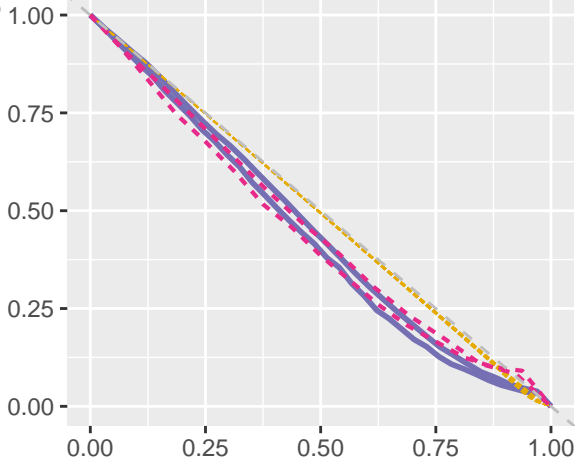
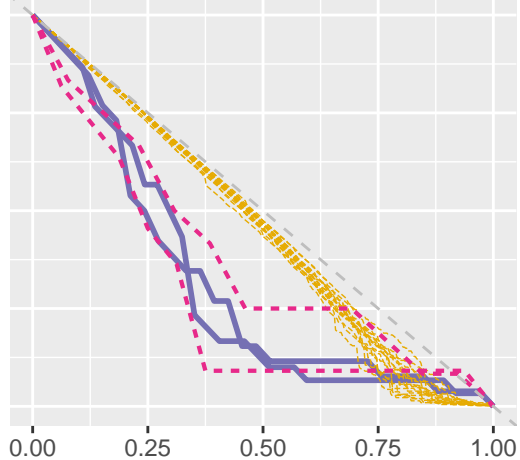


% of max. component remaining

Random vertex removal



Targeted vertex attack



% edges/vertex removed