Canonicalizing ($\geq\alpha$)-producible ($\leq x$)-chains

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- main idea: play production backwards
- defines motion for vertex v_i for time $\geq i-1$ (reversed)
- as vertices enter the cone, they disappear from production
- maintain these vertices $v_{i+1}, \ldots, v_n$ in canonical config., rotated & translated
- choose canonical cone to have center on arc on sphere from last edge $d(v_{i-1}, v_i)$ to north pole
  i.e. most vertical cone that touches (or contains) $d(v_{i-1}, v_i)$
- $d(v_{i-1}, v_i)$ is in $C_{B(\alpha)}$ cone
  $\Rightarrow$ canonical config. will be too
- if $d(v_{i-1}, v_i) = +z$, then canonical cone isn't unique $\rightsquigarrow$
  $\rightsquigarrow$ choices for smaller & larger times likely differ
  $\Rightarrow$ "stop time" & continuously spin (v_{i-1}, v_i) to switch from previous choice to next choice
- when v_i reaches origin, need to extend canonical configuration & maintain invariant
  - spin (v_{i-1}, v_i) to align canonical cone with what makes sense w.r.t. $d(v_i, v_{i+1})$
  - spin (v_i, v_{i+1}) to bring (v_{i-1}, v_i) into position for adding to canonical cone