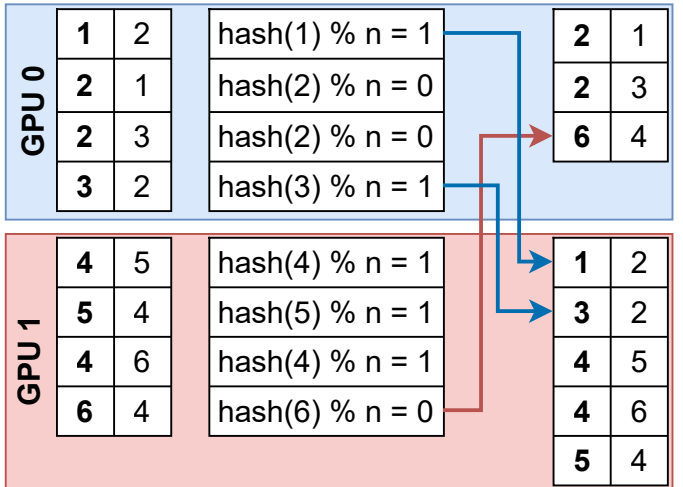


Edge

|   |   |
|---|---|
| 1 | 2 |
| 2 | 1 |
| 2 | 3 |
| 3 | 2 |
| 4 | 5 |
| 5 | 4 |
| 4 | 6 |
| 6 | 4 |

Initial  
Edge



\*n = total gpus