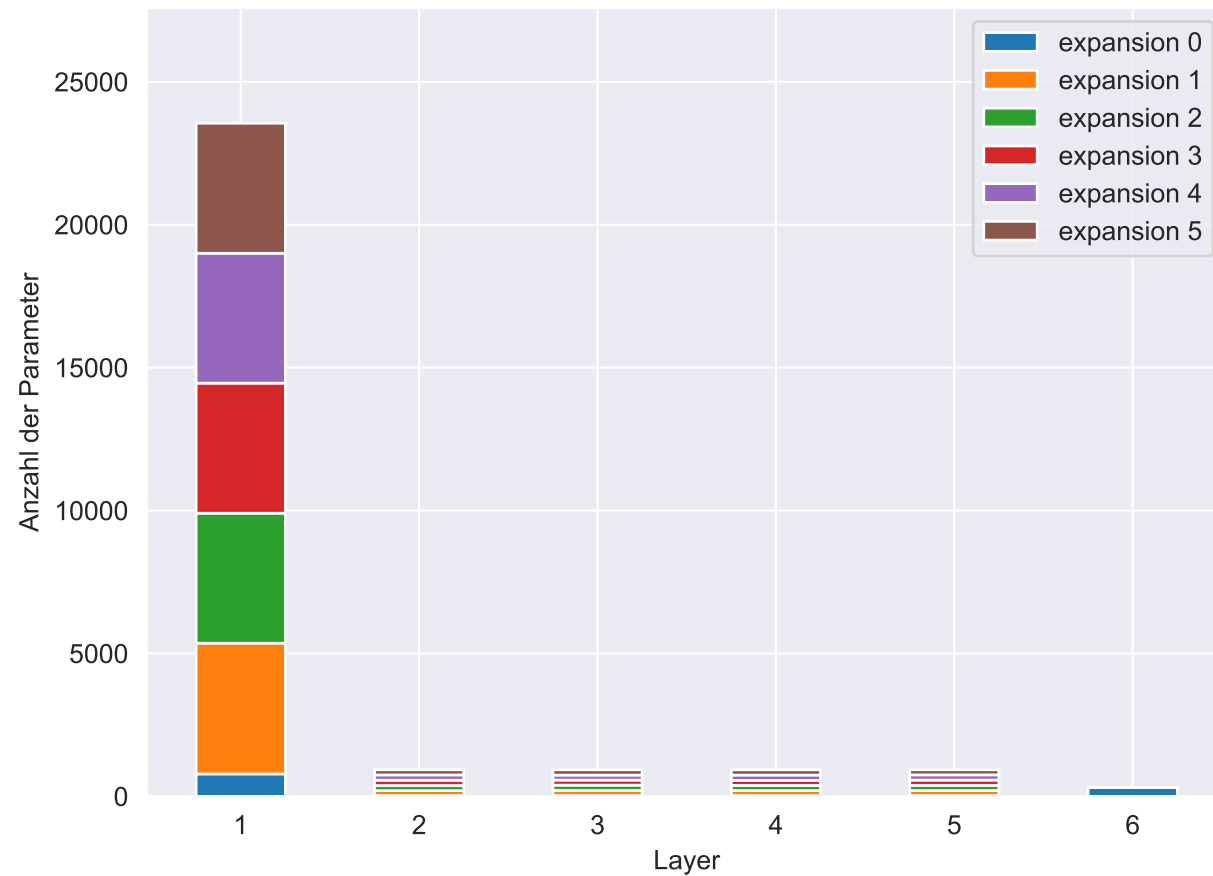
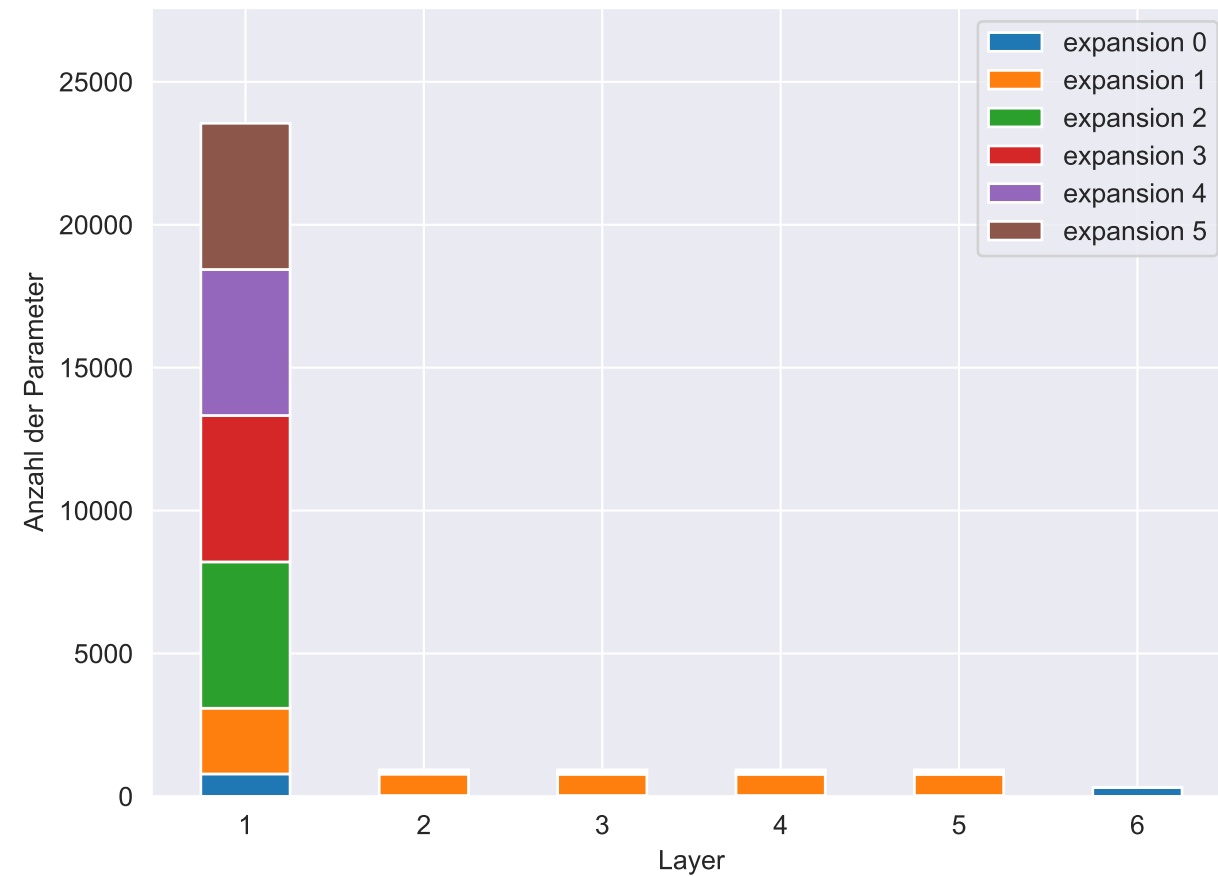


random_edges



initial_edges



warmstarted_edges

