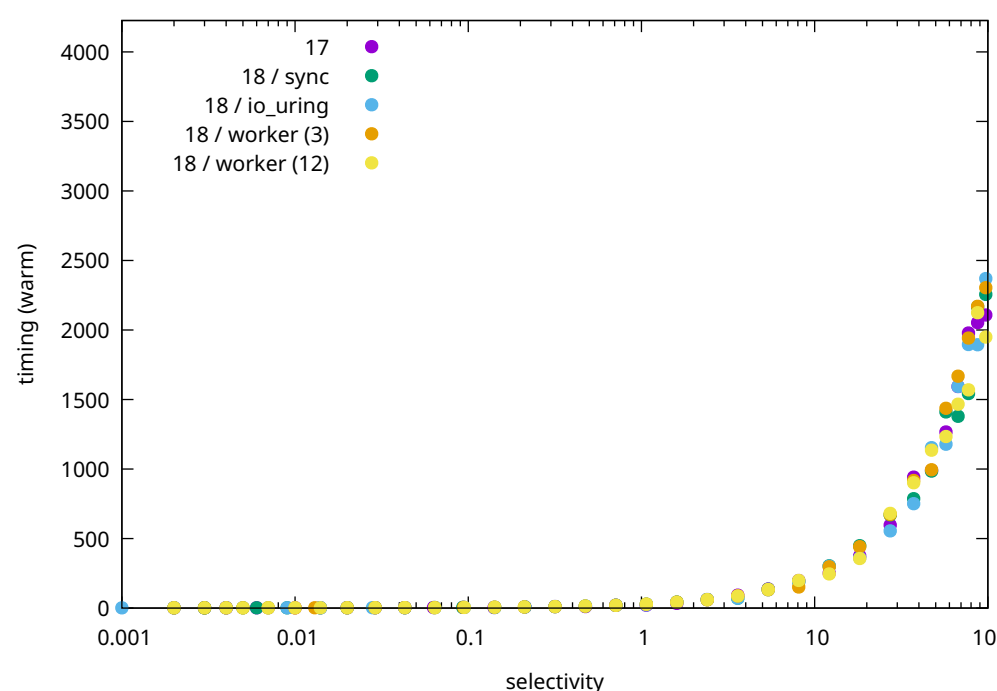
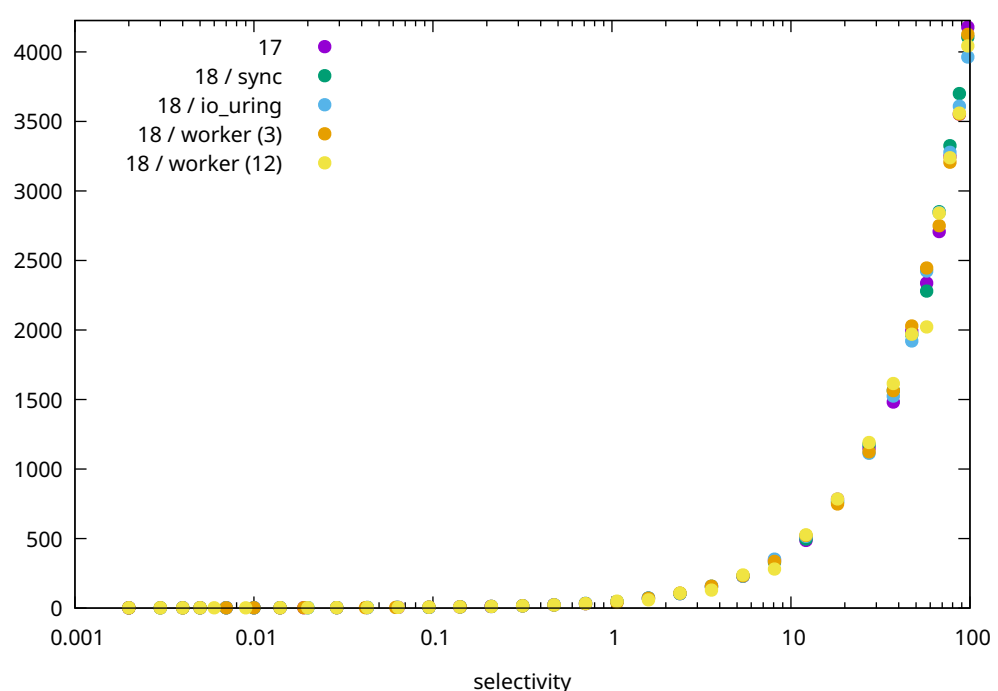


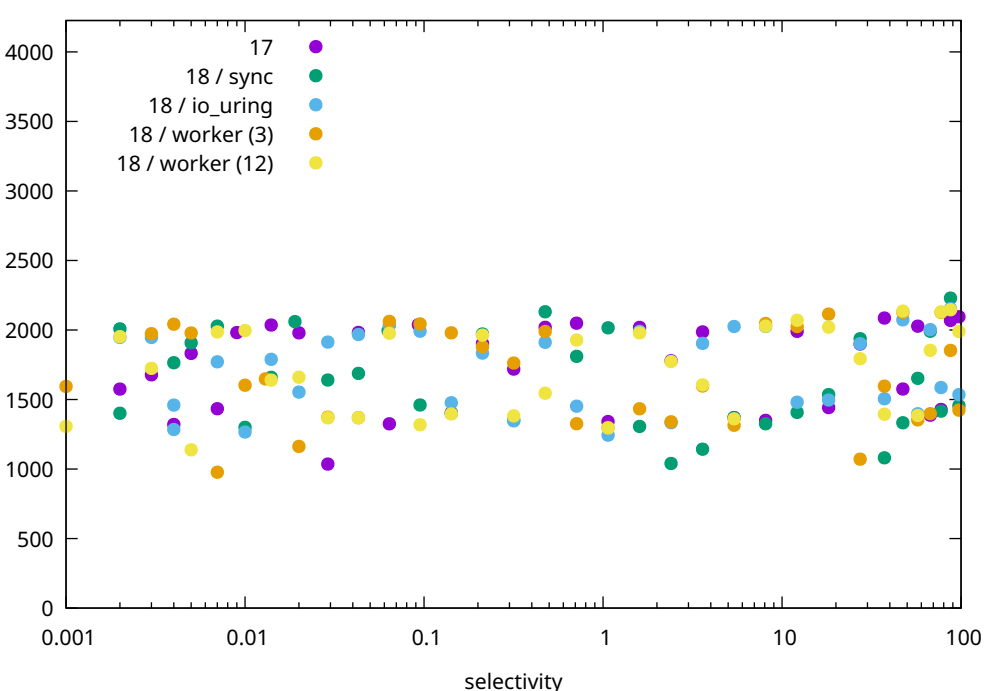
cyclic / 1 / bitmaps



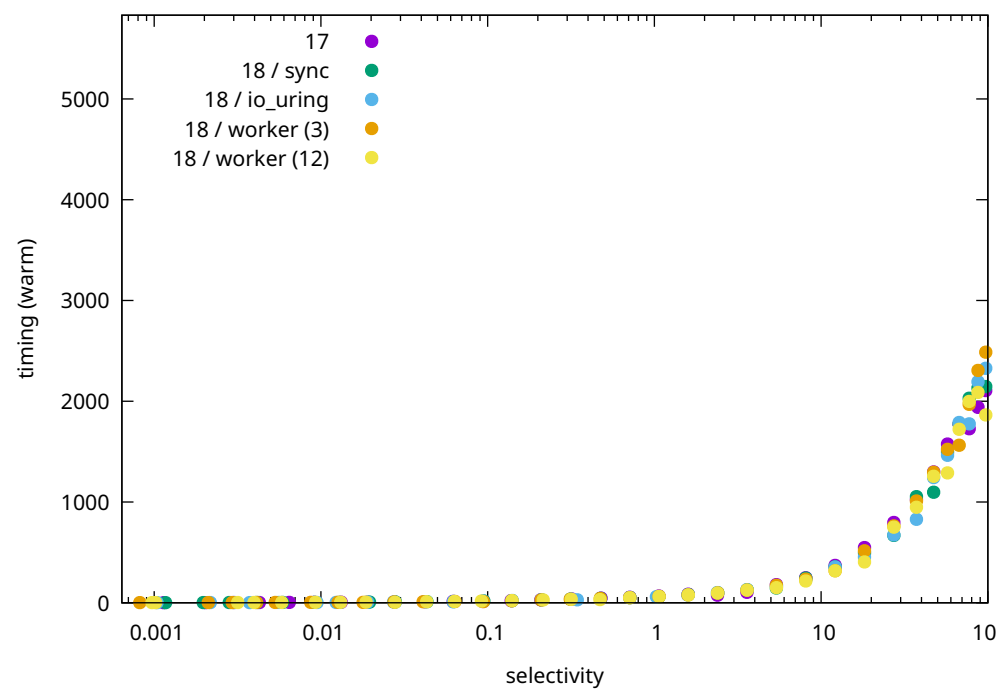
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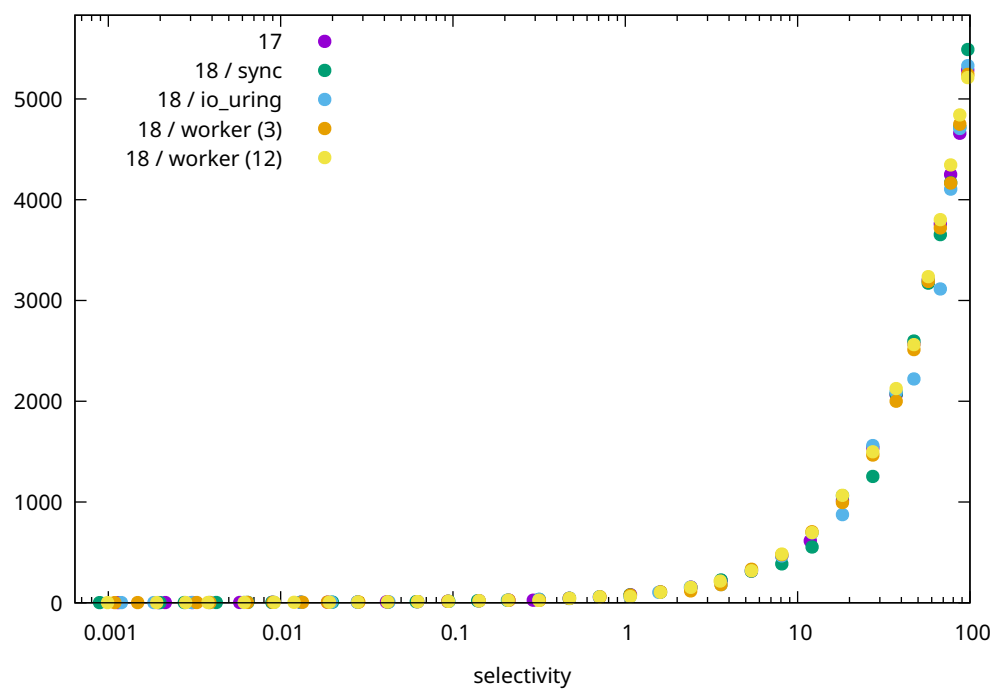
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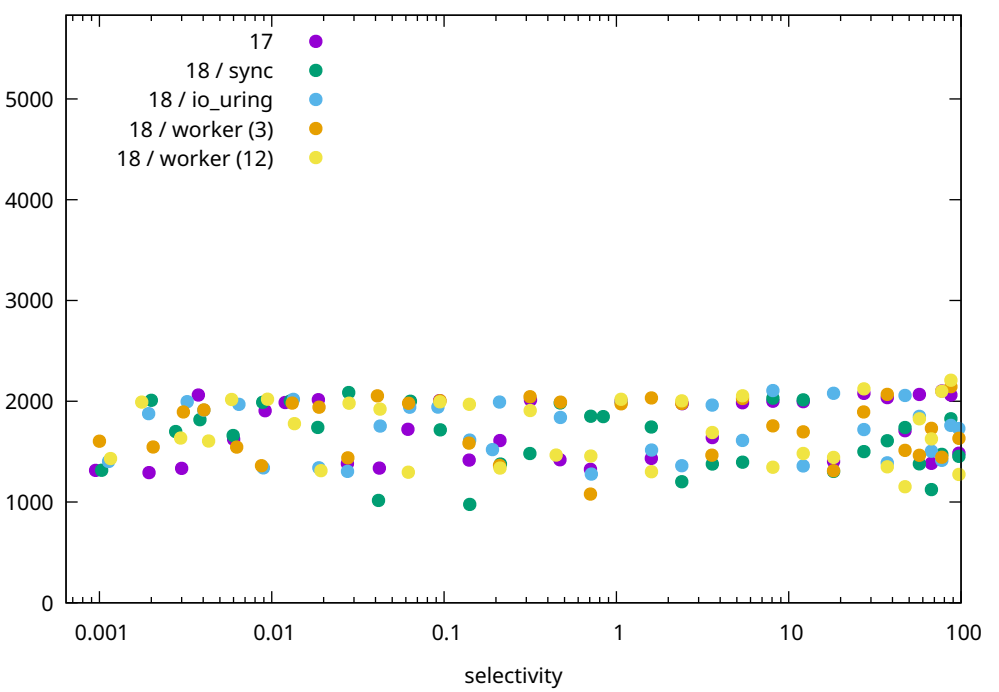
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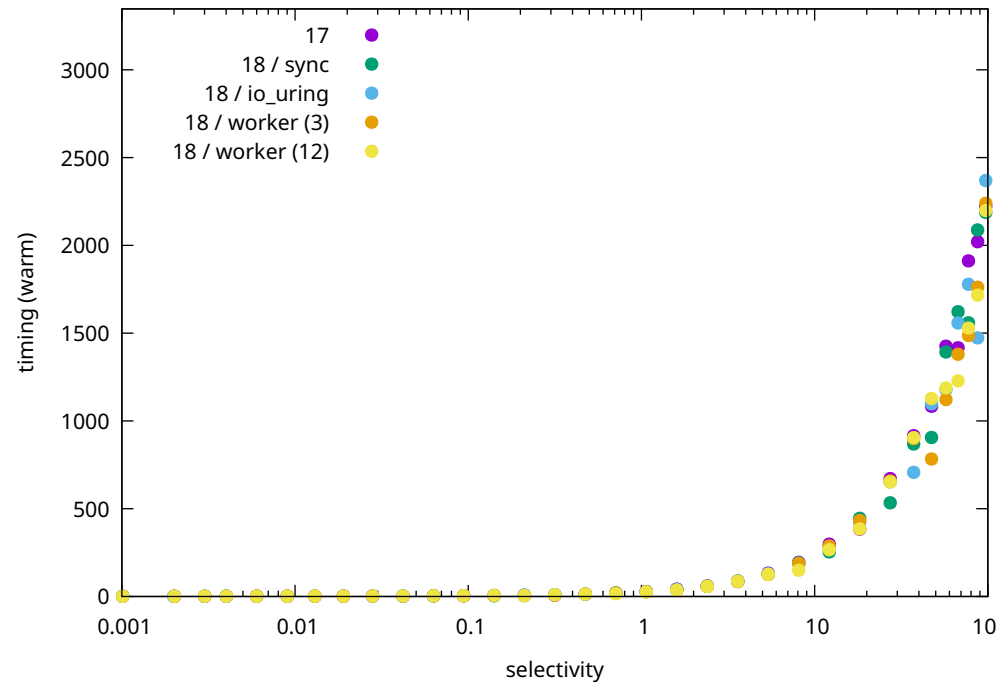
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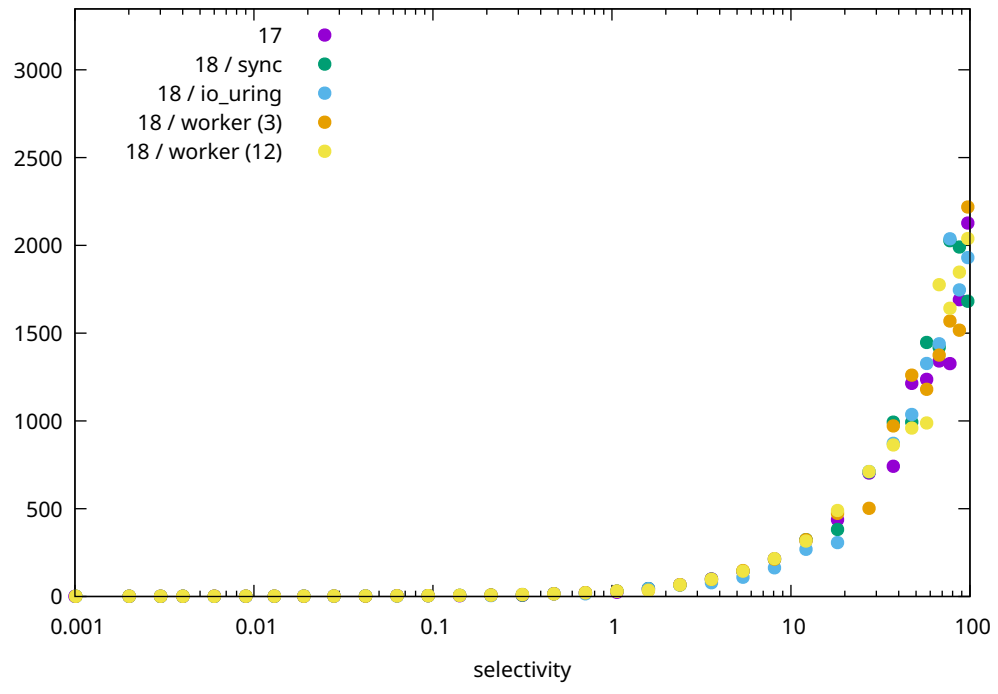
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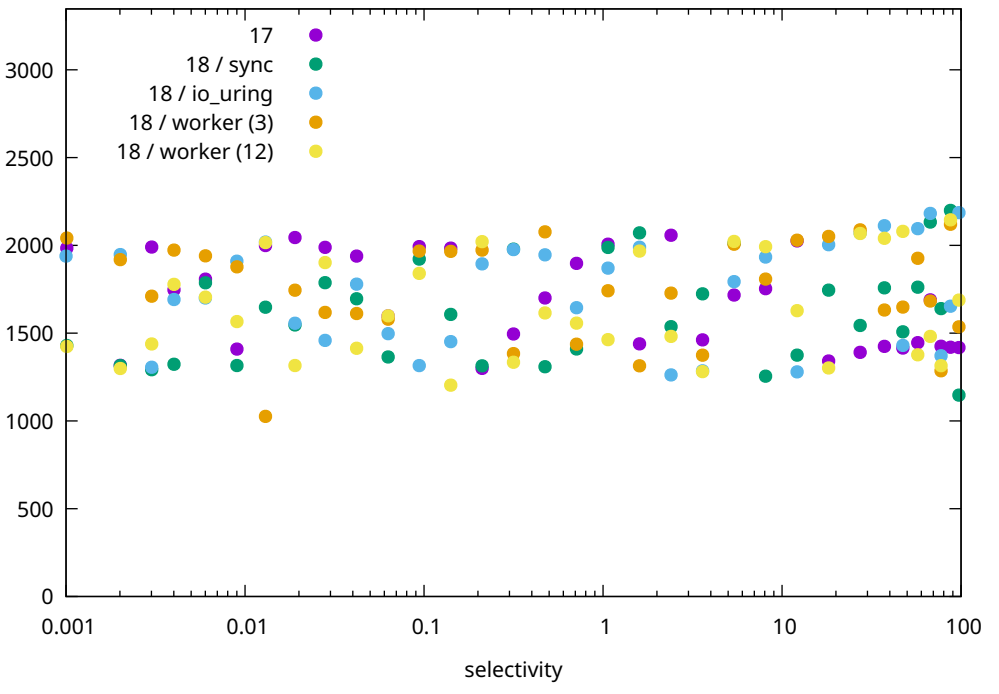
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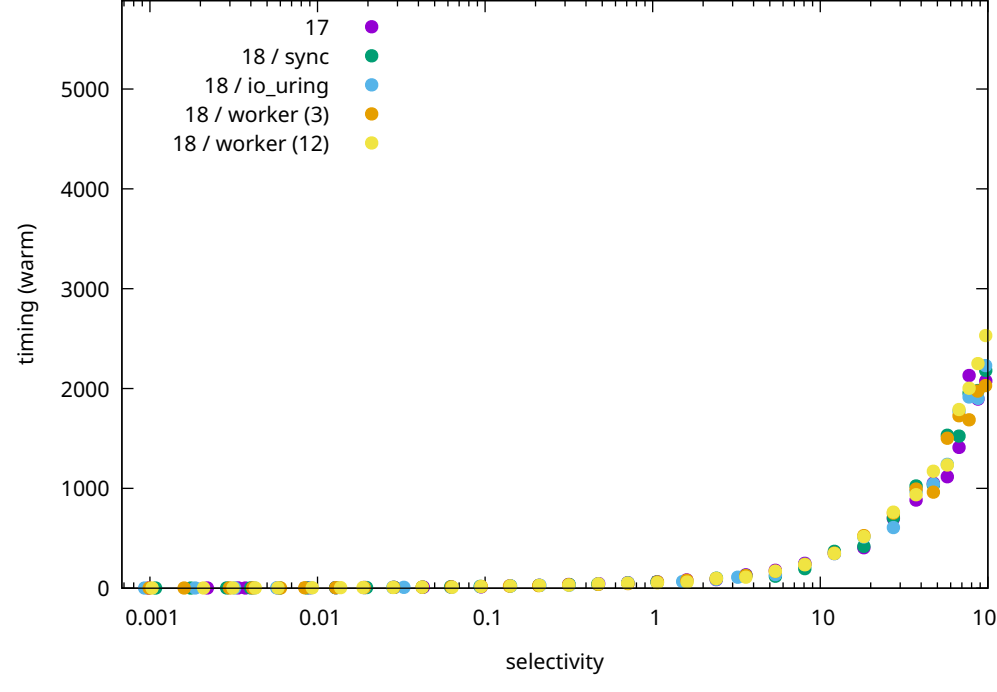
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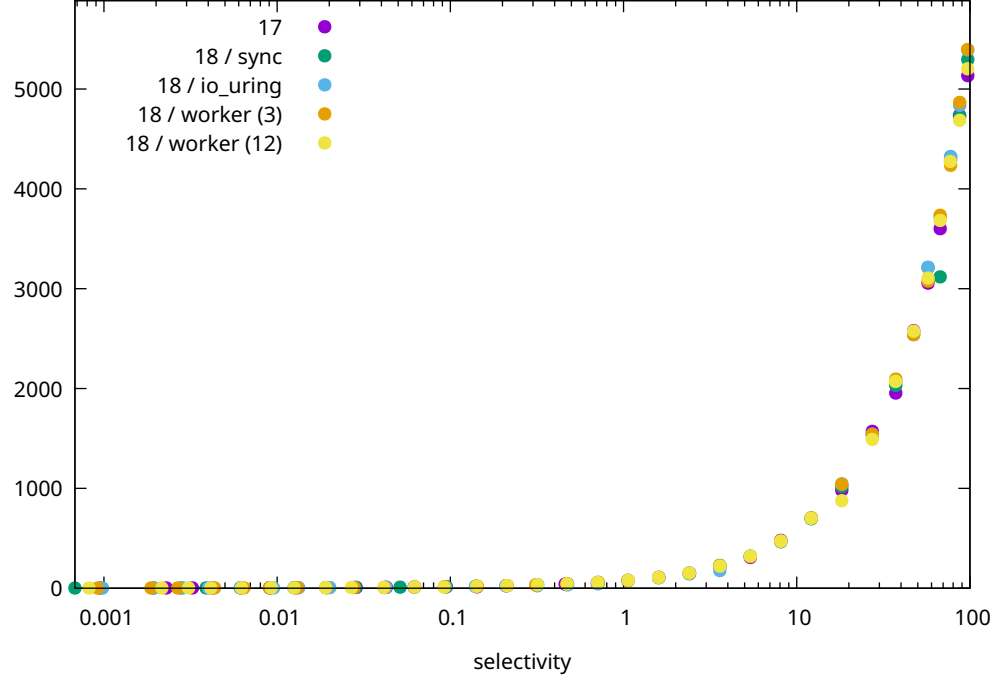
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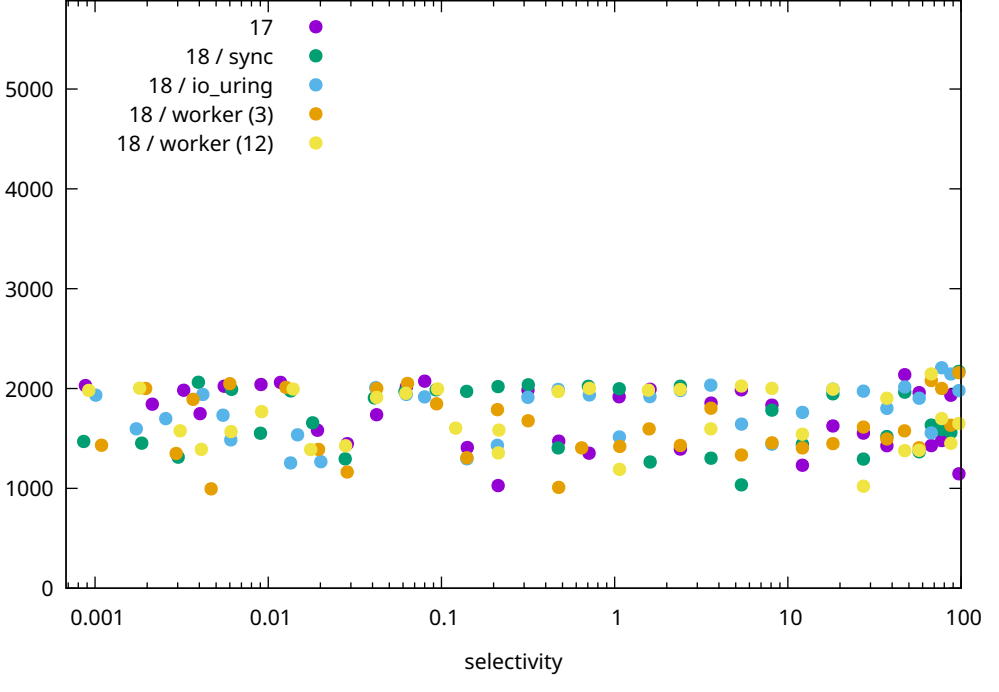
linear_1 / 1 / bitmapsan



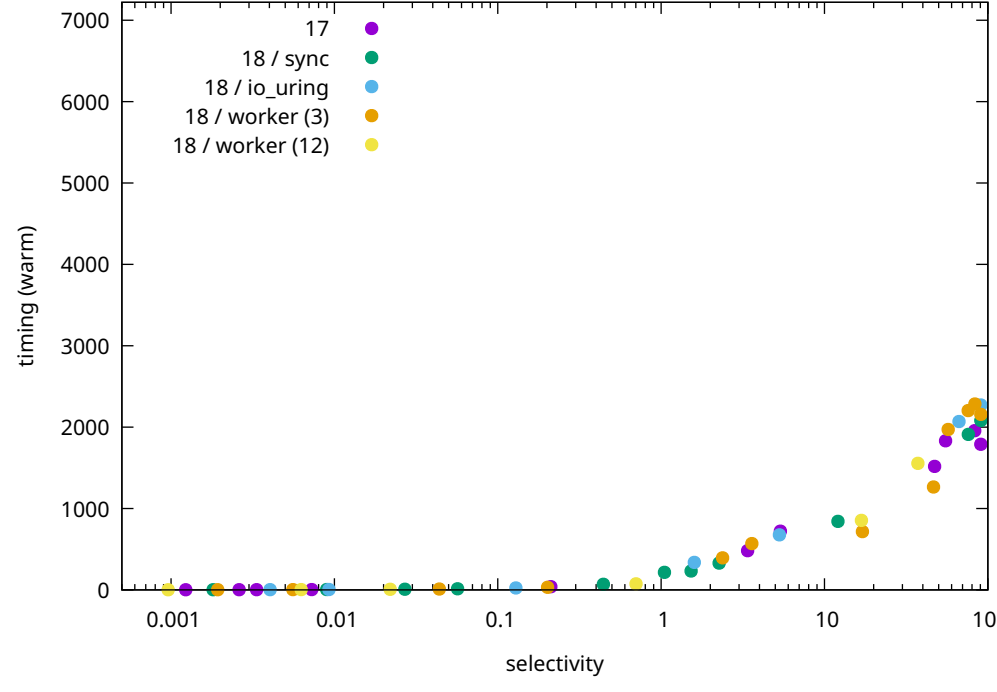
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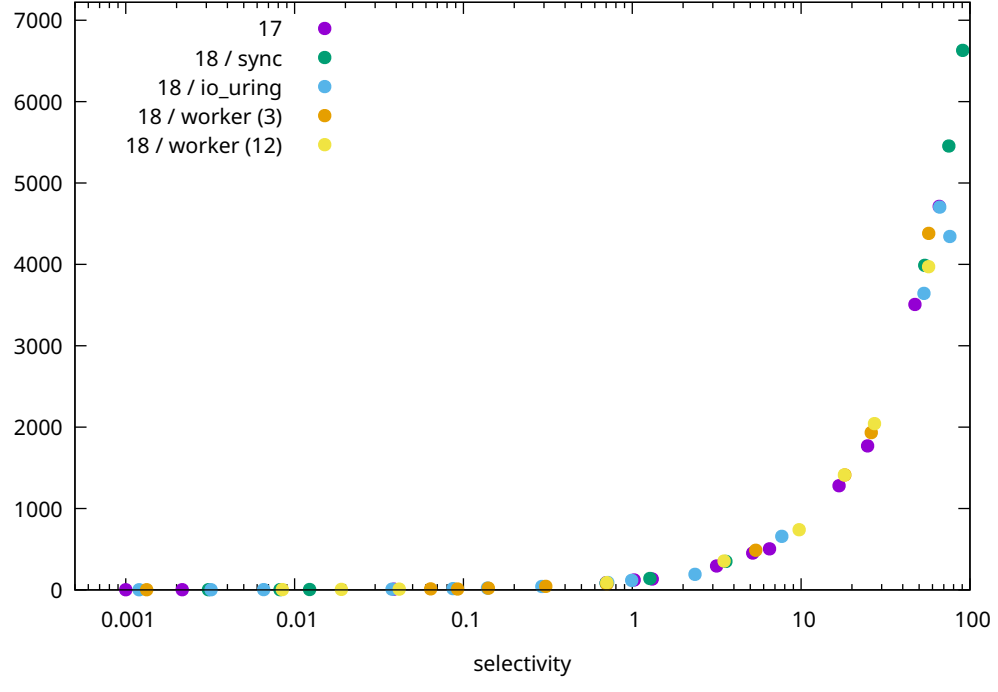
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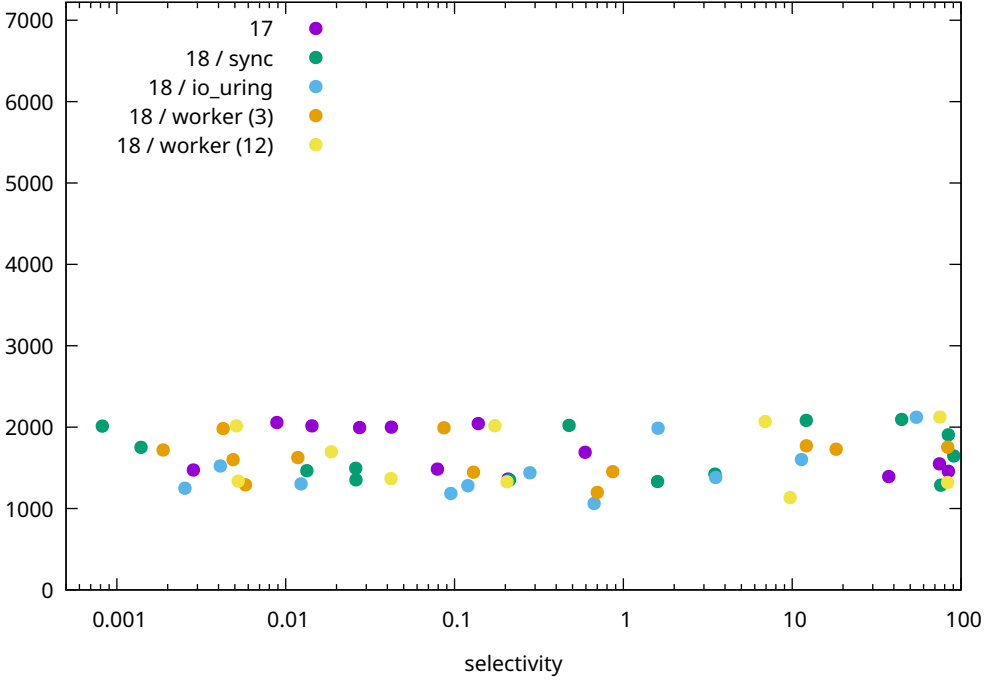
linear_10 / 1 / bitmapscan



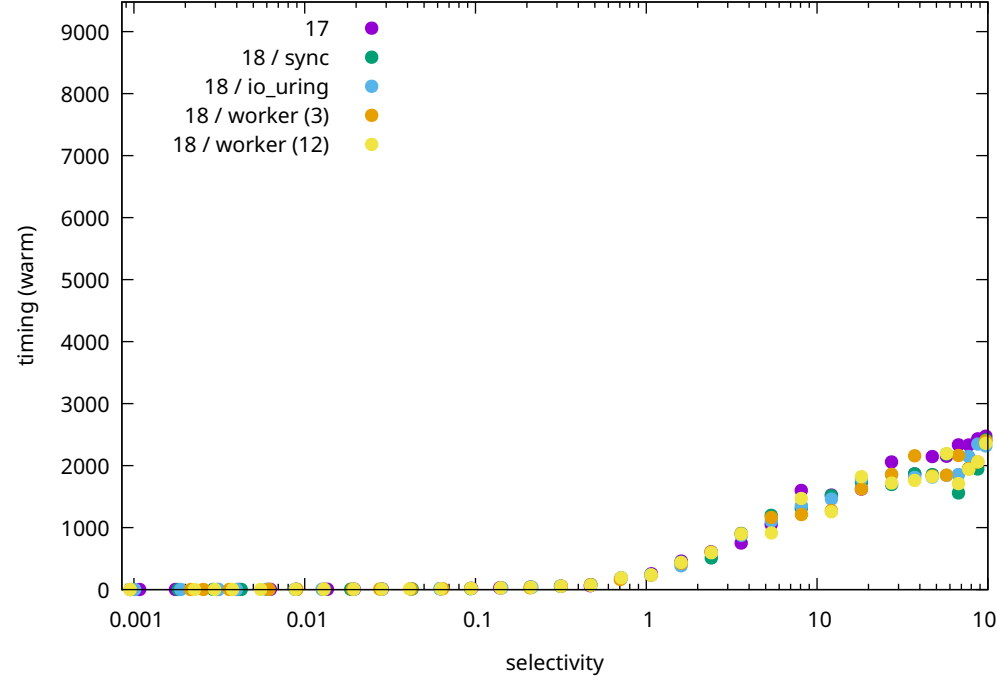
linear_10 / indexscan / eic=1



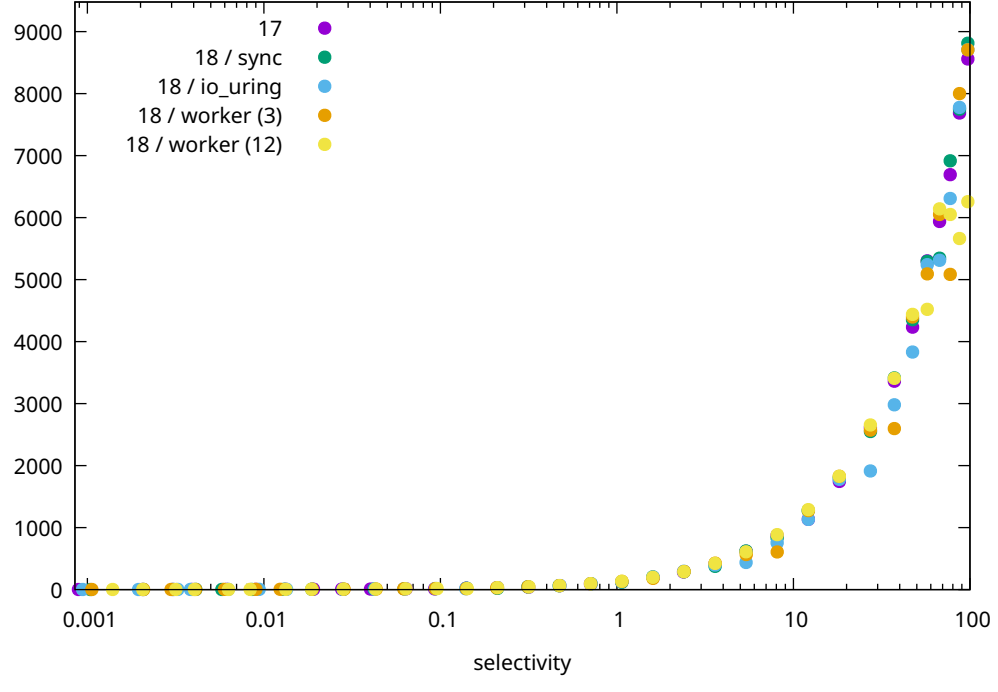
linear_10 / seqscan / eic=1



uniform / 1 / bitmaps can



uniform / indexscan / eic=1



uniform / seqscan / eic=1

