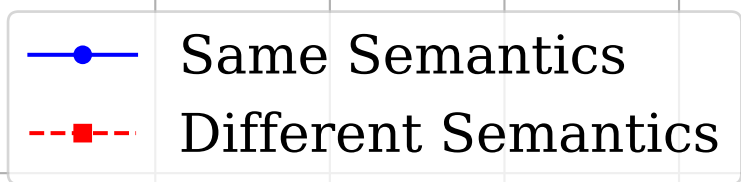


en nl

Cosine Sim

1.0
0.8
0.6
0.4
0.2
0.0



Layer Index