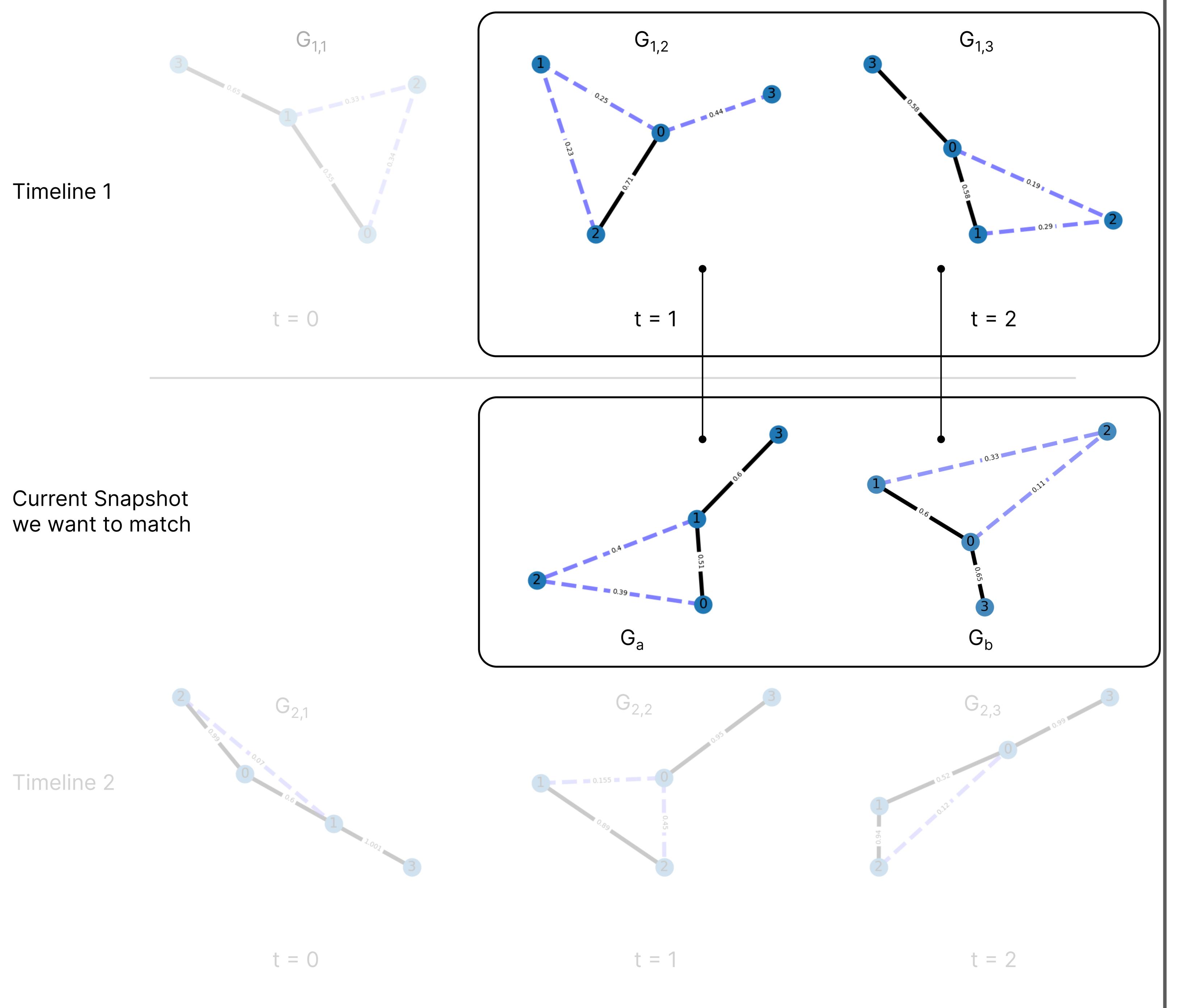


Initialize global\_max\_cos = -inf

Initialize curr\_timeline\_max\_cos = -inf

Calculate the cosine similarity as follows:  $a = cos\_sim(G_1,1, G_a)$  $b = cos\_sim(G_1,2, G_b)$ 

curr\_timeline\_max\_cos =
max(curr\_timeline\_max\_cos, a + b)



global\_max\_cos = -inf

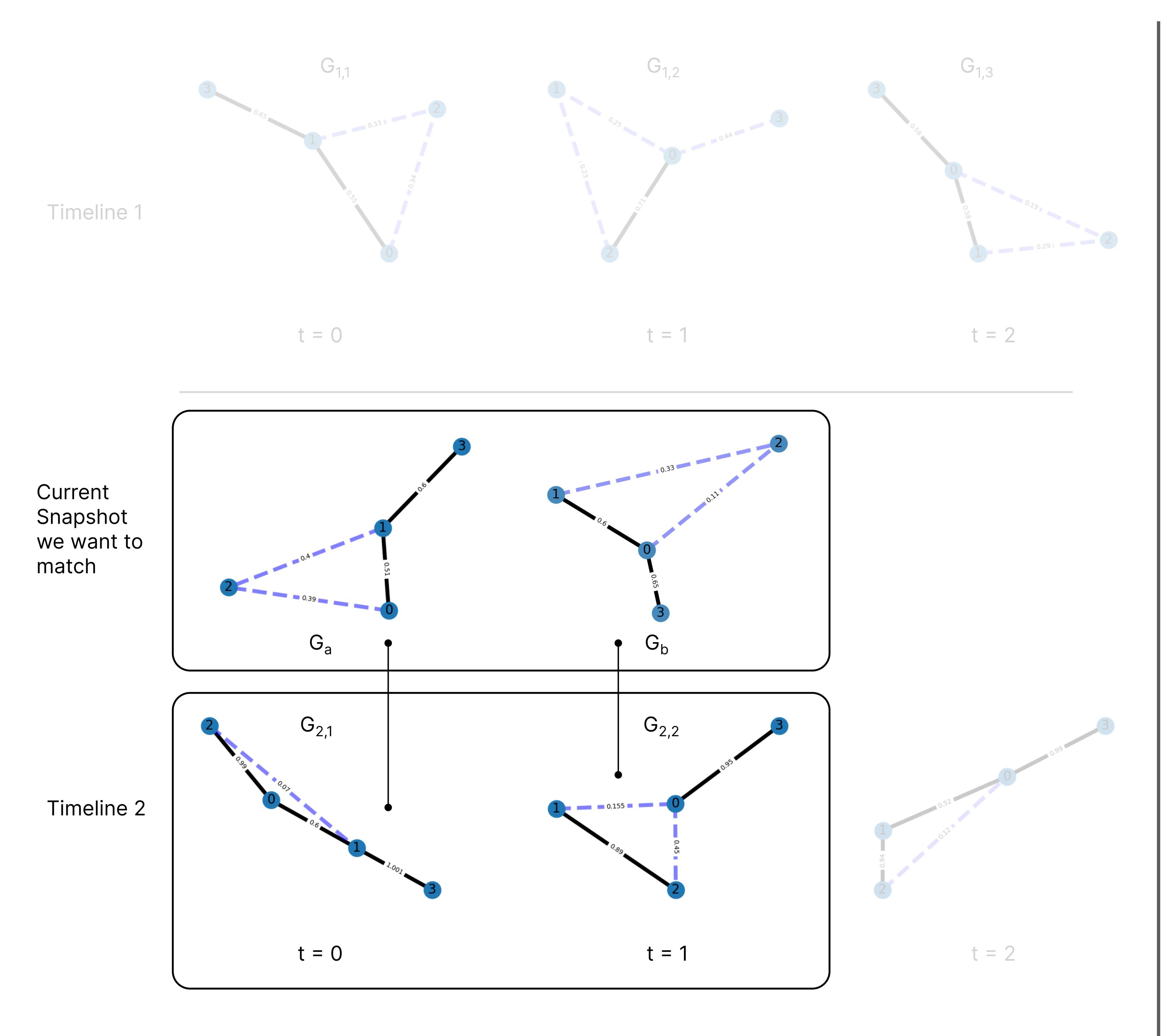
curr\_timeline\_max\_cos = previous cosine

Calculate the cosine similarity as follows:  $a = cos\_sim(G_1, 2, G_a)$  $b = cos\_sim(G_1, 3, G_b)$ 

curr\_timeline\_max\_cos =
max(curr\_timeline\_max\_cos, a + b)

End of timeline 1:

global\_max\_cos = max(global\_max\_cos, curr\_timeline\_max\_cos)

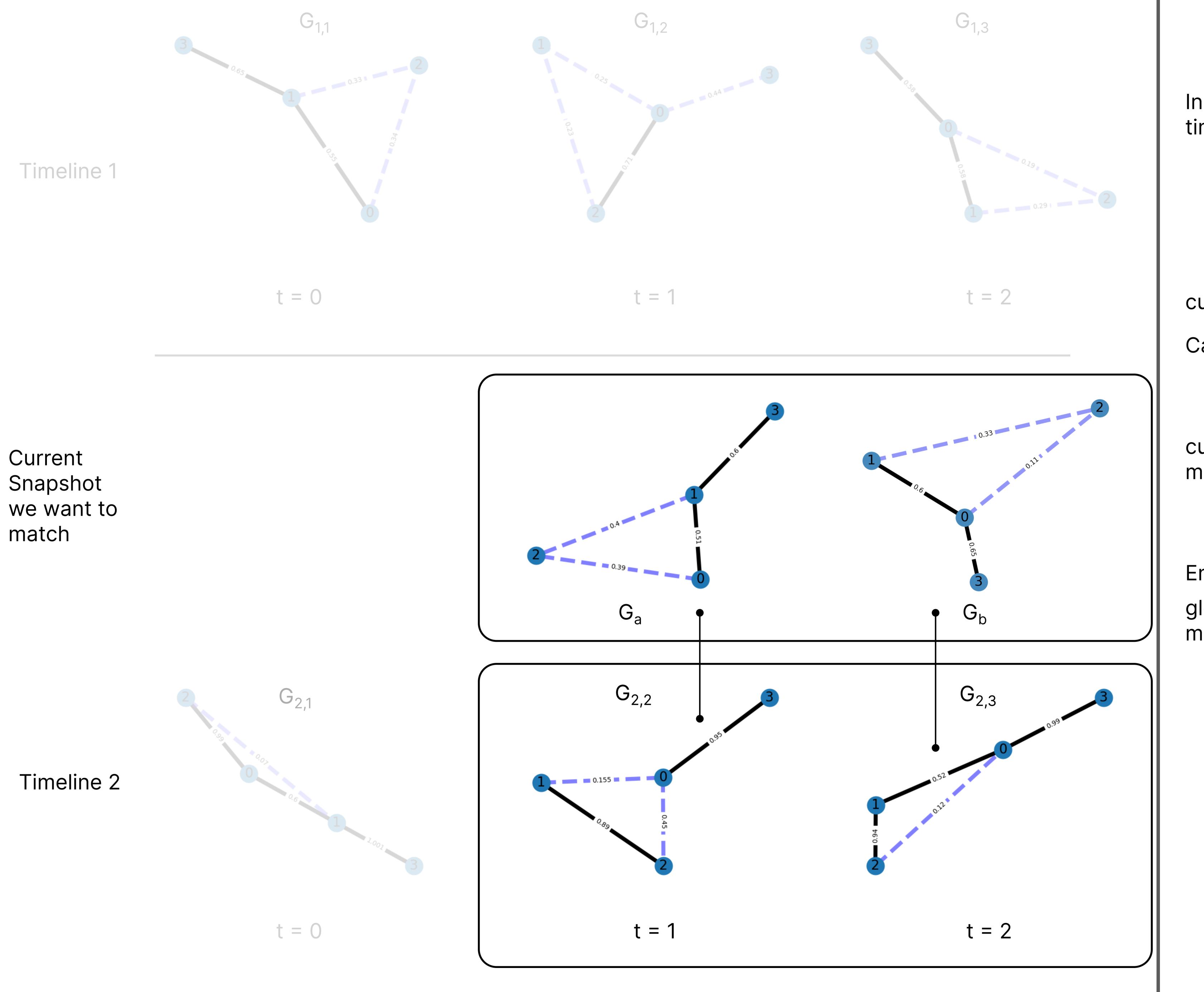


global\_max\_cos = max cosine of timeline 1

Initialize curr\_timeline\_max\_cos = -inf

Calculate the cosine similarity as follows:  $a = cos\_sim(G_2,1, G_a)$  $b = cos\_sim(G_2,2, G_b)$ 

curr\_timeline\_max\_cos =
max(curr\_timeline\_max\_cos, a + b)



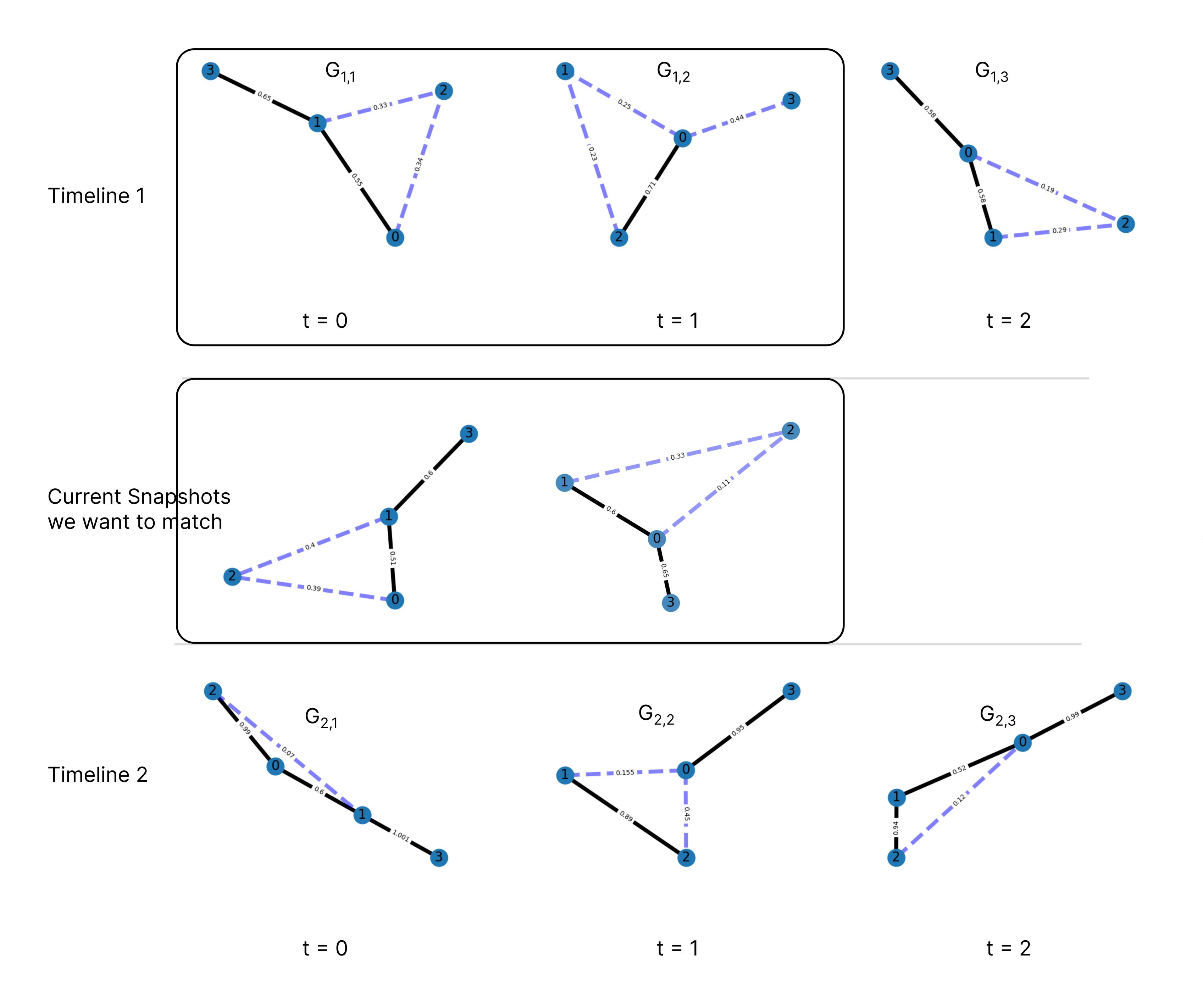
Initialize global\_max\_cos = max cosine of timeline 1

curr\_timeline\_max\_cos = previous cosine

Calculate the cosine similarity as follows:  $a = cos\_sim(G_2, 2, G_a)$  $b = cos\_sim(G_2, 3, G_b)$ 

curr\_timeline\_max\_cos =
max(curr\_timeline\_max\_cos, a + b)

End of timeline 2:
global\_max\_cos =
max(global\_max\_cos, curr\_timeline\_max\_cos)



The output of demo run will be the graph G\_1,3 because the max cosine similarity happens with G\_1,1 and G\_1,2, and that the next graph is G\_1,3.