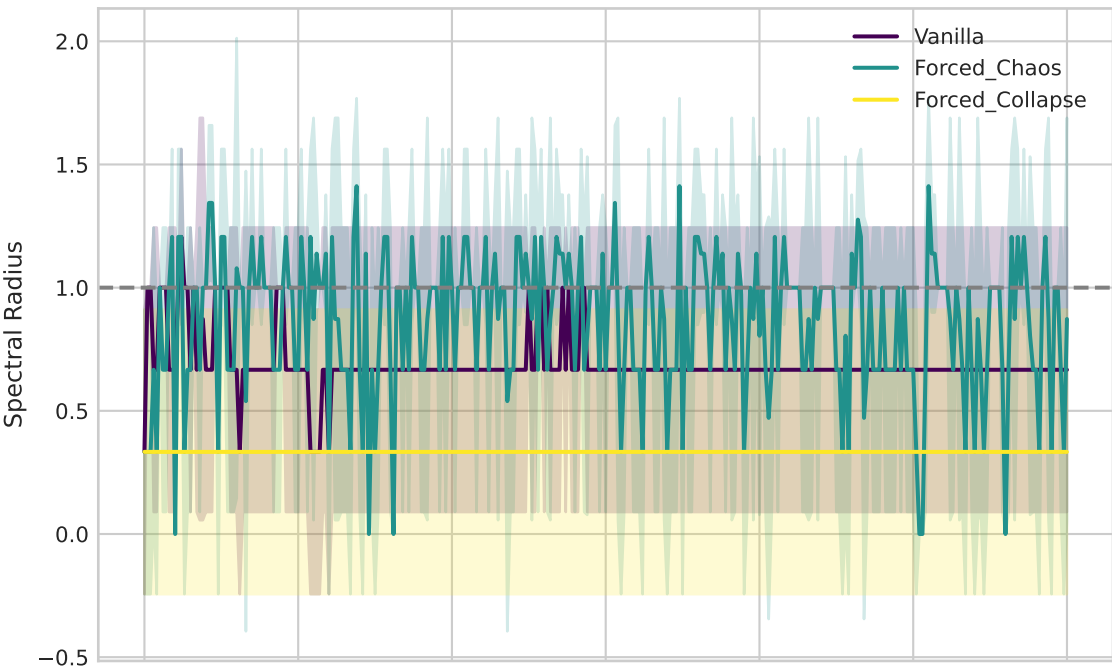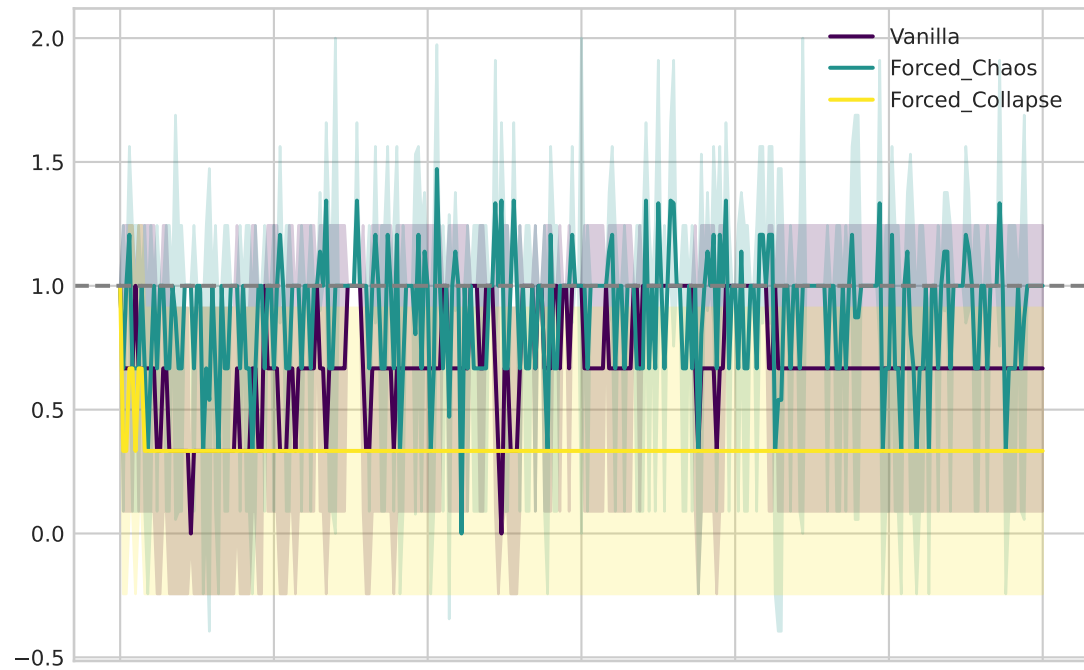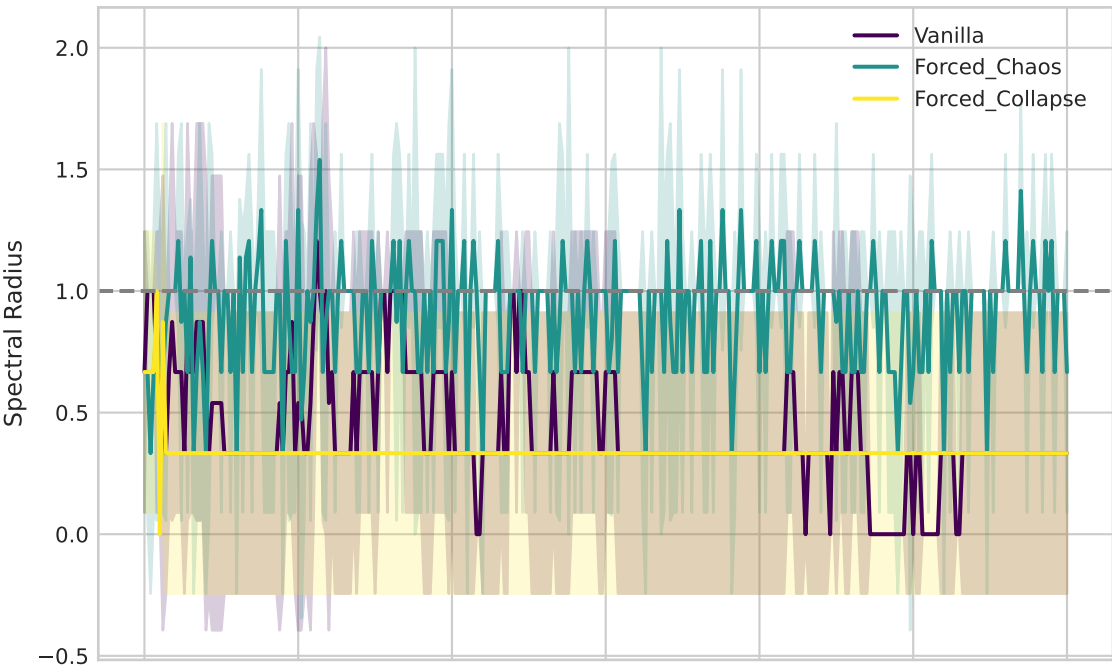Layer 1 Dynamics (Spectral Radius)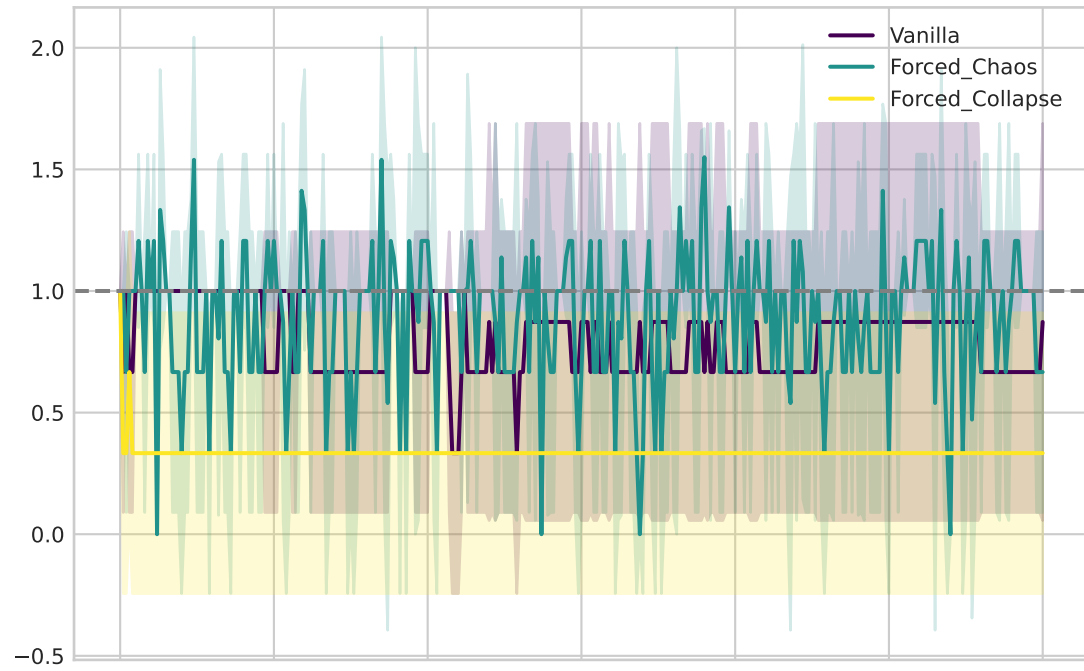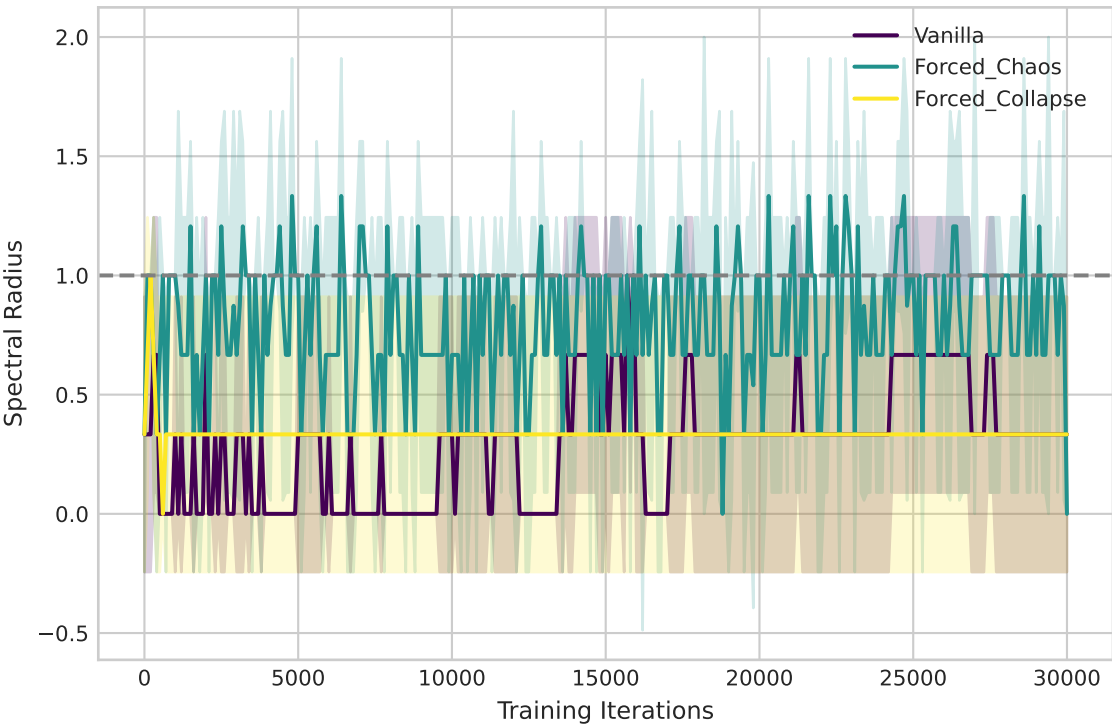 — Layer 2 Dynamics (Spectral Radius) — Layer 3 Dynamics (Spectral Radius) — Layer 4 Dynamics (Spectral Radius) — Layer 5 Dynamics (Spectral Radius) — Layer 6 Dynamics (Spectral Radius). Legend: Vanilla, Forced_Chaos, Forced_Collapse. Axes: Spectral Radius vs Training Iterations.