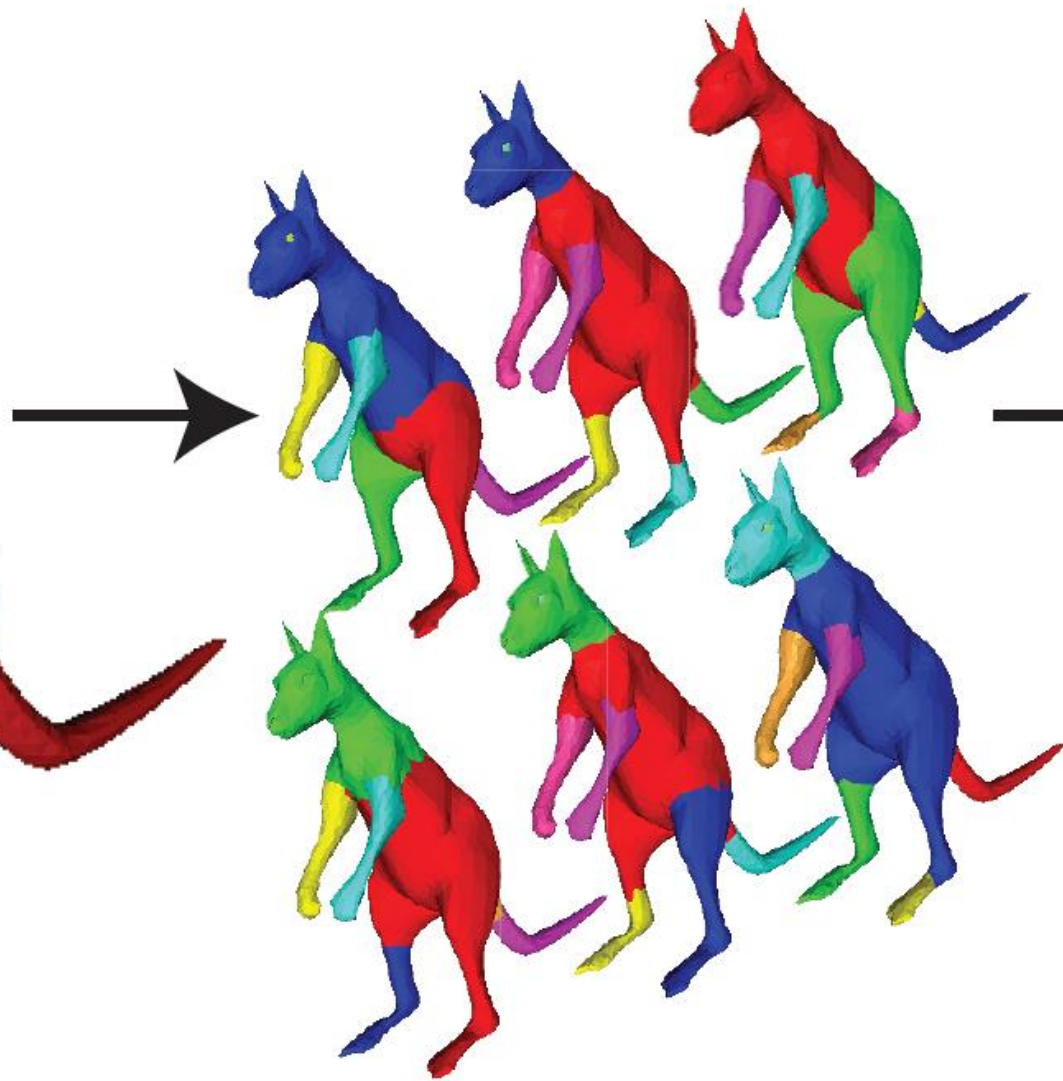
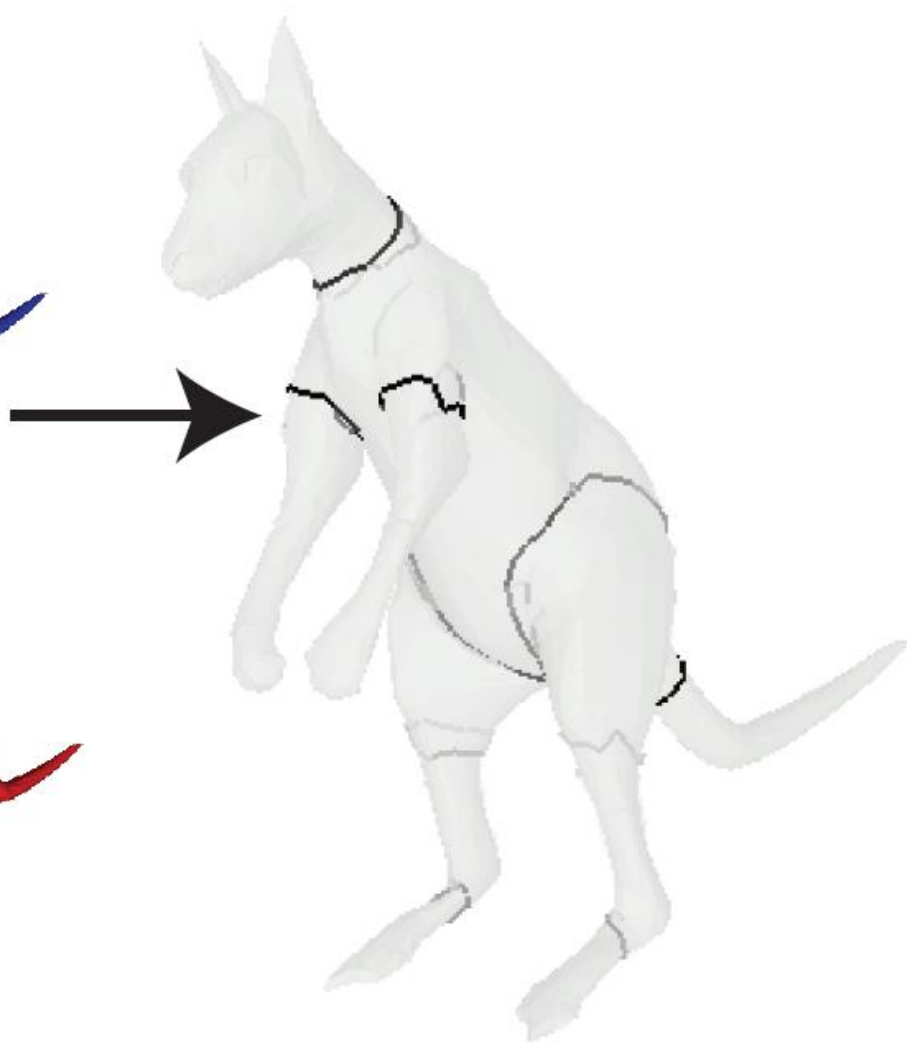


(a) Input mesh



(b) Randomized Cuts



(c) Partition Function