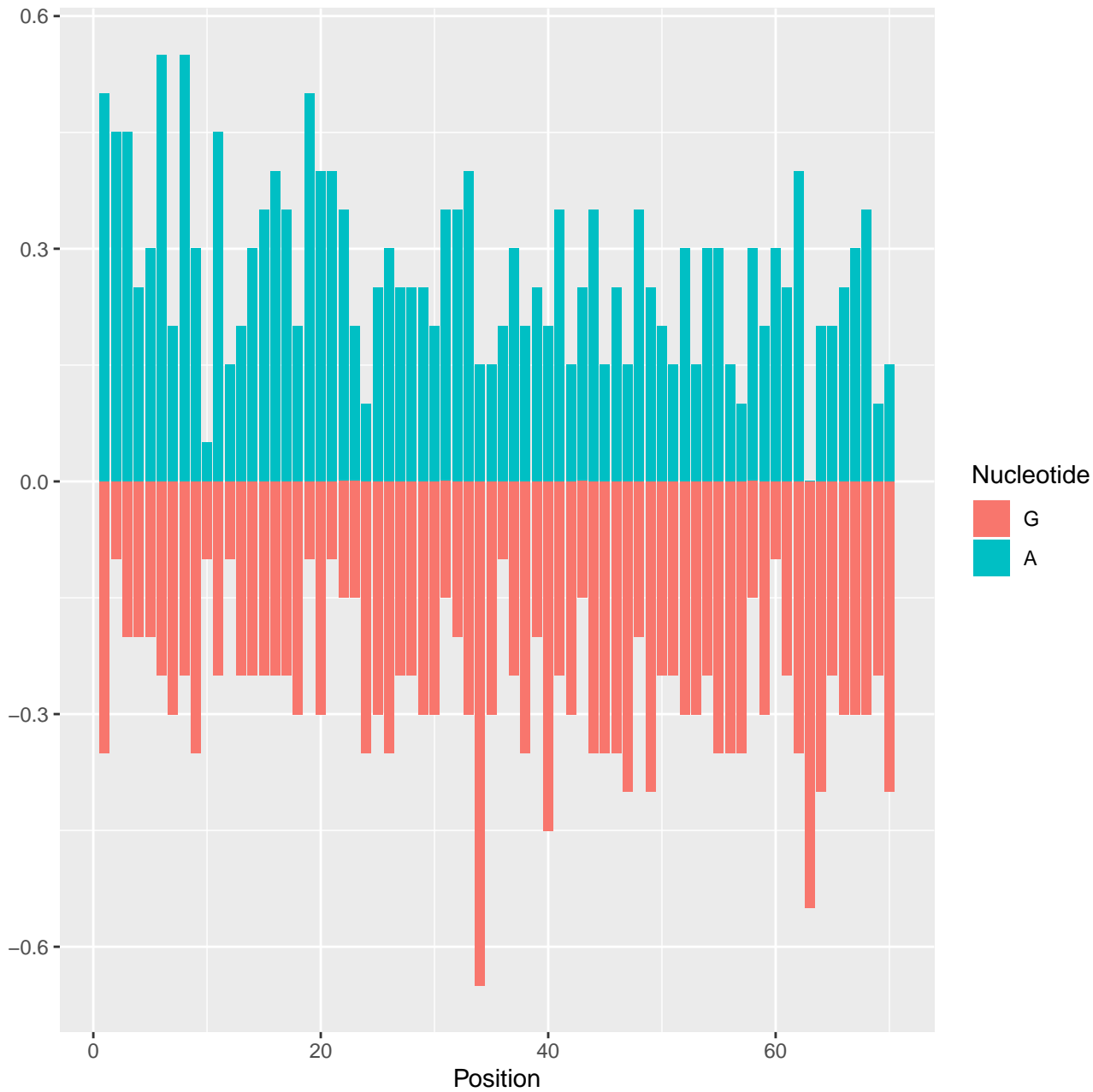


# low Generation time



# high Generation time

