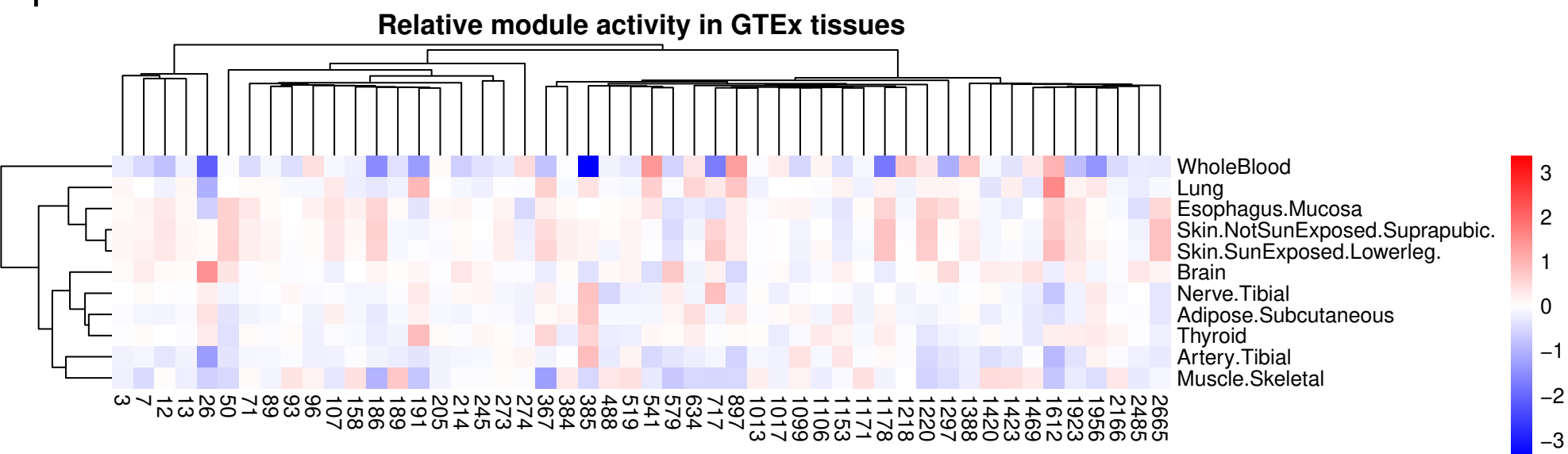
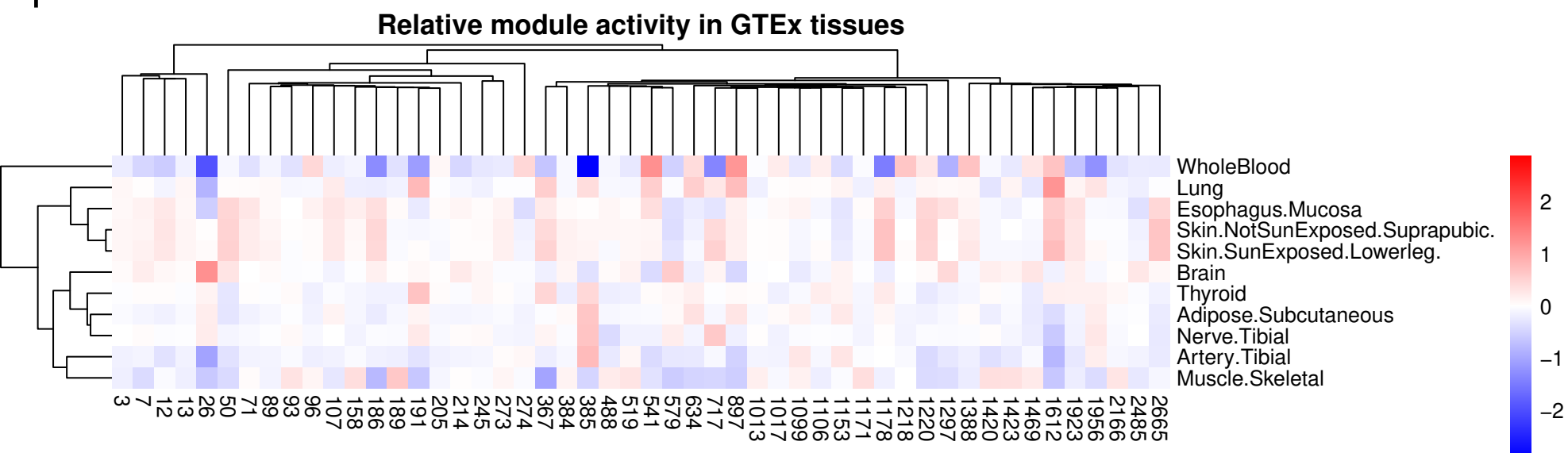


# Undirected, signed max(|weights|), row normalization

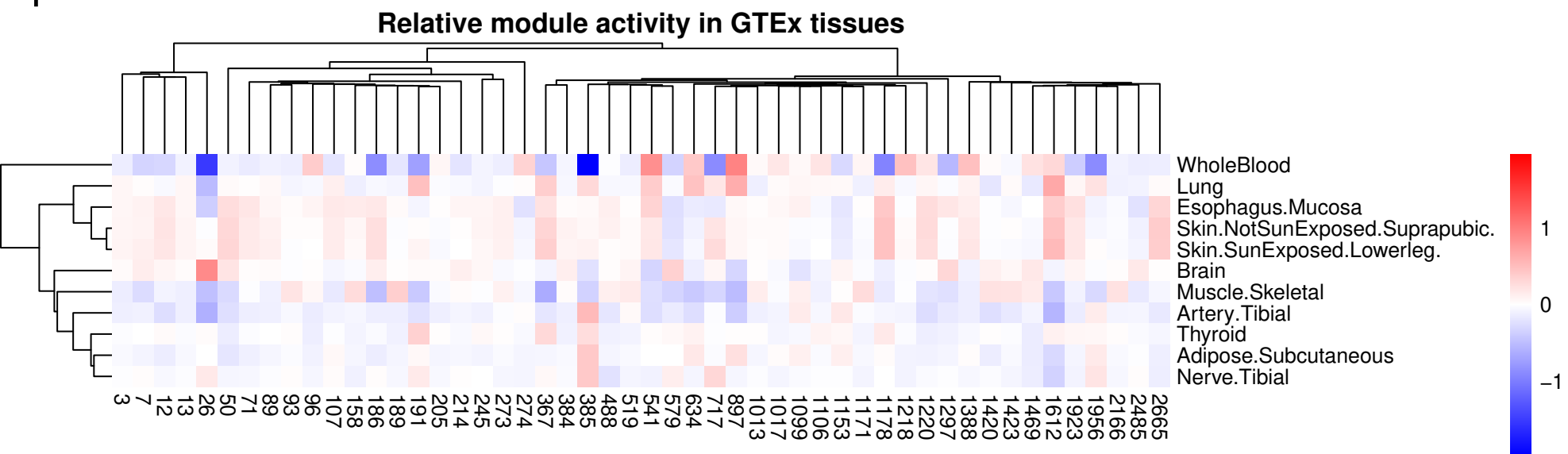
alpha = 0.2



alpha = 0.5



alpha = 0.8



Iterative matrix multiplication

