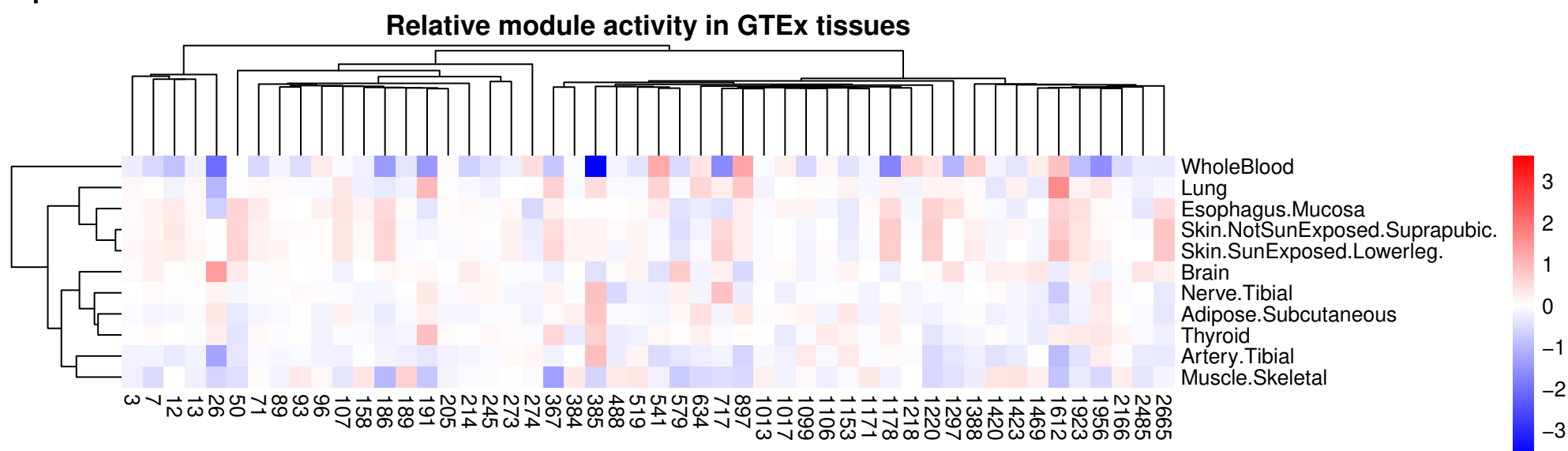
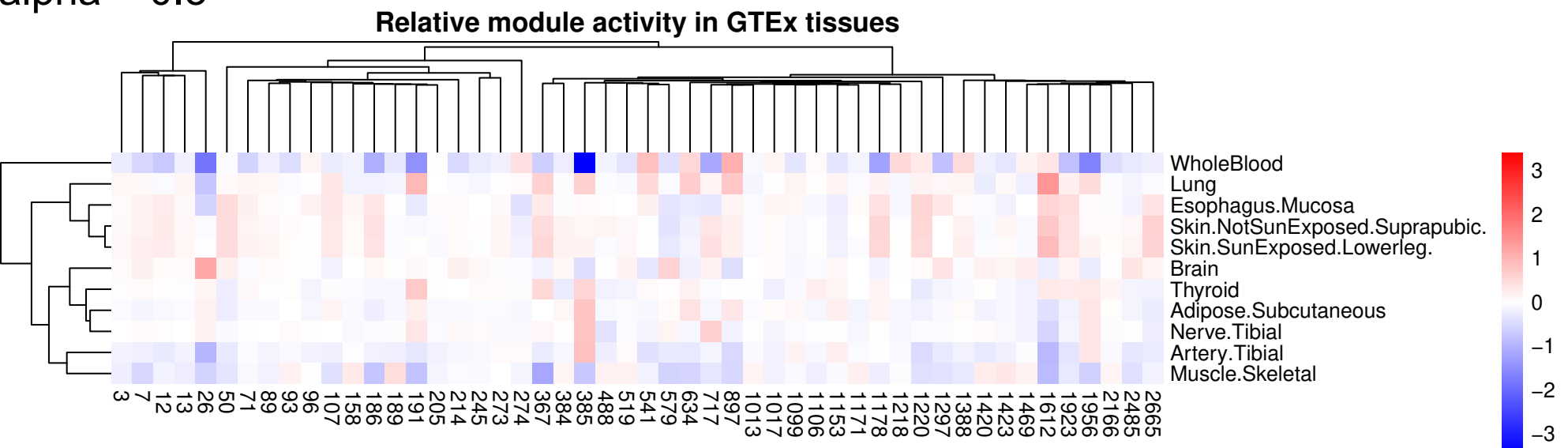


# Directed, [weights], no normalization

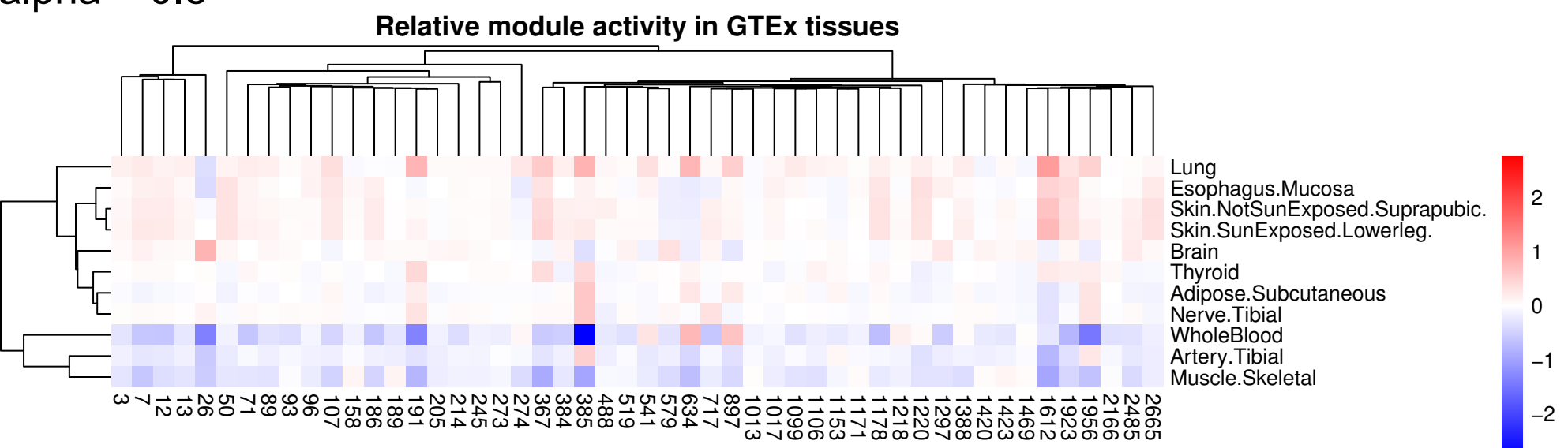
alpha = 0.2



alpha = 0.5



alpha = 0.8



Iterative matrix multiplication

