

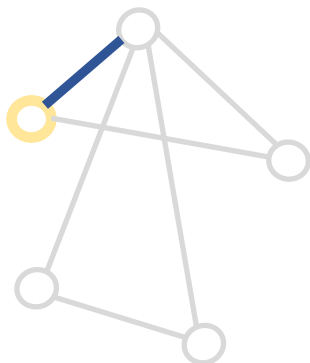
*Vertex embedding*



*Edge embedding*



*Global embedding*



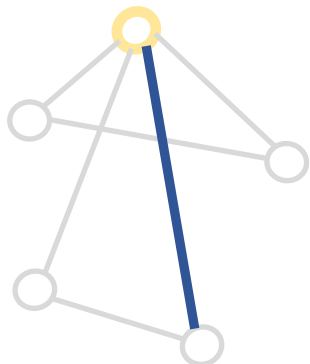
*Vertex embedding*



*Edge embedding*



*Global embedding*



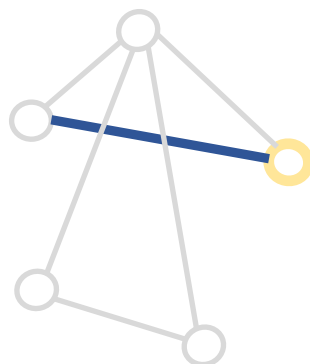
*Vertex embedding*



*Edge embedding*



*Global embedding*



*Vertex embedding*



*Edge embedding*



*Global embedding*

