

Input Sequence (x_t)

The input sequence x_t is a sequence of tokens representing a graph structure. The tokens are color-coded: blue for prompt/source/target/graph, orange for parentheses, white for numbers, green for 'FB', black for '[MASK]', and purple for '[NIL]'. The sequence is as follows:

PROMPT SRC TGT GRAPH (0 1 FB [MASK]) (0 2 FB [MASK]) (0 3 FB [MASK]) (0 4 FB [MASK]) (1 2 FB [MASK]) (1 3 FB [MASK]) (1 4 FB [MASK]) (2 3 FB [MASK]) (2 4 FB [MASK]) (3 4 FB [MASK]) (2 0 FB [MASK]) (3 1 FB [MASK]) (4 2 FB [MASK]) (1 0 FB [MASK]) (3 0 FB [MASK]) (4 1 FB [MASK]) (4 3 FB [MASK]) NODES (0 [LVL0] [NIL]) (1 [LVL1] 0) (2 [LVL1] 0) (3 [LVL1] 0) (4 [LVL1] 0)

Remask (c[0])

The diagram illustrates the remasking process for the constant `c[0]`. It consists of two rows of 64 boxes each, representing 64 lanes. The top row shows the initial state where only lane 31 (the 32nd box) contains the value 1, while all other lanes are 0. The bottom row shows the result after remasking, where lanes 31, 32, 47, 48, 63, and 64 contain the value 1, and all other lanes are 0.

Insert (c[1])

Delete (c[2])

Next Sequence (x_{t+1})

PROMPT SRC 0 TGT 4 GRAPH (0 1 FB [MASK]) (0 2 FB [MASK]) (0 3 FB [MASK]) (0 4 [MASK] FB (1 2 FB [MASK]) (1 3 FB [MASK]) (1 4 FB [MASK]) (2 3 FB [MASK]) (2 4 FB [MASK]) (3 4 FB [MASK]) (2 0 FB [MASK]) (3 1 FB [MASK]) (4 2 FB [MASK]) (1 0 FB [MASK]) (3 0 FB [MASK]) (4 1 FB [MASK]) (4 3 FB [MASK]) (0 [MASK] [MASK]) (1 [MASK] [MASK]) (2 [MASK] [MASK]) (3 [MASK] [MASK]) (4 [MASK] [MASK])