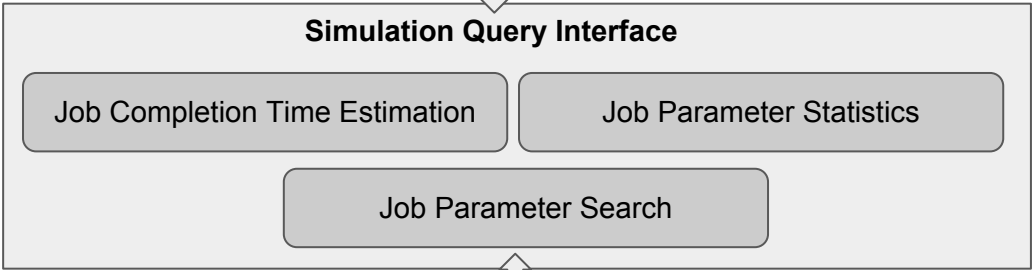
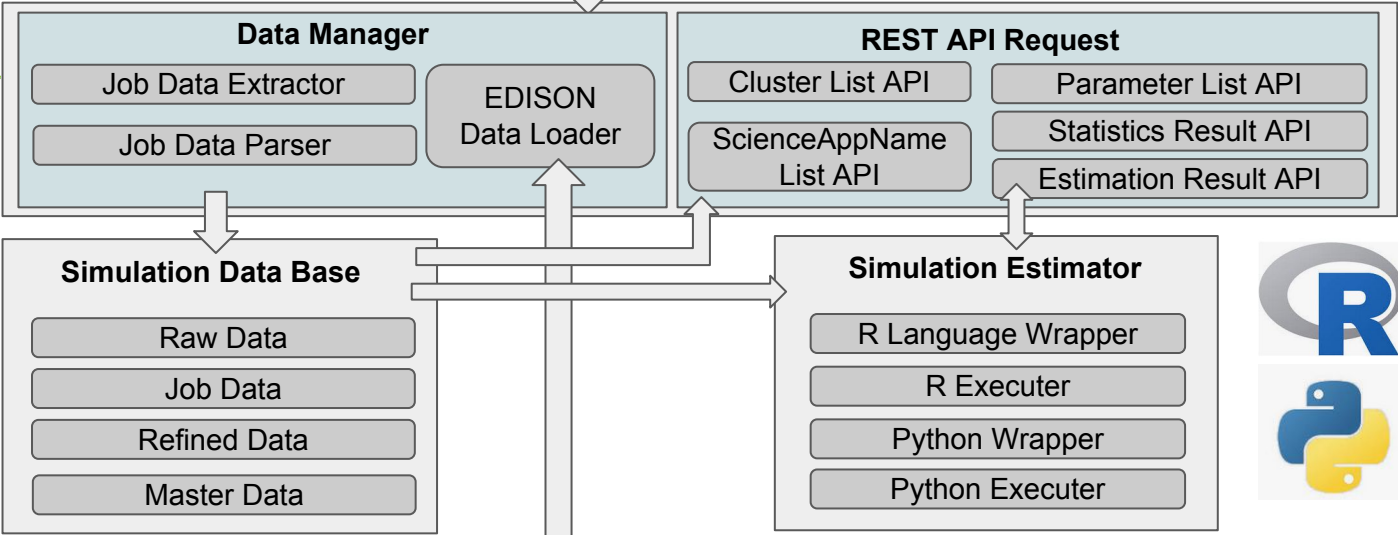


Physical

User Level



System Level



Simulation Provenance Source Layer

