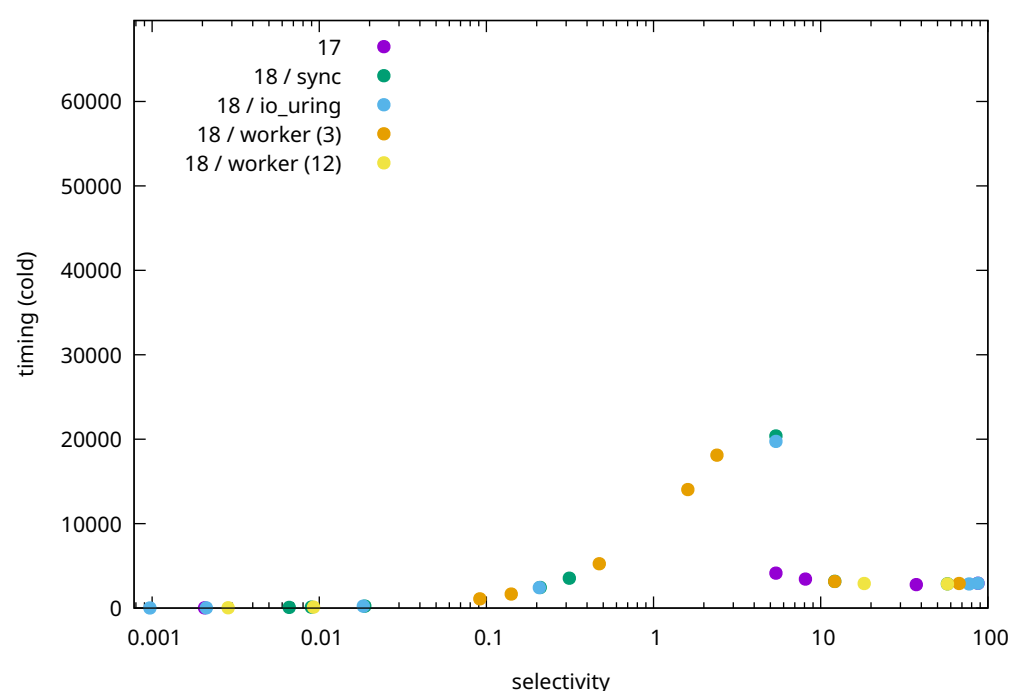
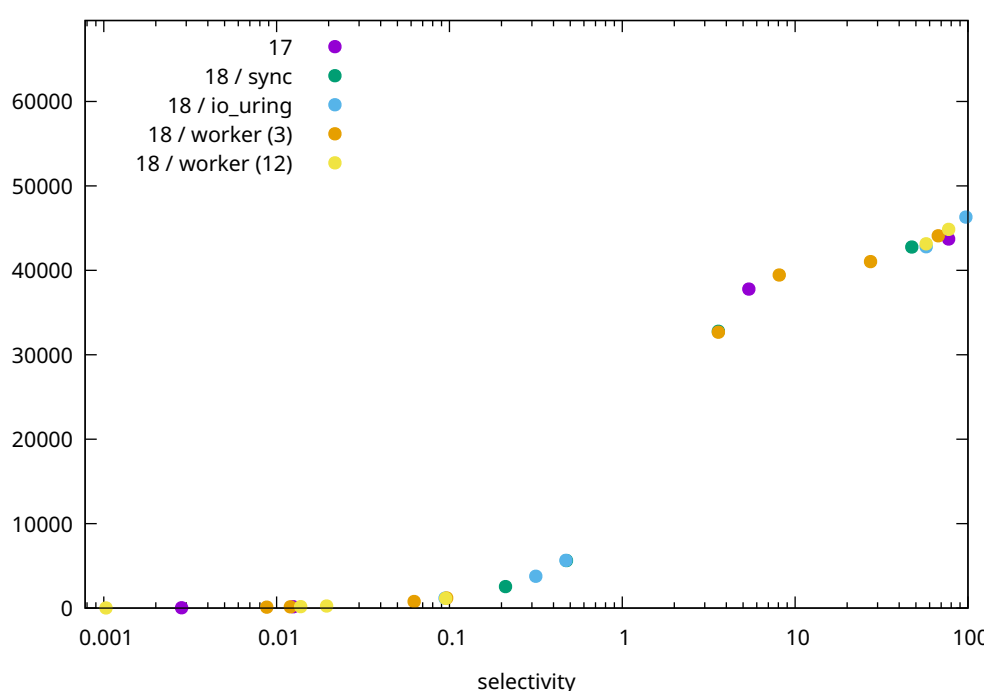


uniform / 0 / bitmapscan



uniform / indexscan / eic=0



uniform / seqscan / eic=0

