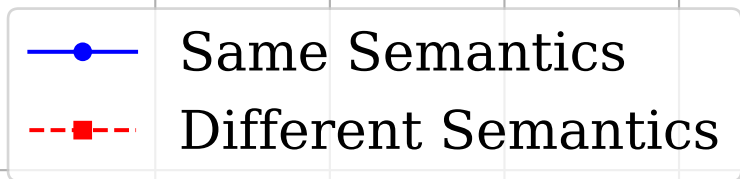


en ko

Cosine Sim

1.0  
0.8  
0.6  
0.4  
0.2  
0.0



Layer Index