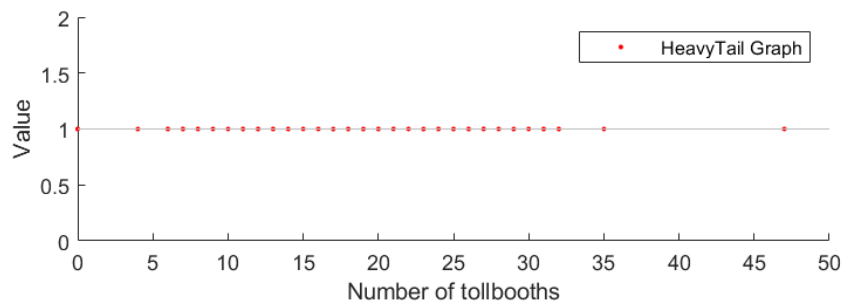
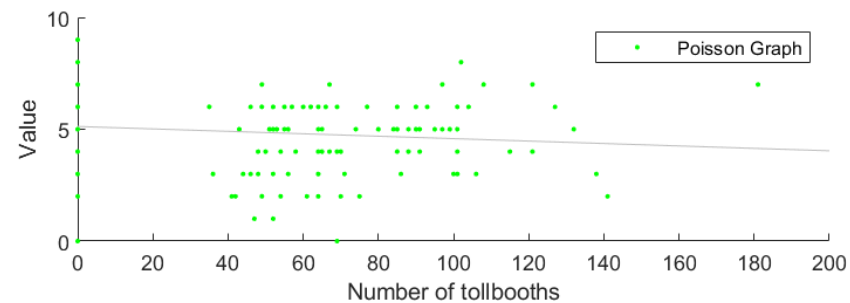
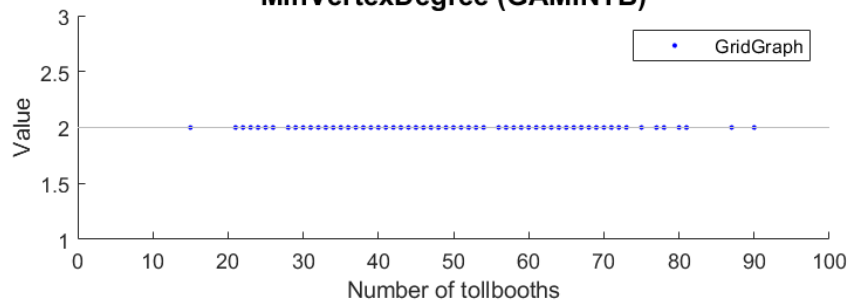


### MinVertexDegree (GAMINTB)



### MinVertexDegree (MINTB)

