

## Input Sequence ( $x_t$ )

PROMPT SRC 0 TGT 4 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 ( $c[0]$ )

## Insert ( $c[1]$ )

A horizontal row of 40 small, light blue rounded squares arranged in a single line.

## Delete (c[2])

A horizontal row of 40 small, light blue rounded squares arranged in a single line.

## 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] ) NODES ( 0 [MASK] [MASK] ) ( 1 [MASK] [MASK] ) ( 2 [MASK] [MASK] ) ( 3 [MASK] [MASK] ) ( 4 [MASK] [MASK] )