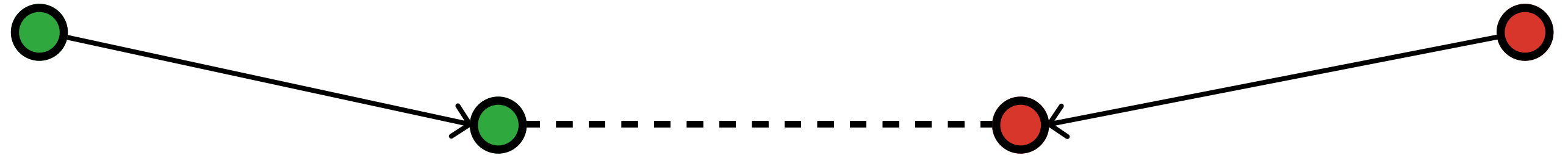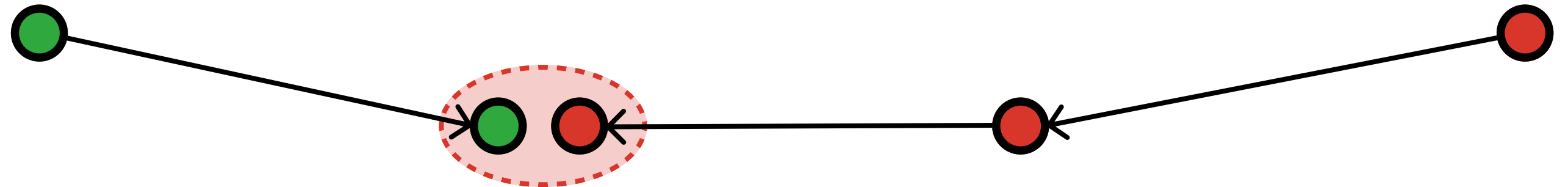light sub-path vertex

eye sub-path vertex

unidirectional eye sampling
(t = 4, s = 0)

bidirectional vertex connection
(t = 2, s = 2)

bidirectional vertex merging
(t = 2, s = 3)

unidirectional light sampling
(t = 0, s = 4)