```
addAfter(\circ, a)
                                 addAfter(b, c)
r_1:
\mathbf{r}_2:
     addAfter(\circ, b) addAfter(b, d)
                        addAfter(\circ, a),
                        addAfter(\circ, b),
    G(r_1).L = \langle
                        addAfter(b, c),
                        addAfter(b,d)
    \mathsf{G}(\mathtt{r}_1).\mathtt{Tomb} = \emptyset
    G(r_1).N:
              b: \mathsf{ts}_b \quad a: \mathsf{ts}_a
         d: \mathsf{ts}_d \ c: \mathsf{ts}_c
    G.vis =
       (\mathtt{addAfter}(\circ,a),\mathtt{addAfter}(b,c)),
       (addAfter(\circ, b), addAfter(b, c)),
       (addAfter(\circ, b), addAfter(b, d))
```