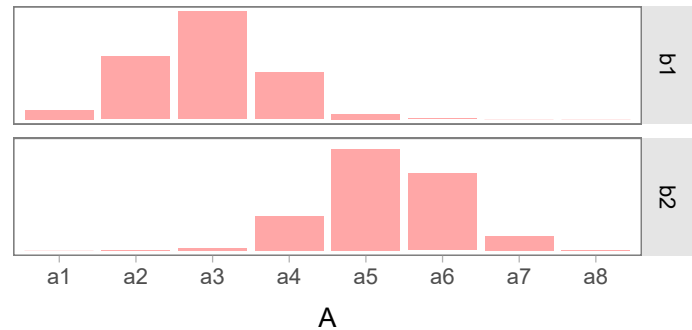
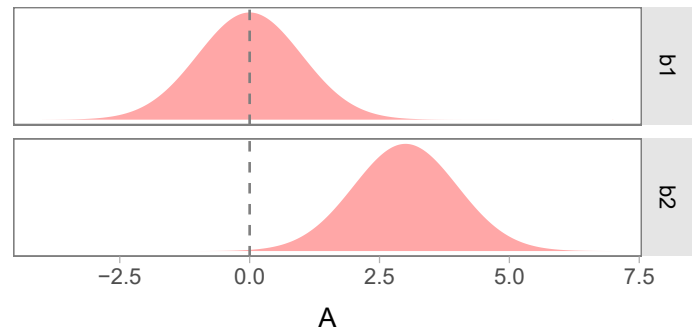


(1) $\text{encodings}(x \text{ position} \leftarrow A, y \text{ position} \leftarrow B, \text{height} \leftarrow P(A|B)) + \text{geometry}(\text{block})$



(2) $\text{encodings}(x \text{ position} \leftarrow A, y \text{ position} \leftarrow B, \text{height} \leftarrow P(A|B)) + \text{geometry}(\text{block})$



(3) $\text{encodings}(x \text{ position} \leftarrow A, y \text{ position} \leftarrow B, \text{height} \leftarrow P(A|B)) + \text{geometry}(\text{unit})$

