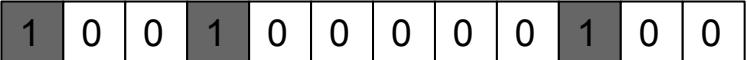
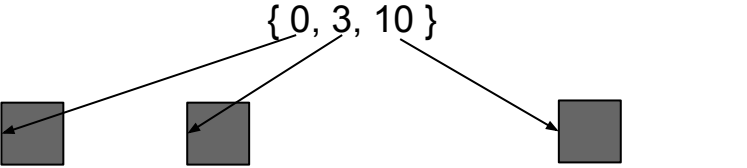
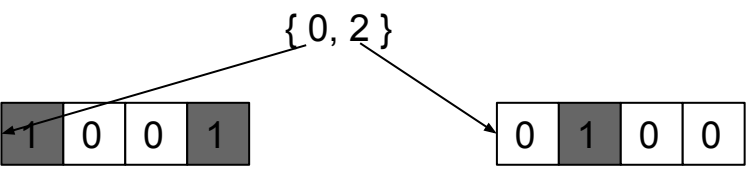


<i>Bit array</i>		Dense table
<i>Hash table</i>		Sparse table
<i>Hash table</i>		Locally dense table