



id[] 0 1 2 3 4 5 6 7 8 9

id[] 0 1 2 3 4 5 6 7 8 9

union(4, 3)

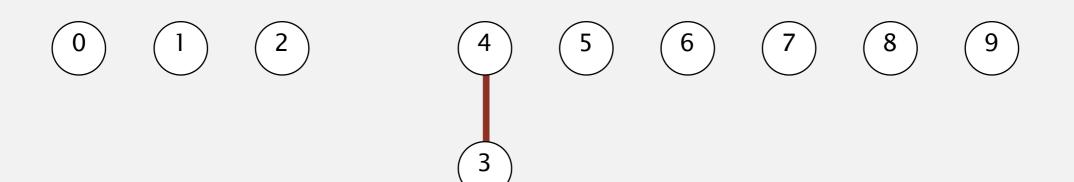


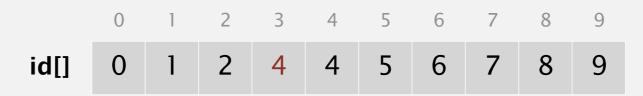


id[] 0 1 2 3 4 5 6 7 8 9

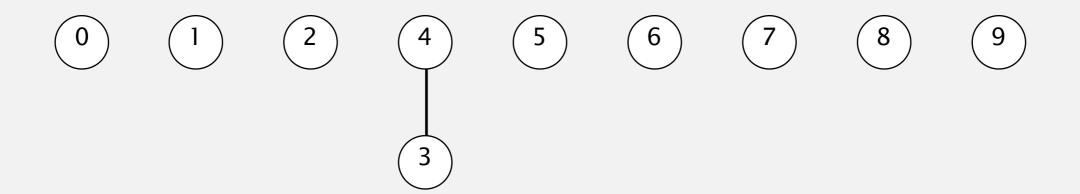
id[] 0 1 2 3 4 5 6 7 8 9

union(4, 3)



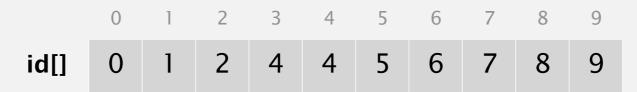


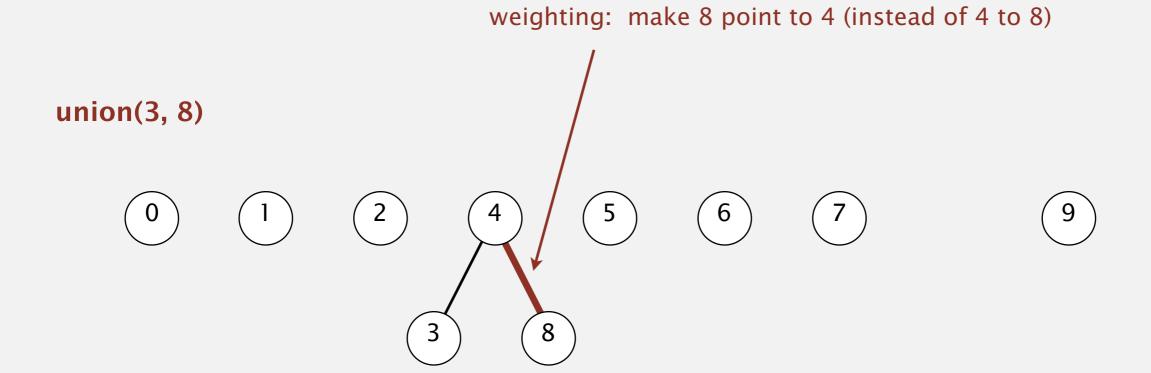
id[]

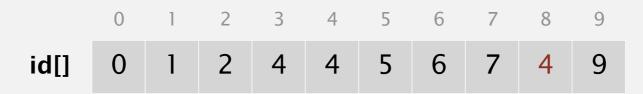


union(3, 8)

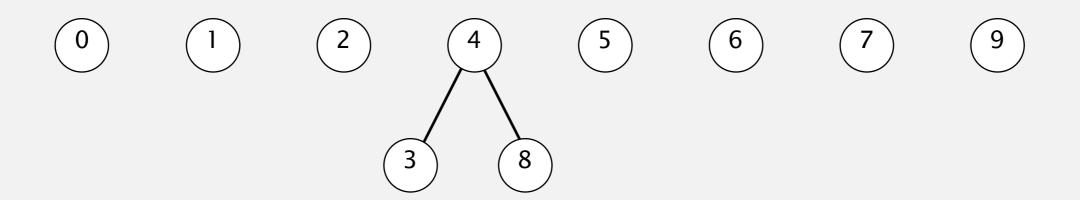




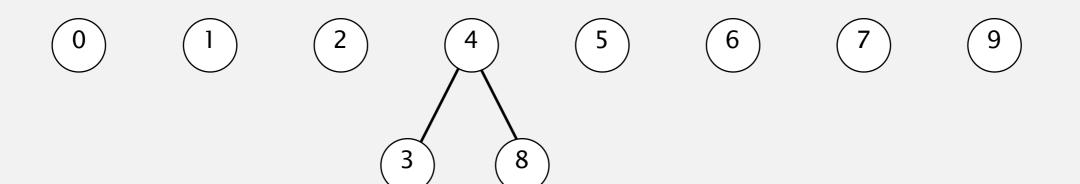


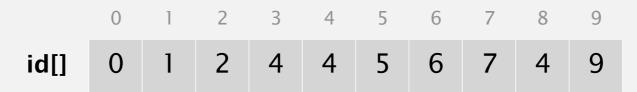


id[]

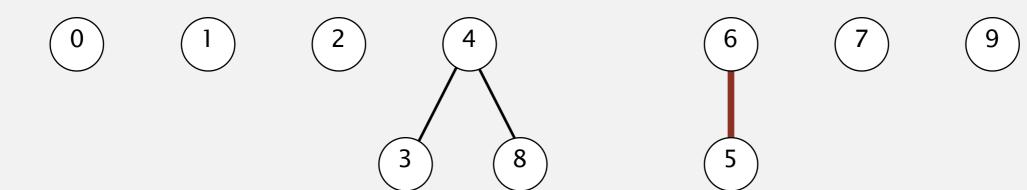


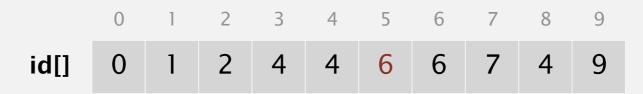
union(6, 5)



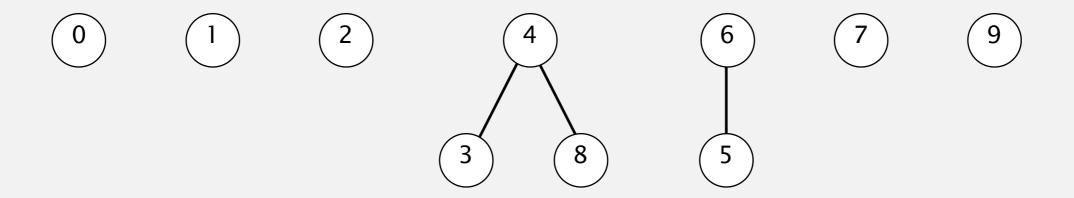


union(6, 5)



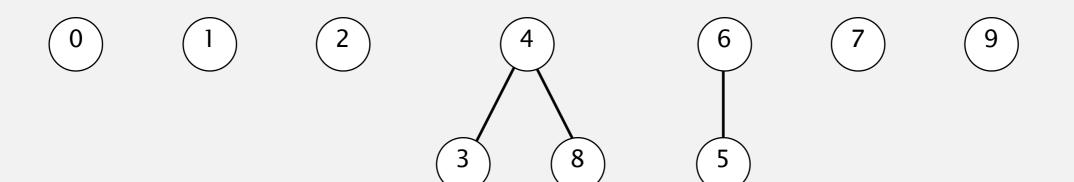


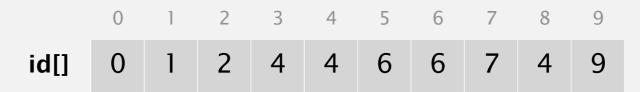
id[]

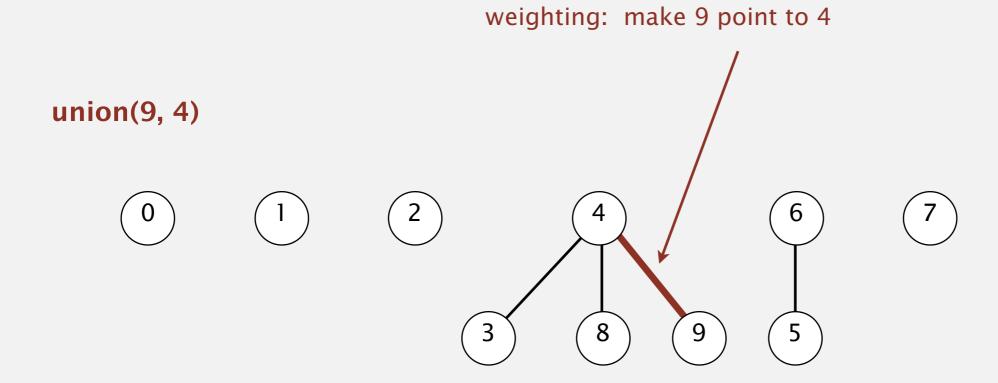


2 4 4 6 6 7 4

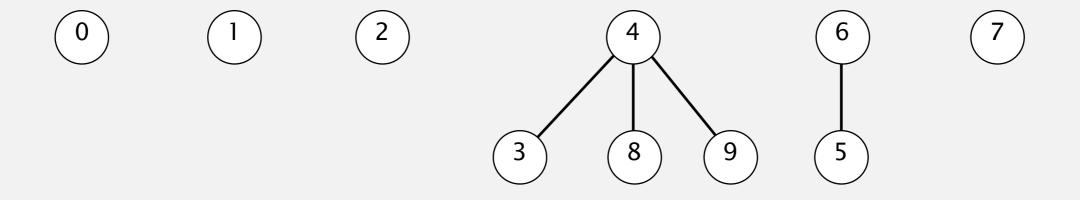
union(9, 4)







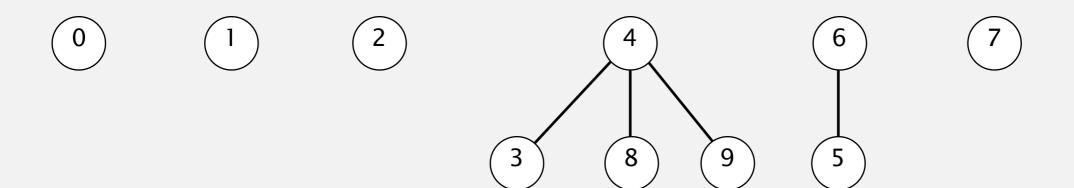
id[] 0 1 2 3 4 5 6 7 8 9
id[] 0 1 2 4 4 6 6 7 4 4

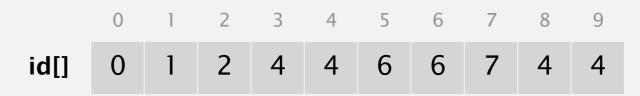


id[] 0 1 2 3 4 5 6 7 8 9

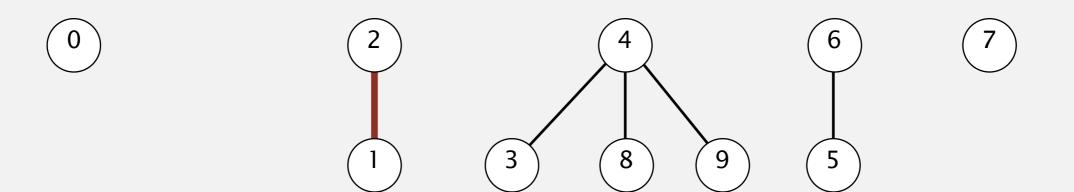
id[] 0 1 2 4 4 6 6 7 4 4

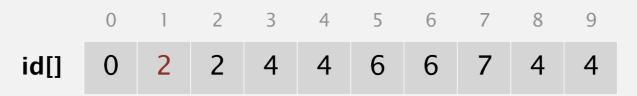
union(2, 1)

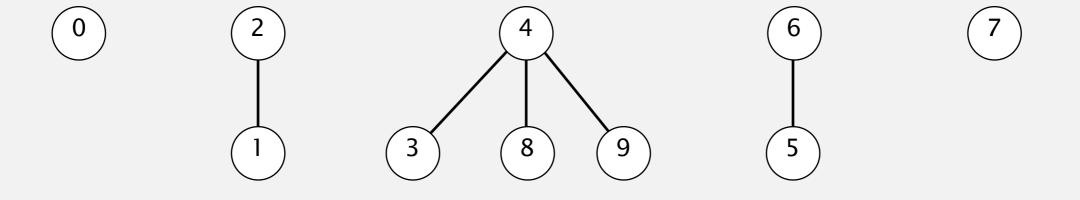


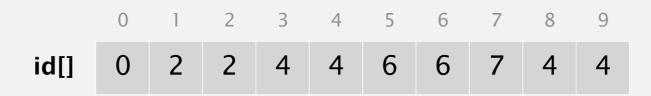


union(2, 1)

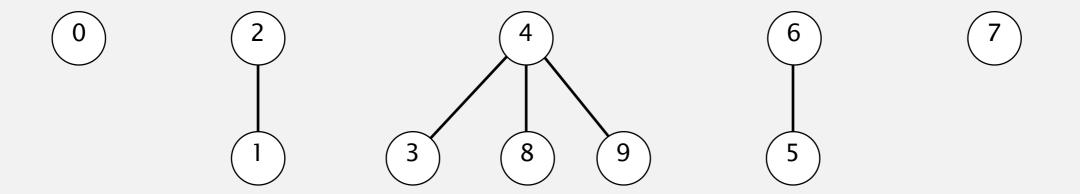


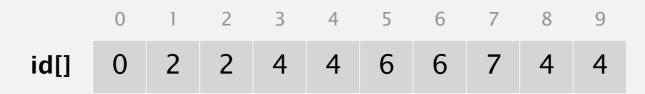


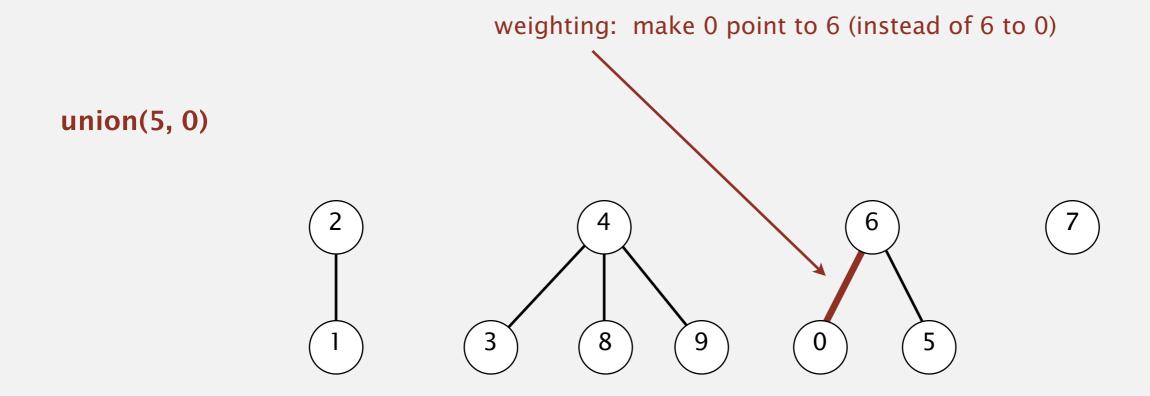


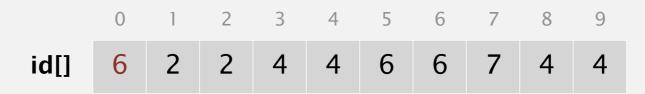


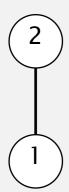
union(5, 0)

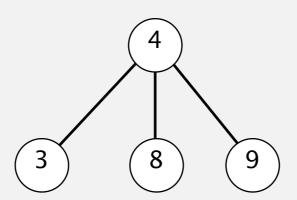


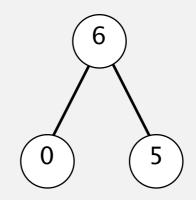








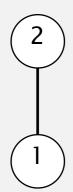


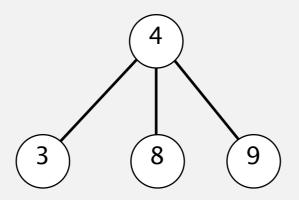


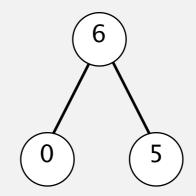
7)

id[] 6 2 2 4 4 6 6 7 4 4

union(7, 2)

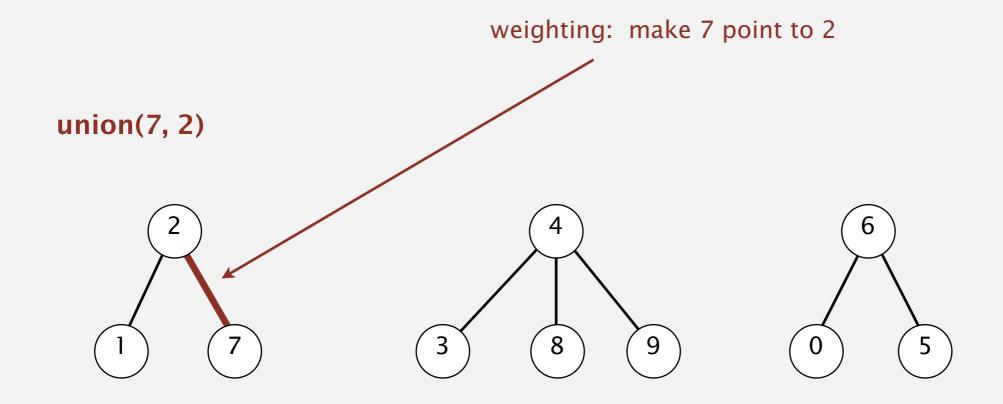




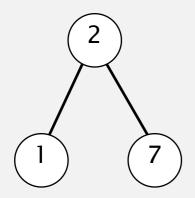


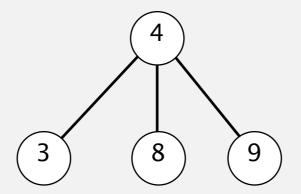


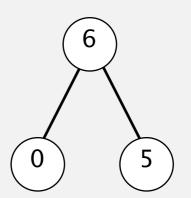
id[] 6 2 2 4 4 6 6 7 4 4



id[] 6 2 2 4 4 6 6 2 4 4

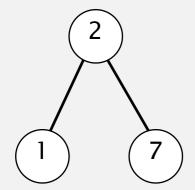


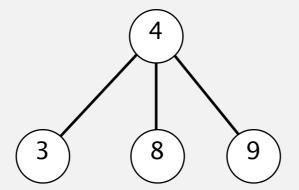


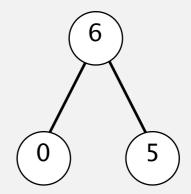


	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	2	4	4

union(6, 1)

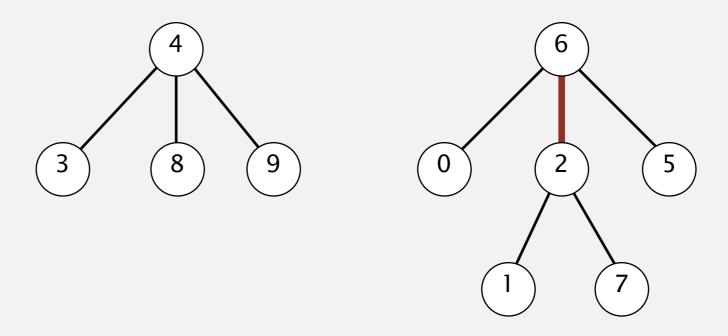




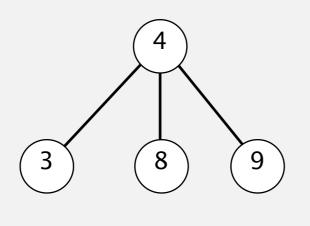


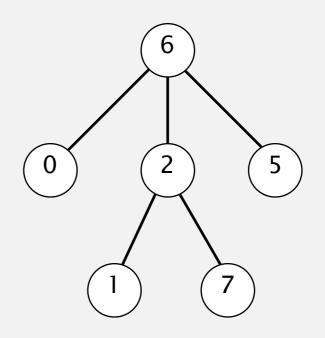
	0	1	2	3	4	5	6	7	8	9
id[]	6	2	2	4	4	6	6	2	4	4

union(6, 1)



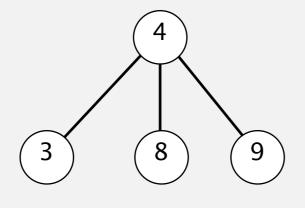
id[] 6 2 6 4 4 6 6 2 4 4

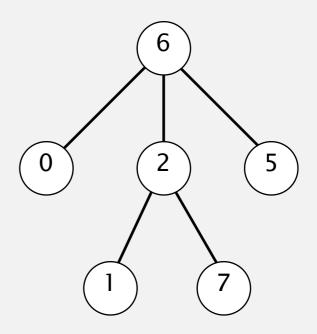




id[] 6 2 6 4 4 6 6 2 4 4

union(7, 3)

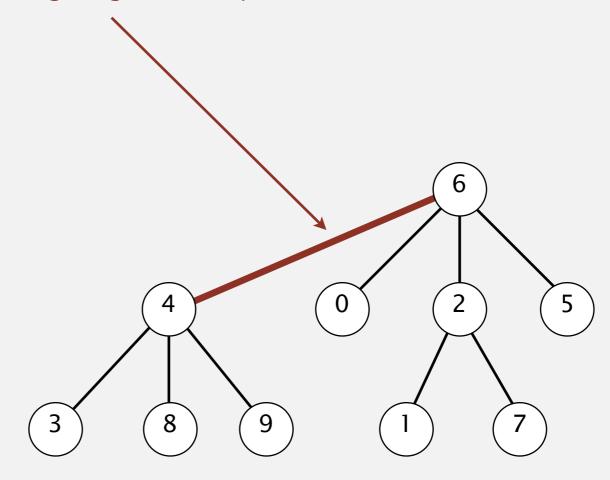




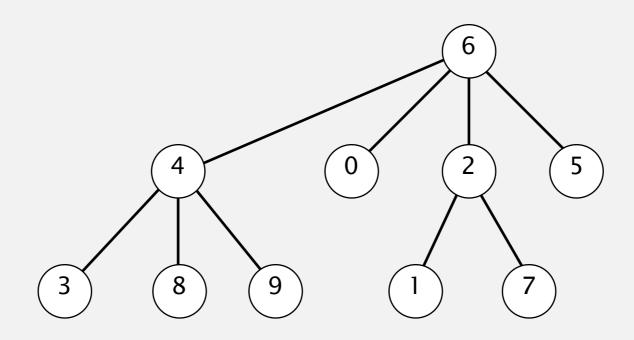
						5				
id[]	6	2	6	4	4	6	6	2	4	4

union(7, 3)

weighting: make 4 point to 6 (instead of 6 to 4)



id[] 6 2 6 4 6 6 7 8 9



id[] 6 2 6 4 6 6 6 2 4 4