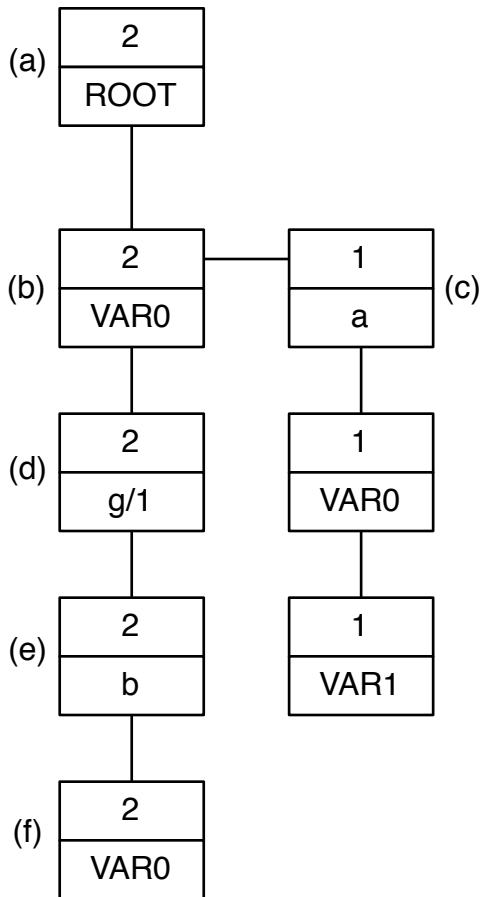


# Time stamped trie



# Heap

