

1) individual

0.3	0.5	0.2
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2) decoded individual

3	1	2
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0.2	0.8
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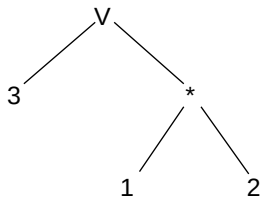
1	2
---	---

0.3	0.5	0.2
0.2	0.1	0.7

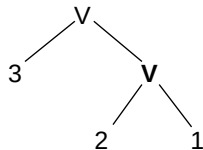
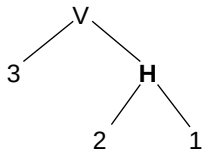


V	*
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3) unresolved slicing tree



4) resolved slicing trees



5) slicing layouts

