

Spectral Radius Barcode Across Layers & Experiments

SR < 1 SR=1 SR > 1

Vanilla

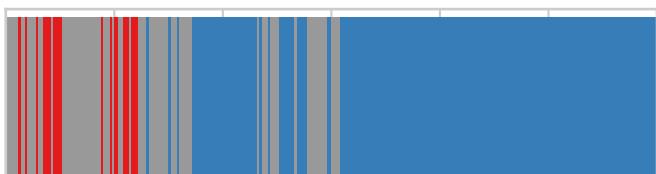
Layer 1



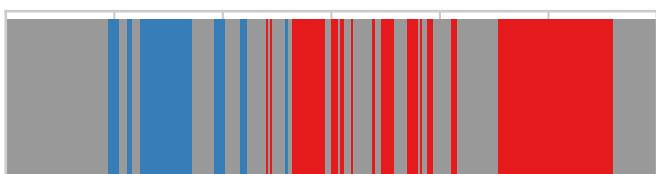
Layer 2



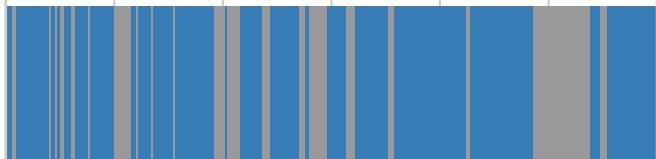
Layer 3



Layer 4



Layer 5

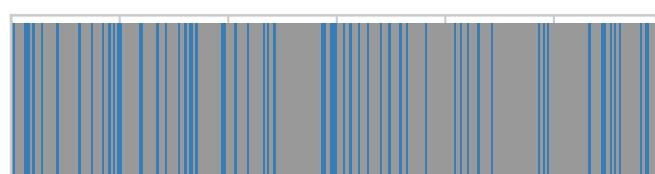
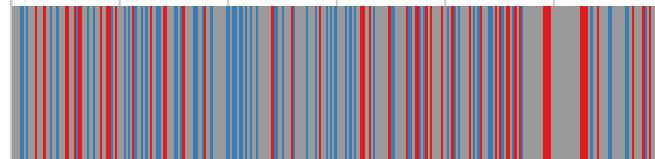
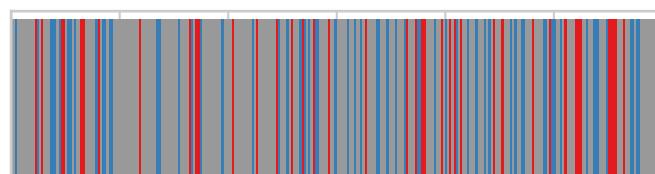
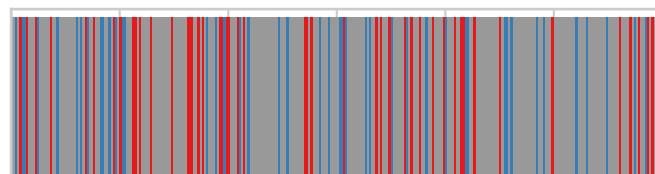
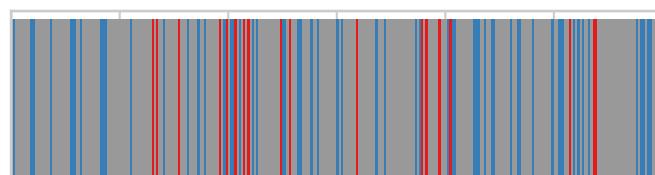
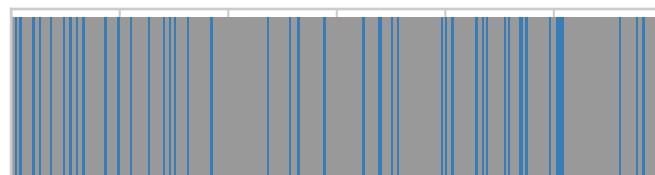


Layer 6



Forced_Chaos_

Layer 1



Forced_Collapse_

Layer 1



0.0 0.5 1.0 1.5 2.0 2.5 1e6

Iteration

0.0 0.5 1.0 1.5 2.0 2.5 1e6

Iteration

0.0 0.5 1.0 1.5 2.0 2.5 1e6

Iteration