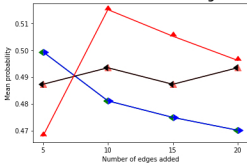
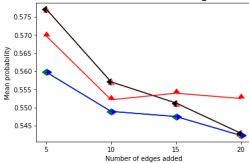


**karate without embeddings**



**karate with embeddings**



Greedy GBatch FirstTopGreedy FirstTopGreedyBatch Expressed Distance