

oshape os_1

$e_{i_sf_1}$

vbf.side_mon_vs_side_mon
(os_1 , m_{1j} , p_{1_sf} , e_i , $e_{i_sf_1}$)

$$p_1 = \sum_j a_{1j} m_{1j}$$

side face p_{1_sf}

e_i

side face p_{2_sf}

$$p_2 = \sum_j a_{2j} m_{2j}$$

vbf.side_mon_vs_side_mon
(os_2 , m_{2j} , p_{2_sf} , e_i , $e_{i_sf_2}$)

$e_{i_sf_2}$

oshape os_2