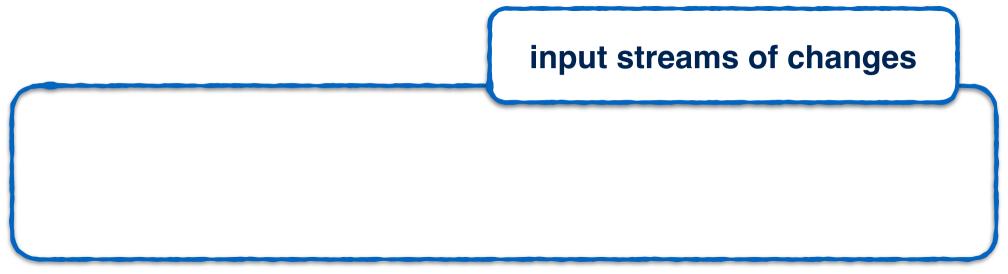
```
let nodes = /* pairs (node, bool) */;
let edges = /* pairs (node, node) */;
```

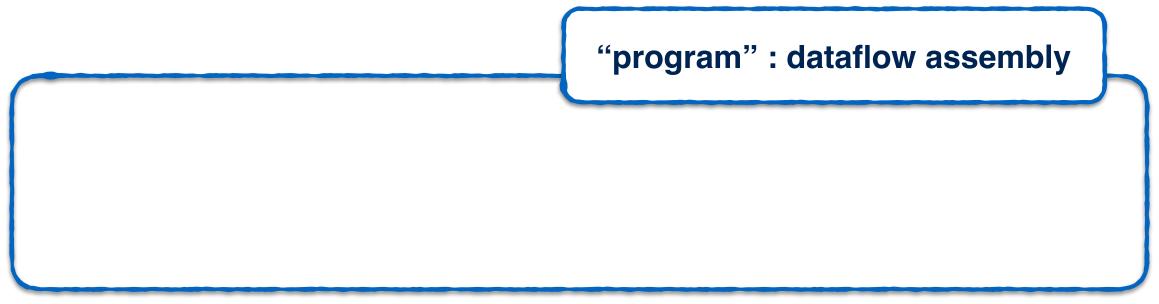
```
for t in times {
   nodes.insert(..); nodes.remove(..);
   edges.insert(..); edges.remove(..);
}
```

nodes.join(edges) // one hop neighbors
 concat(nodes) // plus original nodes

distinct() // extended neighborhood









```
let nodes = /* pairs (node, bool) */;
let edges = /* pairs (node, node) */;
nodes.join(edges) // one hop neighbors
     concat(nodes) // plus original nodes
     distinct() // extended neighborhood
for t in times {
   nodes.insert(..);
   edges.insert(..); edges.remove(..);
```

```
let nodes = /* pairs (node, bool) */;
let edges = /* pairs (node, node) */;
nodes.join(edges) // one hop neighbors
     concat(nodes) // plus original nodes
     distinct() // extended neighborhood
for t in times {
   nodes.insert(..);
   edges.insert(..);
```