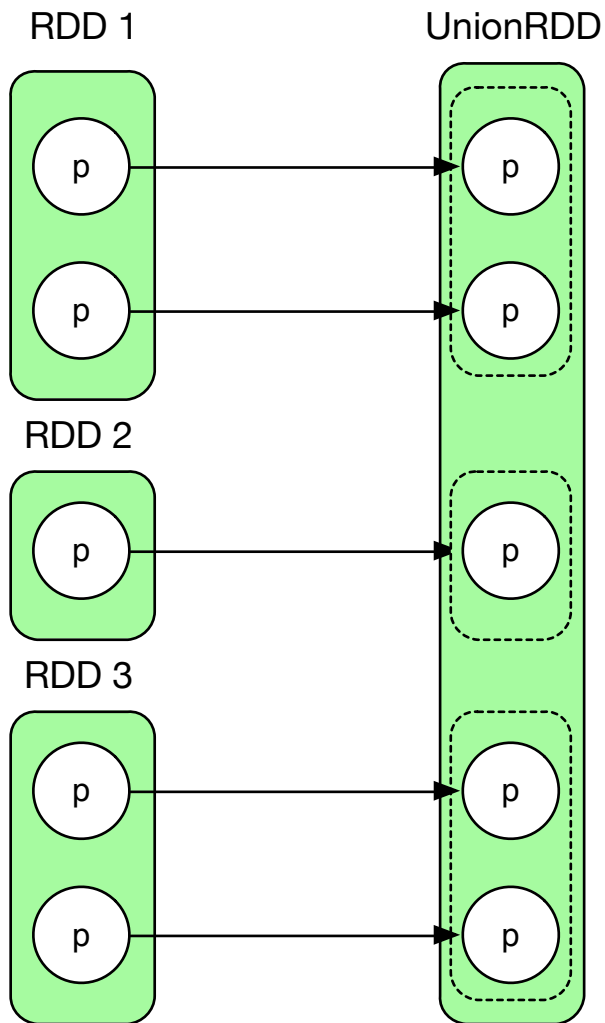


union(): RangeDependency



ShuffleDependency

