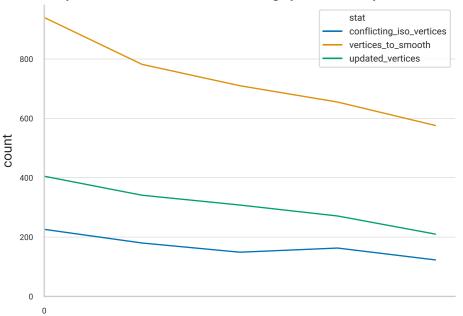
Development of conflicts, smoothing queue and updated vertices



iteration