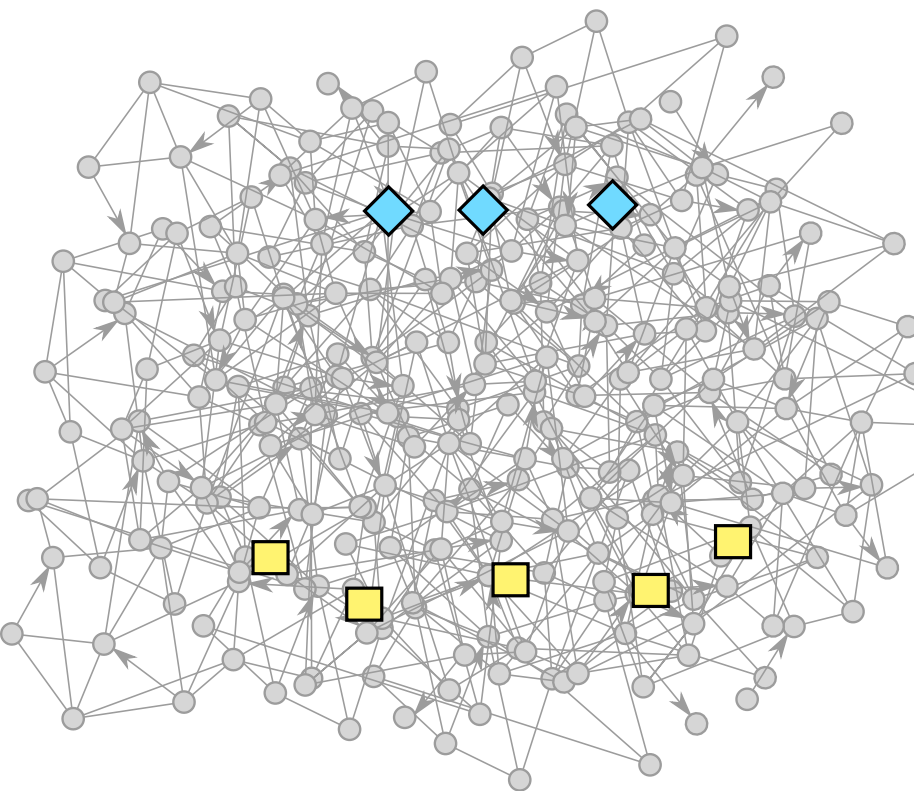
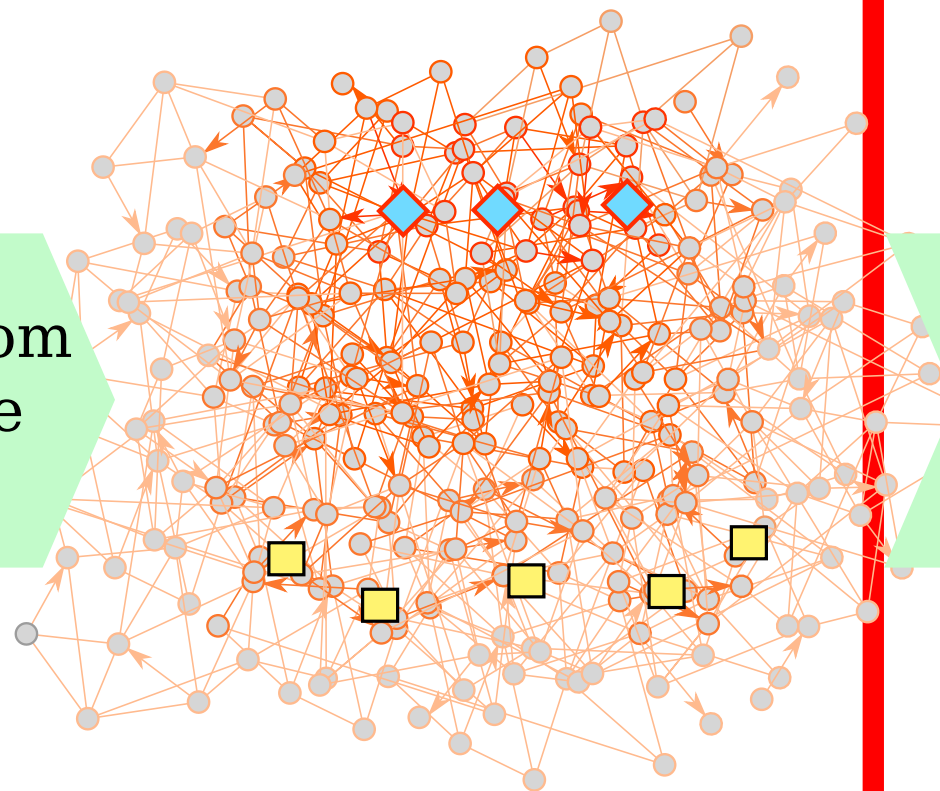




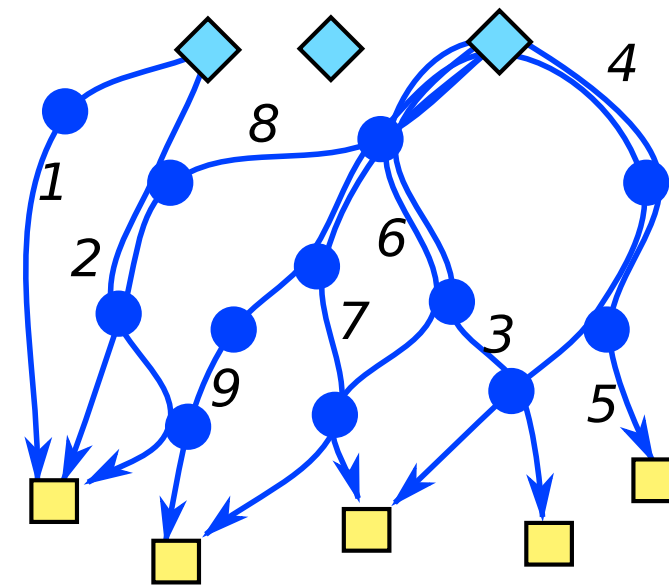
*PathLinker
Step 1:*

Teleporting random
walk to compute
edge fluxes



*PathLinker
Step 2:*

Compute k
highest
scoring paths



Smoothly expands solution