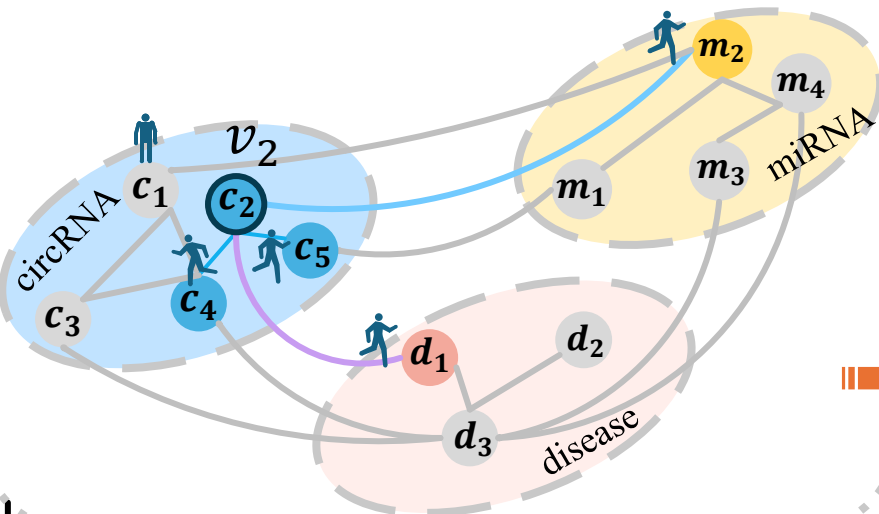


Adaptive random walk with restart

Neighbor topology embedding at 1st scale



Neighbor topology embedding at 2nd scale

