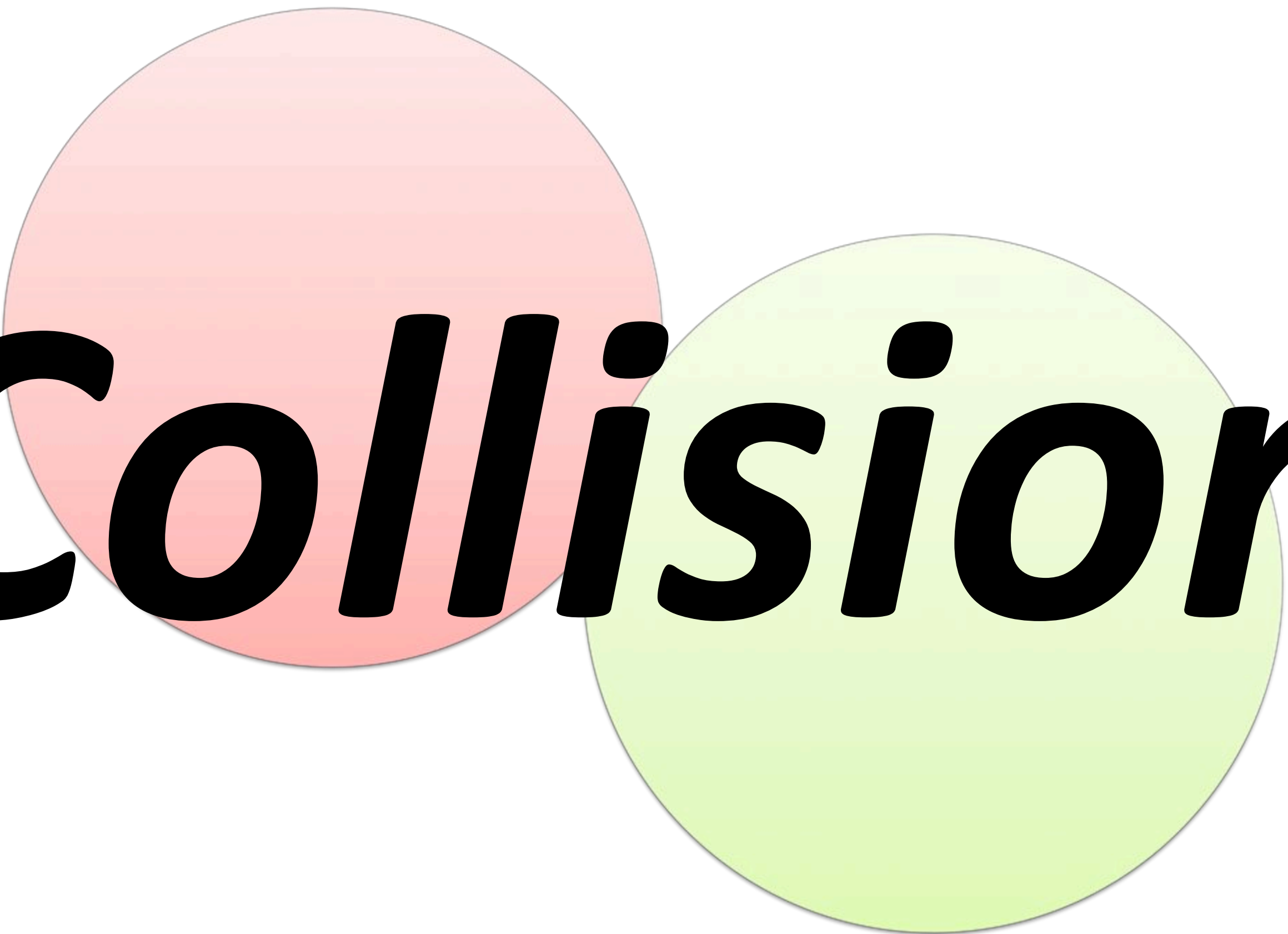


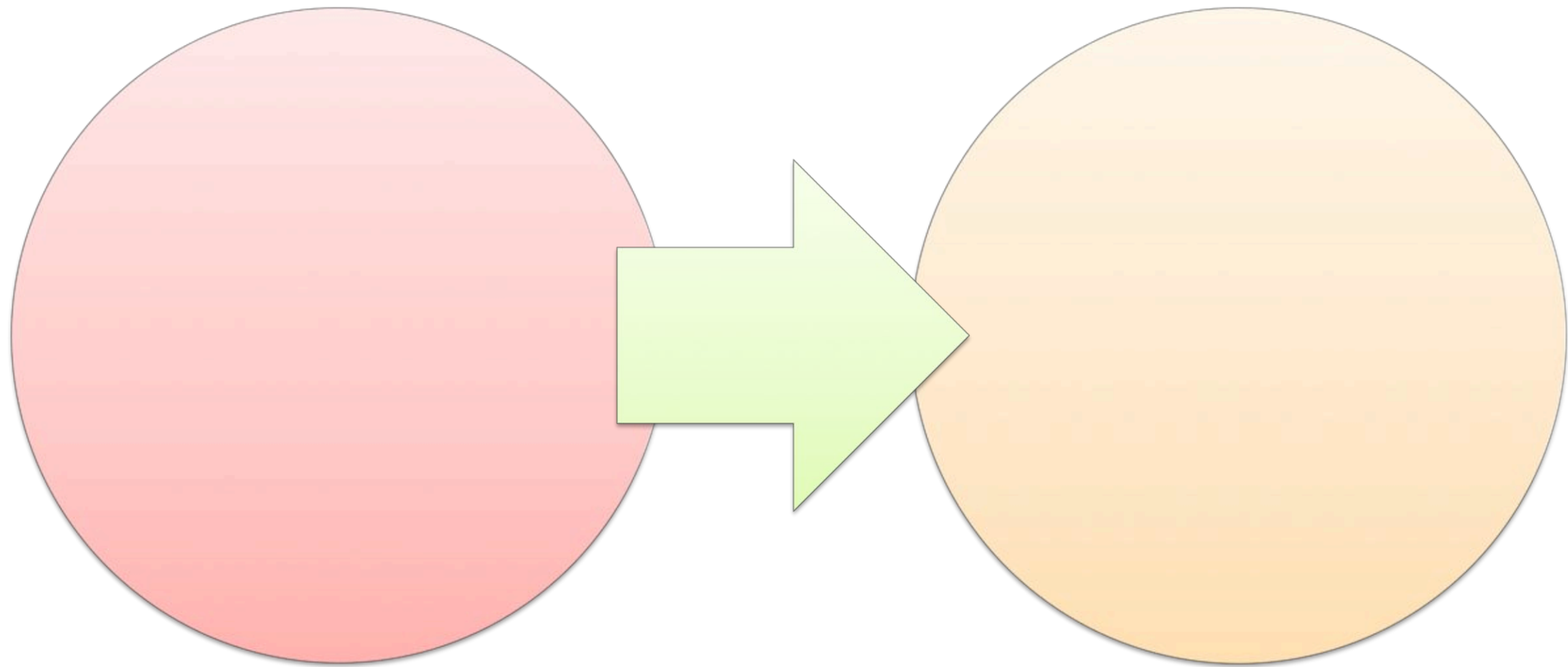


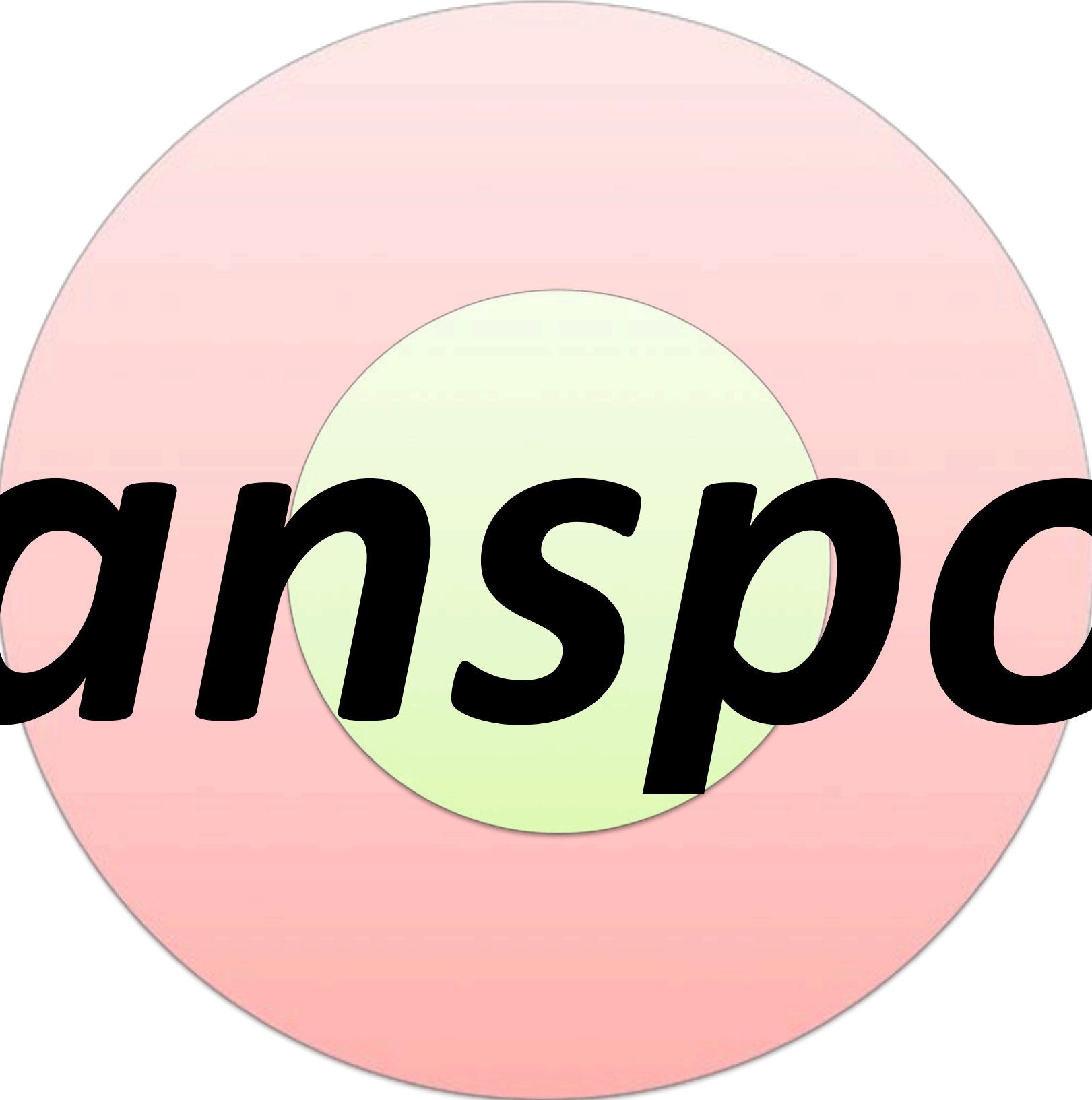
Absorb




Collision

Generate






Transport



Diffusion



Hill

climbing





Polling