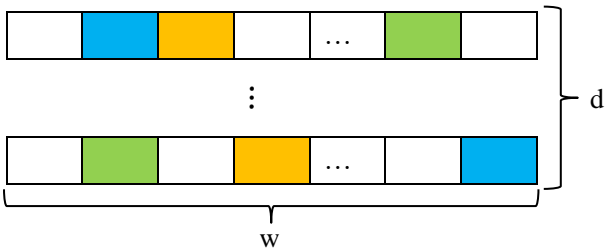


# Bitmap



# Heap

Flow Key	$f_1$	$f_3$	$f_4$	...		
Flow Size	5	16	22	...		