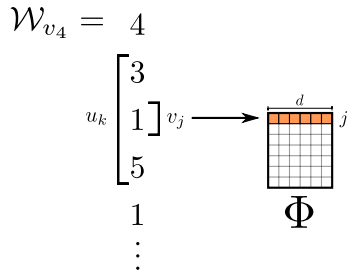
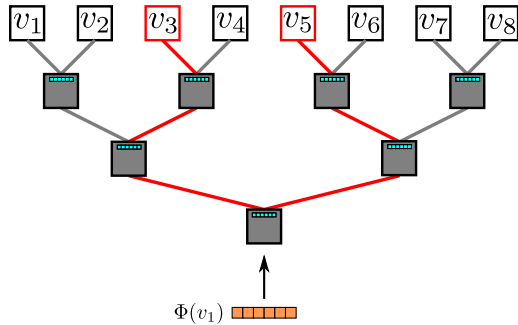


(a) Random walk generation.



(b) Representation mapping.



(c) Hierarchical Softmax.