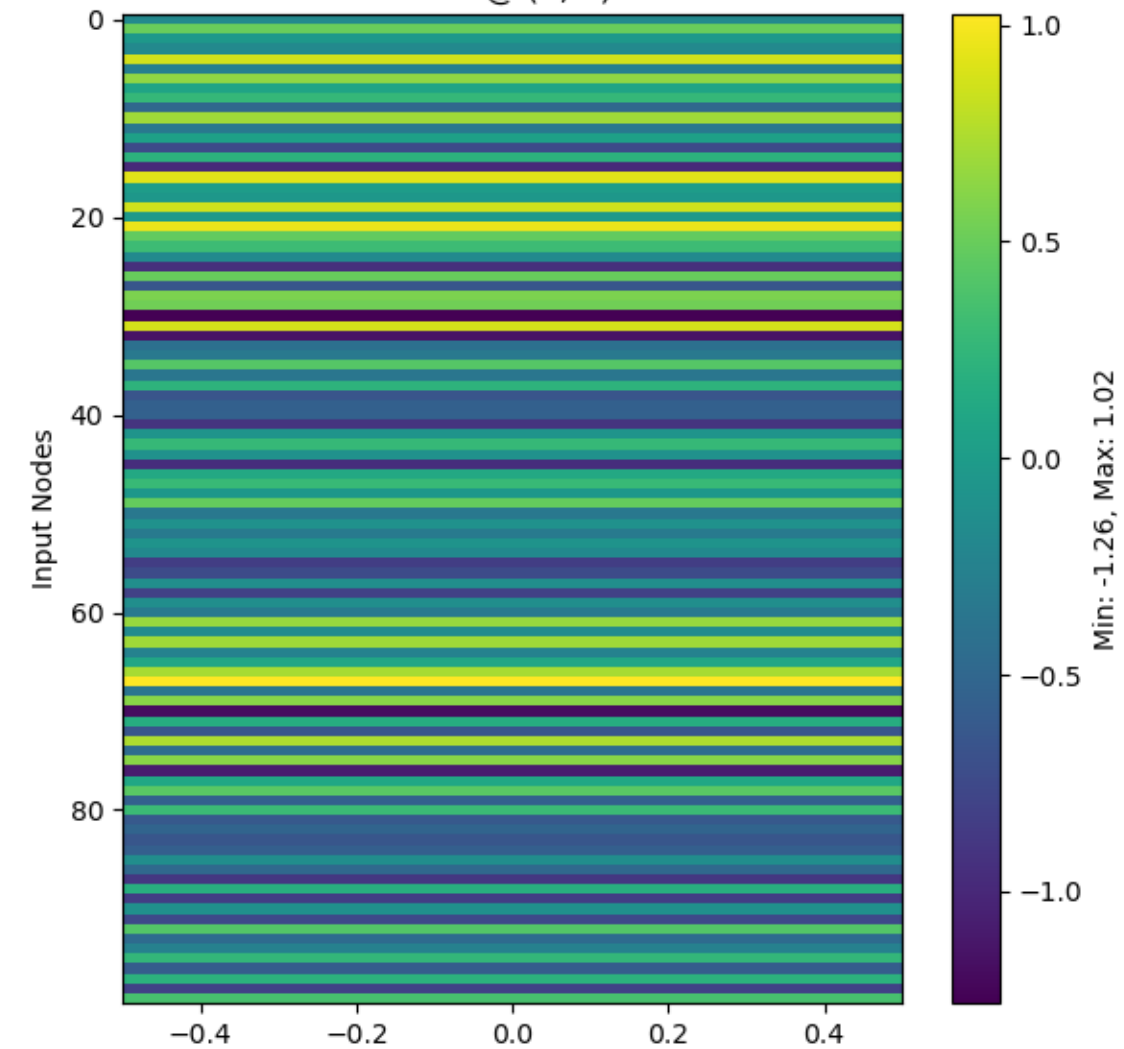
u (9 x 1)



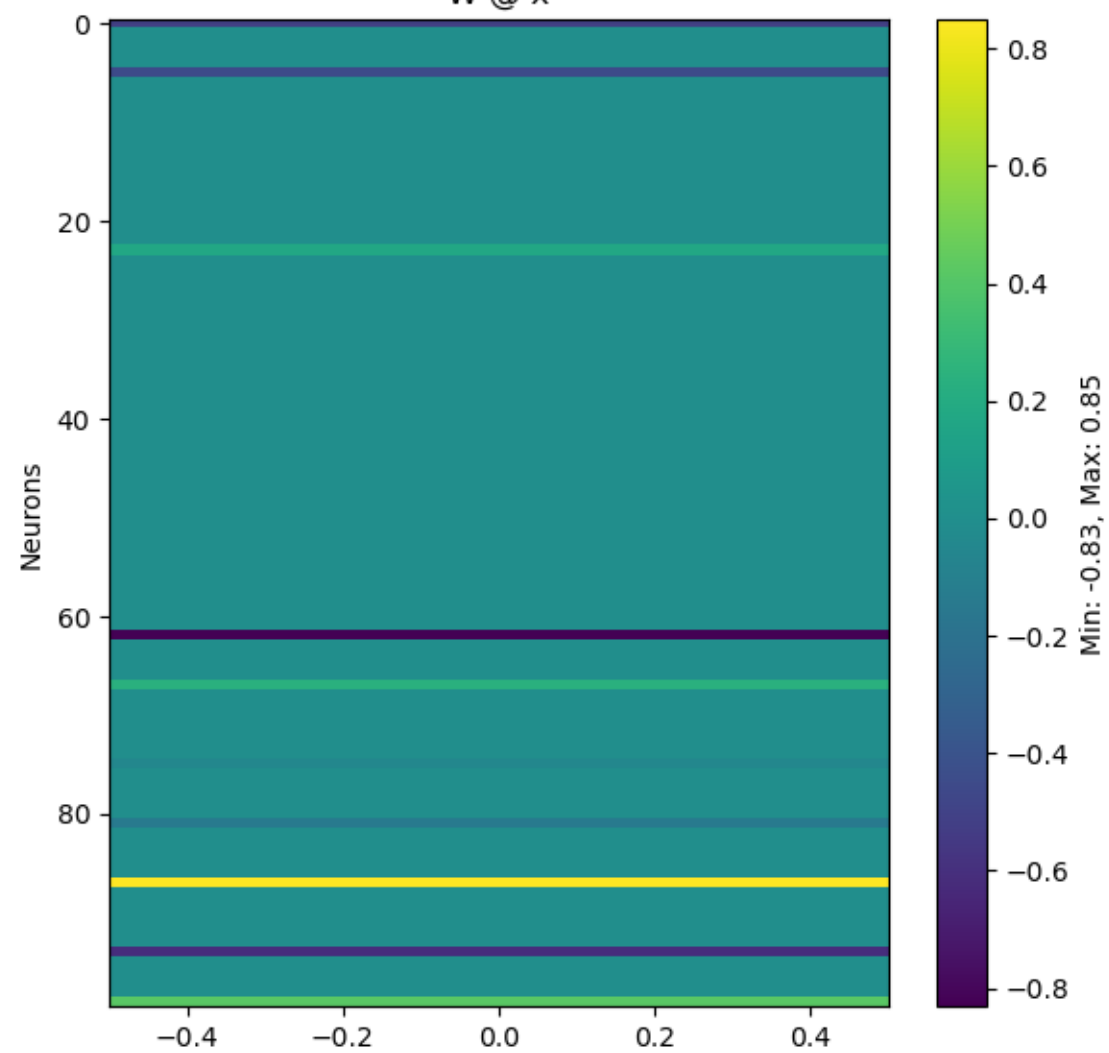
x (Neurons: 100)



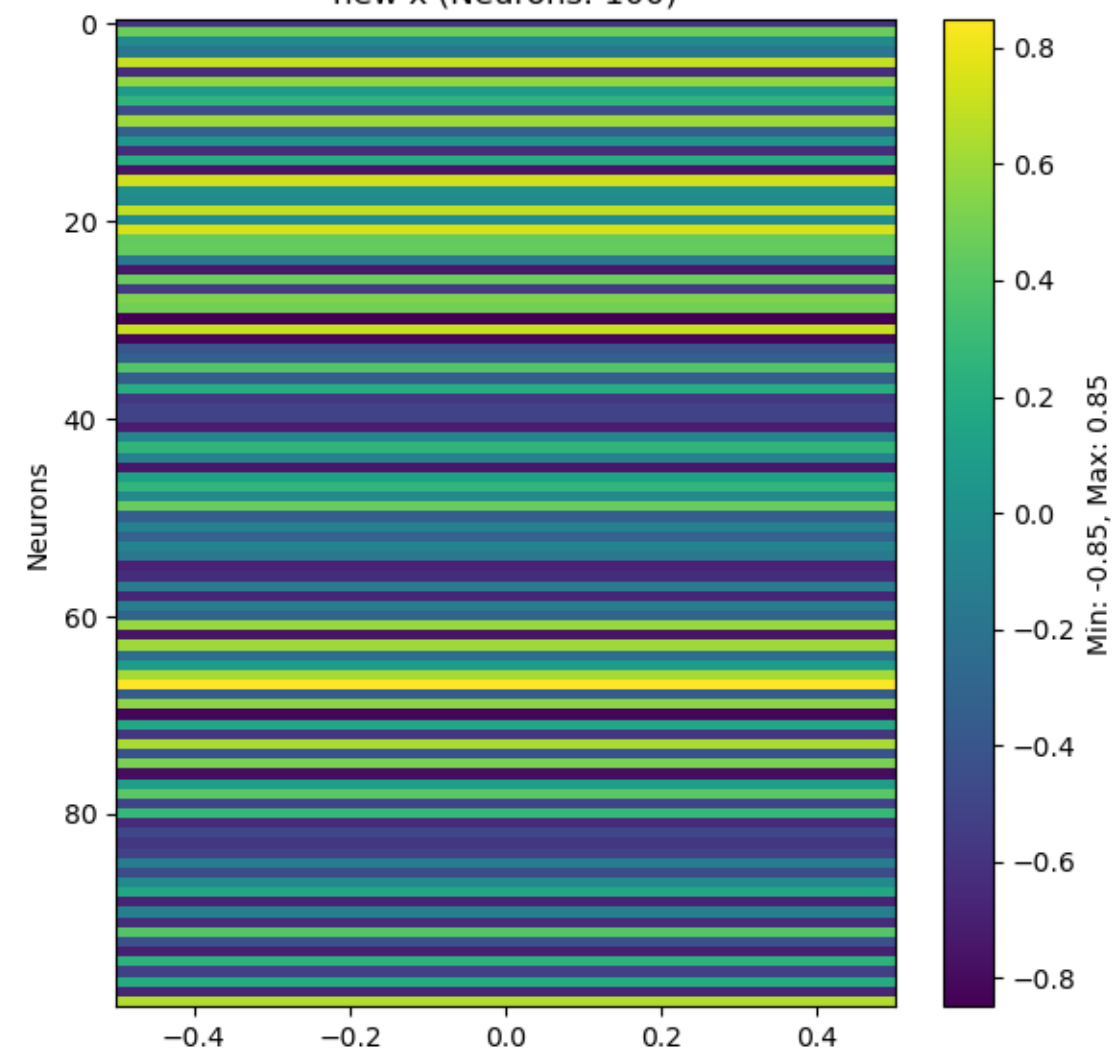
Win @ (1, u)



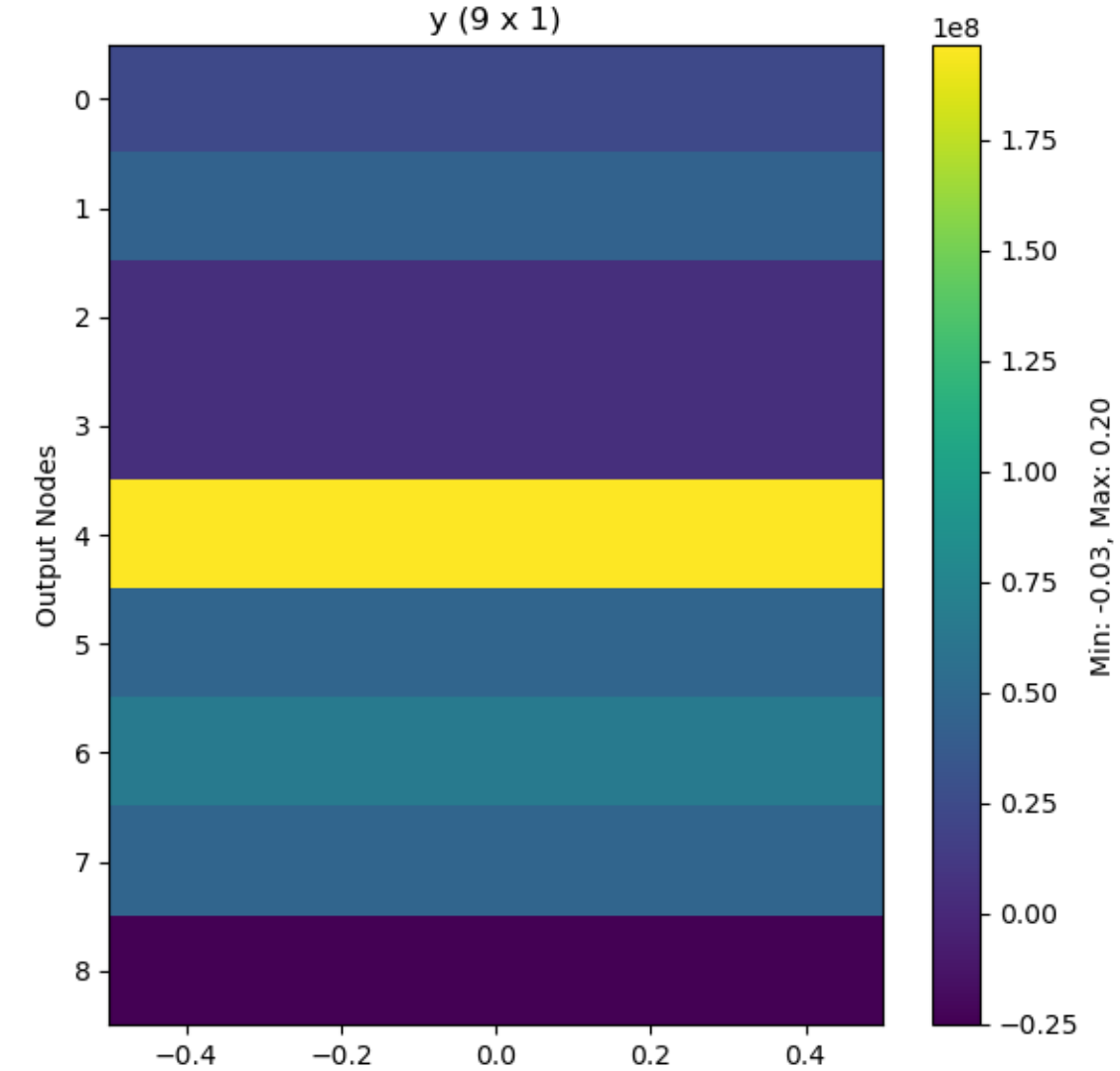
W @ x



new x (Neurons: 100)

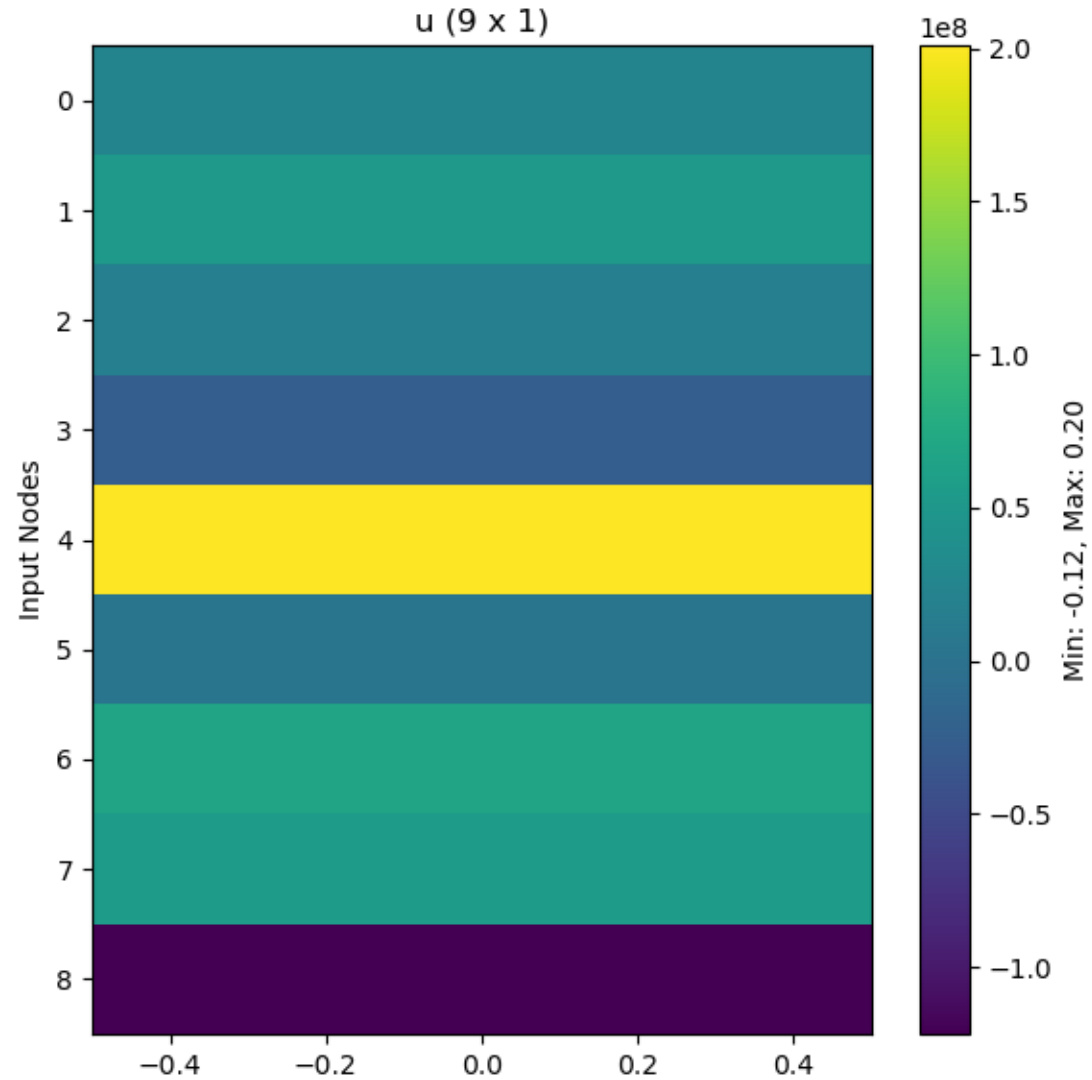


y (9 x 1)

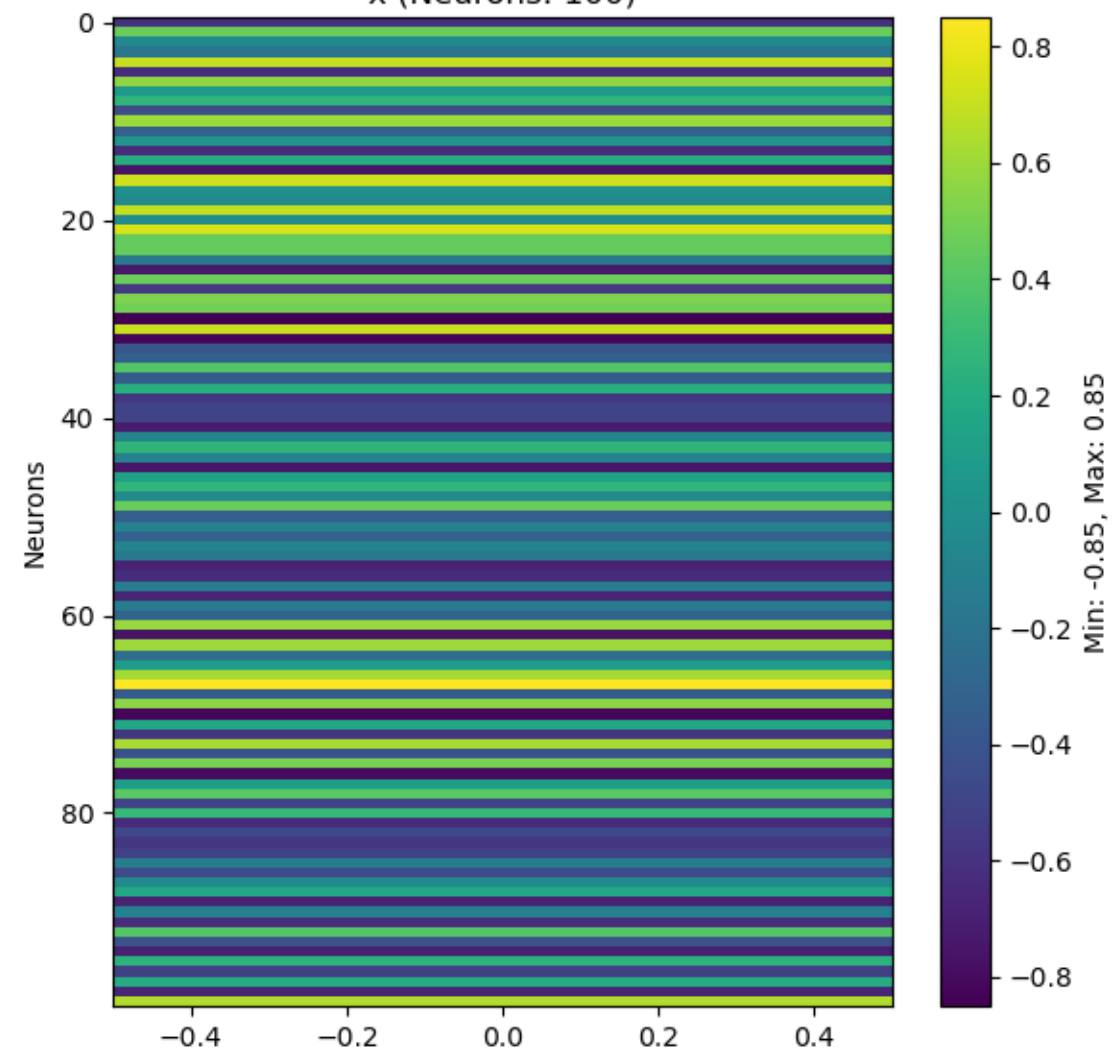


(d: 28, t: 15)

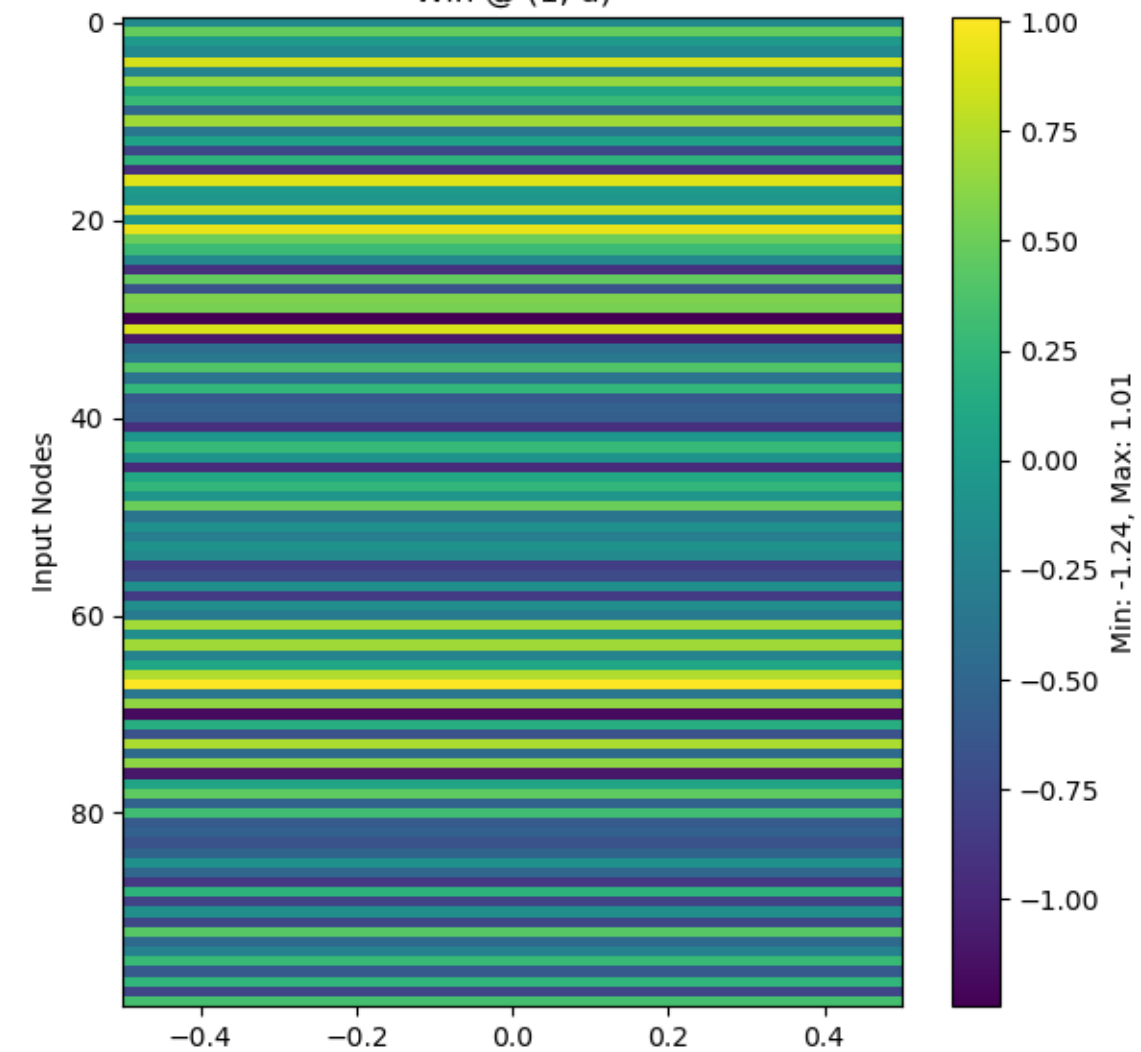
u (9 x 1)



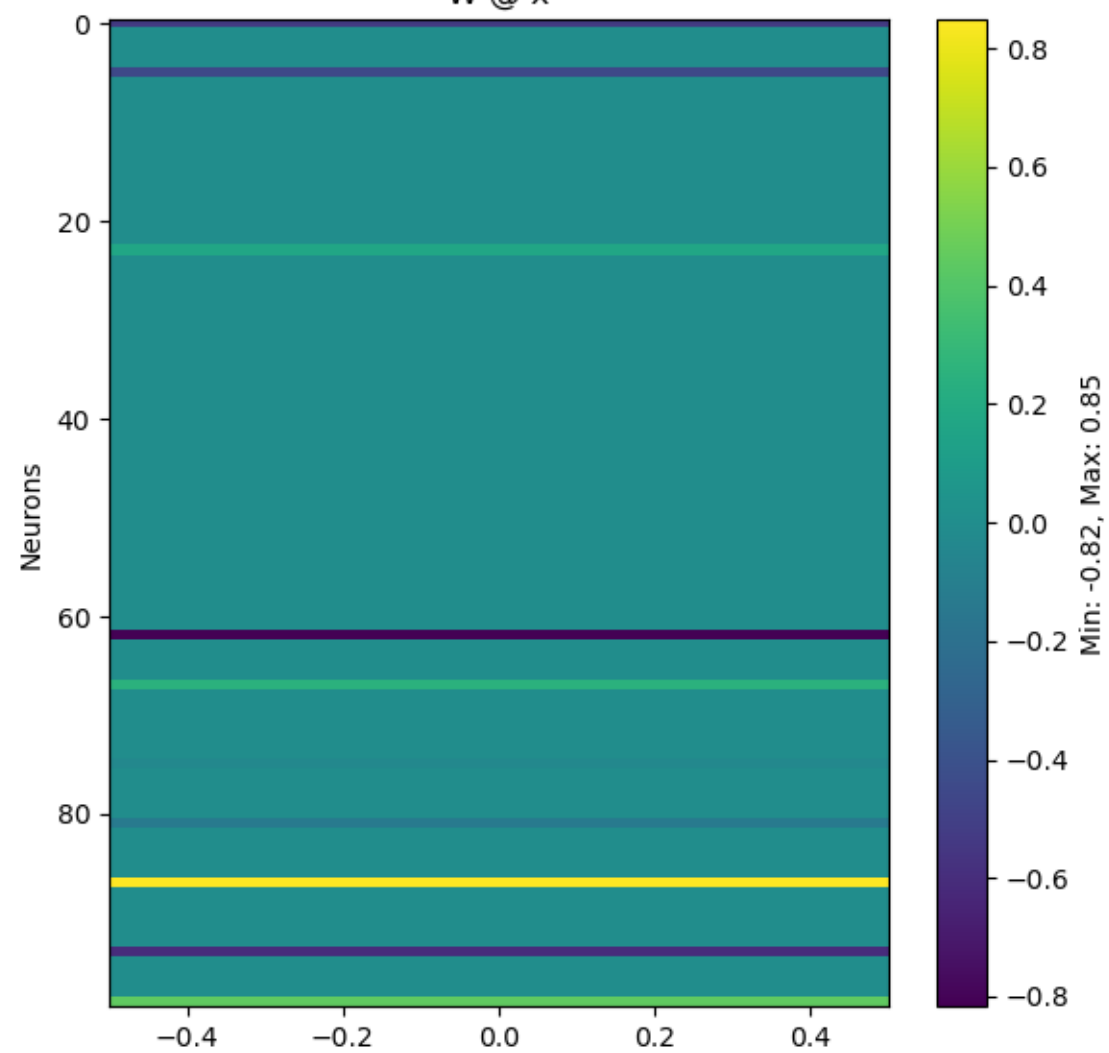
x (Neurons: 100)



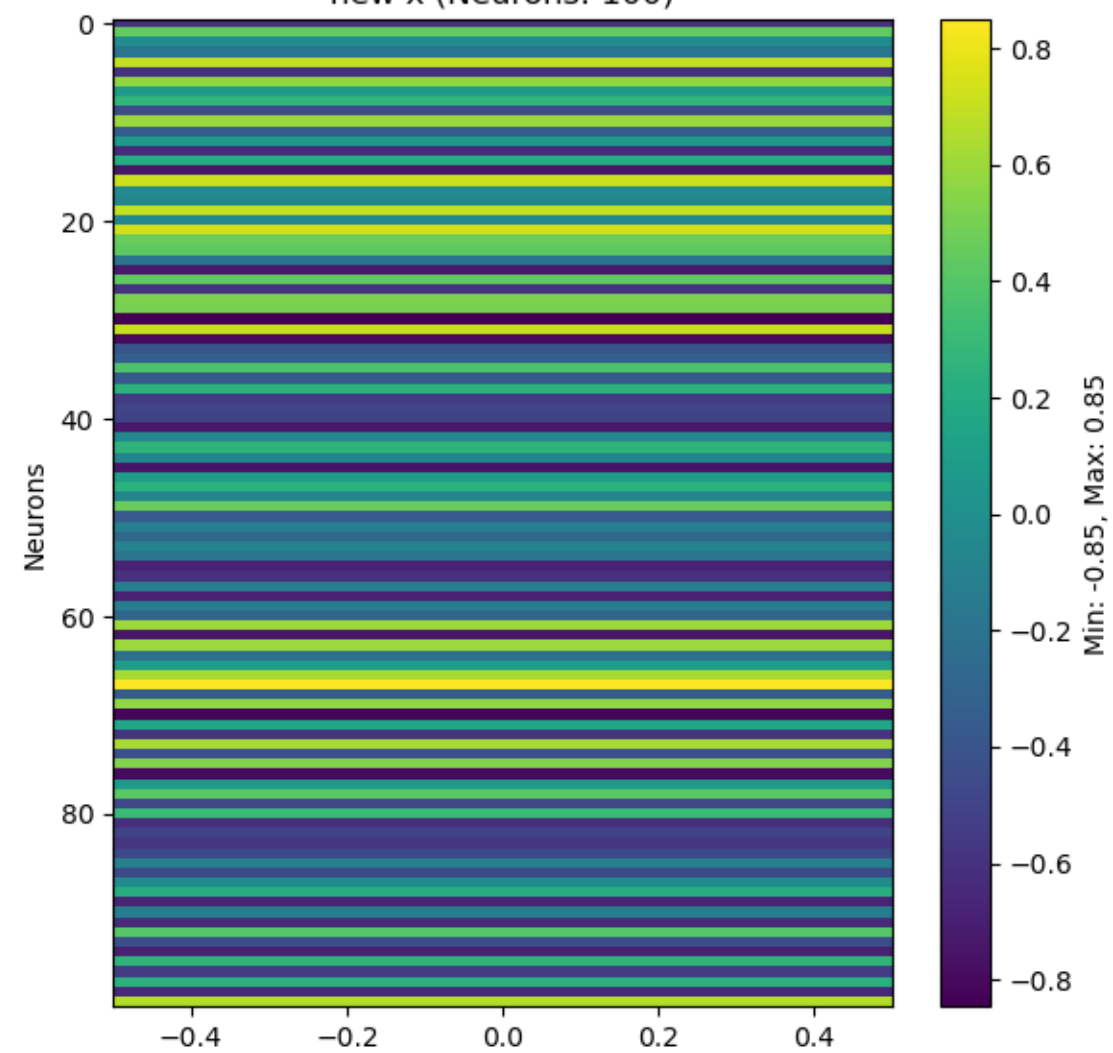
Win @ (1, u)



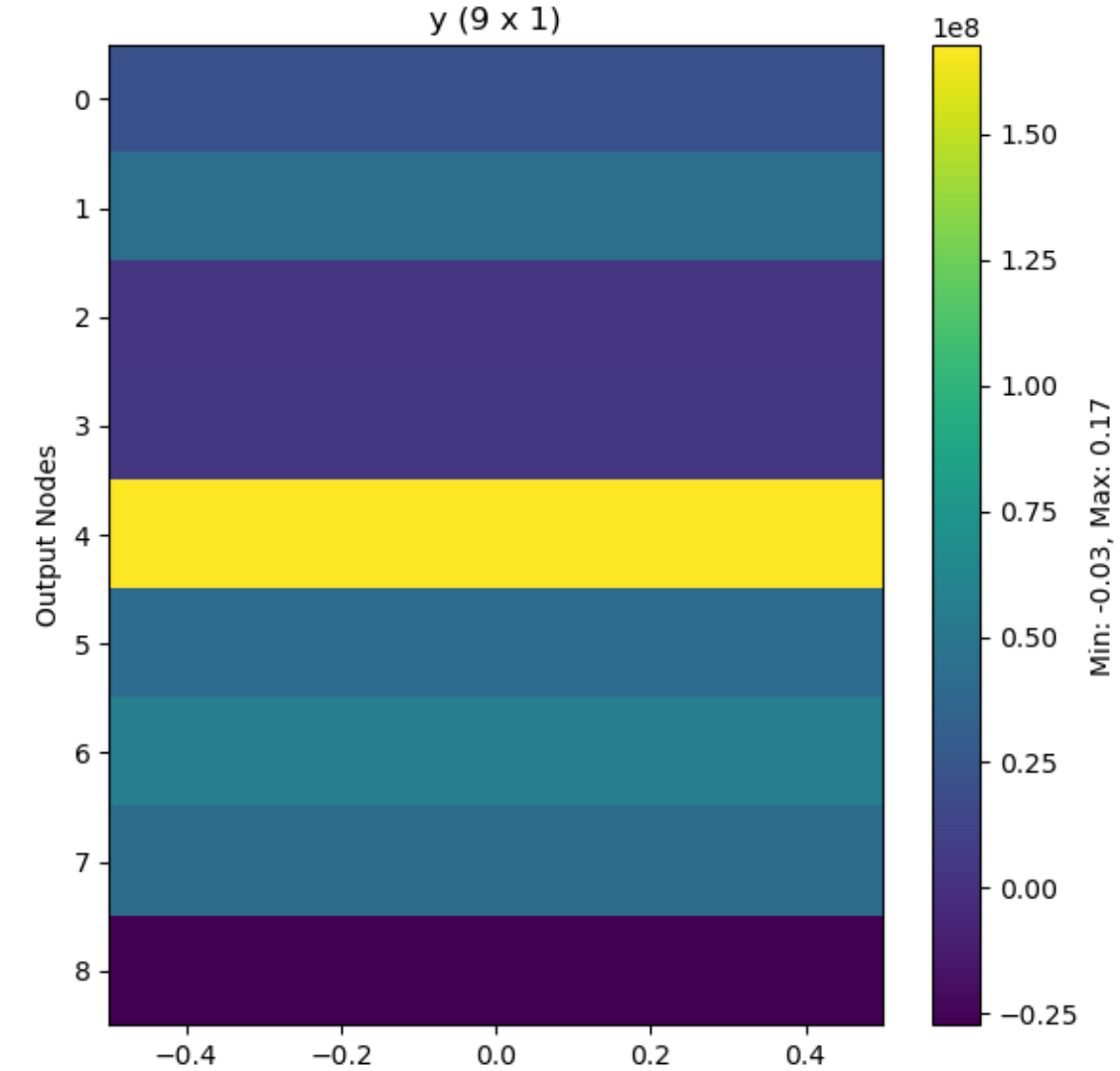
W @ x



new x (Neurons: 100)

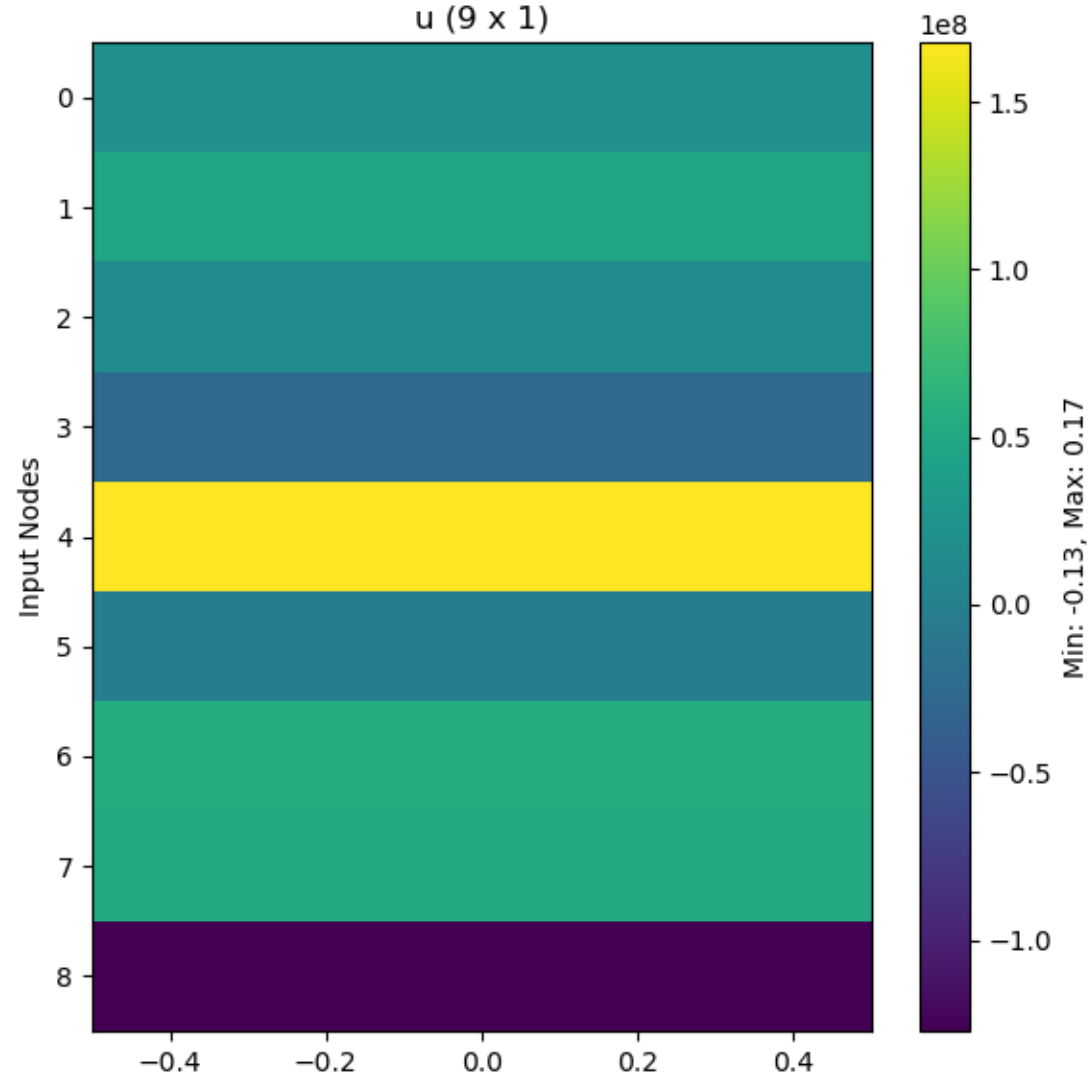


y (9 x 1)

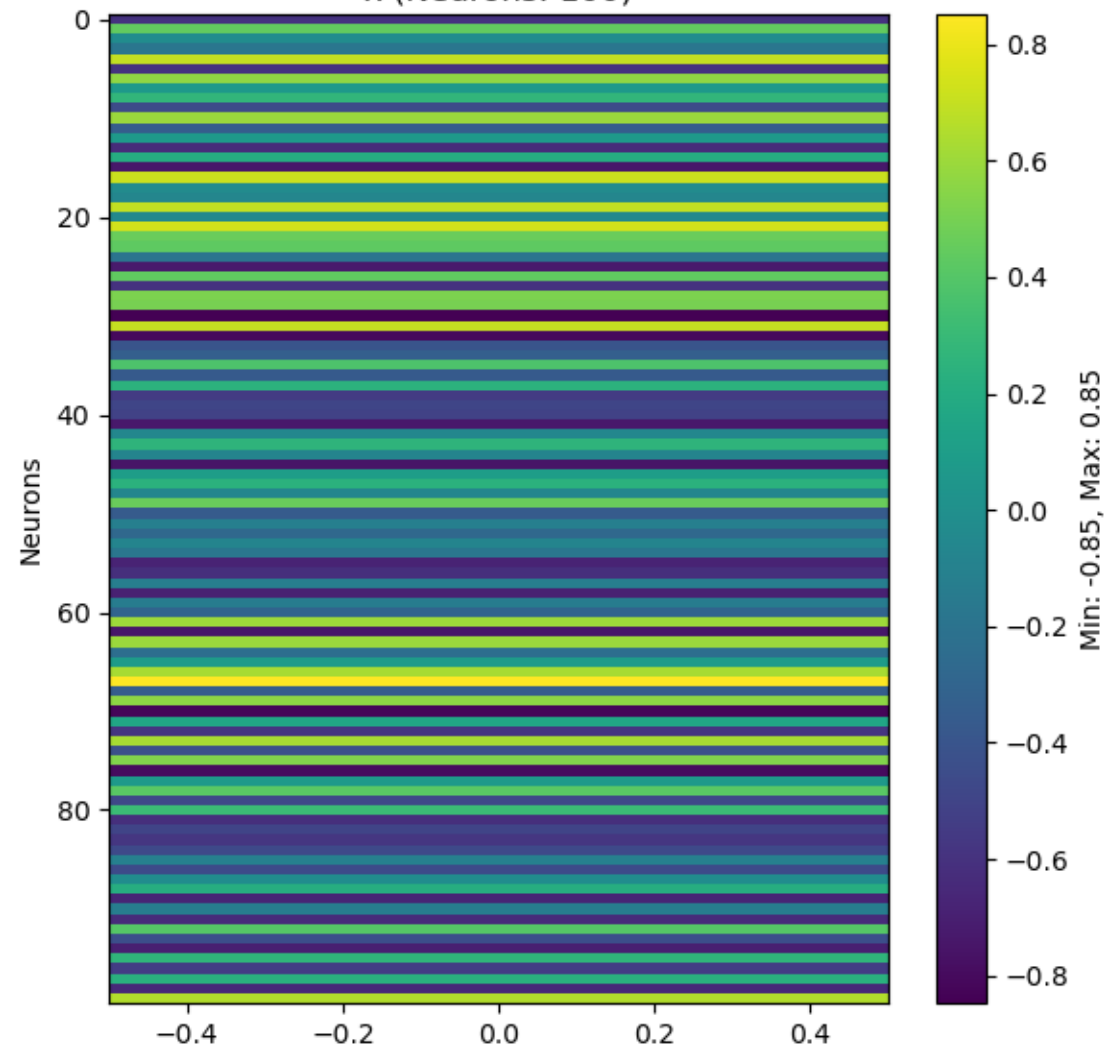


(d: 29, t: 15)

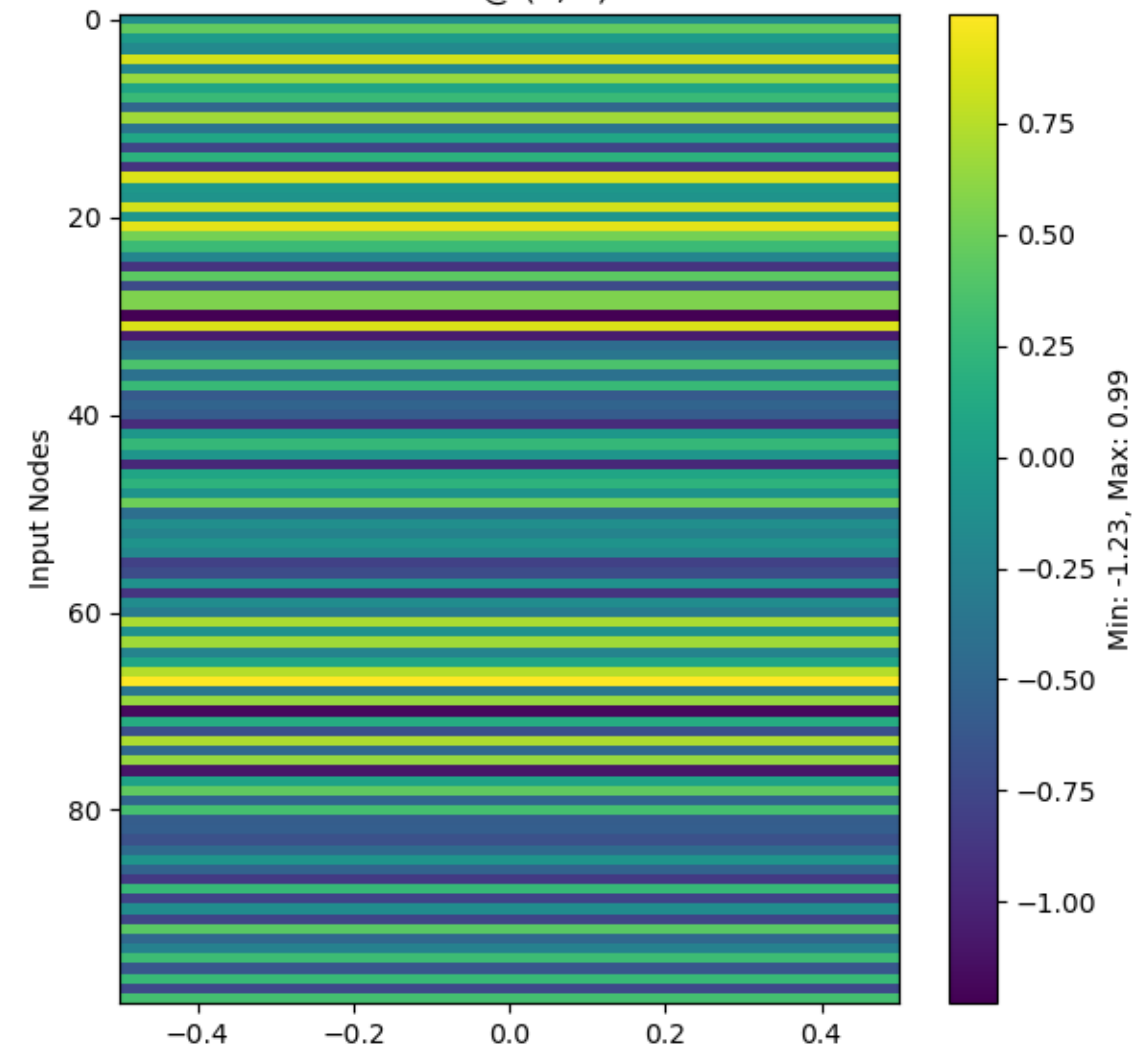
u (9 x 1)



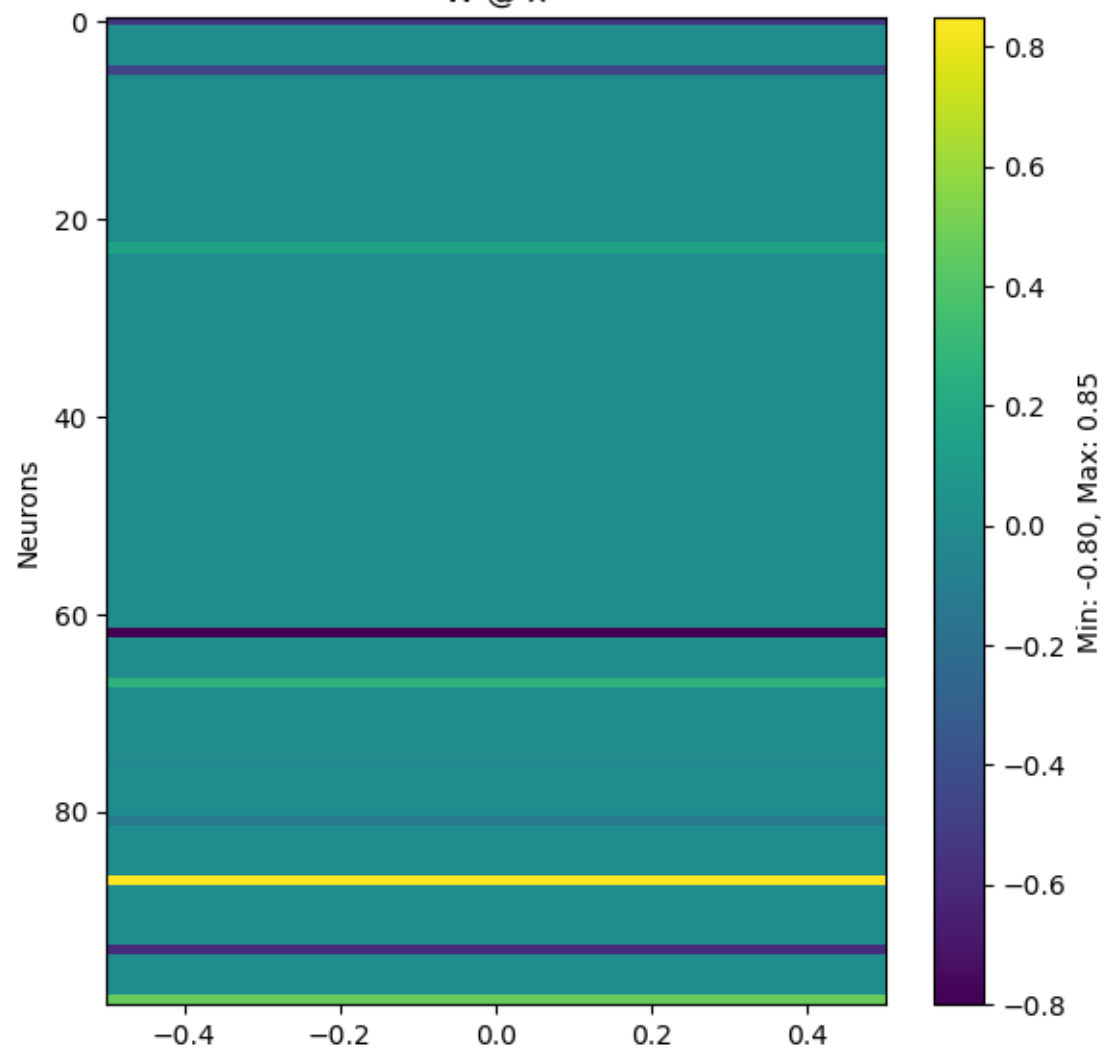
x (Neurons: 100)



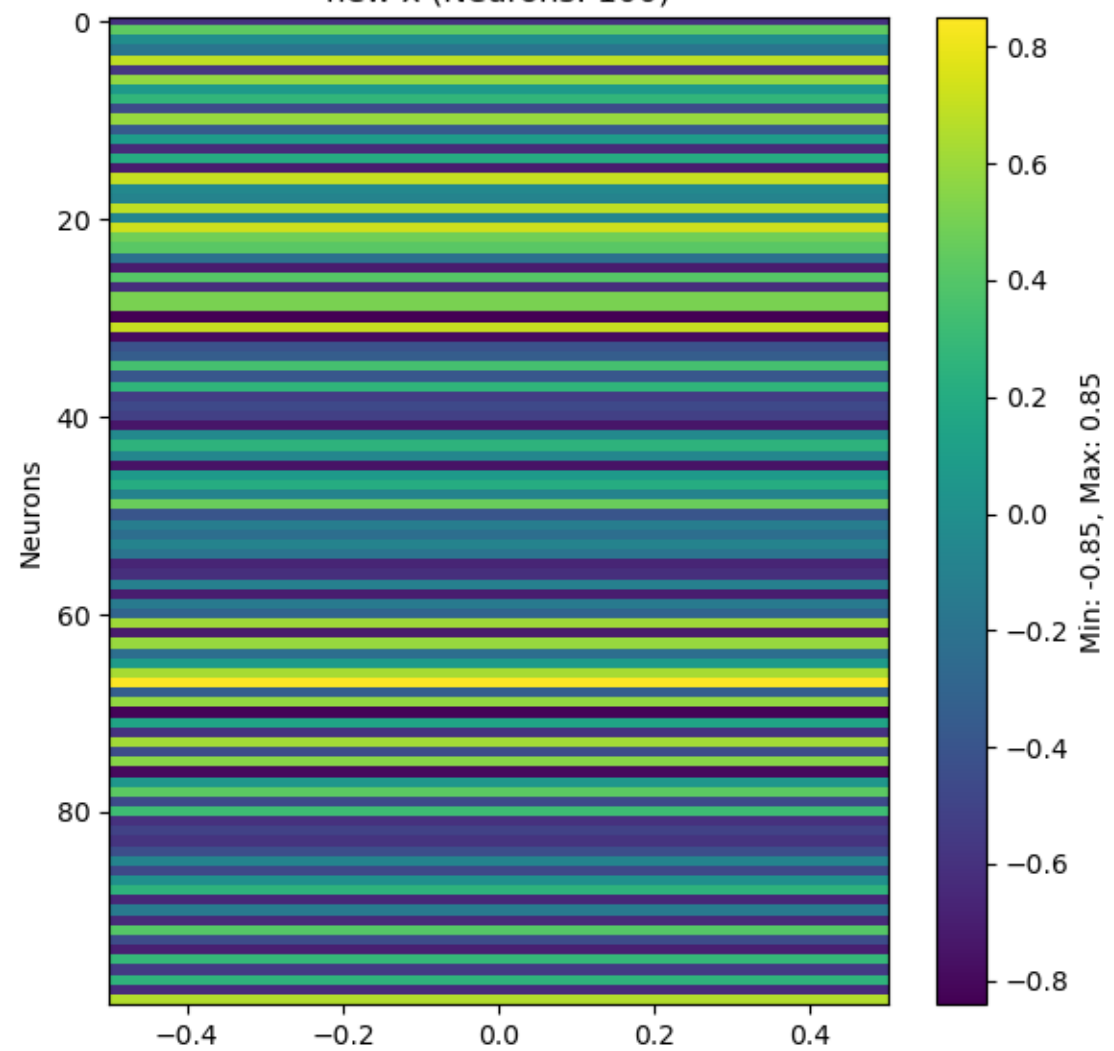
Win @ (1, u)



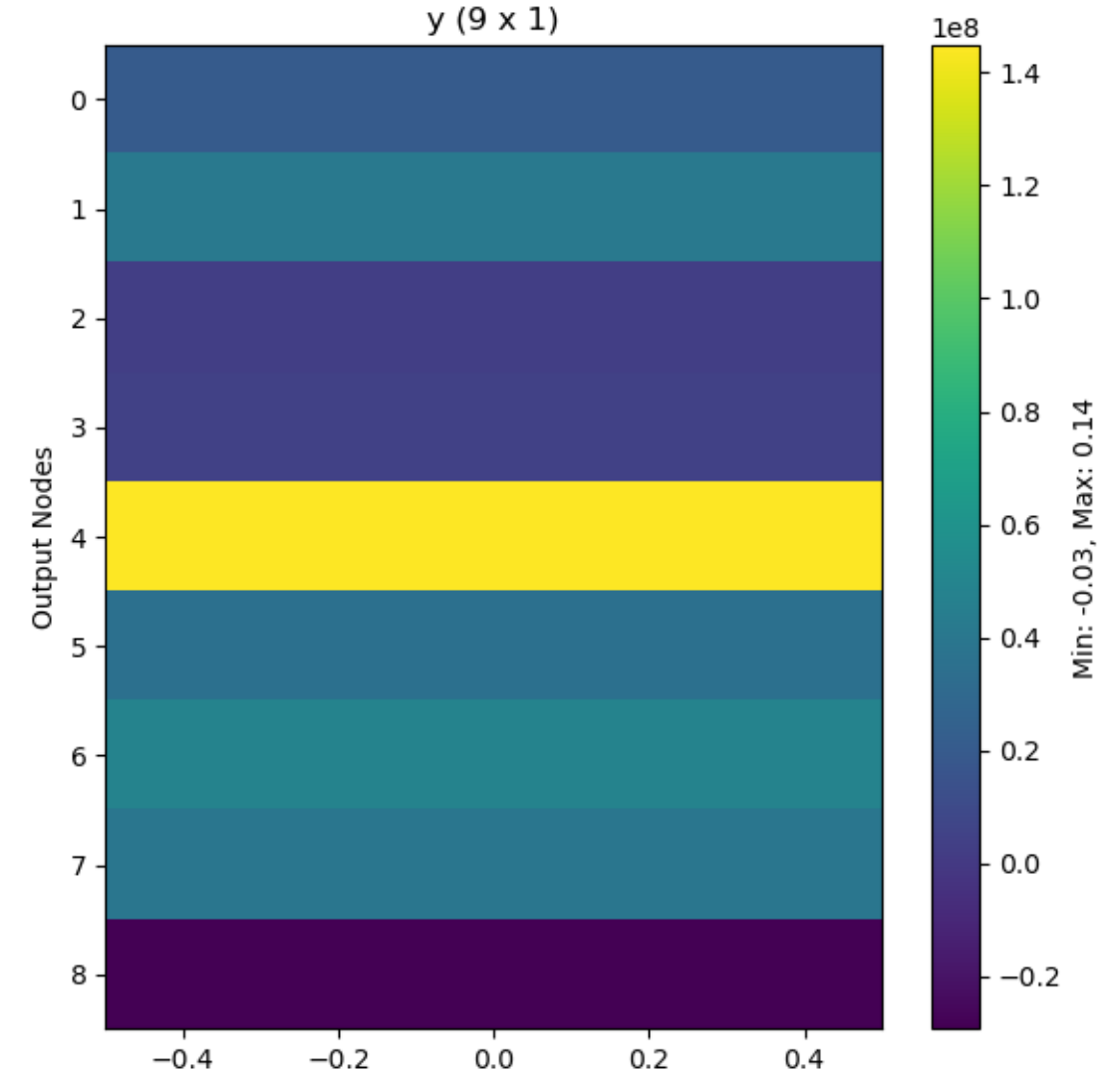
W @ x



new x (Neurons: 100)

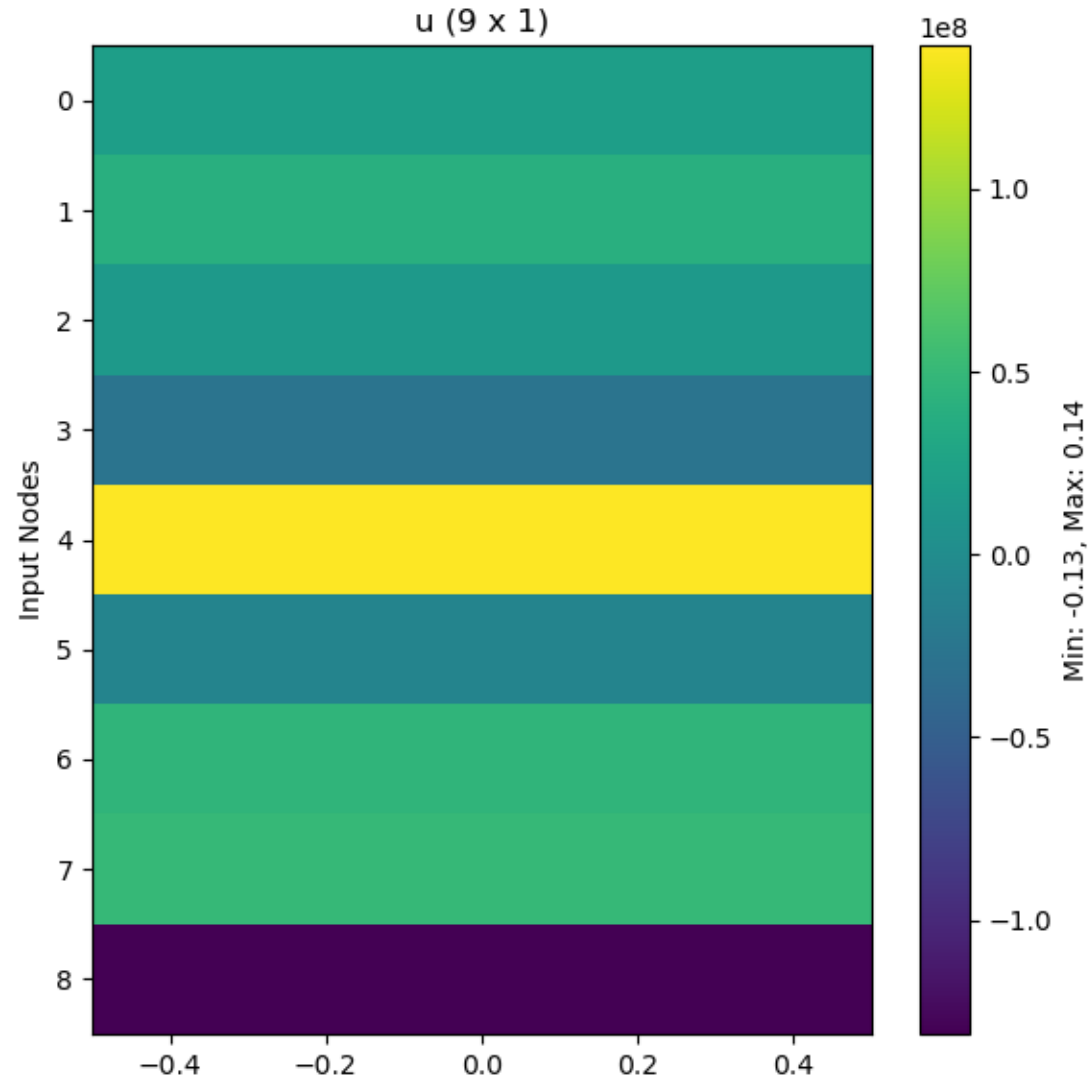


y (9 x 1)

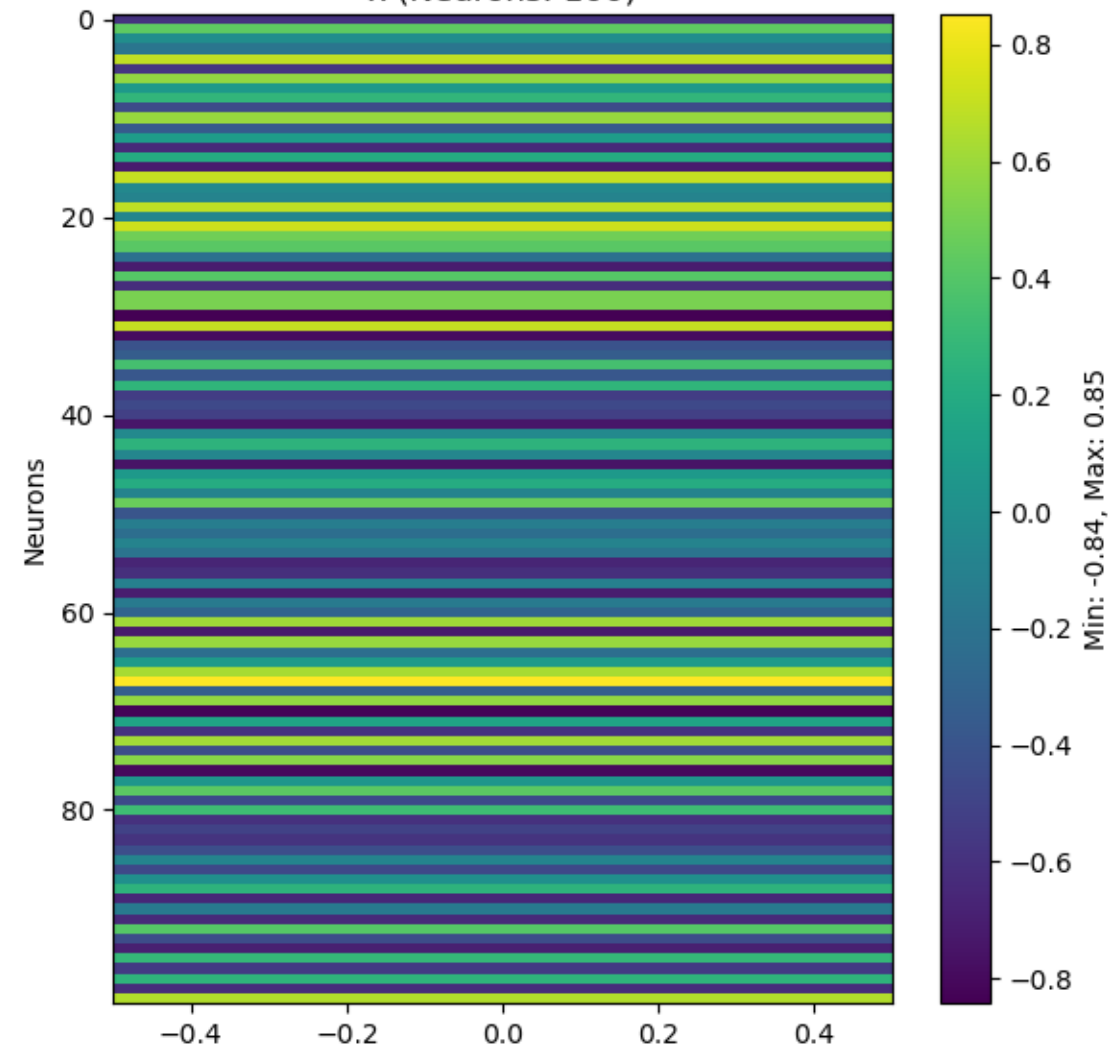


(d: 30, t: 15)

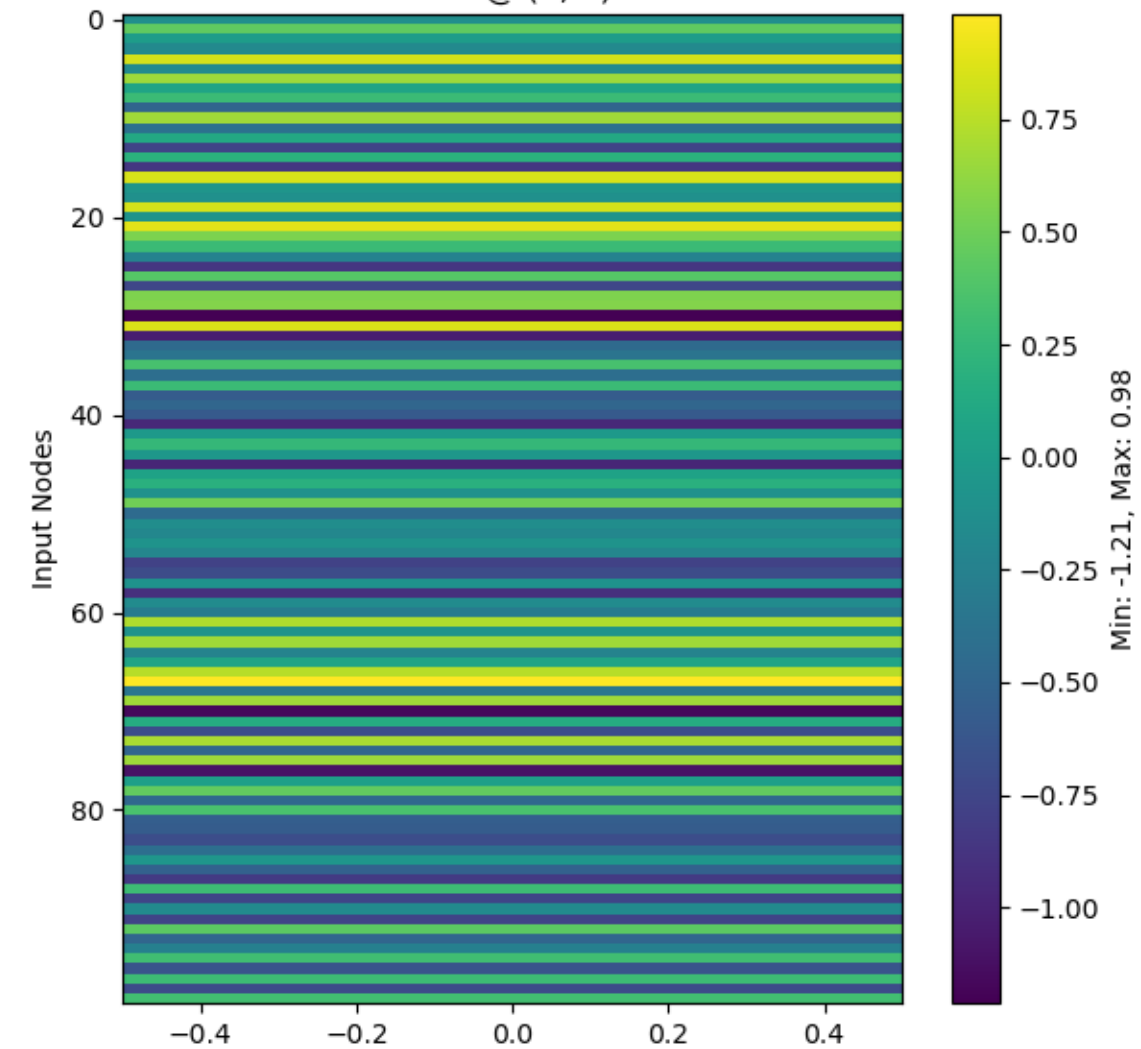
u (9 x 1)



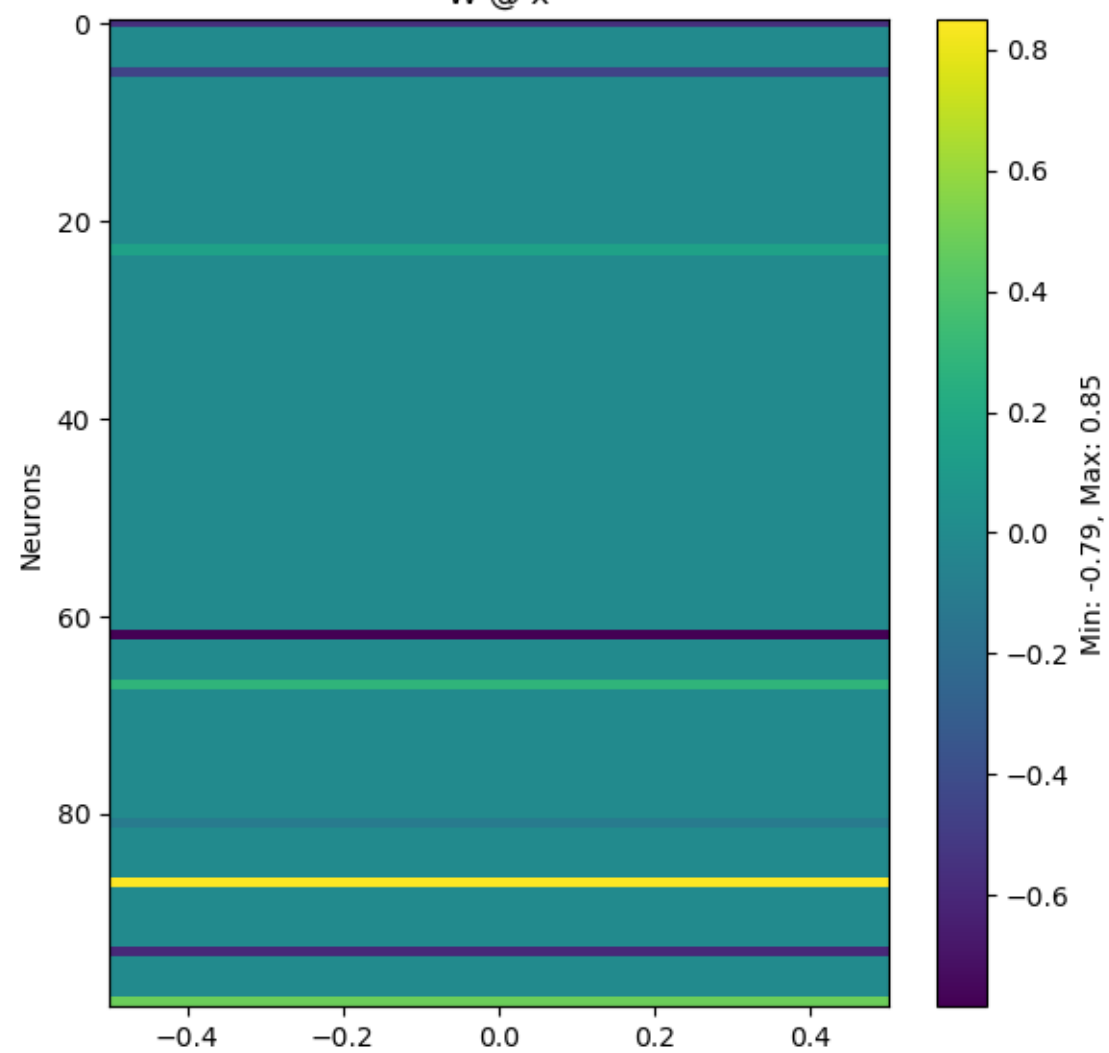
x (Neurons: 100)



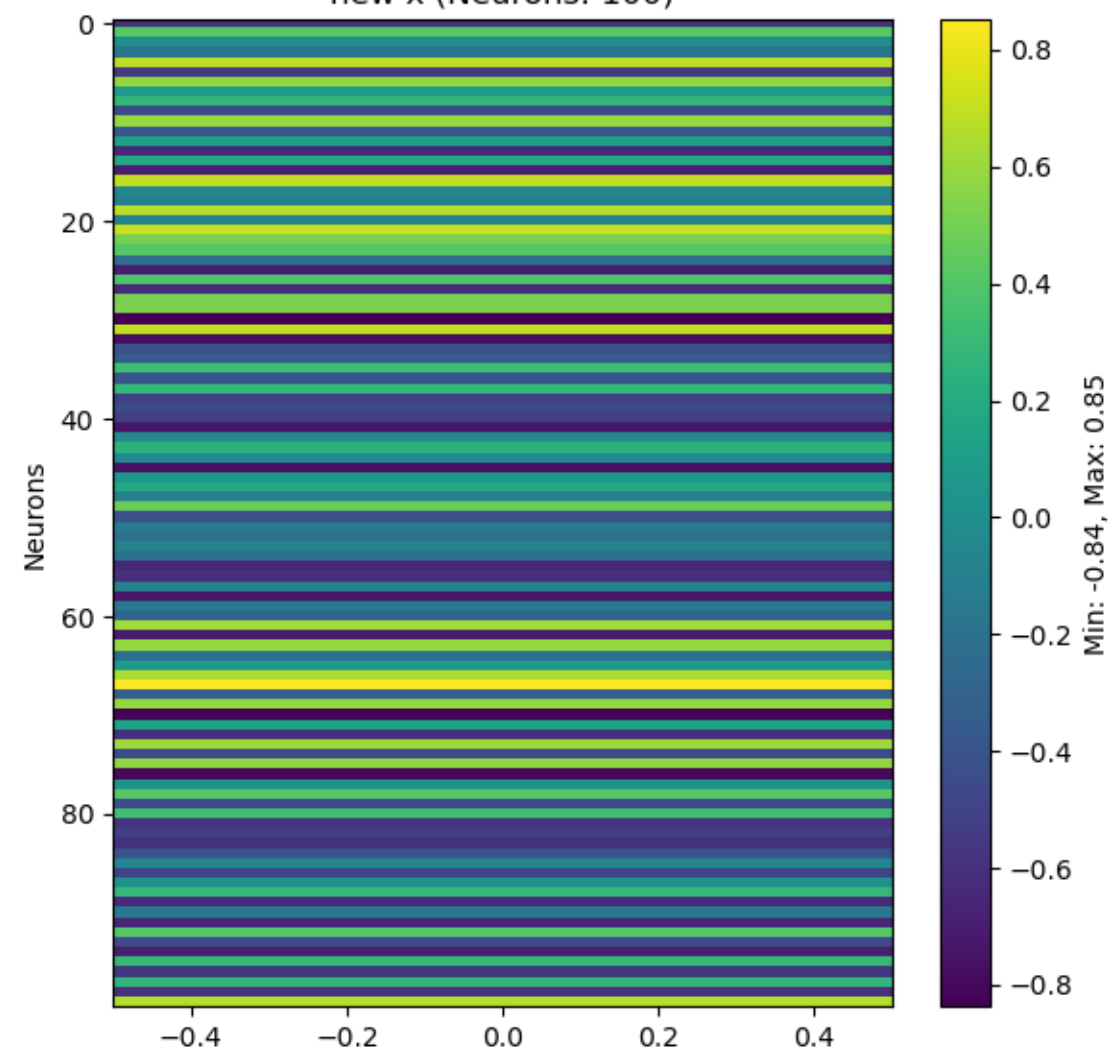
Win @ (1, u)



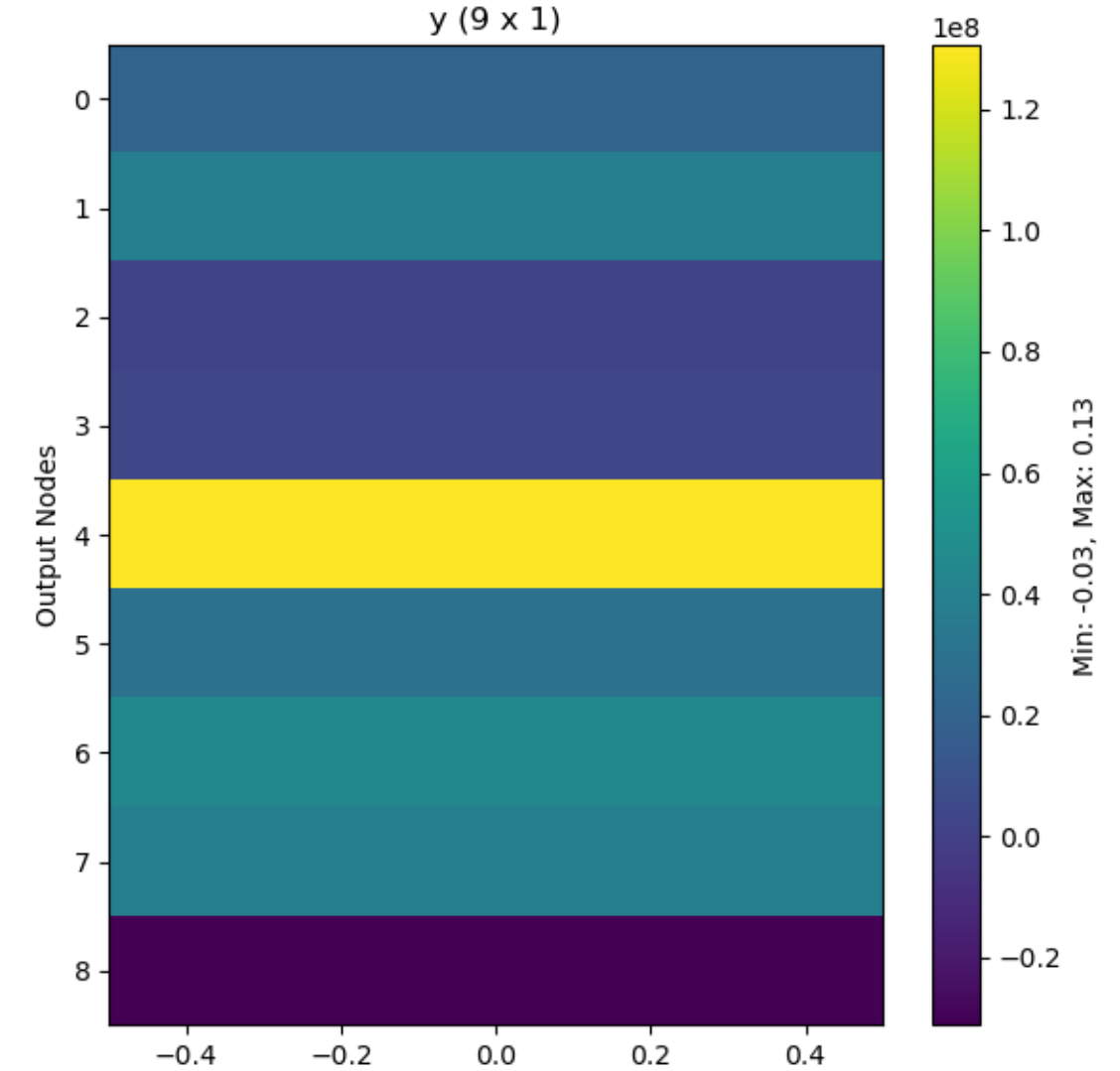
W @ x



new x (Neurons: 100)

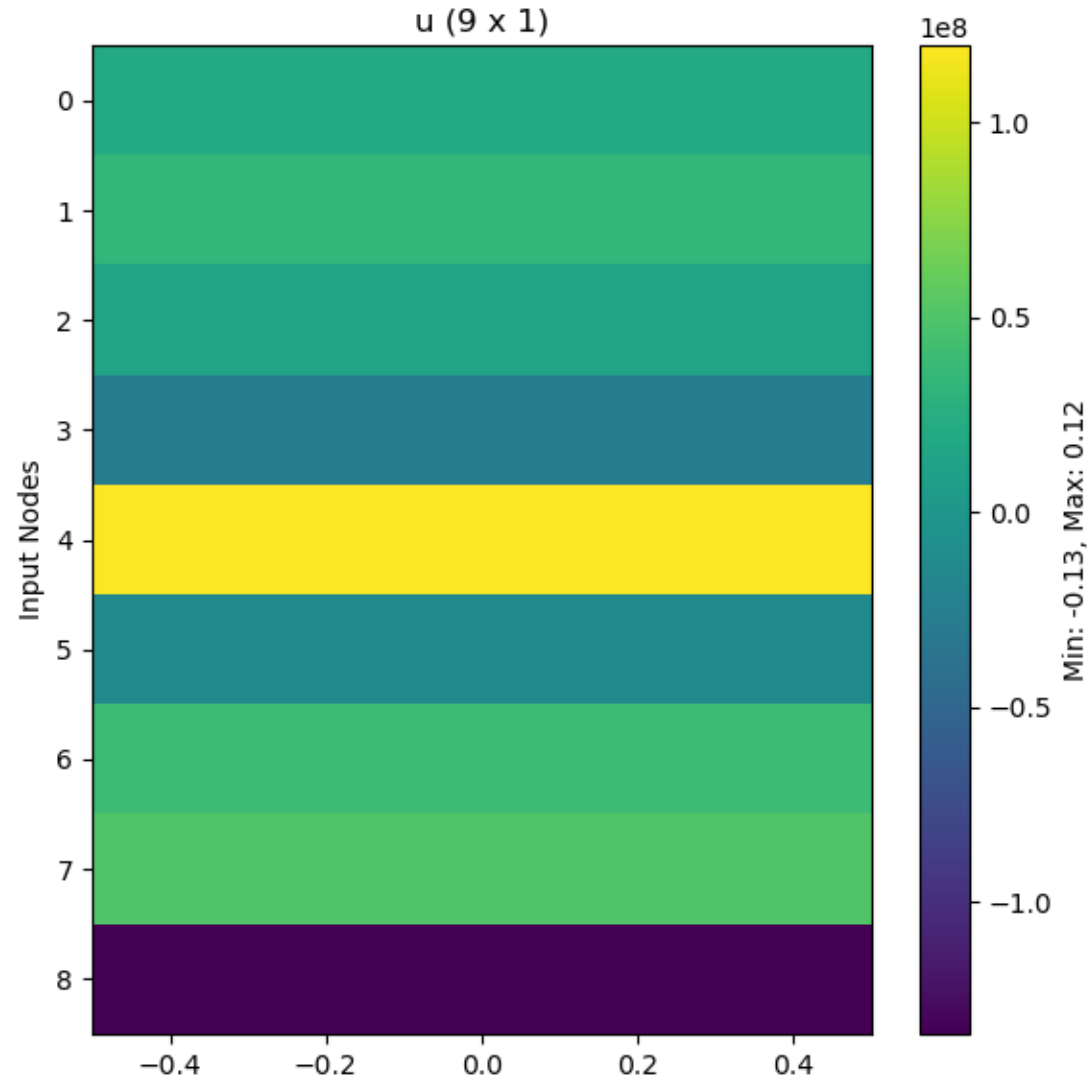


y (9 x 1)

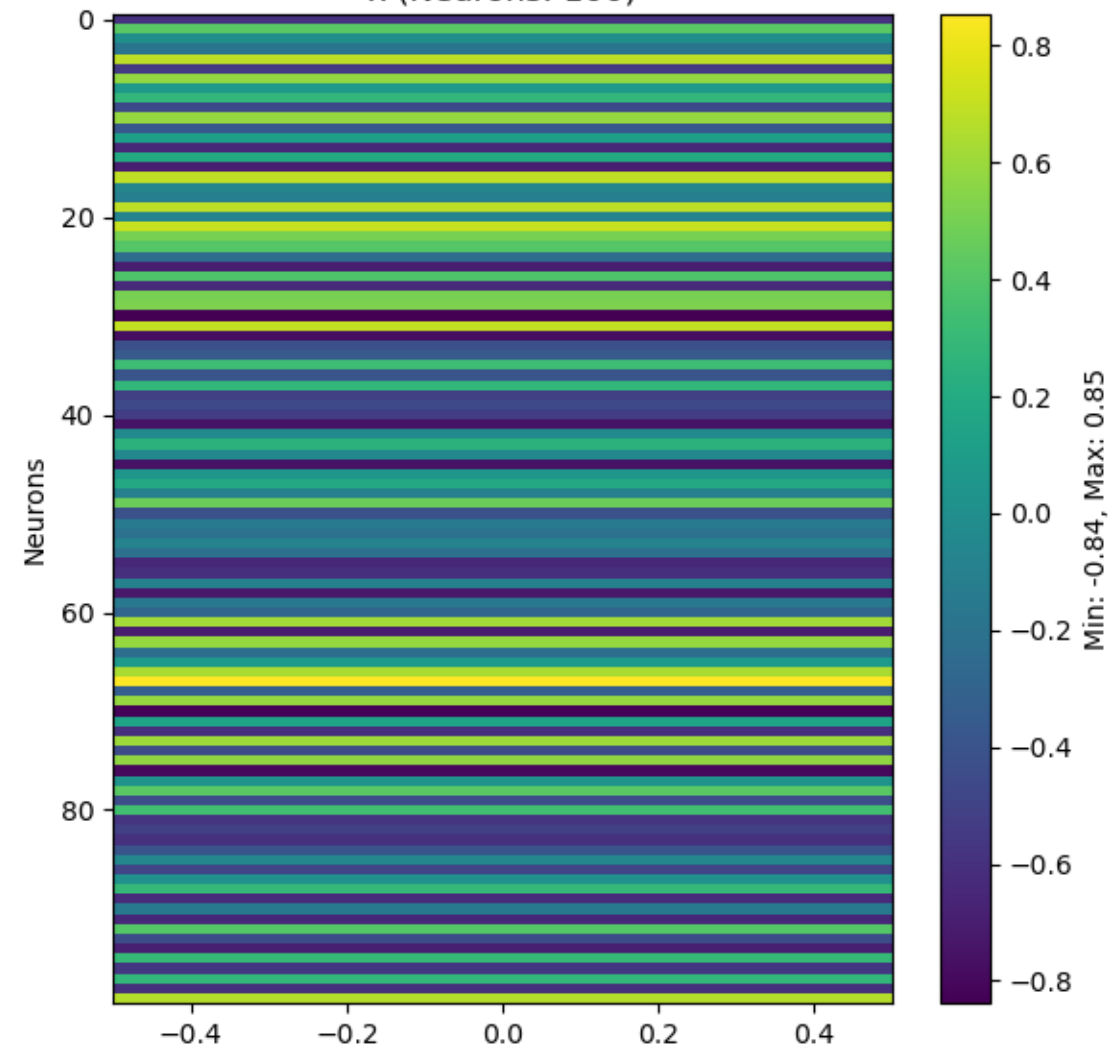


(d: 31, t: 15)

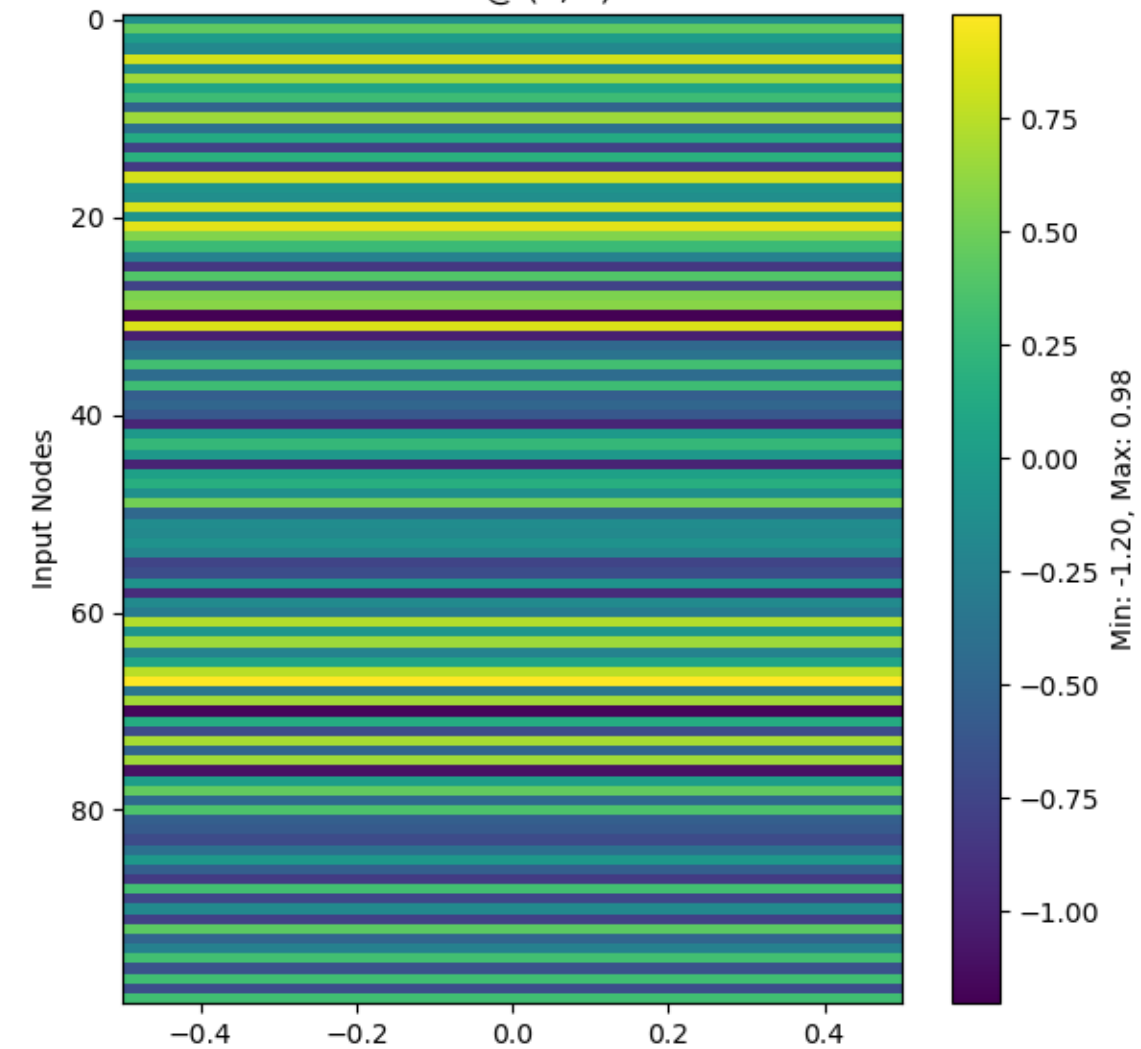
u (9 x 1)



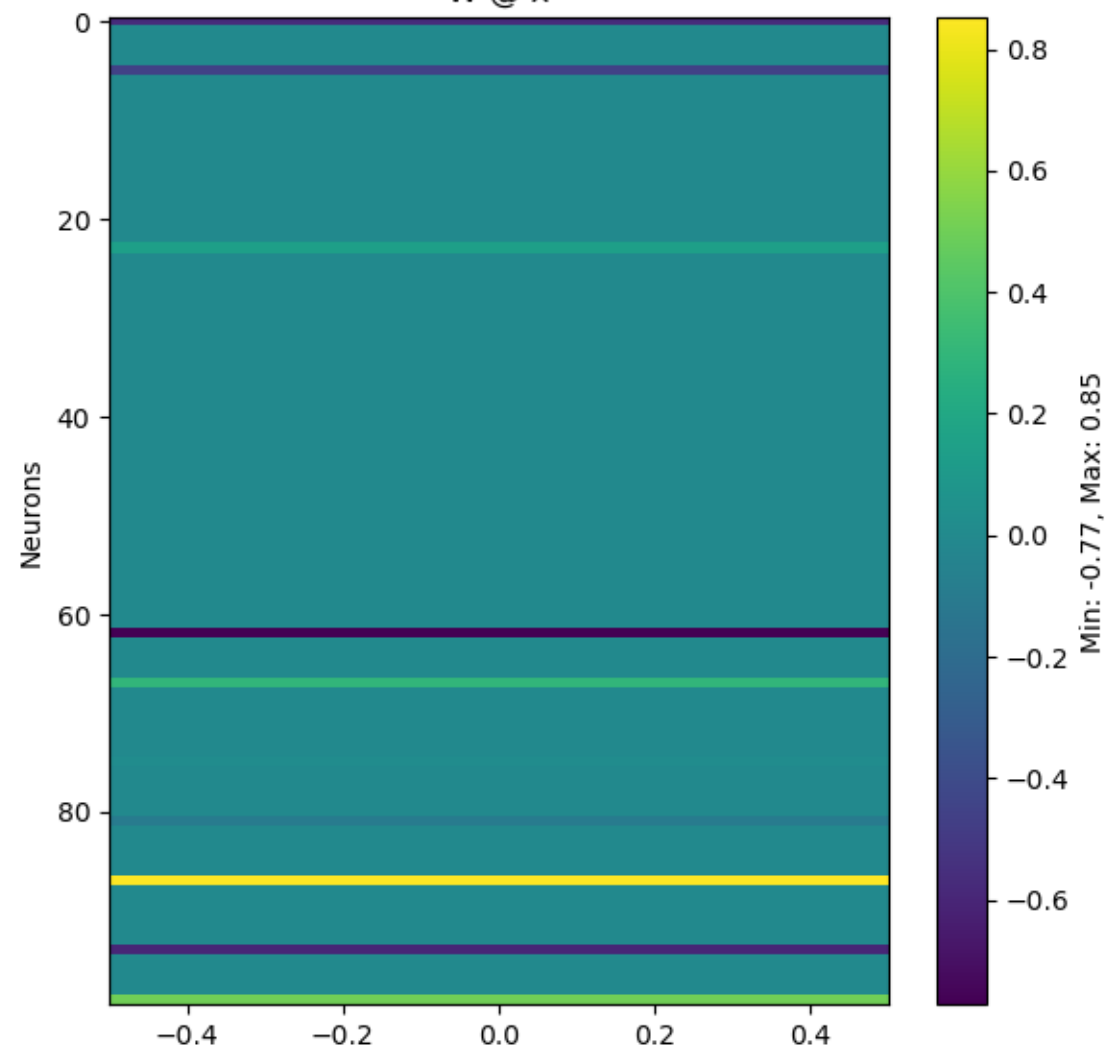
x (Neurons: 100)



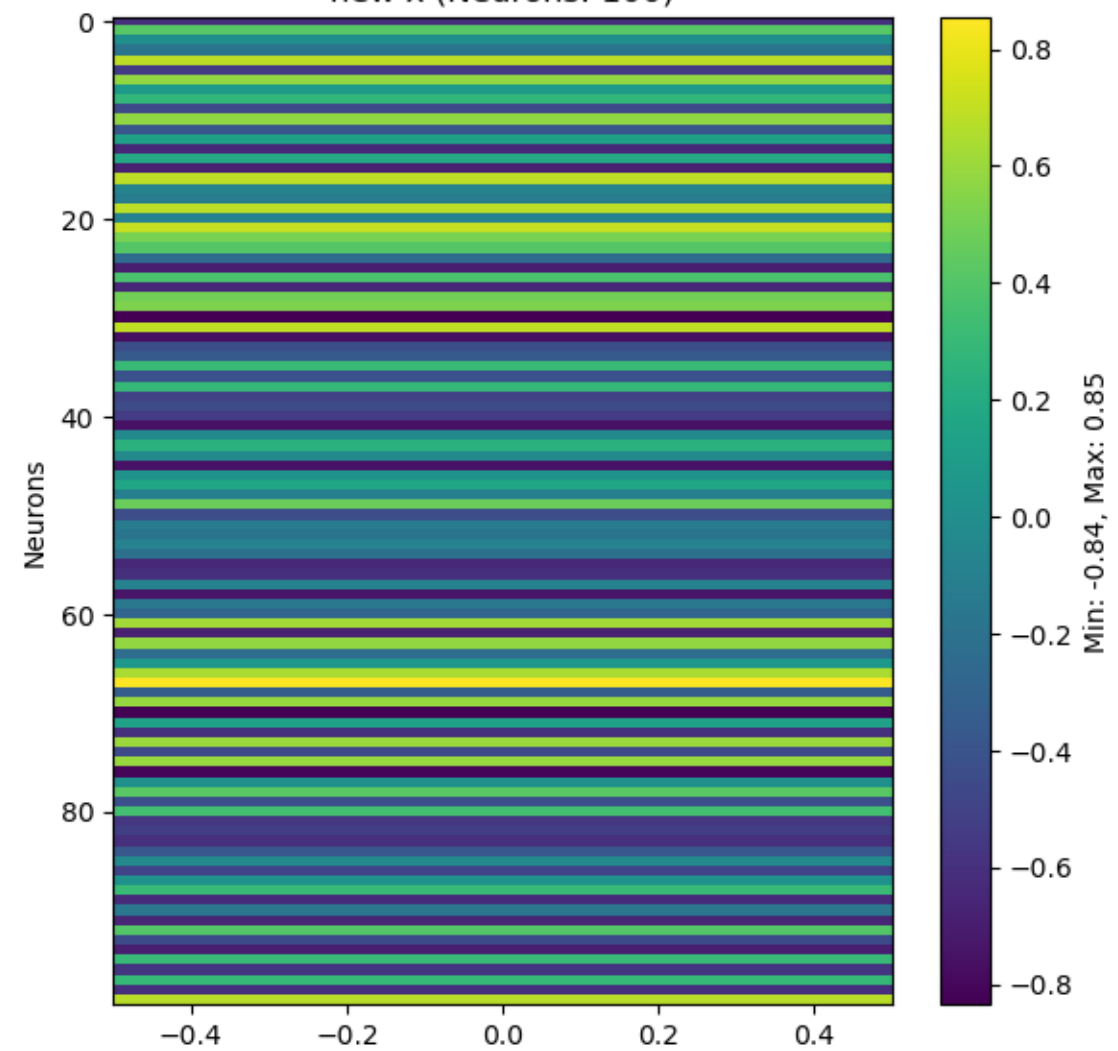
Win @ (1, u)



W @ x



new x (Neurons: 100)



y (9 x 1)

