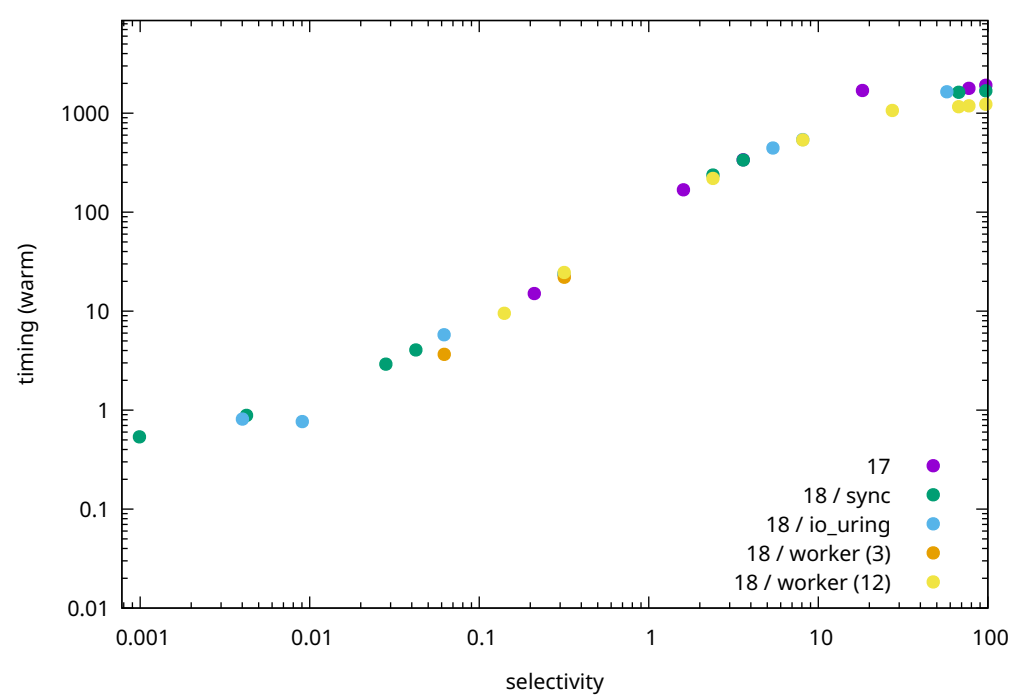
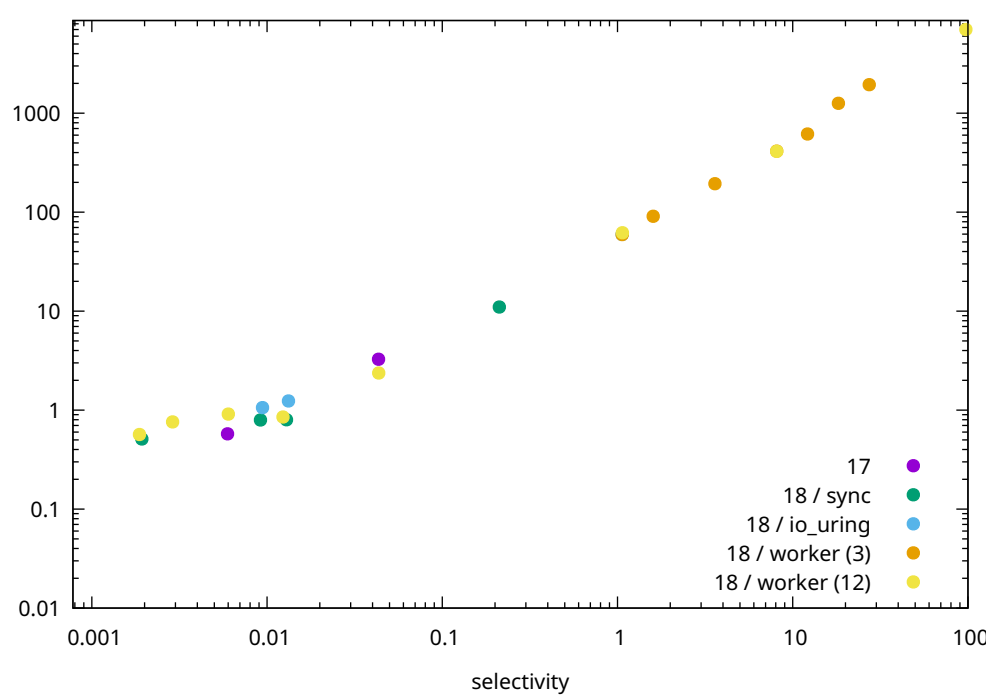


uniform / 1 / bitmapscan



uniform / indexscan / eic=1



uniform / seqscan / eic=1

