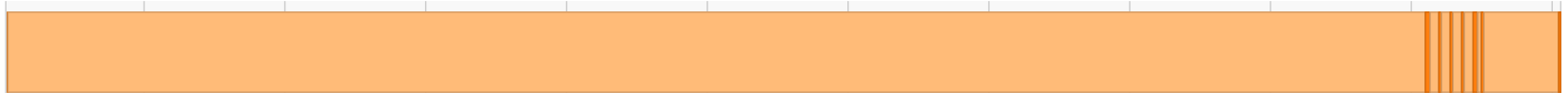


Shuffle(R) @ worker 1

ShuffleProducer



Shuffle(R) @ worker 2

ShuffleProducer



Shuffle(R) @ worker 3

ShuffleProducer



Shuffle(R) @ worker 4

ShuffleProducer

