

# Spectral Radius Barcode Across Layers & Experiments

SR < 1    SR=1    SR > 1

Vanilla

Forced\_Chaos\_

Forced\_Collapse\_

Layer 1

Layer 2

Layer 3

Layer 4

Layer 5

Layer 6

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

