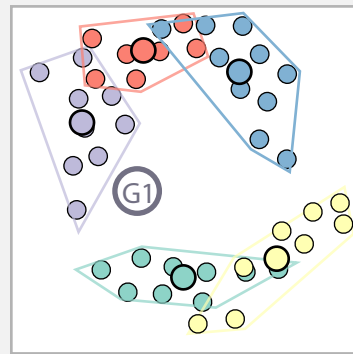
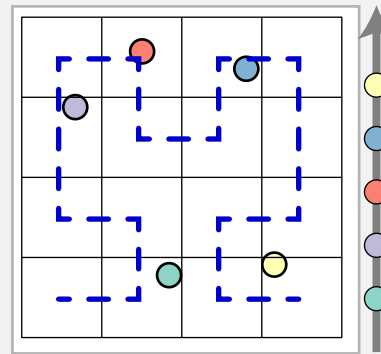


## 1 Events Ordering

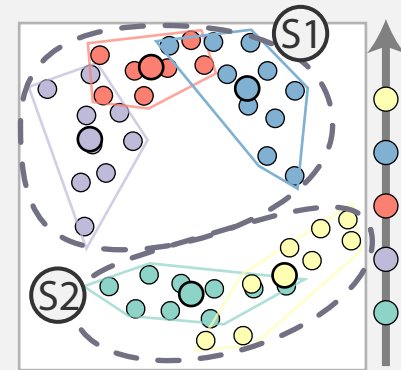


a) Centers

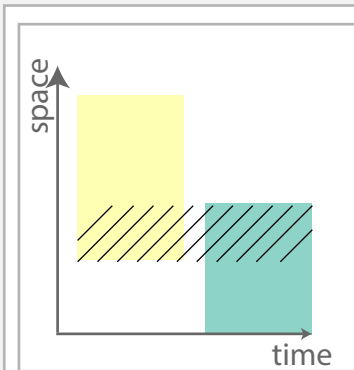


b) Projection and order

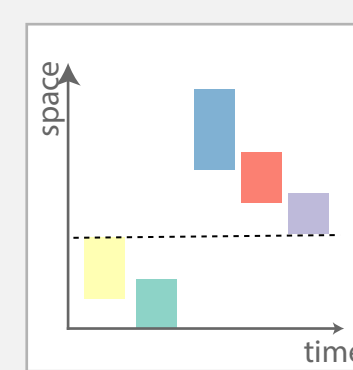
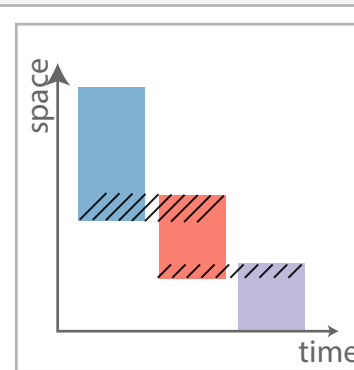
## 2 Vertical Positioning



c) Dividing

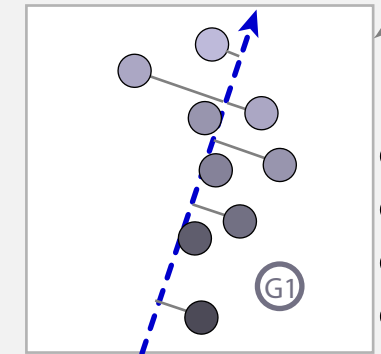


d) Solving

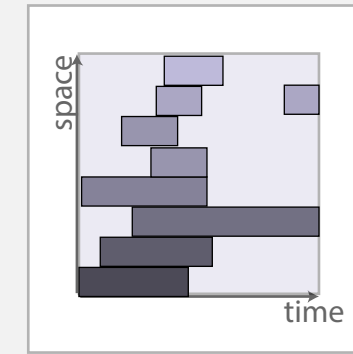


e) Connecting

## 3 Inner Representation



f) Projection and order



g) Representation