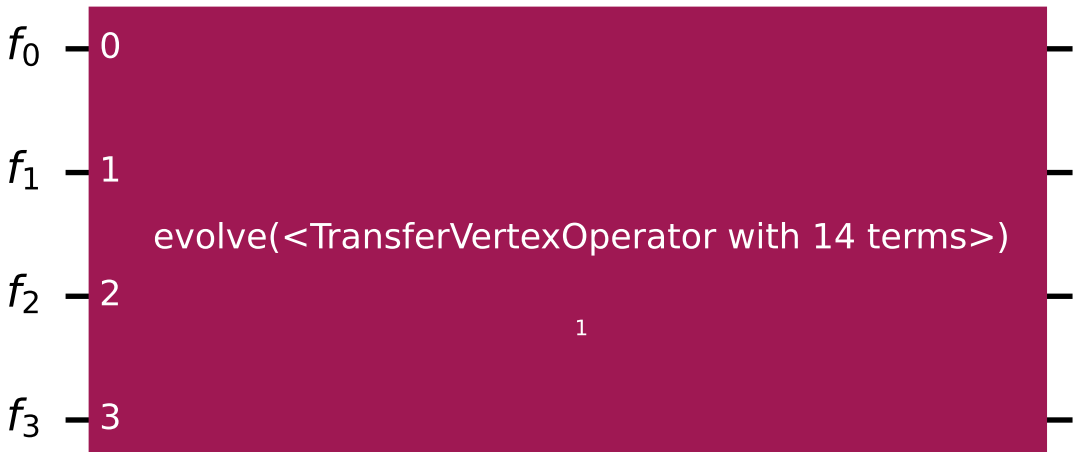

f_0
f_1
f_2
f_3
0
1
2
3
evolve(<TransferVertexOperator with 14 terms>)
1