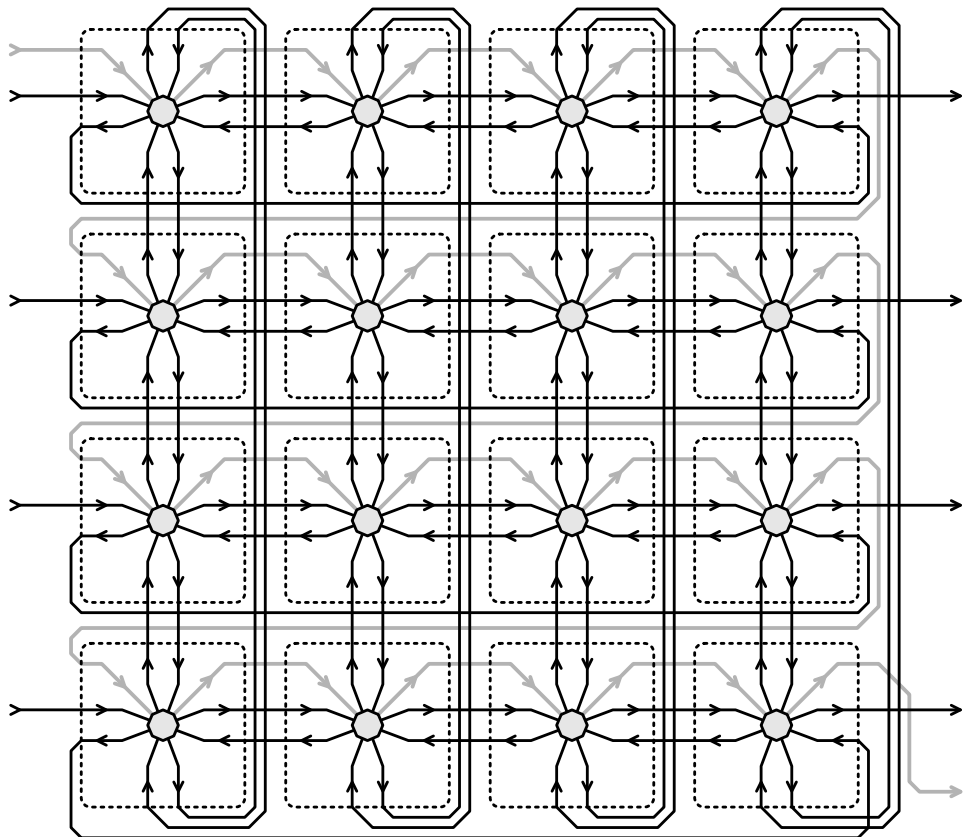


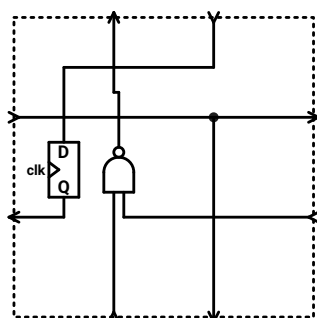
(a) single tile

00	11	00	11
10	01	10	01
11	00	11	00
01	10	01	10
00	11	00	11
10	01	10	01
11	00	11	00
01	10	01	10

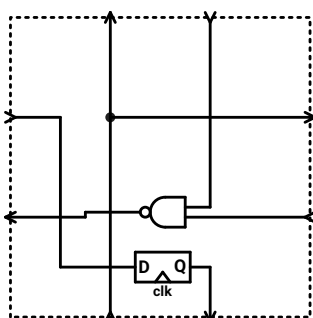
(b) loop breaker classes



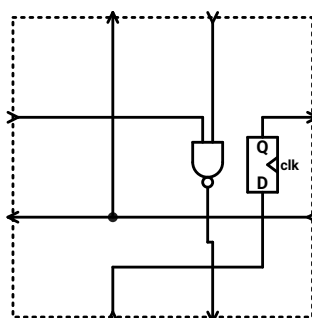
(c) grid model



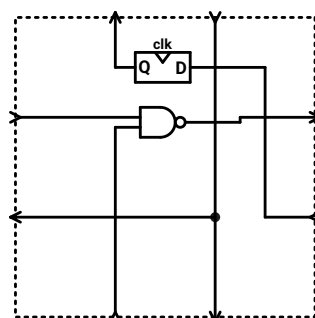
000  $\equiv$  0



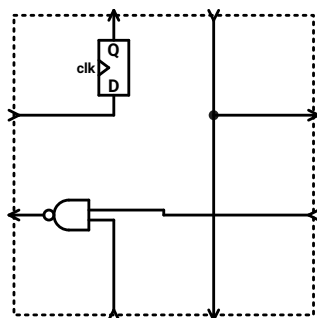
101  $\equiv$  5



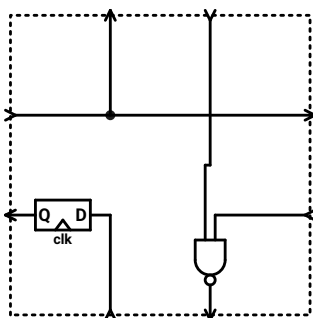
110  $\equiv$  6



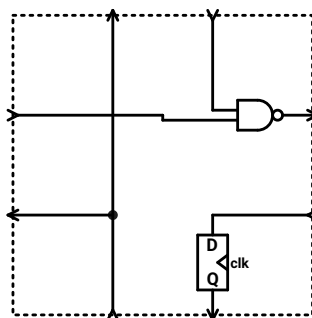
011  $\equiv$  3



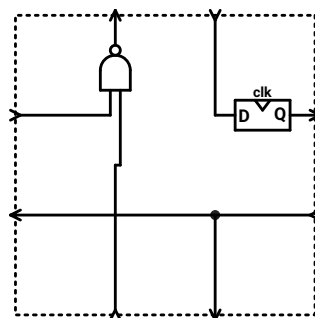
001  $\equiv$  1



100  $\equiv$  4



111  $\equiv$  7



010  $\equiv$  2

(d) rotations and reflections