

# LSTM

# transformers

# mamba

# GNN

property 3.1

3.1

3.1

3.1

3.pooling

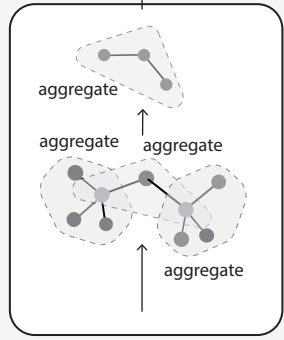
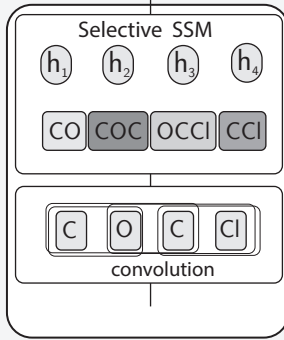
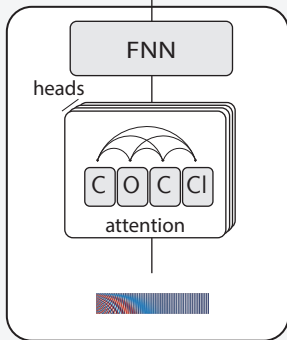
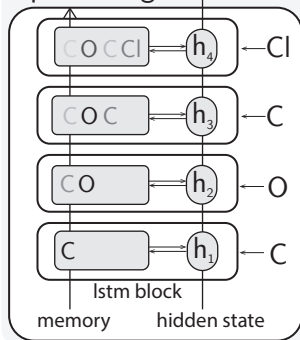
$h_4$  last hidden state

aggregated

$h_4$  last hidden state

graph level pooling

2.processing



1.input

tokenized sequence

tokenized sequence

tokenized sequence

tokenized sequence

graph (nodes, edges)

molecule

