Descriptor Template

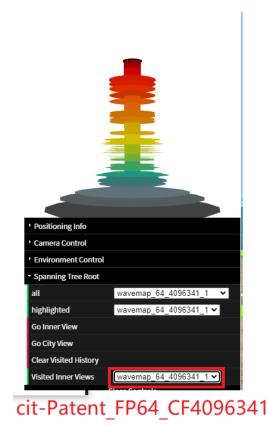
• "dataset_fixedPointValue_[ConnectedFixedPointId(BuildingID) or bucketIndex]_[waveNumber_fragmentNumber or metaNodeID]_[metaNodeLayer]"

Human Description:

```
Shown |V| =
Shown |E| =
Raw |V| =
Raw |E| =
```

Cit-Patent_FP64_CF4096341

Find the coordinate as following:





Meta DAG Menu



Human Description:

..

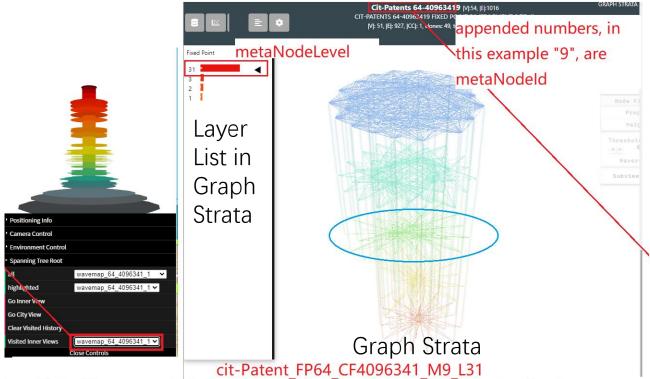
Shown |V| =

Shown |E| =

Raw |V| =

Raw |E| =

cit-Patent_FP64_CF4096341_M9_L31



Note: if you want to indicate a specific wave/fragment in this visualization,

view optic append the coordinate like cit-Patent_FP64_CF4096341_M9_L31_fragment3

show/hid (corresponding to the picuture circled in blue)

Human Description:

...

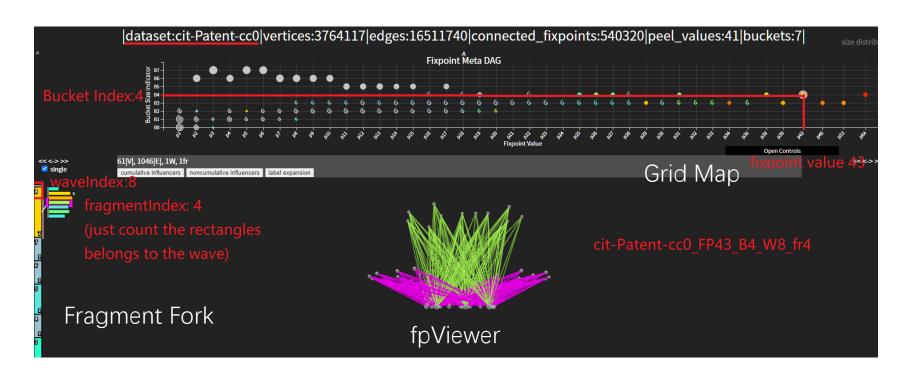
Shown |V| =

Shown |E| =

Raw |V| =

Raw |E| =

cit-Patent-cc0_FP43_B4_W8_fr4



Human Description:

..

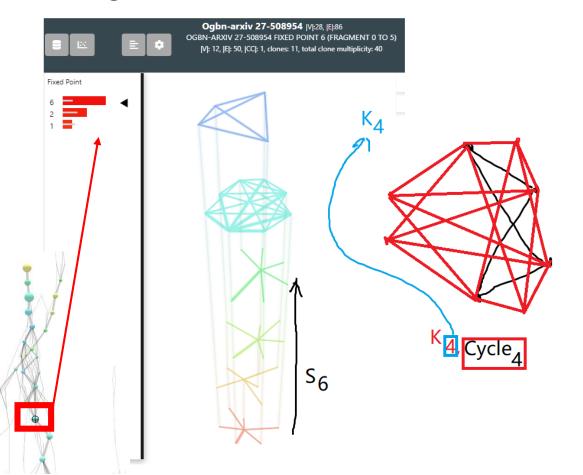
Shown |V| =

Shown |E| =

Raw |V| =

Raw |E| =

• Ogbn-arxiv_FP27_CF508_M954_L6



Human Description: GAN Tower

$$4 \times S_6 + K_{4,C_4} + K_4$$

Shown |V| = 12

Shown |E| = 60

Raw |V| = 12

Raw |E| = 60

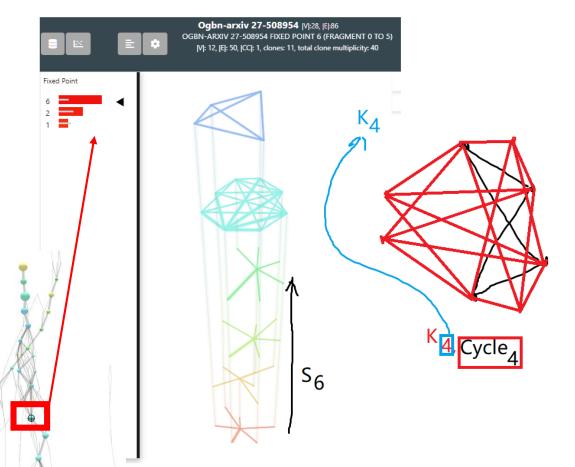
Vertex: 98272 image to image translation with conditional adversarial networks

Vertex: 42097 stacked generative adversarial networks

Vertex: 86460 stackgan realistic image synthesis with stacked generative adversarial networks

Vertex: 88321
deep
generative
image models
using a
laplacian
pyramid of
adversarial
networks

• Ogbn-arxiv_FP27_CF508_M954_L6 (Cont.)



Human Description: GAN Tower

$$4 \times S_6 + K_{4,C_4} + K_4$$

Shown |V| = 12

Shown |E| = 60

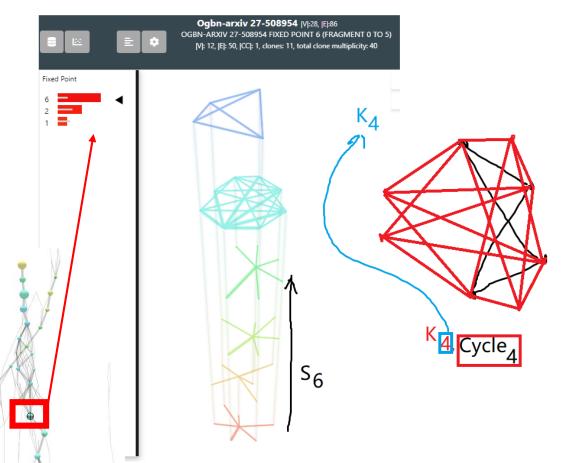
Raw |V| = 12

Raw |E| = 60

Vertex: 24033 conditional generative adversarial nets Vertex: 86850 least squares generative adversarial networks

Vertex: 73239 improved techniques for training gans Vertex: 26409 a review on generative adversarial networks algorithms theory and applications

• Ogbn-arxiv_FP27_CF508_M954_L6 (Cont.)



Human Description: GAN Tower

$$4 \times S_6 + K_{4,C_4} + K_4$$

Shown |V| = 12

Shown |E| = 60

Raw |V| = 12

Raw |E| = 60

Vertex: 106204 unpaired image to image translation using cycle consistent adversarial networks

Vertex: 64129
attngan fine
grained text to
image
generation
with attentional
generative
adversarial
networks

Vertex: 167239
high resolution
image
synthesis and
semantic
manipulation
with
conditional
gans

Vertex: 44143 photo realistic single image super resolution using a generative adversarial network