$$\mathsf{G}(\mathbf{r}_1).\mathsf{L} = \left\{ \begin{array}{l} \mathtt{addAfter}(\circ, a), \\ \mathtt{addAfter}(\circ, b), \\ \mathtt{addAfter}(b, c), \\ \mathtt{addAfter}(b, d) \\ \mathtt{remove}(b) \end{array} \right\}$$

$$\mathsf{G}(\mathbf{r}_1).\mathsf{Tomb} = \{b\}$$

$\mathsf{G}(\mathbf{r}_1).\mathsf{N}$:

$$\mathsf{G}.\mathsf{vis} = \left\{ \begin{array}{l} (\mathtt{addAfter}(\circ, a), \mathtt{addAfter}(b, c)), \\ (\mathtt{addAfter}(\circ, b), \mathtt{addAfter}(b, c)), \\ (\mathtt{addAfter}(\circ, b), \mathtt{addAfter}(b, d)), \\ (\mathtt{addAfter}(\circ, a), \mathtt{remove}(b)), \\ (\mathtt{addAfter}(b, c), \mathtt{remove}(b)), \\ (\mathtt{addAfter}(\circ, a), \mathtt{remove}(b)), \\ (\mathtt{addAfter}(b, d), \mathtt{remove}(b)) \end{array} \right\}$$