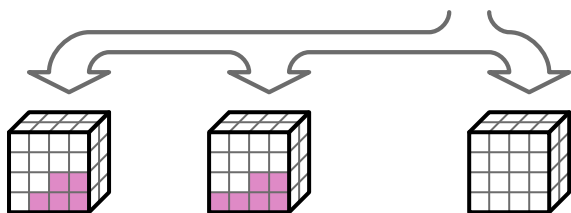


setup



job enqueueing



3-chain coding

voxels



$$K_3 = CV \cdot VF$$

$$\partial_3 = K_3 = 4$$

multiplication

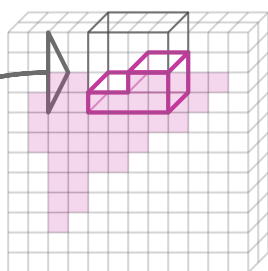
faces



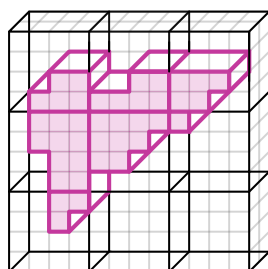
local ID



global ID



2-chain decoding



surface assembling