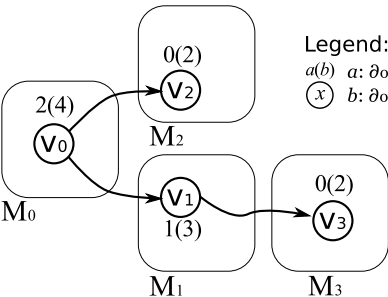
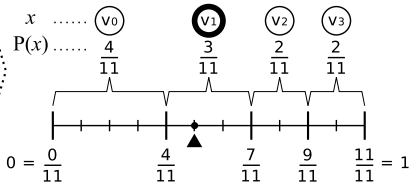


Suppose rule 2 was selected and $\partial_{\text{out}} = 2$



1. Choose a vertex, w , with probability proportional to $\partial_{\text{out}} + \text{dout}(x)$



2. Create a new vertex, v , in the same module as w

3. Create an edge from w to v

