

main

Const
shape: (), dtype: int32

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shape: (), dtype: int32

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shape: (), dtype: int32

Call add

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shape: (), dtype: int32

Call add

Call add

Func

```
graph TD; C1[Const<br/>shape: (), dtype: int32] --> A1[Call add]; C2[Const<br/>shape: (), dtype: int32] --> A1; A1 --> A2[Call add]; C3[Const<br/>shape: (), dtype: int32] --> A2; A2 --> A3[Call add]; C4[Const<br/>shape: (), dtype: int32] --> A3; A3 --> F[Func];
```

The diagram illustrates a computational graph within a 'main' context. It features four constant nodes, each with a shape of '()' and a dtype of 'int32'. These constants are combined through a series of three 'Call add' operations. The first 'Call add' node receives inputs from the first two constants. Its output is then added to the third constant at the second 'Call add' node. Finally, the output of the second 'Call add' node is added to the fourth constant at the third 'Call add' node. The final result of this sequence is passed to a 'Func' node.