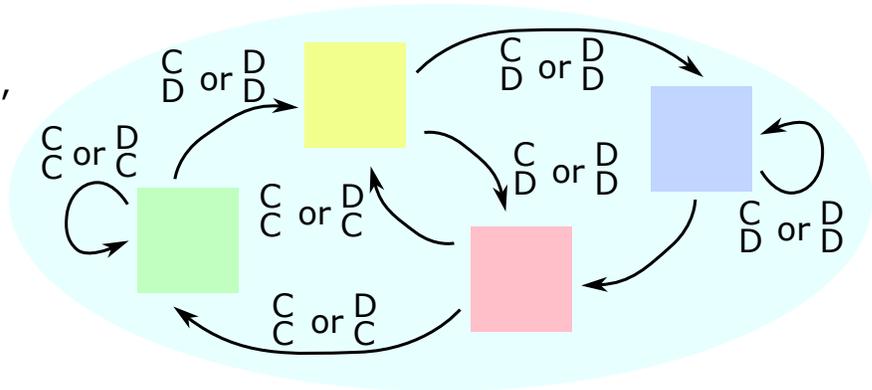


recursive memory-2 partition (factor) with four blocks

$\left\{ \left\{ \begin{matrix} CC & CD & DC & DD \\ CC & CC & CC & CC \end{matrix} \right\}, \left\{ \begin{matrix} CC & CD & DC & DD \\ CD & CD & CD & CD \end{matrix} \right\}, \left\{ \begin{matrix} CC & CD & DC & DD \\ DC & DC & DC & DC \end{matrix} \right\}, \left\{ \begin{matrix} CC & CD & DC & DD \\ DD & DD & DD & DD \end{matrix} \right\} \right\}$

player 1: C D C D D D C player 1: C D C D D D C
 player 2: D C D D C C D player 2: D C D D C C D

the new round (CD), together with the current block (green), determines the updated block (yellow)



non-recursive memory-2 partition (factor) with three blocks

$\left\{ \left\{ \begin{matrix} CC & CD & DC & DD \\ CC & CC & CC & CC \end{matrix} \right\}, \left\{ \begin{matrix} CC & CD & DC & DD & CC & CD & DC & DD \\ CD & CD & CD & CD & DC & DC & DC & DC \end{matrix} \right\}, \left\{ \begin{matrix} CC & CD & DC & DD \\ DD & DD & DD & DD \end{matrix} \right\} \right\}$

the new round (CD), together with the current block (yellow) does not determine the updated block, which could be either blue or yellow

D D C D C
D C D C D
 ----->

D D C D C
C D D D D

