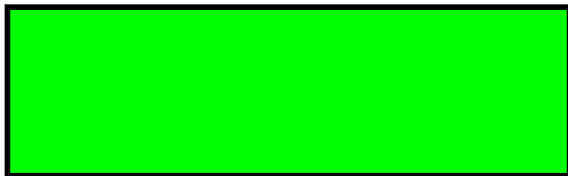
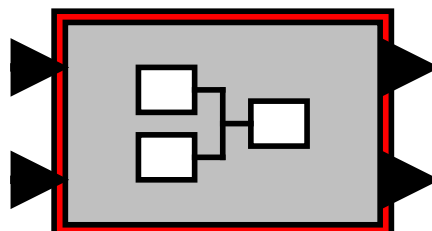


InterfaceCheckerDirector



CascadeCompositeActor

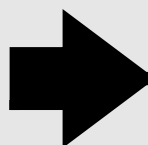


interfaceExpr:

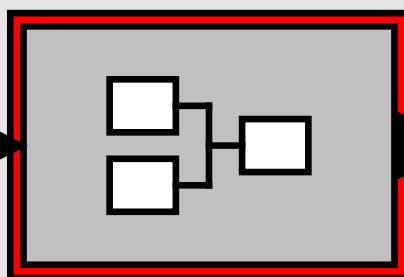
$$2 * x = y$$

Double

in1



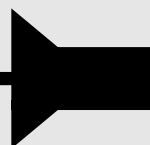
x



y

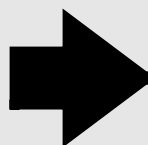


out1

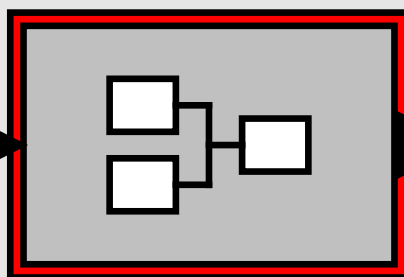


Half

in2



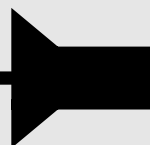
w



z



out2



interfaceExpr:

$$w = 2 * z$$