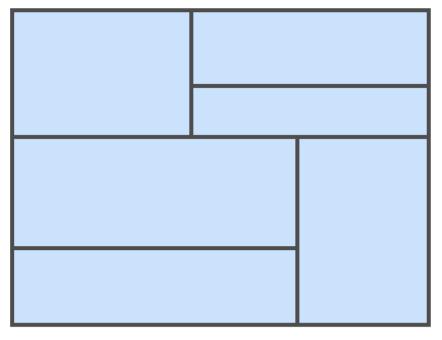
## Partition: space of entities





Partition: realised entities

