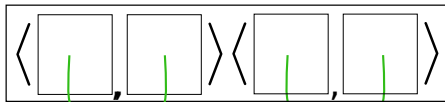
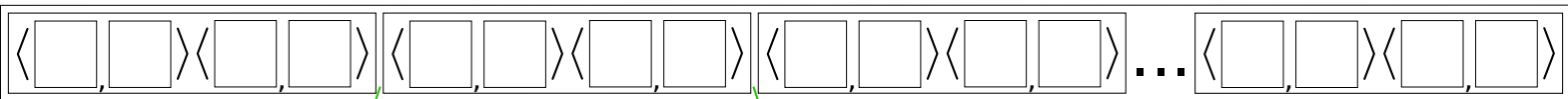
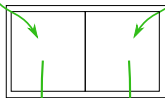


input

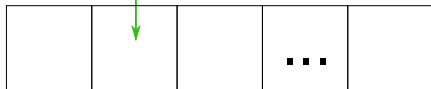


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*



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output

① multiply elements and weights
using $\text{Map}(\text{UserFun}_{\text{mult}})$

② compute output element
using $\text{Map}(\text{Reduce}_+)$