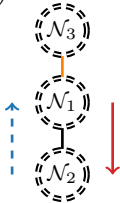


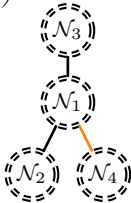
(a)



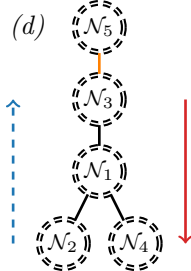
(b)



(c)



(d)



odd node-tree



Calcparity



Calcdelay



new edge