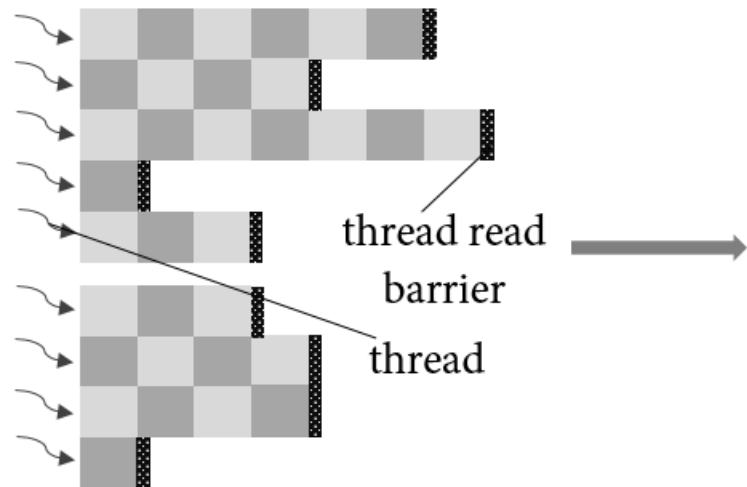
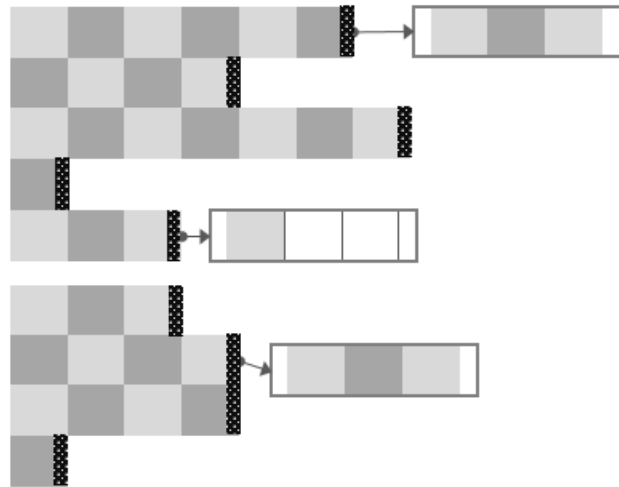


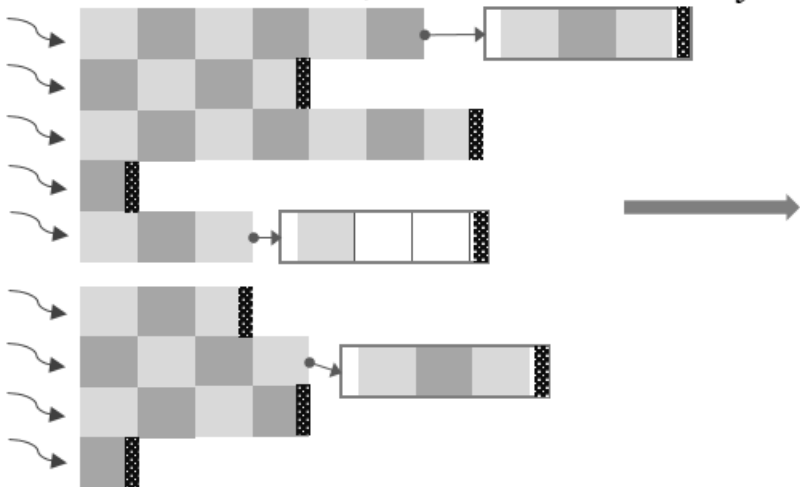
Round 1: Start



Round 1: End (New edges added by threads)



Round 2: Start (Readable barriers shifted)



Round 2: End (New edges added by threads)

