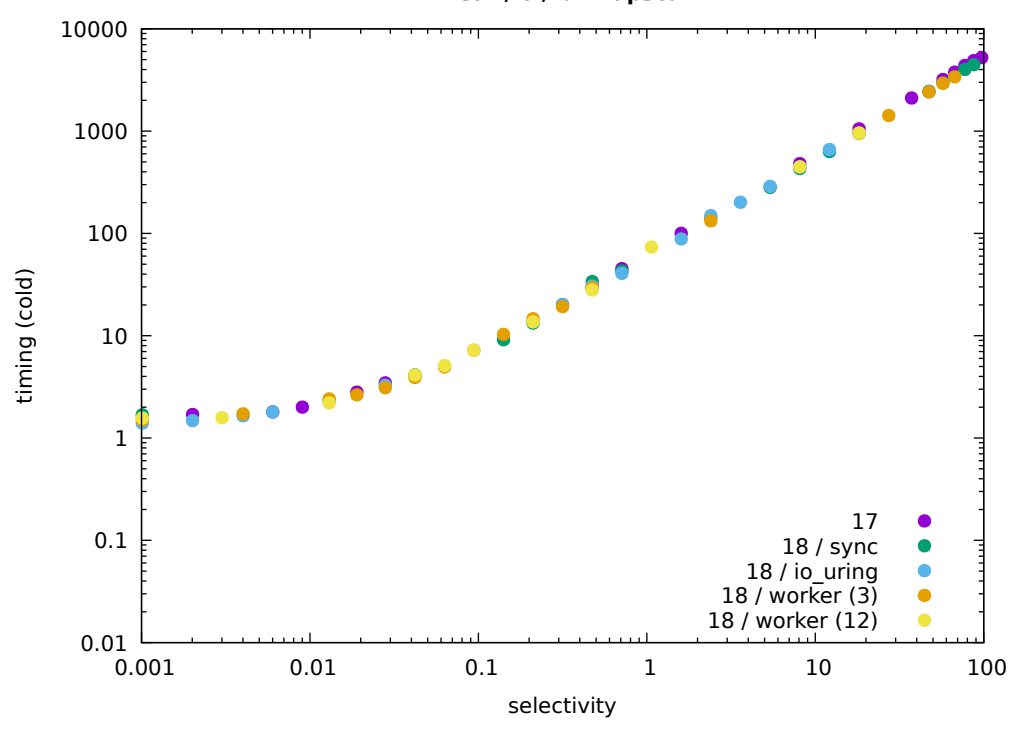
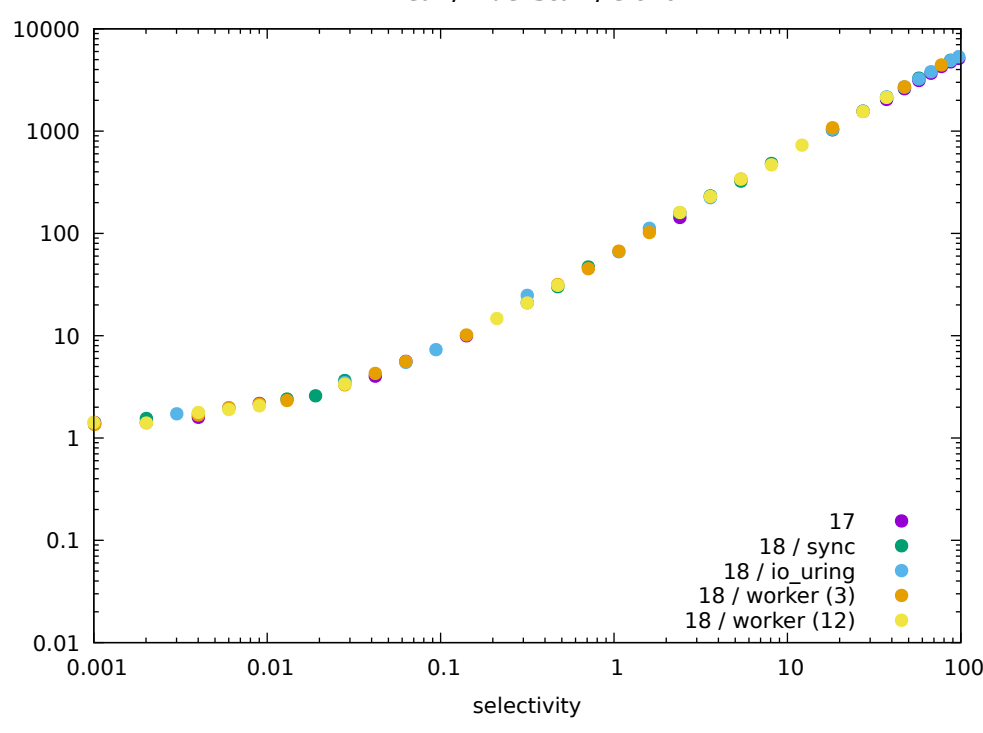


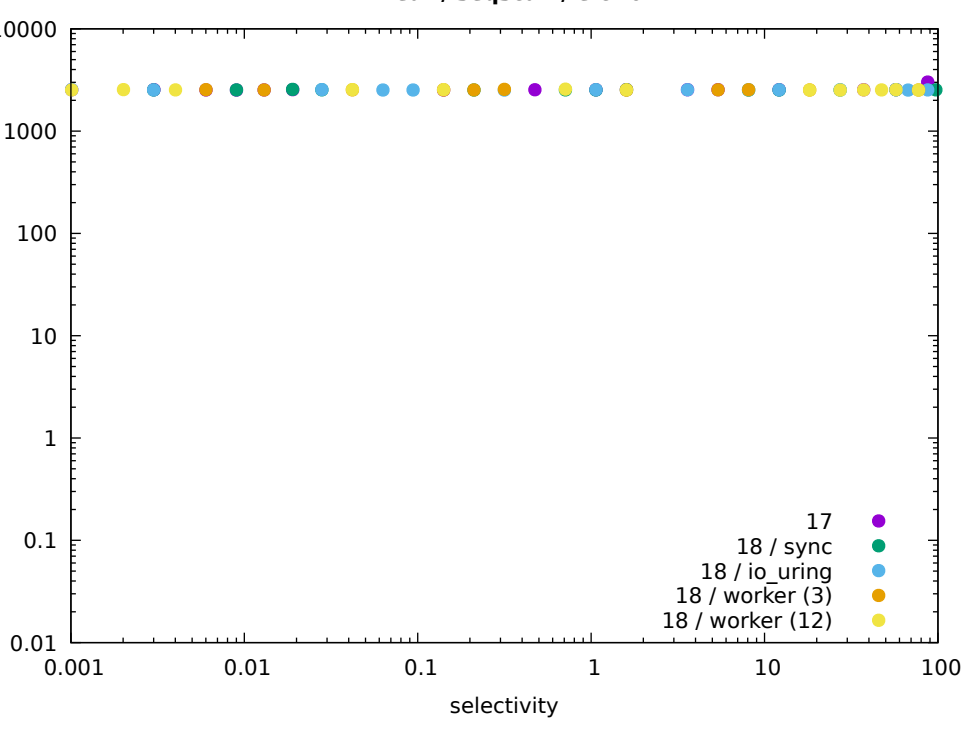
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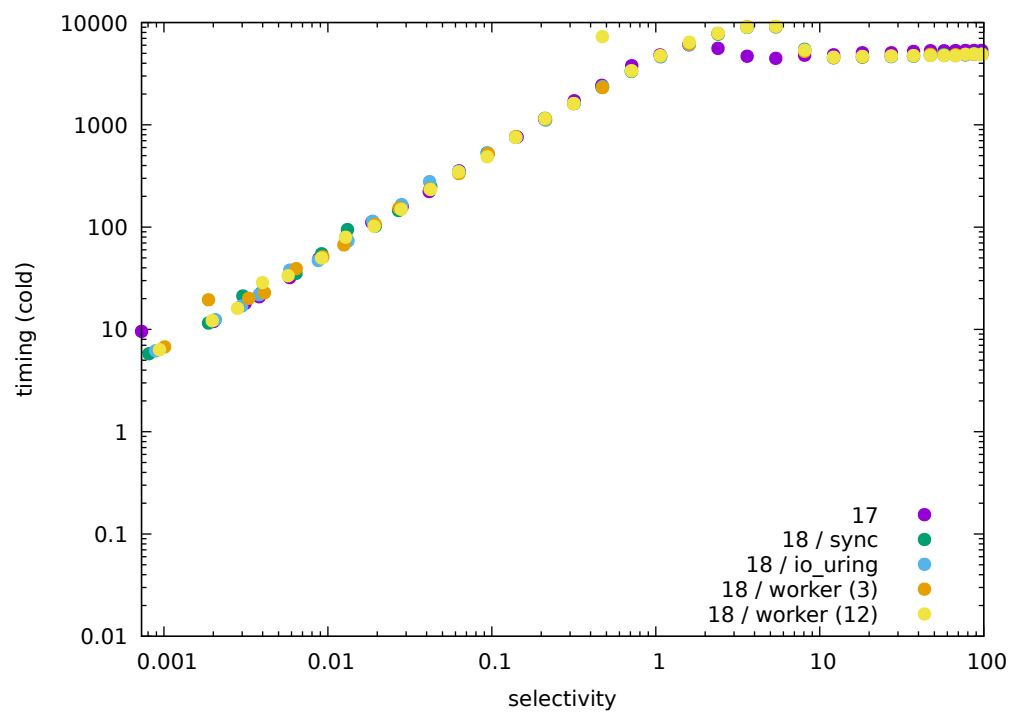
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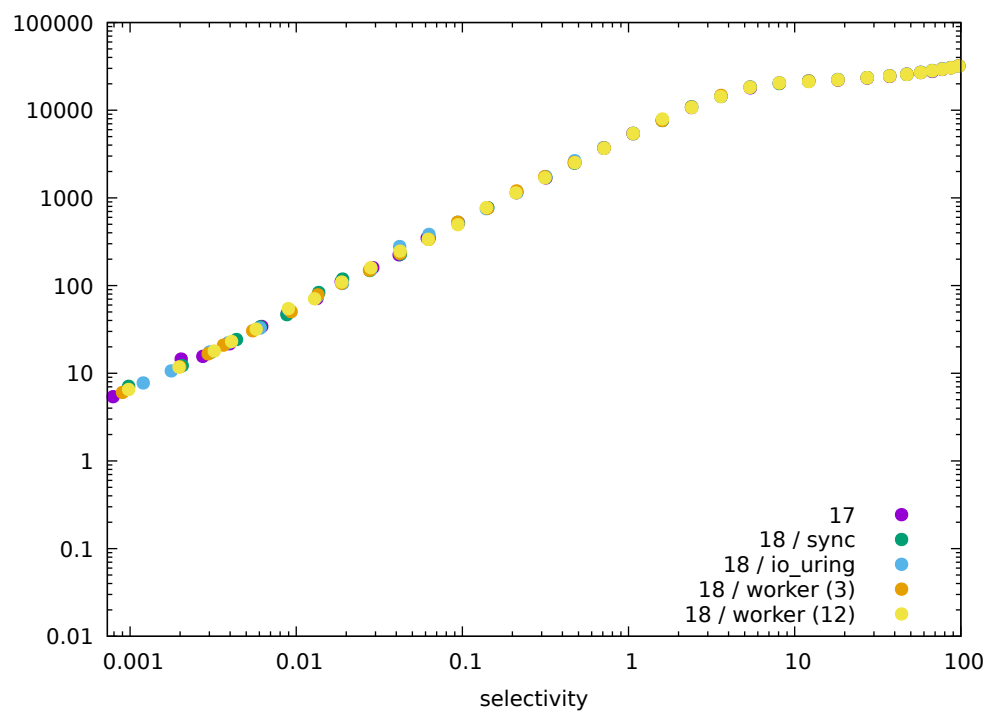
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uniform / 0 / bitmapscan



uniform / indexscan / eic=0



uniform / seqscan / eic=0

