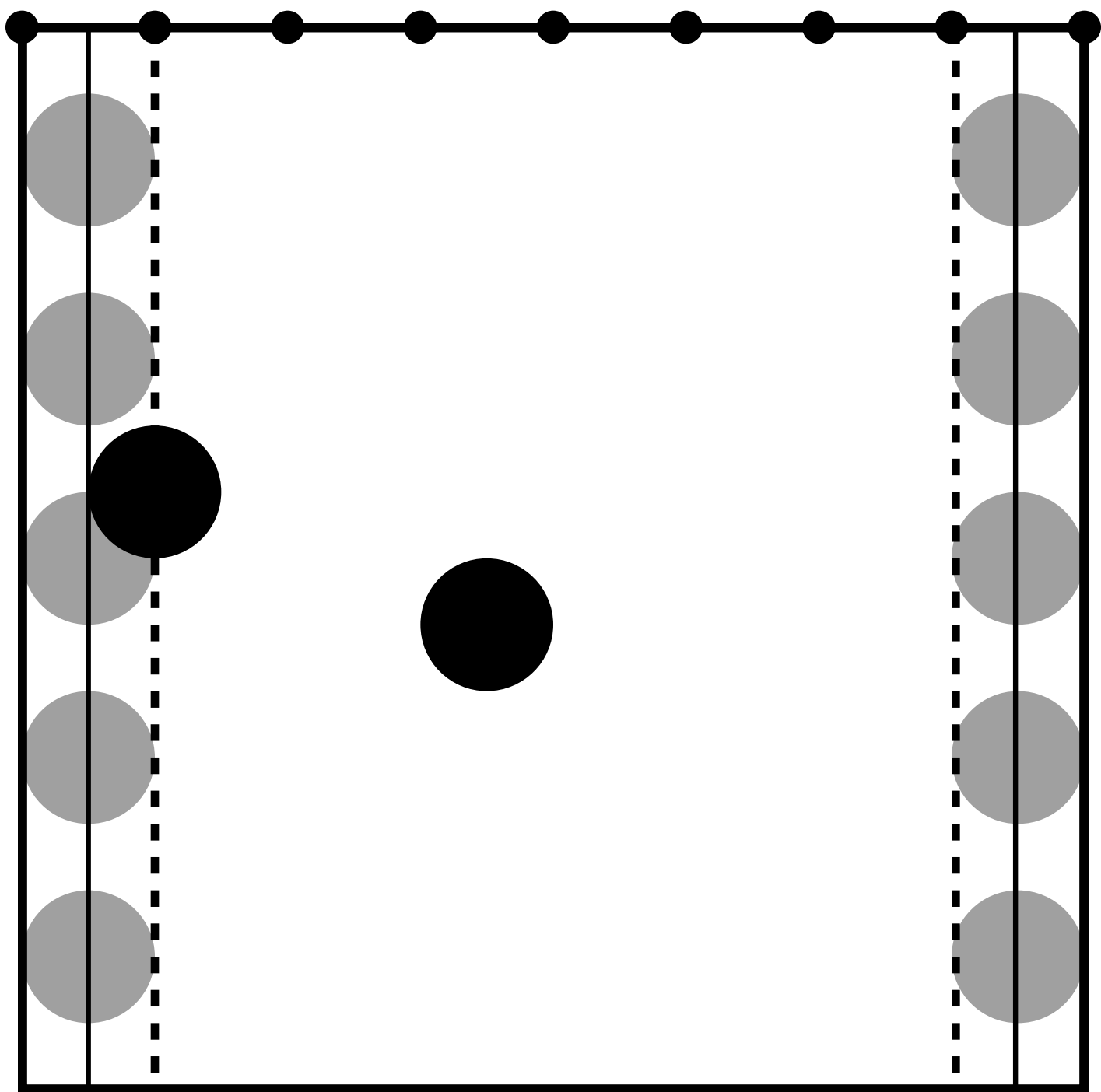


LB nodes



constraint