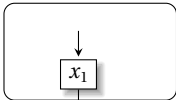
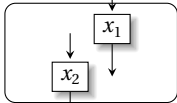


Execution Controller

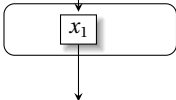
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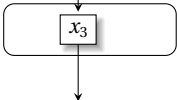
BB1



BB2



BB3



Storage