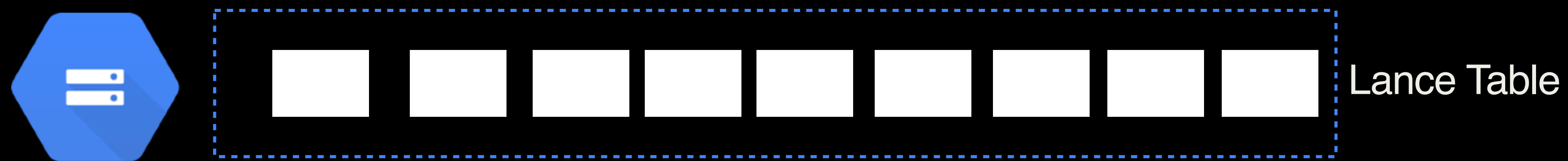


Lance Fragment Partitioning



Big Machine 1

Big Machine 2

Big Machine 3

Lance Fragment Partitioning

