


```
let nodes = /* pairs (node, bool) */;  
let edges = /* pairs (node, node) */;
```

```
for t in times {  
    nodes.insert(..); nodes.remove(..);  
    edges.insert(..); edges.remove(..);  
}
```

```
nodes.join(edges)           // one hop neighbors
    .concat(nodes)          // plus original nodes
    .distinct()              // extended neighborhood
```

nodes.
join(edges) // nodes hop neighbors

distinct() // extended neighborhood

concat(nodes) // plus original nodes