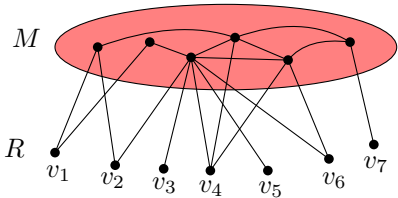
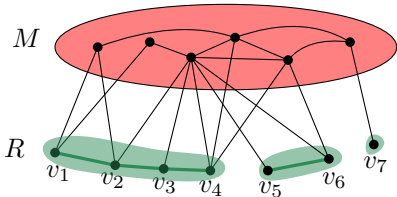


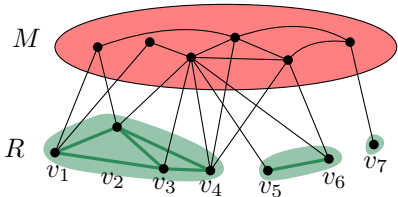
vertex cover = modulator to ind. set



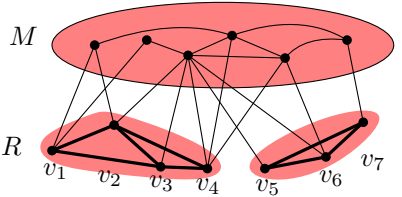
modulator to constant paths



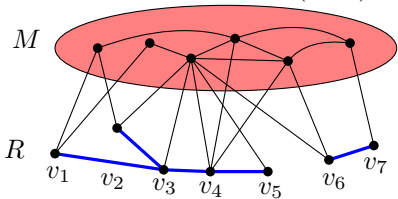
modulator to constant components



vertex integrity = fractioning number



modulator to forest (FVS)



modulator to disjoint cycles

