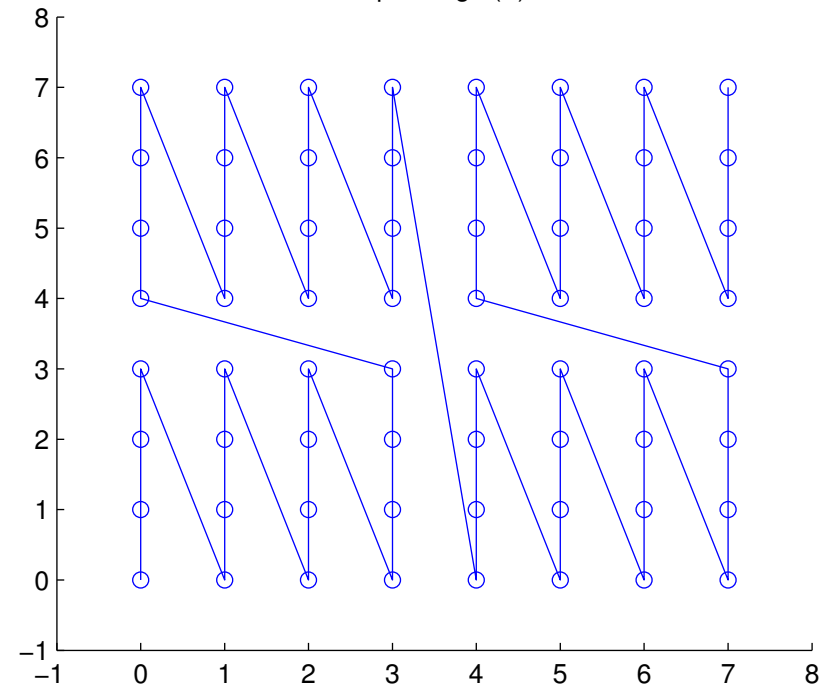
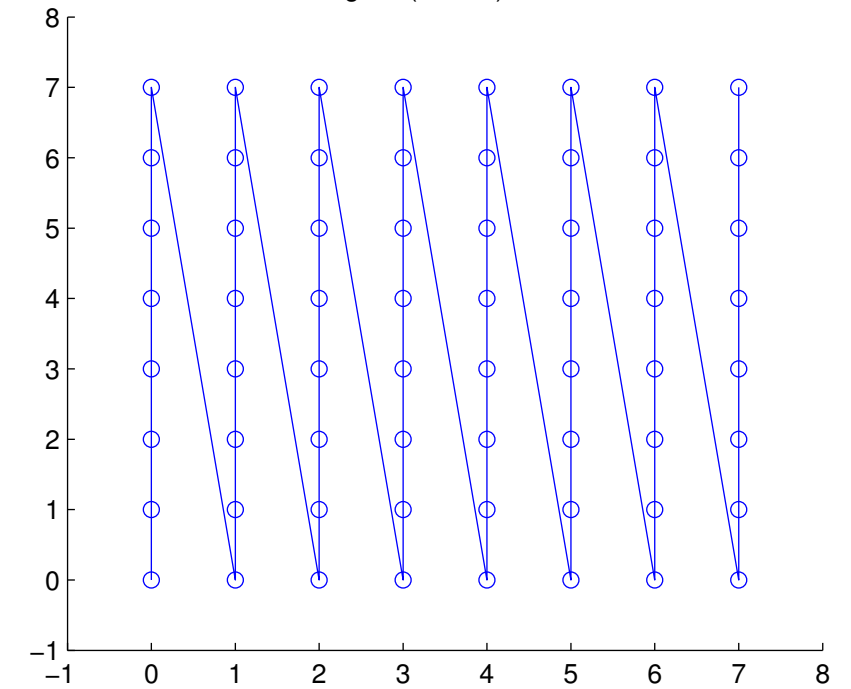


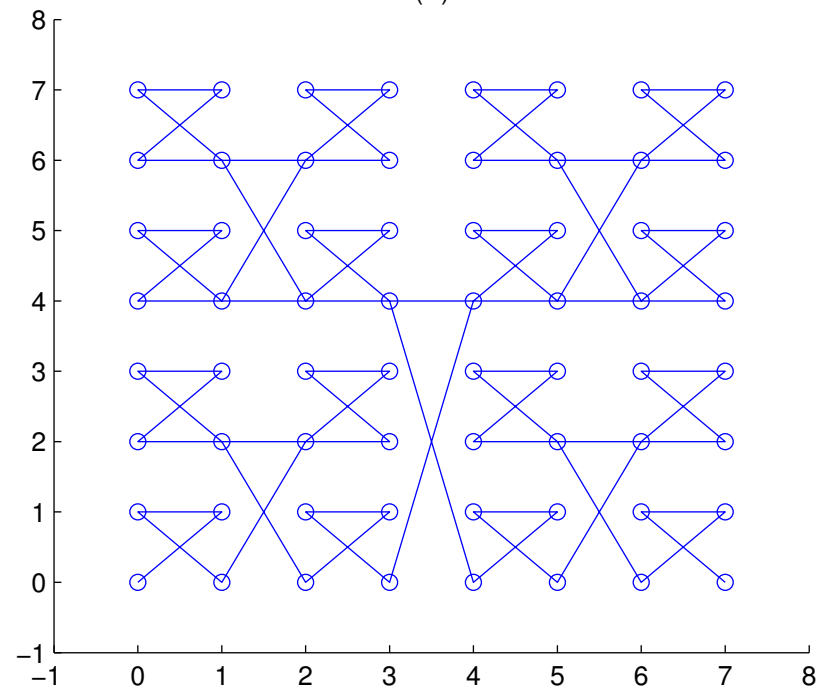
4-nodes per Edge (Z) Order



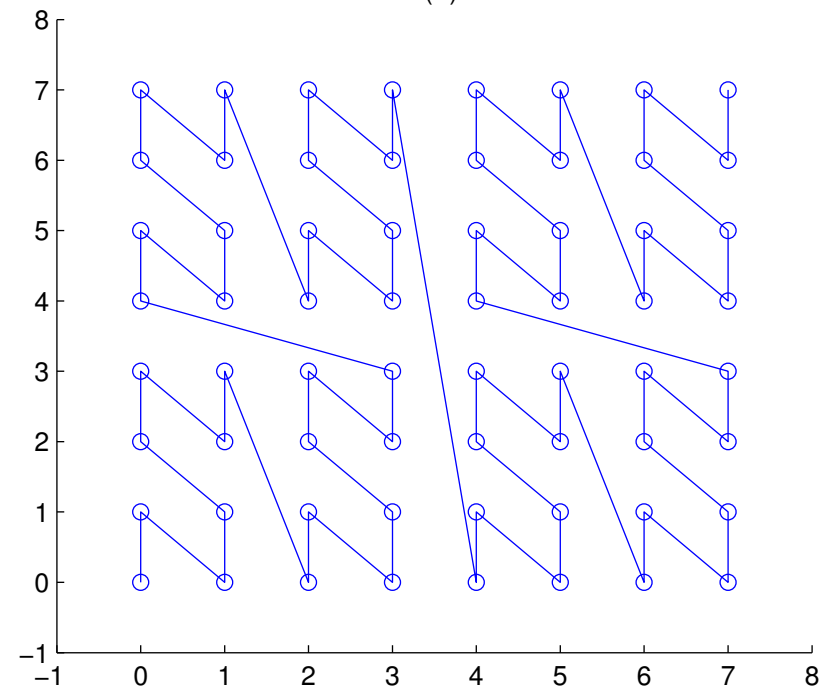
Original (Raster) Order



Cross (X) Order



Morton (Z) Order



Gray-Code (U) Order

