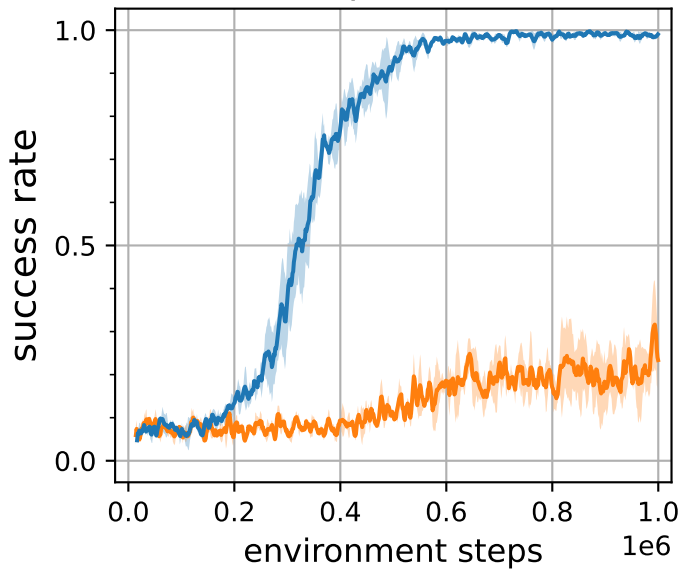
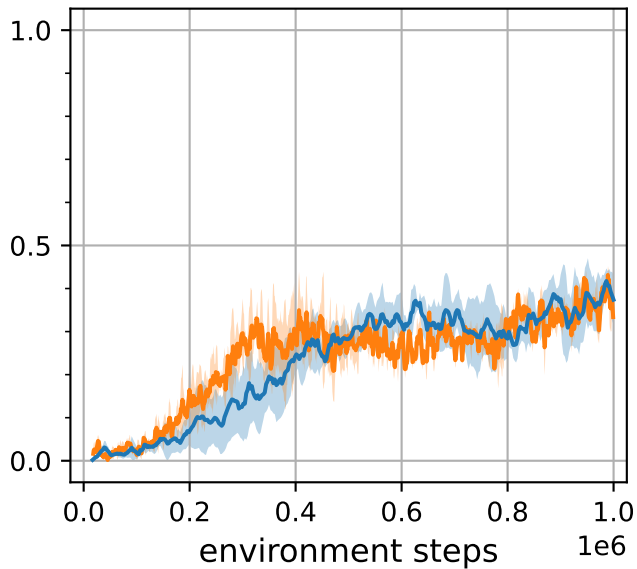


push



slide



— w / ℓ_2 normalized repr (Ours)

— w / o ℓ_2 normalized repr