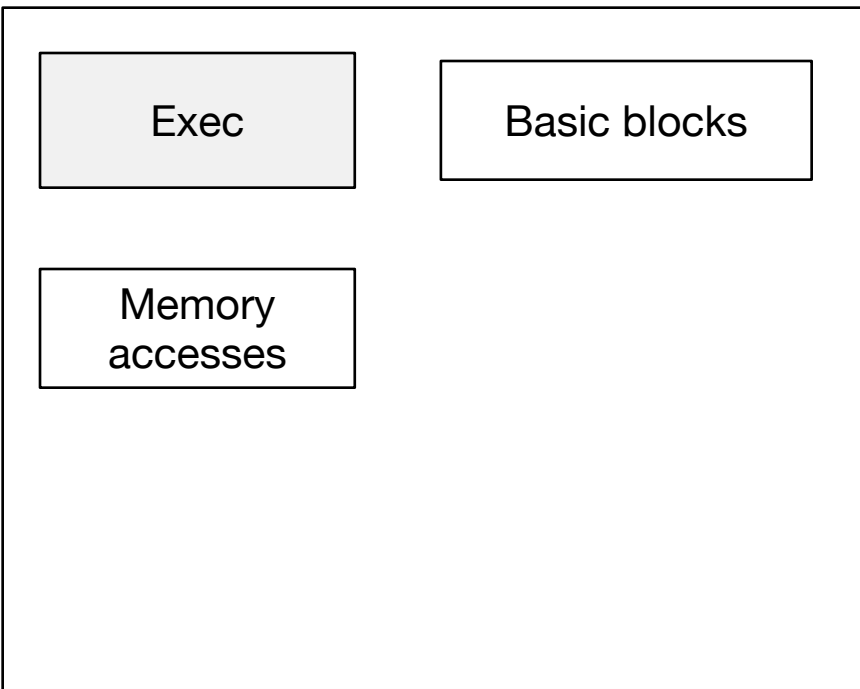
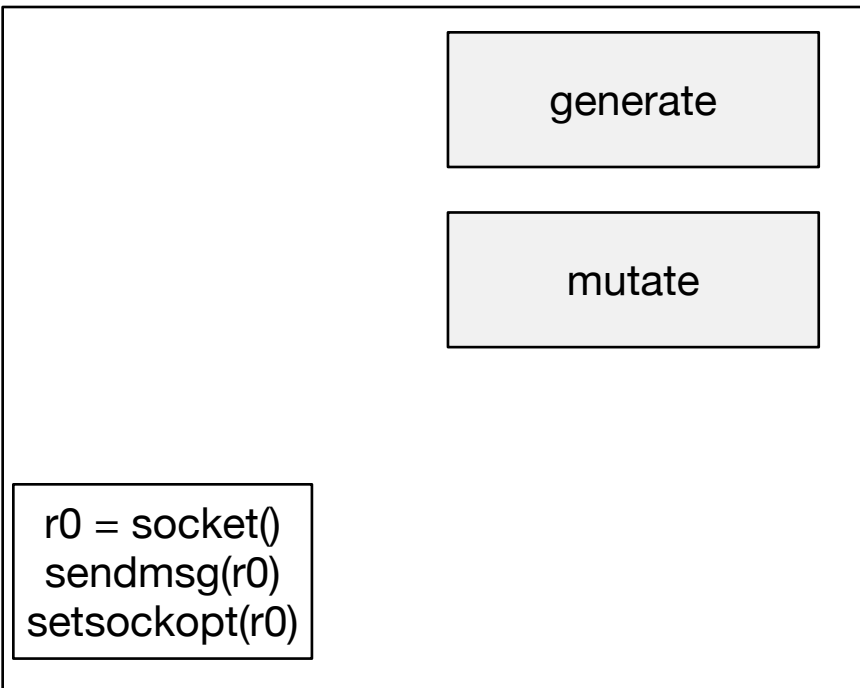


## single-thread fuzzing



## multi-thread fuzzing

