

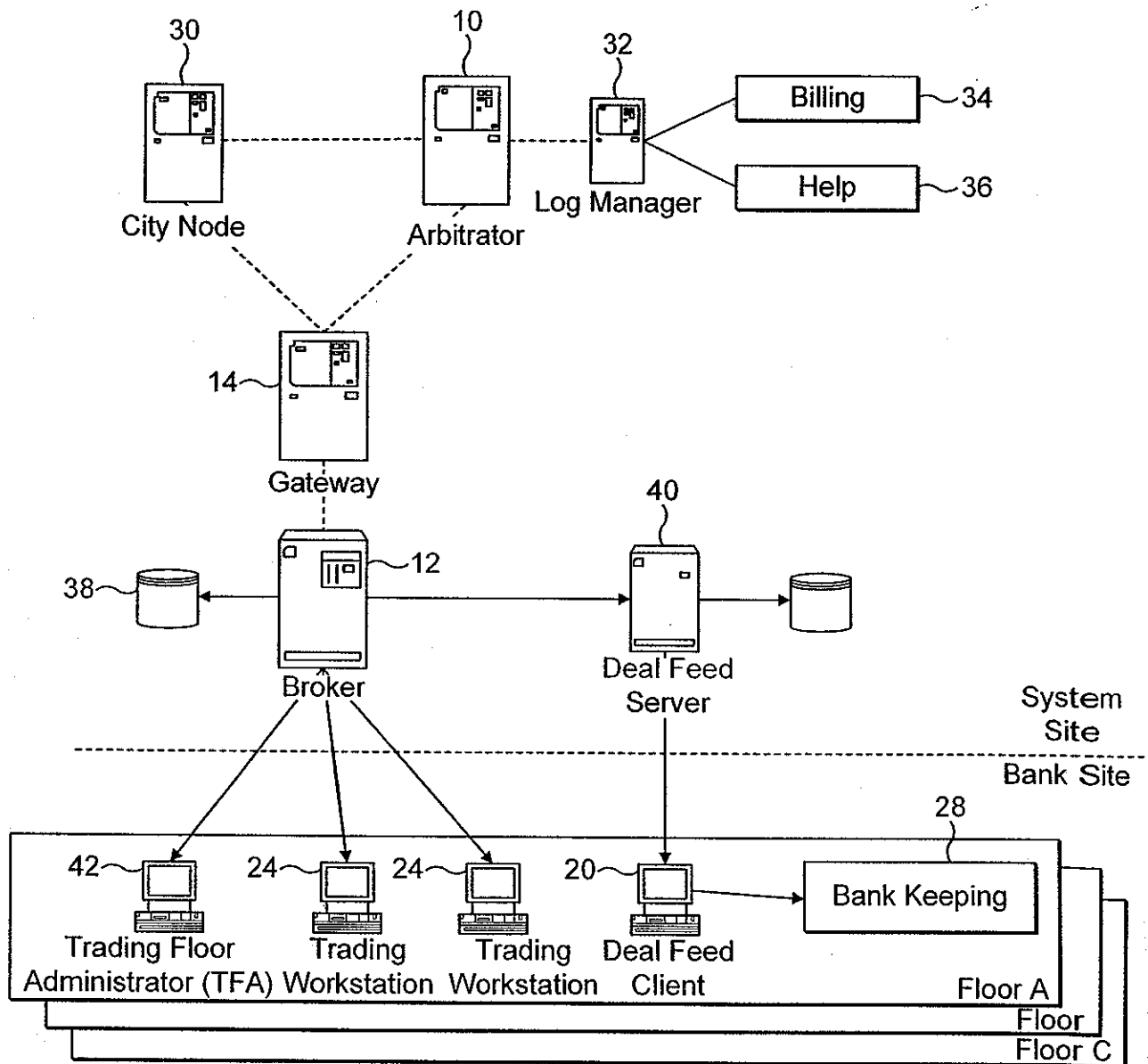


FIG. 1

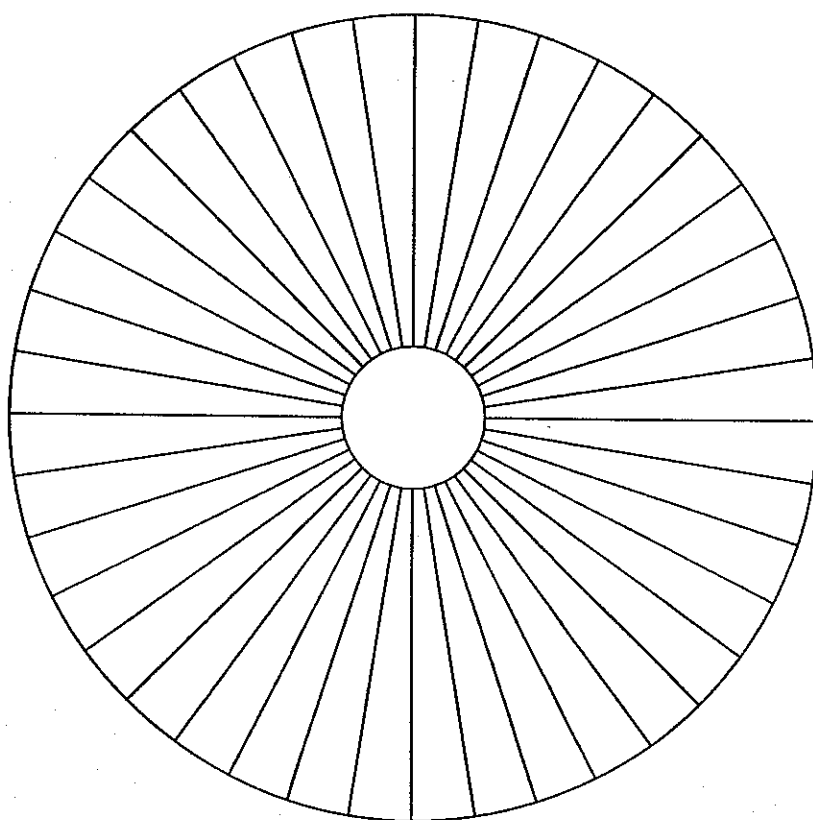


FIG. 2

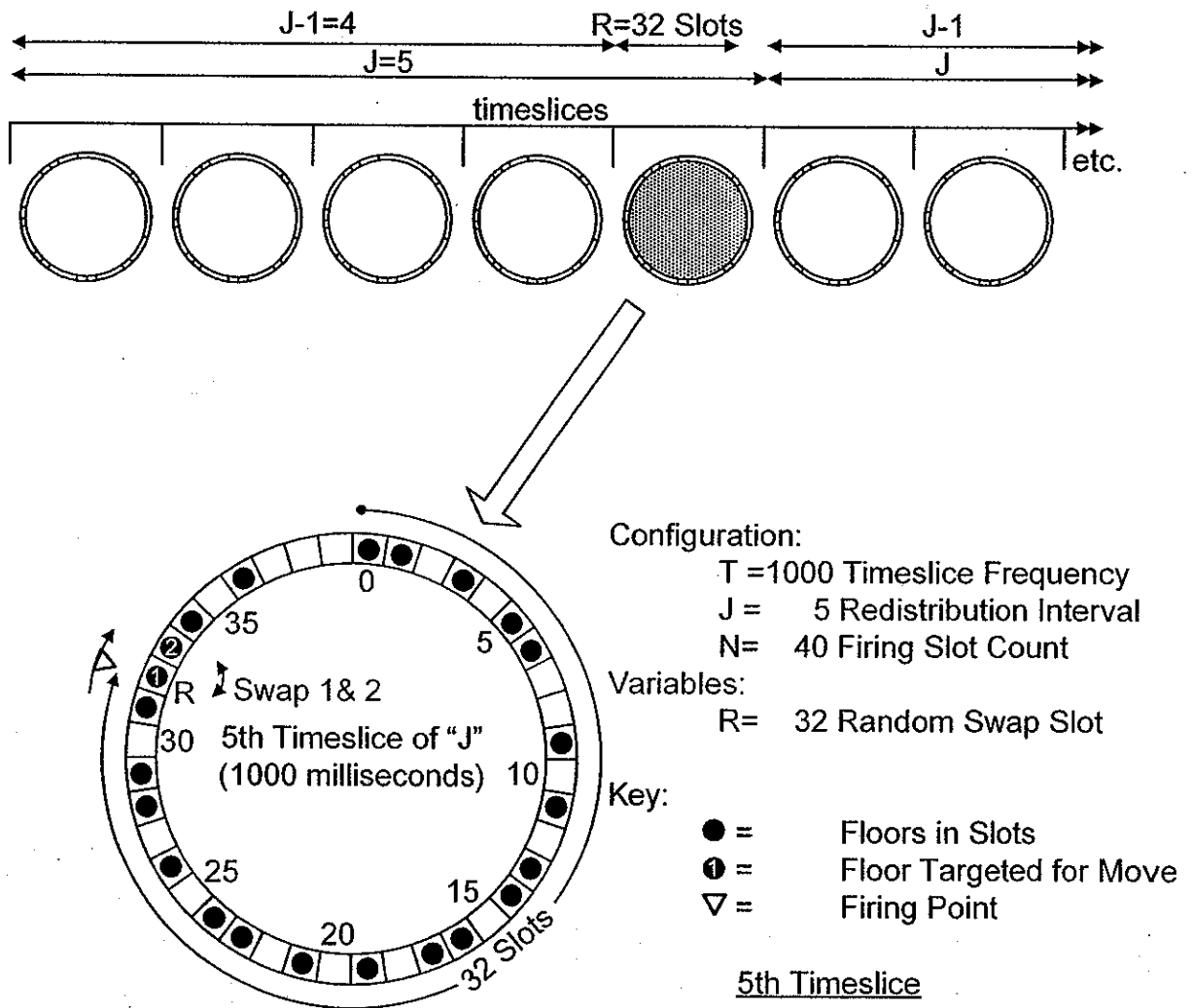
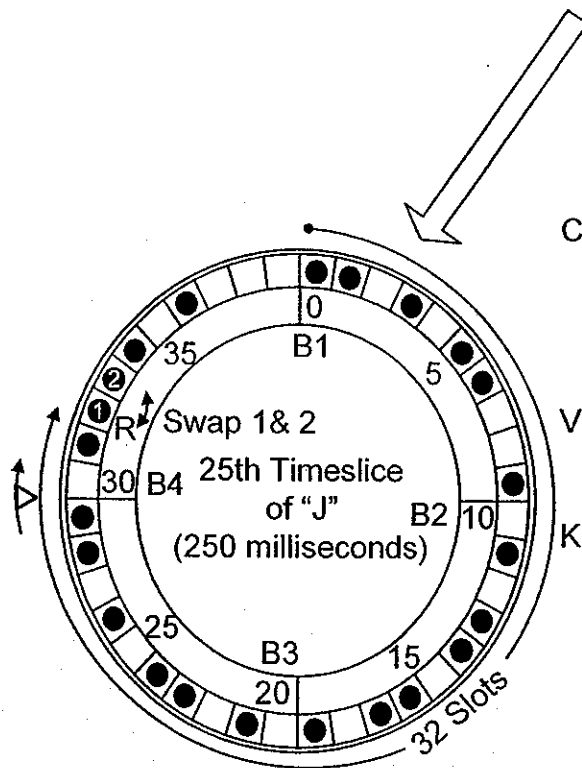
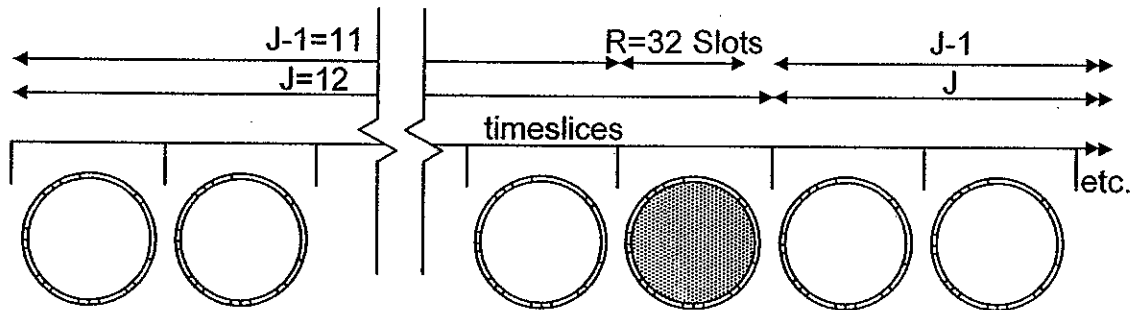


FIG. 3



Configuration:

$T = 250$ Timeslice Frequency
 $J = 12$ Redistribution Interval
 $B = 4$ Block Count
 $N = 10$ Slots in Block Count

Variables:

$R = 32$ Random Swap Slot

Key:

● = Floors in Slots
 ① = Floor Targeted for Move
 ▽ = Firing Point

25th Timeslice

FIG. 4