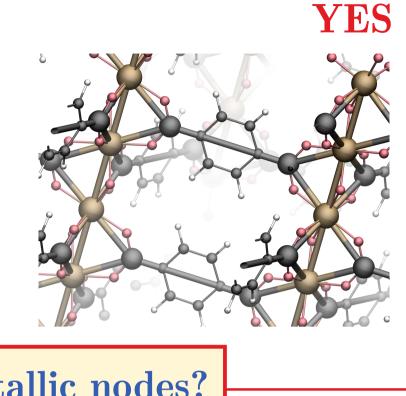
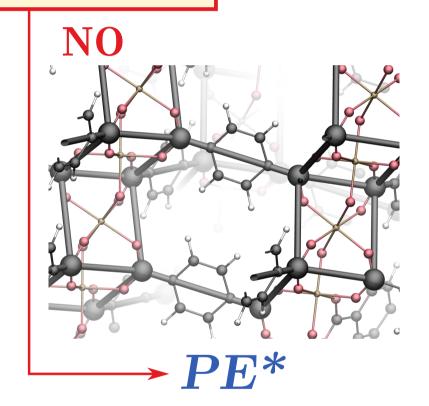
Each point of extension is a new separate vertex?

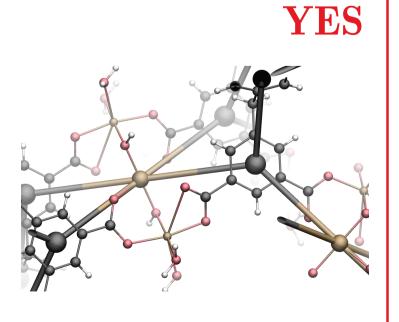


Keep metallic nodes?

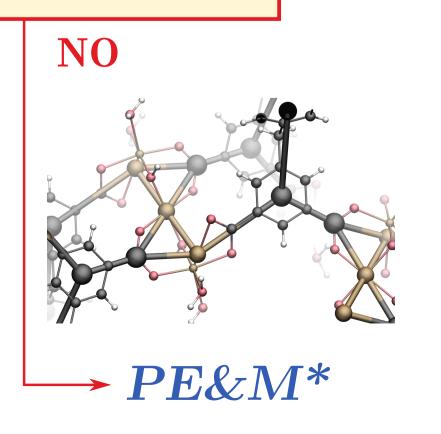
YES



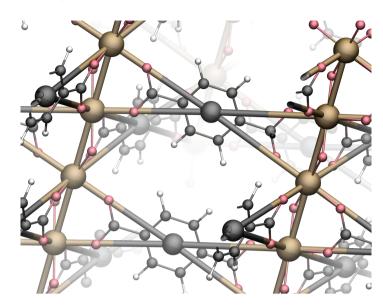
Group adjacent metal atoms?



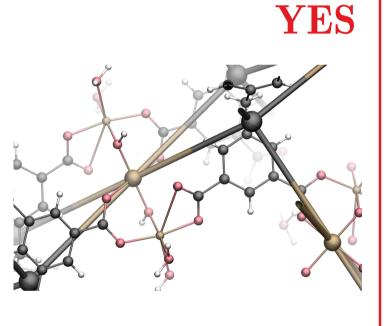




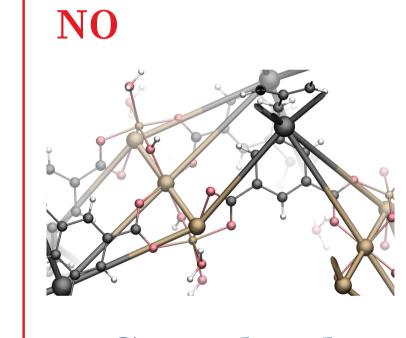




Group adjacent metal atoms?







→ Standard

Additional rules:

- any vertex with no neighbor is removed.
- any vertex with exactly two neighbors is replaced by an edge.

Apply iteratively until convergence.

*PE: "Points of Extension"

*PE&M: "Points of Extension and Metals"