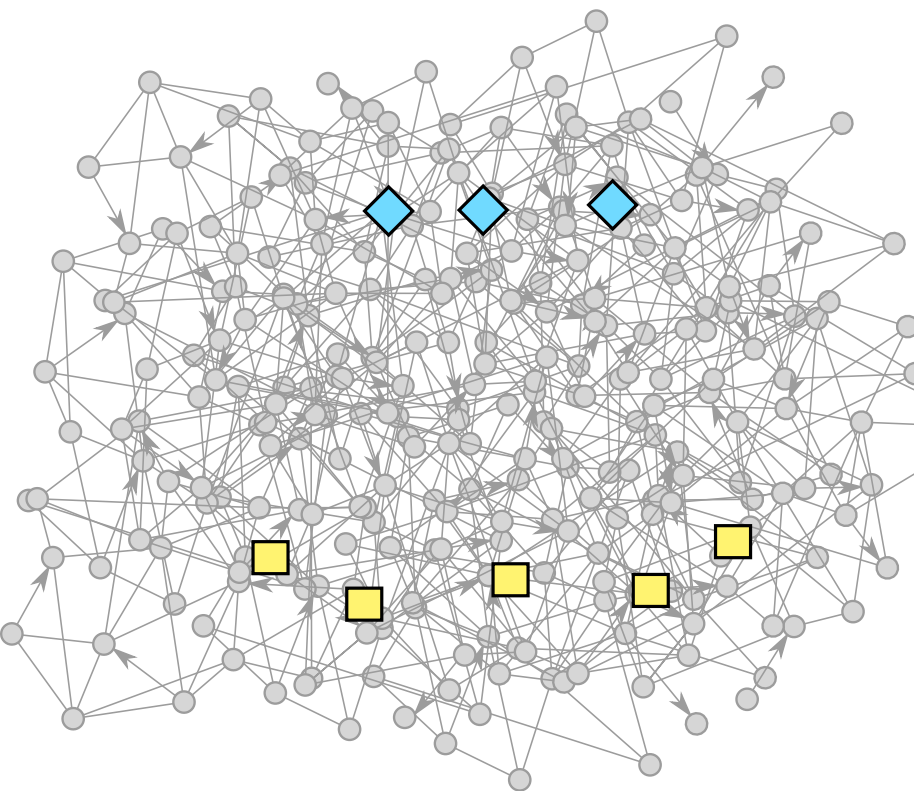
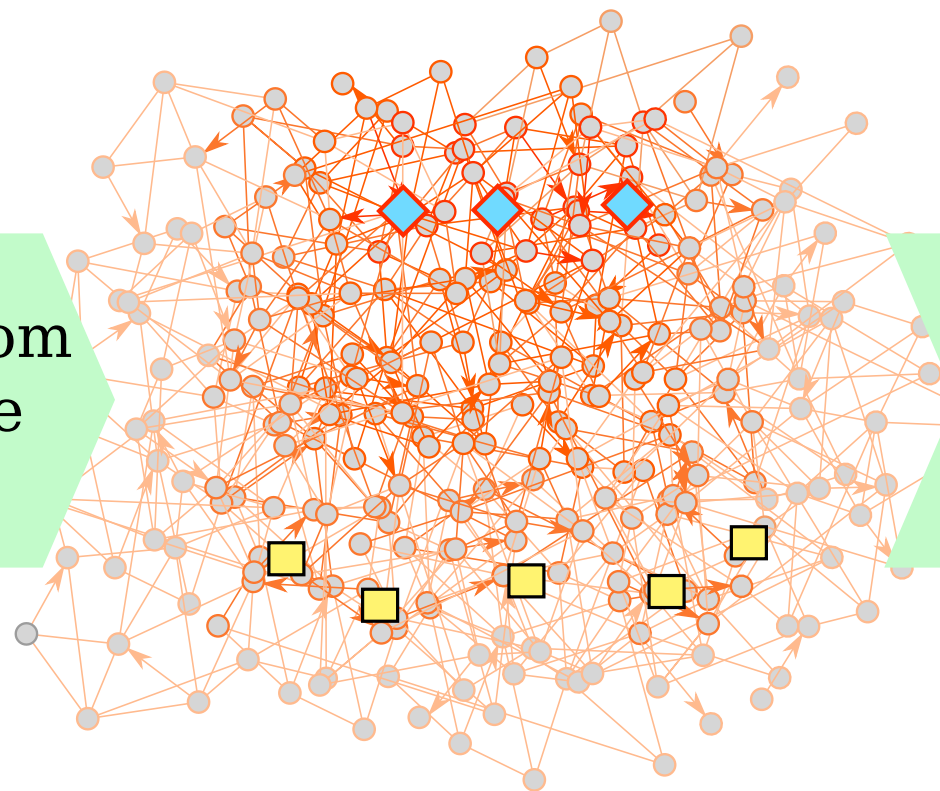




PathLinker
Step 1:

Teleporting random
walk to compute
edge fluxes



PathLinker
Step 2:

Compute k
highest
scoring paths

