Duplicates plugins that are exactly the same are listed with the text "duplicate" or "_D" before or after their title in a folder.

ie "duplicate_compile_bevel_here" or "bevel_D"
lb:bevel has many duplicates in particular because many plugins of mine depend on it. You only need one lb:bevel binary in your plugins directory and all the plugins that need it will call it. Having multiply copies of a plugin (.dll) or (.so) file won't cause any issue, but GEGL will choose the oldest dated binary as the default. So if an update happens and you have multiple bevel.dll's then you will default to a previous version and if the plugin depends on a newer version it will not work. That is why your GEGL Plugins folder should only contain (.dll) or (.so) for your respected OS.