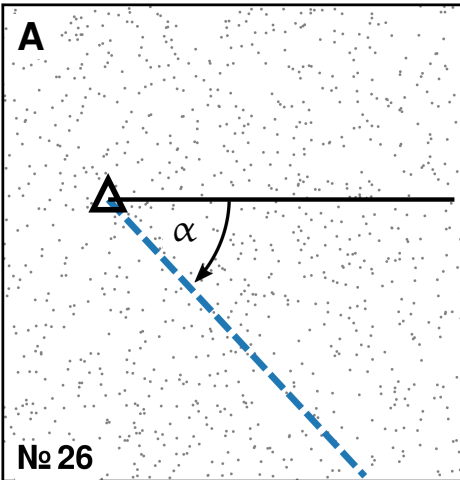
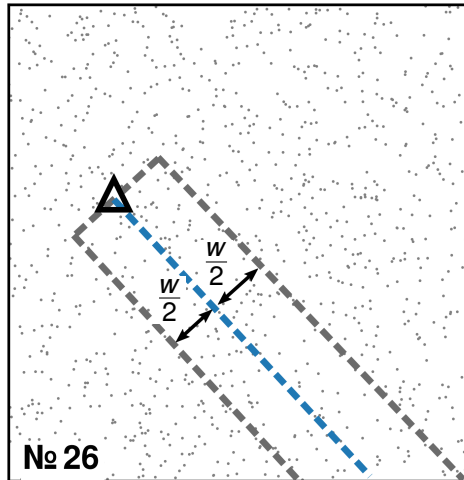


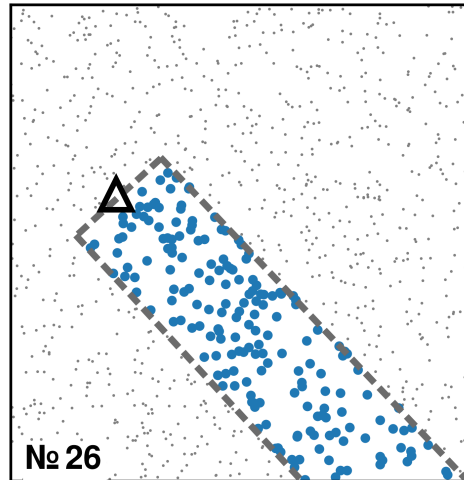
1. random angle α



2. find target nodes



3. connect targets



B

