

```
std::unique_ptr< std  
::vector< Node_ptr > >
```

```
+ ptr
```

```
+ operator->()
```

```
std::unordered_map  
< int32_t, int32_t >
```

```
+ keys
```

```
+ elements
```

#m\_nodes

#m\_node\_ids

Graph

```
# m_width
```

```
# m_height
```

```
+ Graph()  
+ add_edge()  
+ merge_nodes()  
+ clear_unconnected_nodes()  
+ get_nodes()  
+ all_areas_bigger_than()  
+ size()  
+ discover_edges()  
+ merge_small_area_nodes()  
+ compute_contours()  
# hash_node_ids()
```