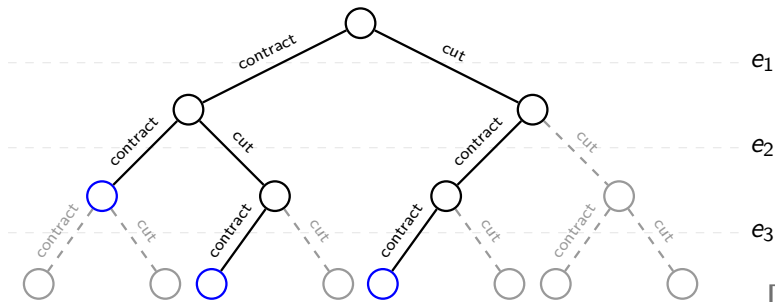
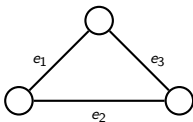


# Find all spanning trees



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- Fixed memory usage based on edges and nodes – all allocated at initialization