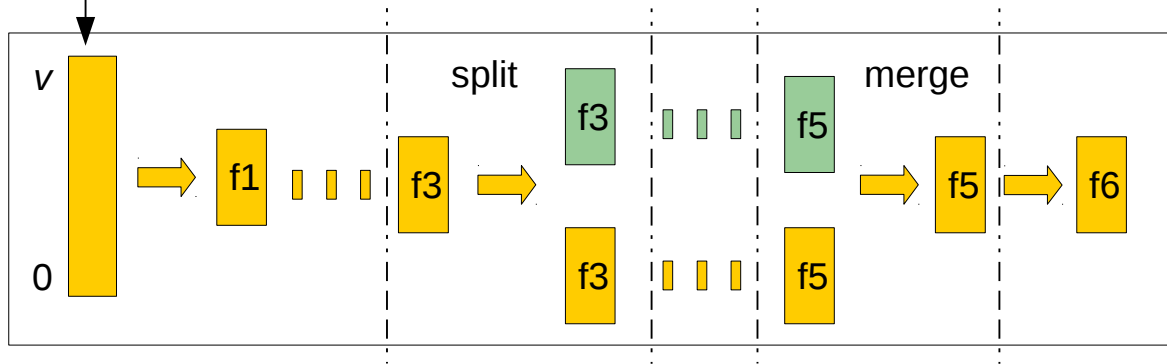


*depth (vertex status)*

(a)



(b)