

# Select2Win Layer

**NSA Block**



= selected ball



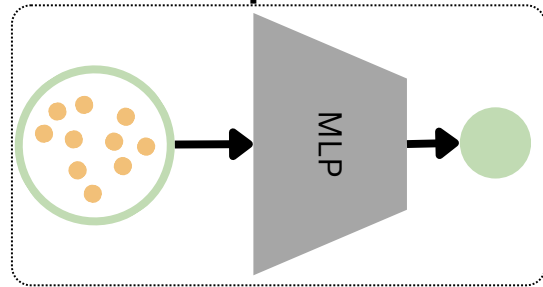
= target node



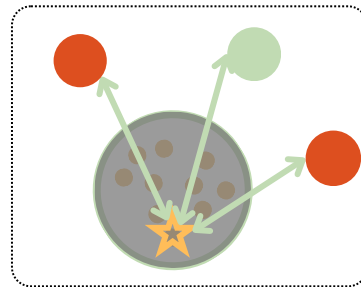
= masked ball

**Erwin MSA Block** x default

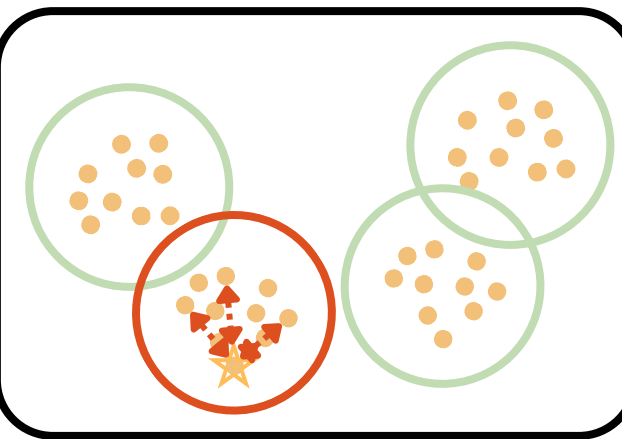
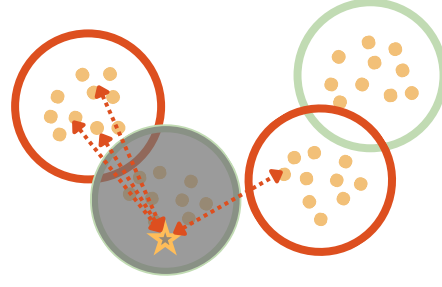
**Compression**



**Top-k Selection**



**Selected Attention**



**Coarsening**