

## “column”-based approach

## “surface”-based approach

memory  
@ $t=7$



**Step 3.** shift  
down data



**Step 2.**  
decode  
indices' times

**Step 1.**  
decide purged  
time(s)



**Step 1.** decide placement site

t=6 ==> [computer icon, gear icon, lightbulb icon, gear icon] ==> site 1

memory  
@ $t=6$

