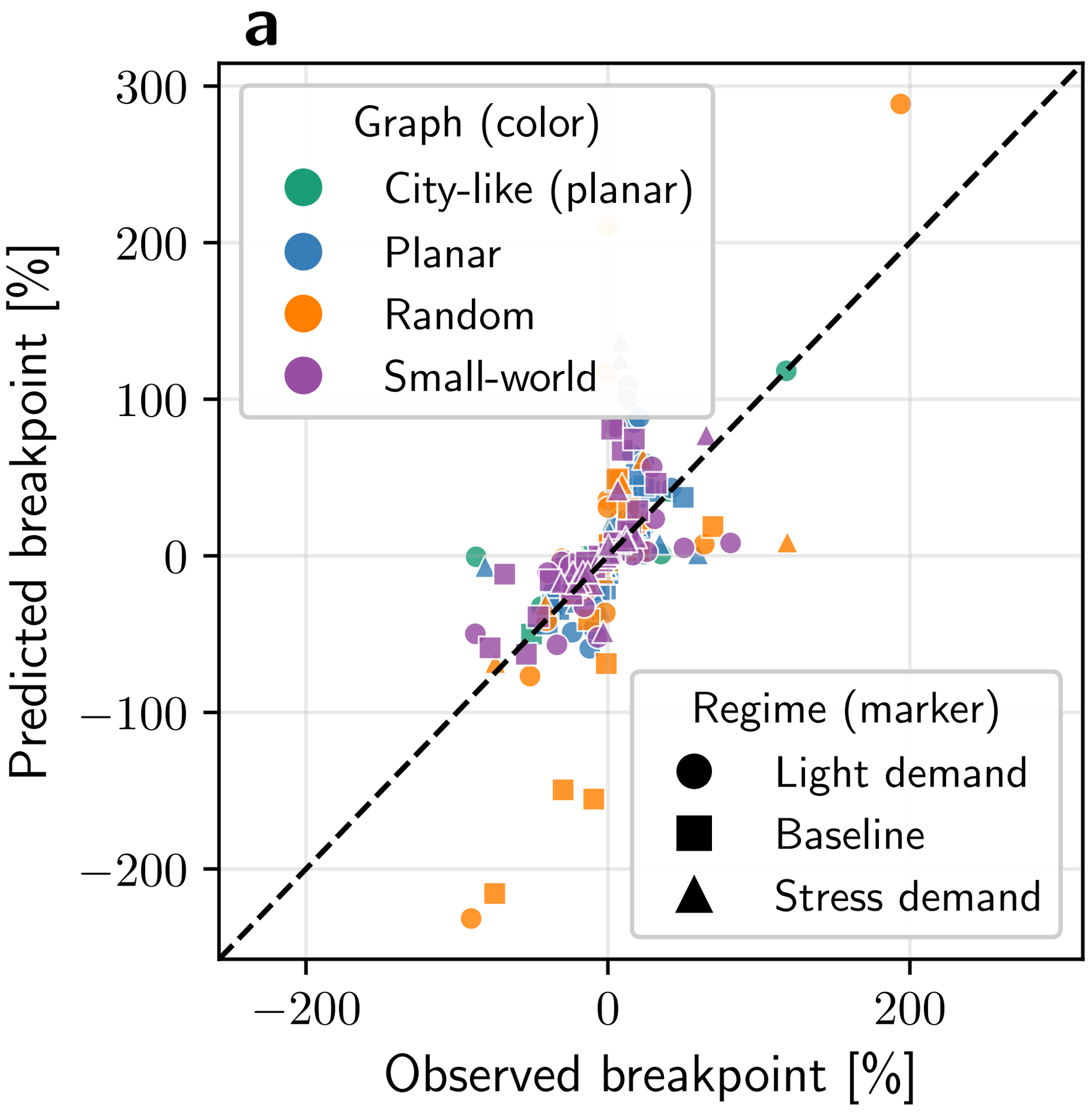
a
Graph (color)
City-like (planar)
Planar
Random
Small-world
Regime (marker)
Light demand
Baseline
Stress demand
Predicted breakpoint [%]
Observed breakpoint [%]
300
200
100
0
−100
−200
−200
0
200