2D mesh with virtual channels in y direction
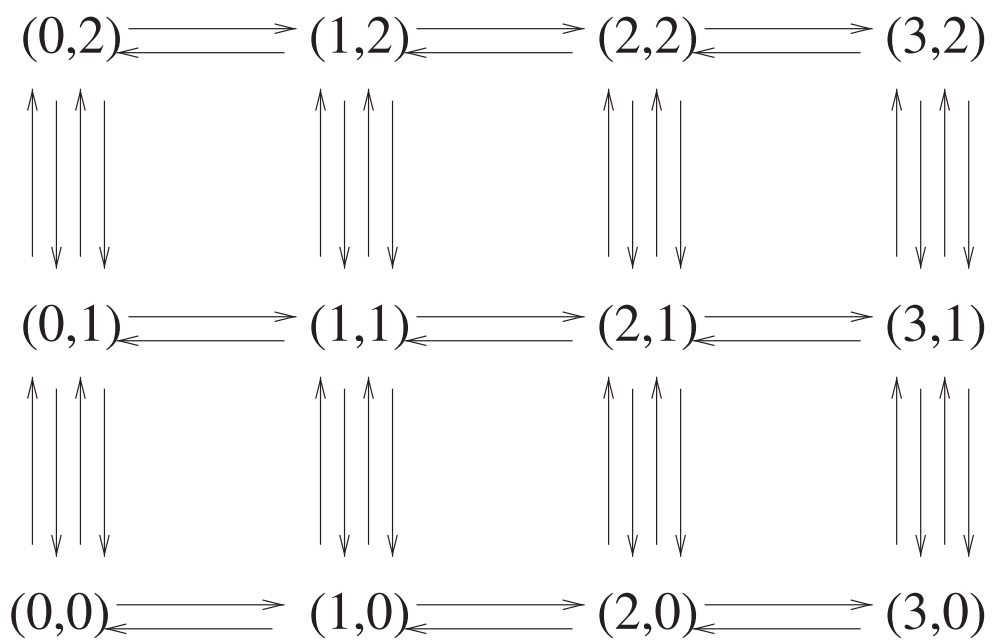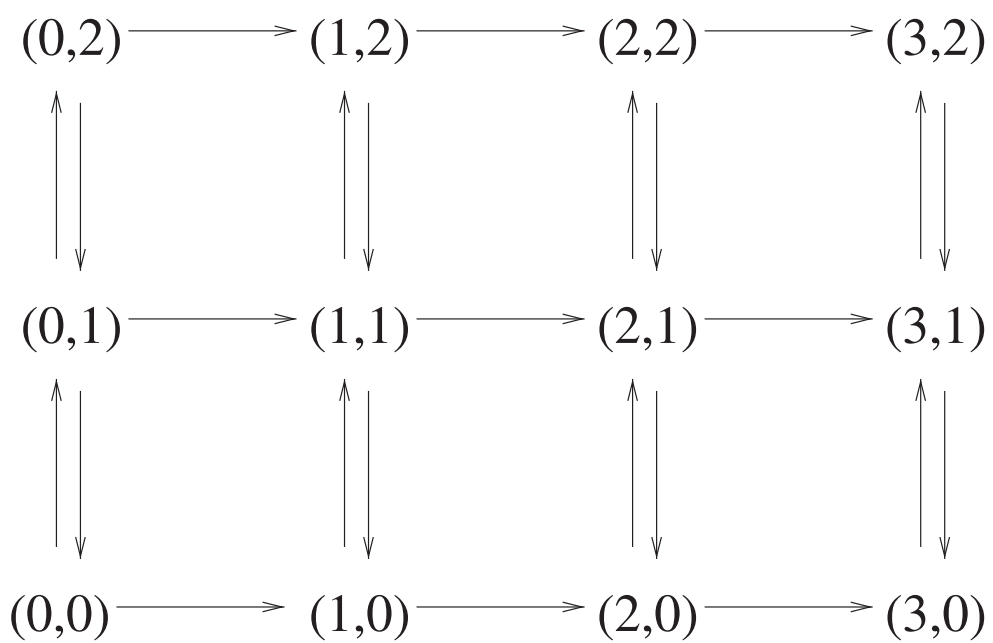

+X network

−X network