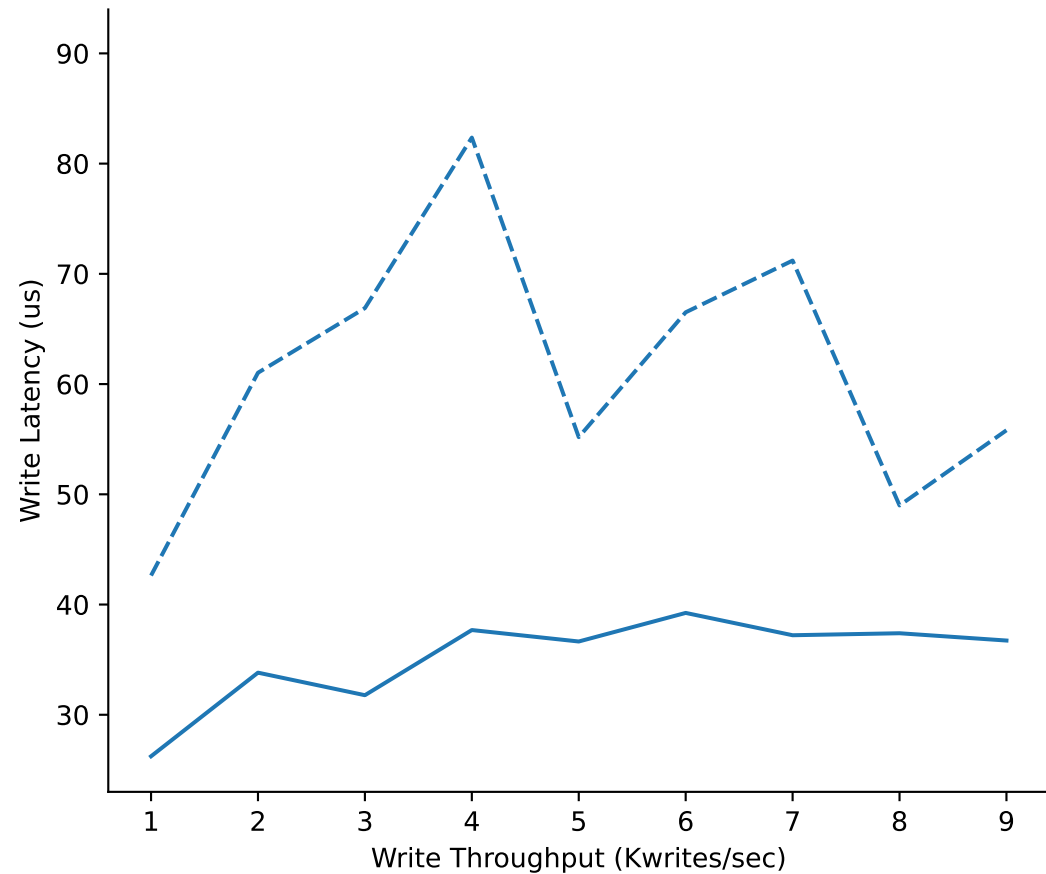


compaction = False



compaction = True

