

Fig. 1. A Stroke of arc or line in a tile goes with non crossing (0) or crossing (1) at an edge on N-line to a next crossing for the adjacent, finally one around all dots.

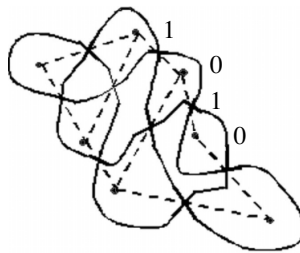


Fig. 2. A Single Cycle pattern on an arbitrary dot array with a curve around all dots ones.

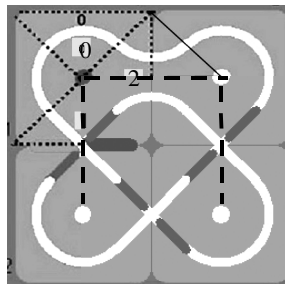


Fig. 3. Three Statuses of non-crossing (0) with inside turning, one point crossing (1) and two point crossings with outside turning (2).