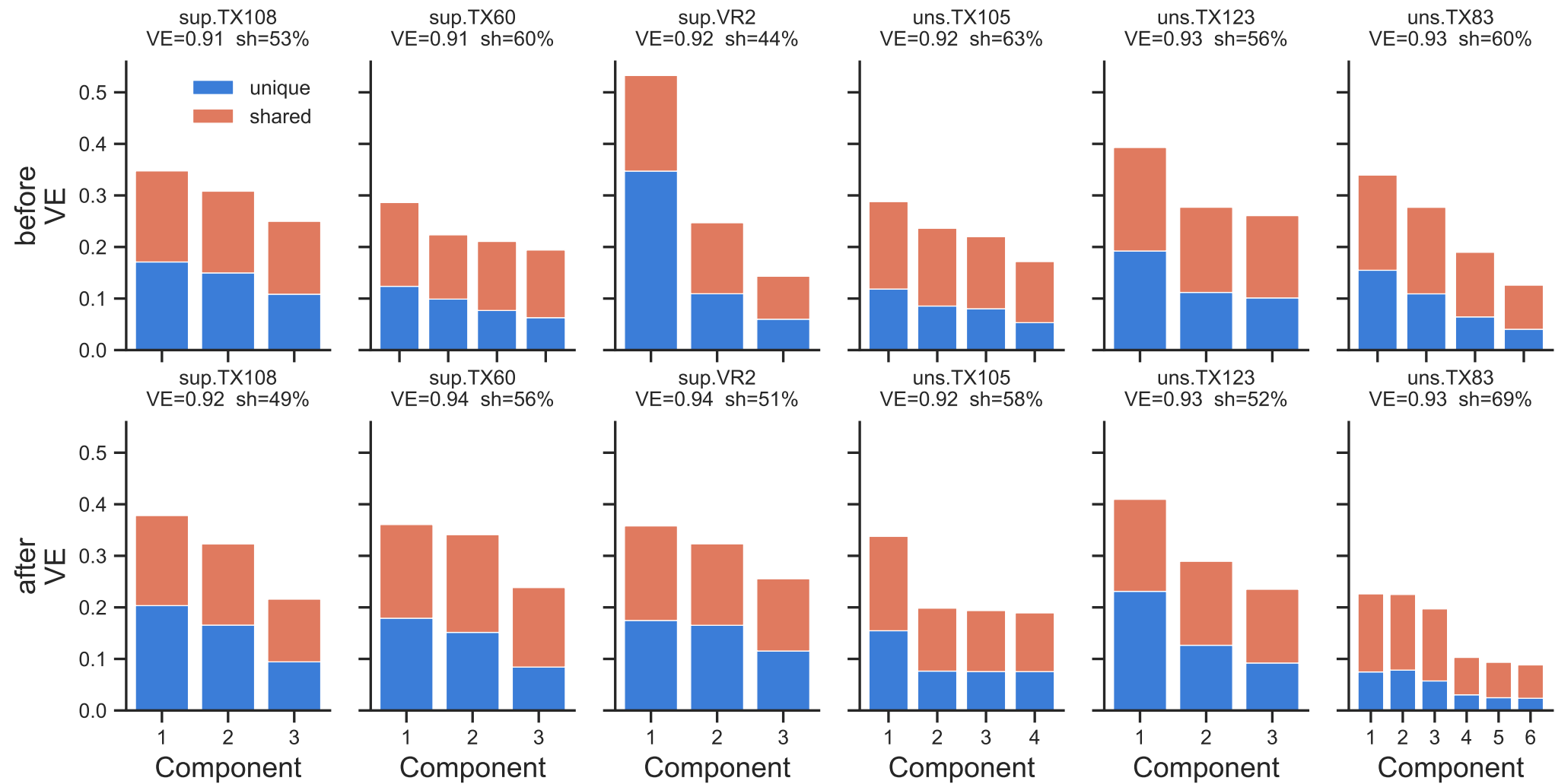


Per-component shared vs unique VE — all components in greedy-VE order ('marginal-gain' rank)

Tunnel entrance



Sound cue

