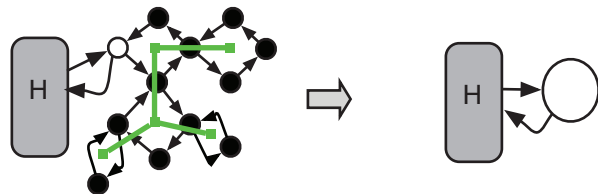
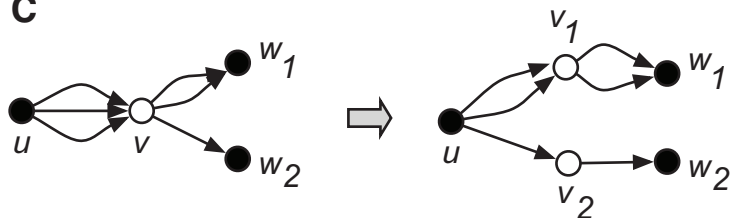


A

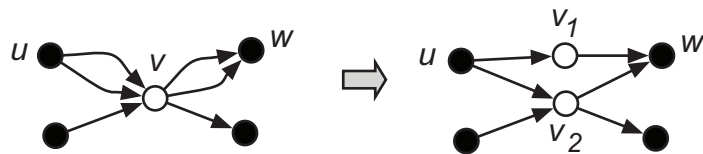
Path compression

B

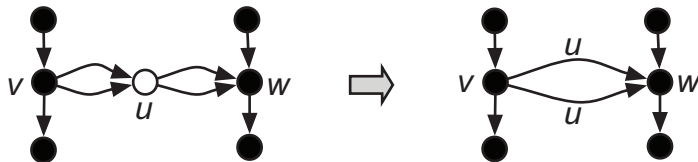
Compressing subtrees of the cycle graph

C

Splitting half decision nodes

D

Exploiting edge multiplicities

E

Converting non-decision nodes to edges