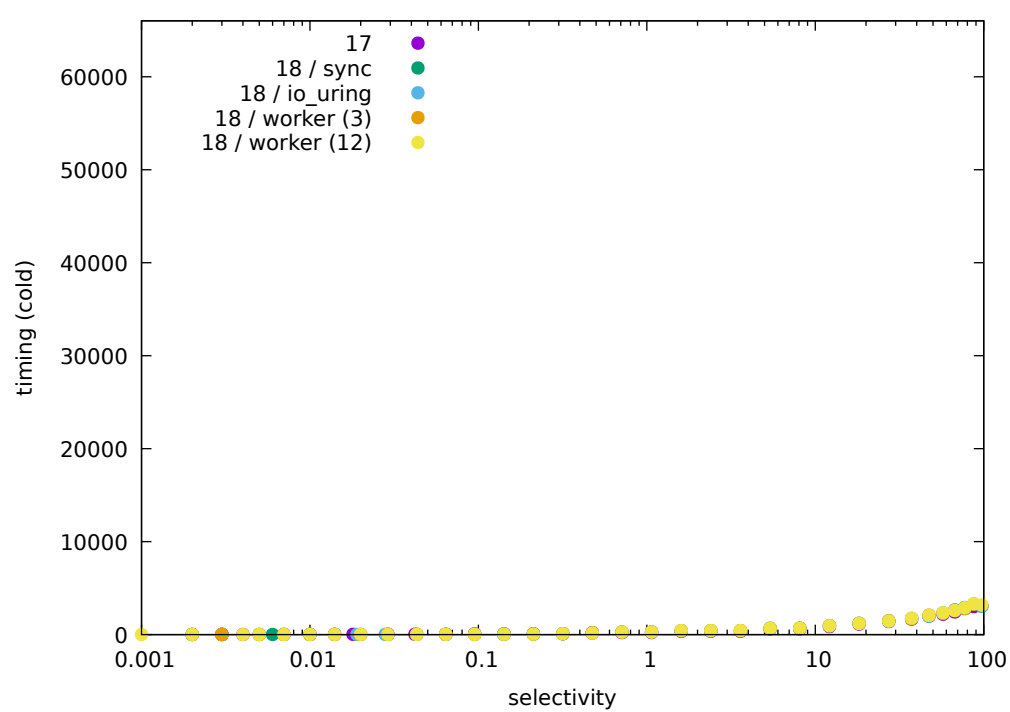
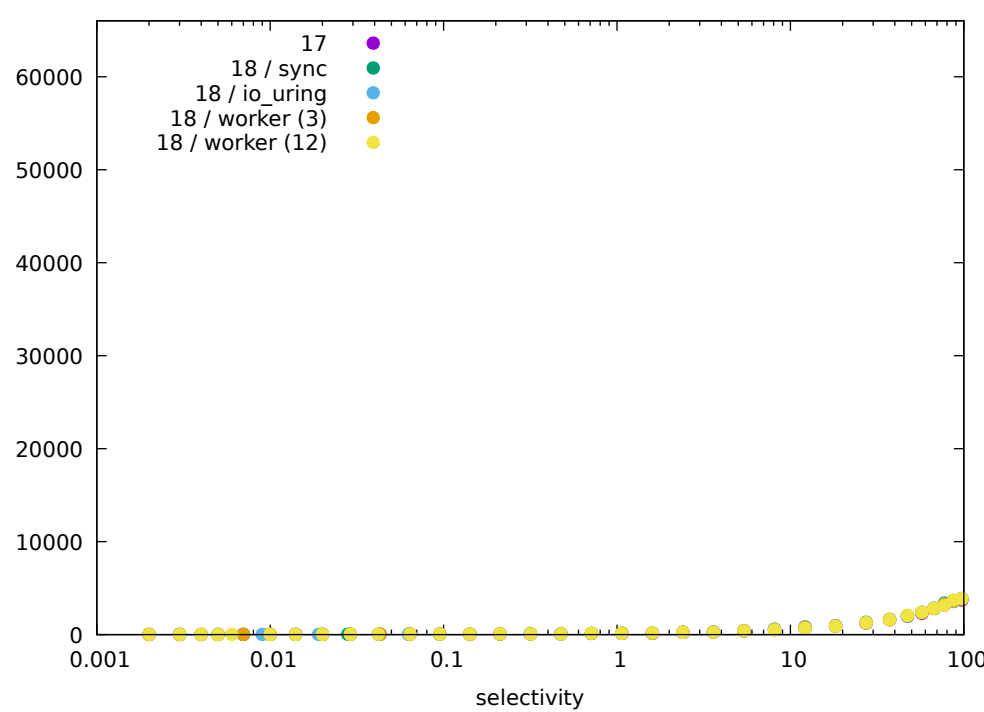


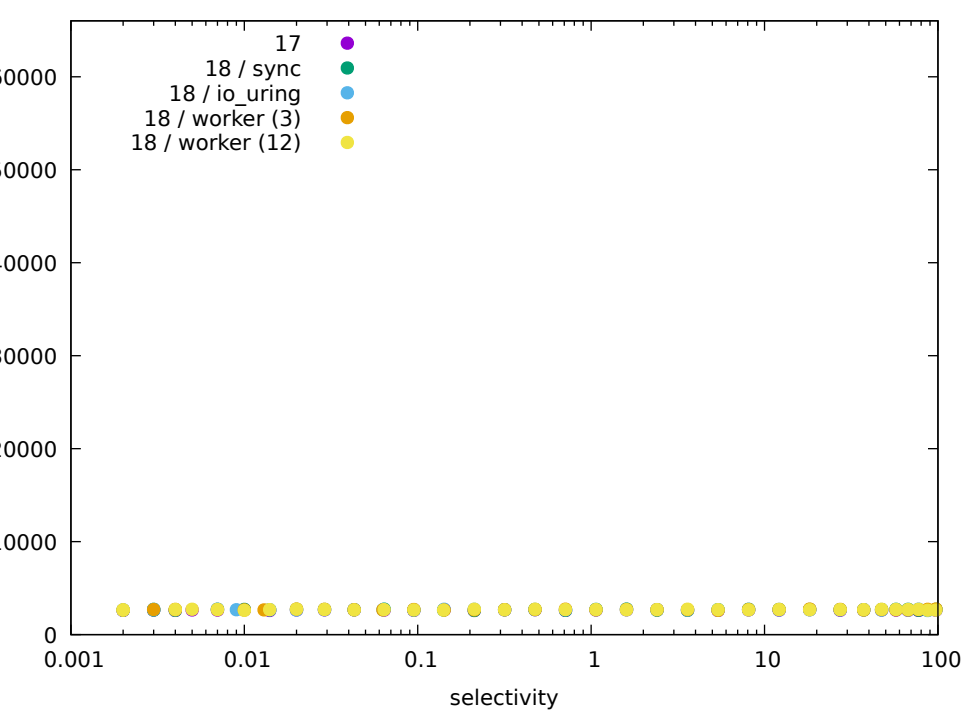
cyclic / 0 / bitmapscan



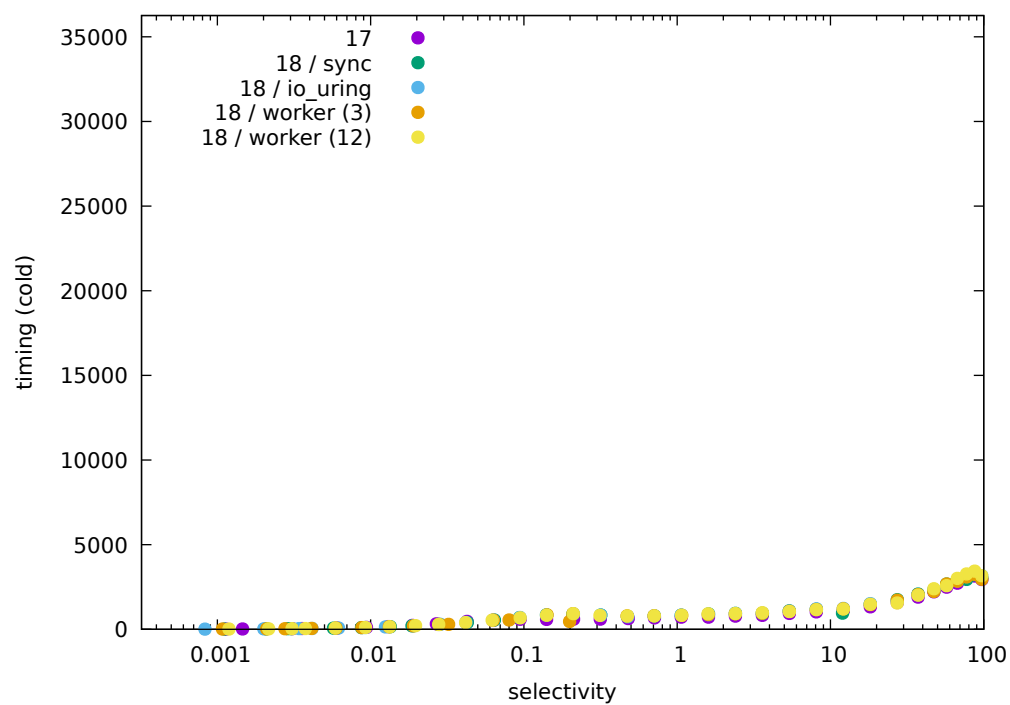
cyclic / indexscan / eic=0



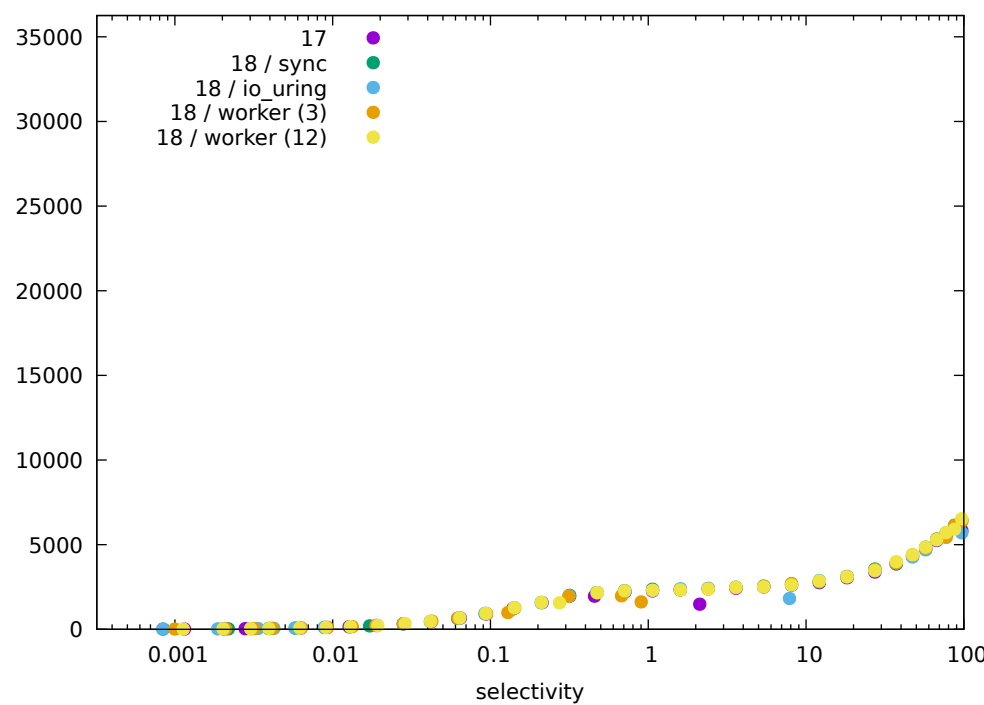
cyclic / seqscan / eic=0



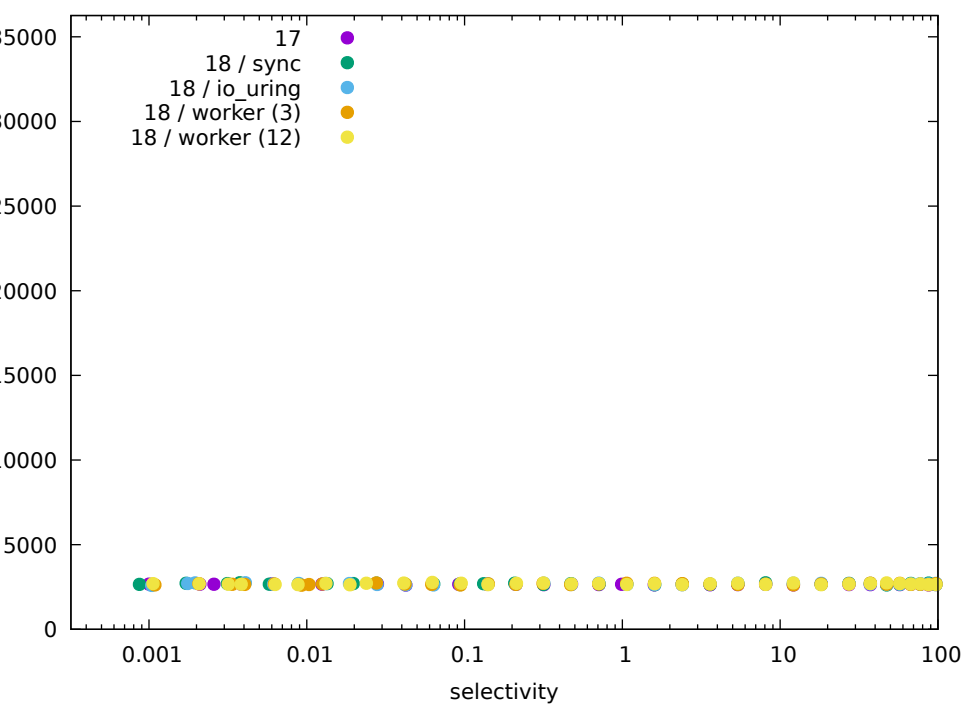
cyclic_1 / 0 / bitmapscan



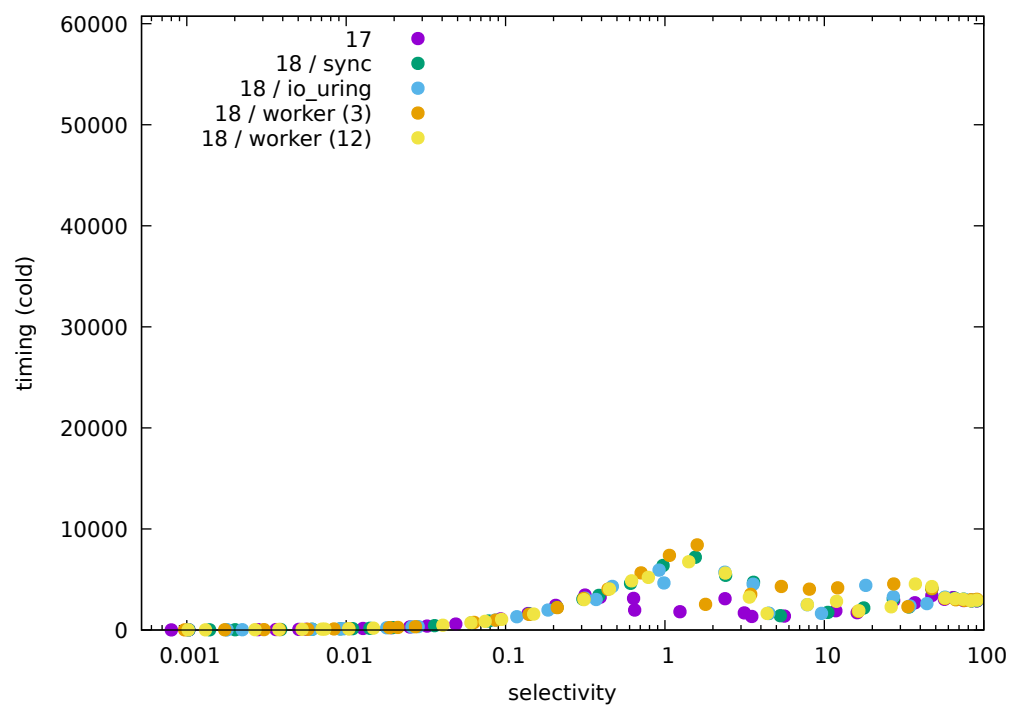
cyclic_1 / indexscan / eic=



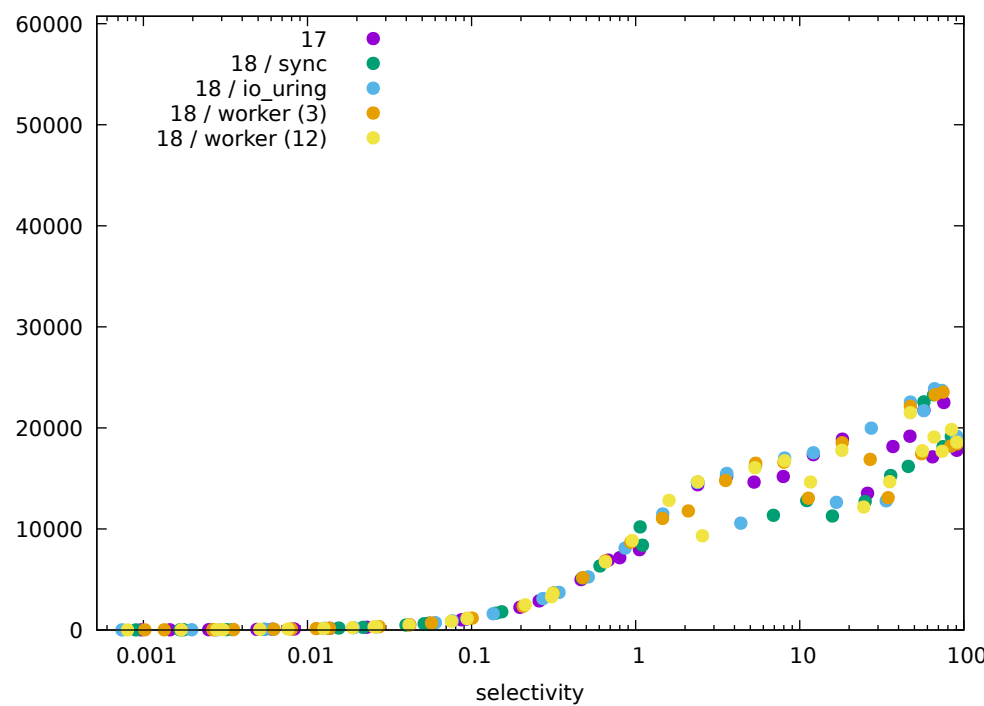
cyclic_1 / seqscan / eic=



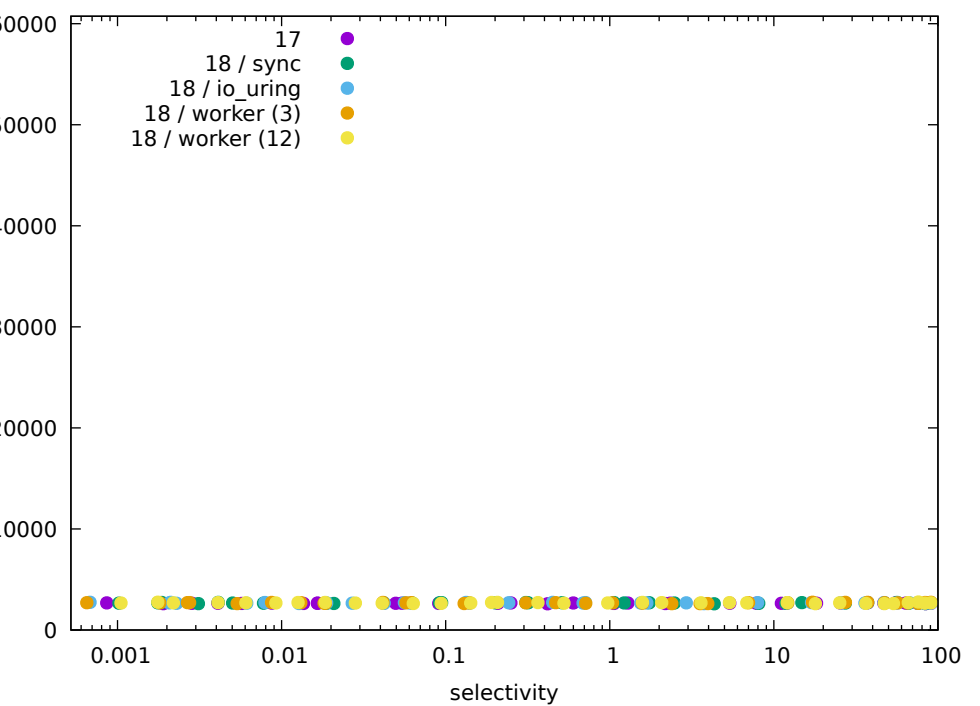
cyclic_10 / 0 / bitmapsca



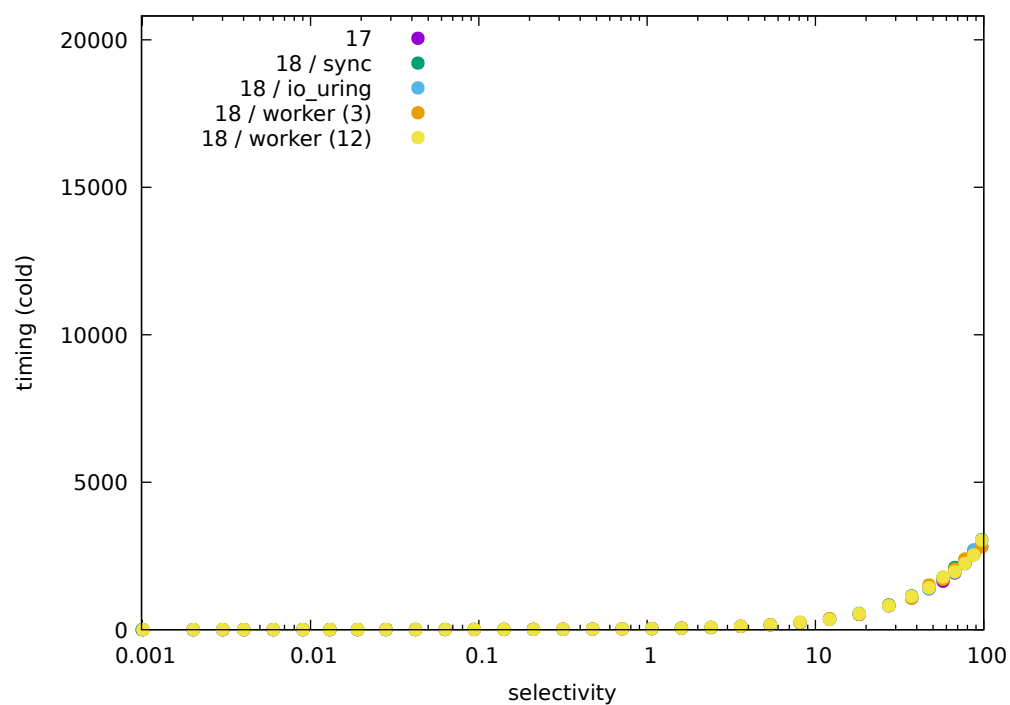
cyclic_10 / indexscan / eic=



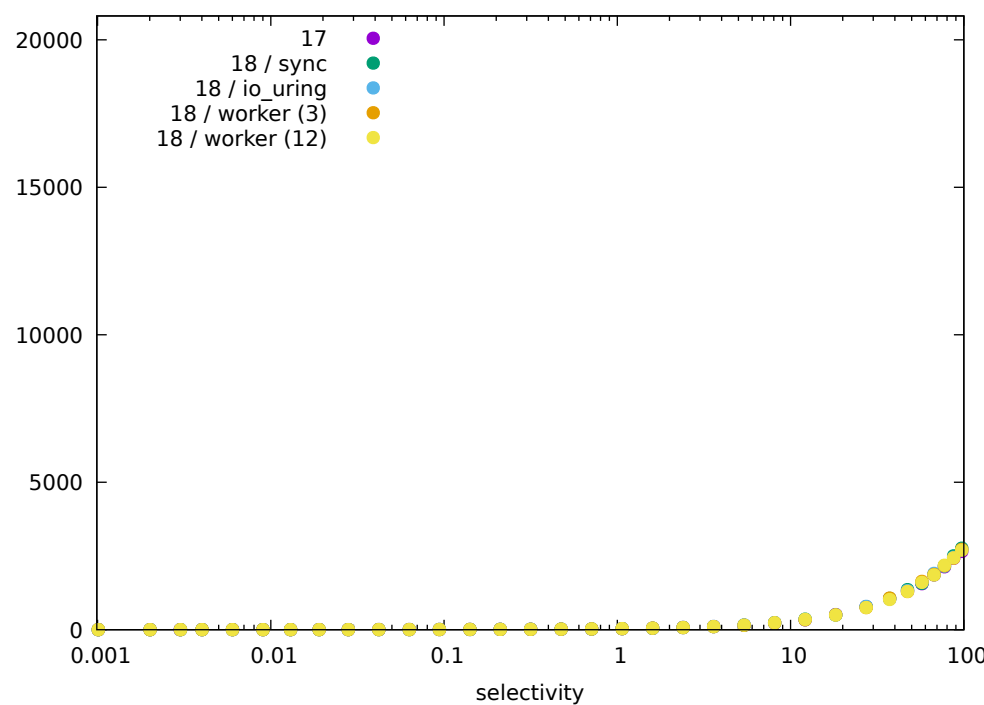
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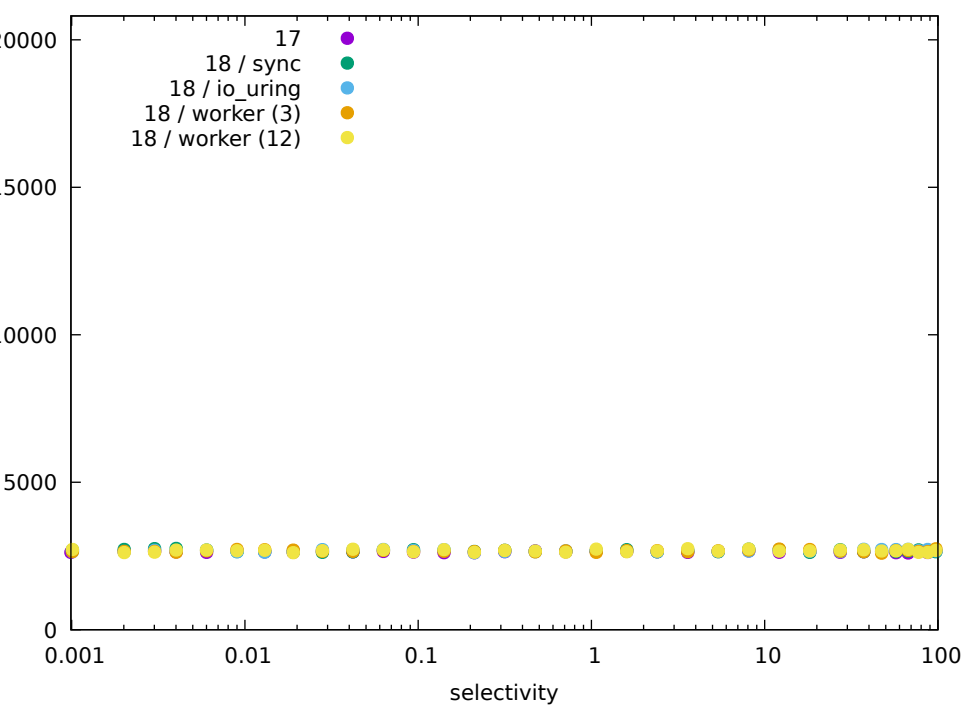
linear / 0 / bitmaps



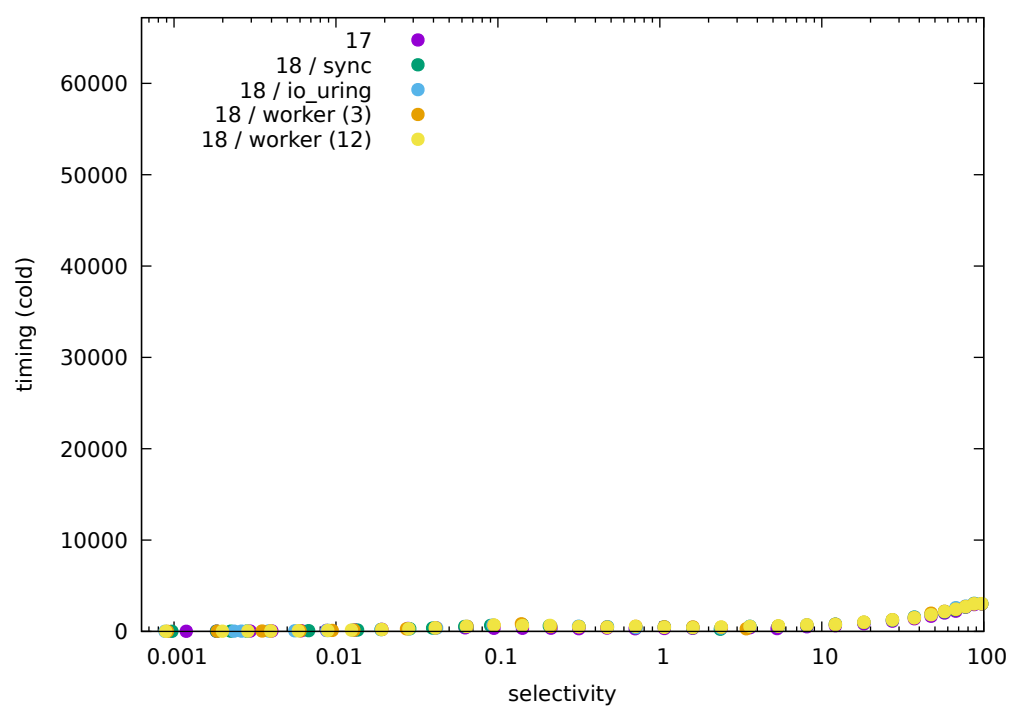
linear / indexscan / eic=0



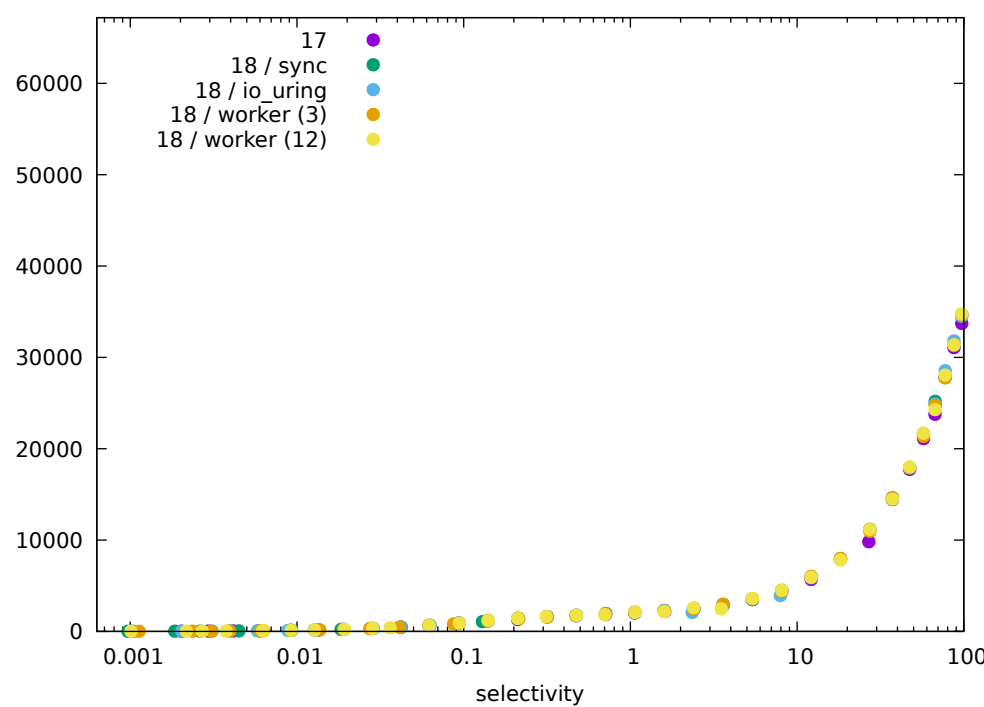
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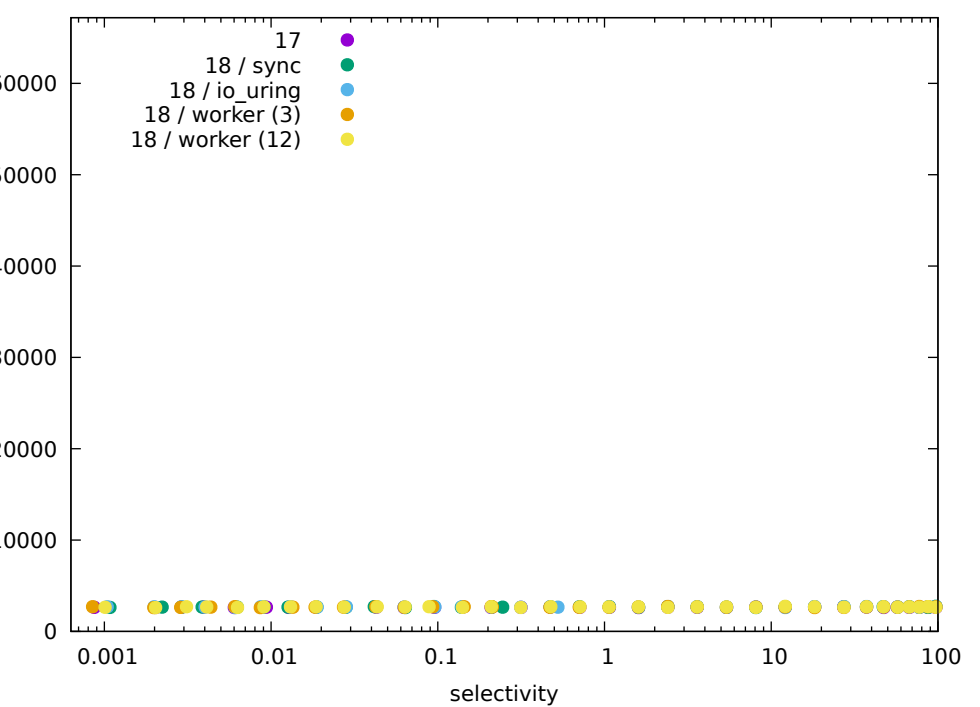
linear_1 / 0 / bitmapscan



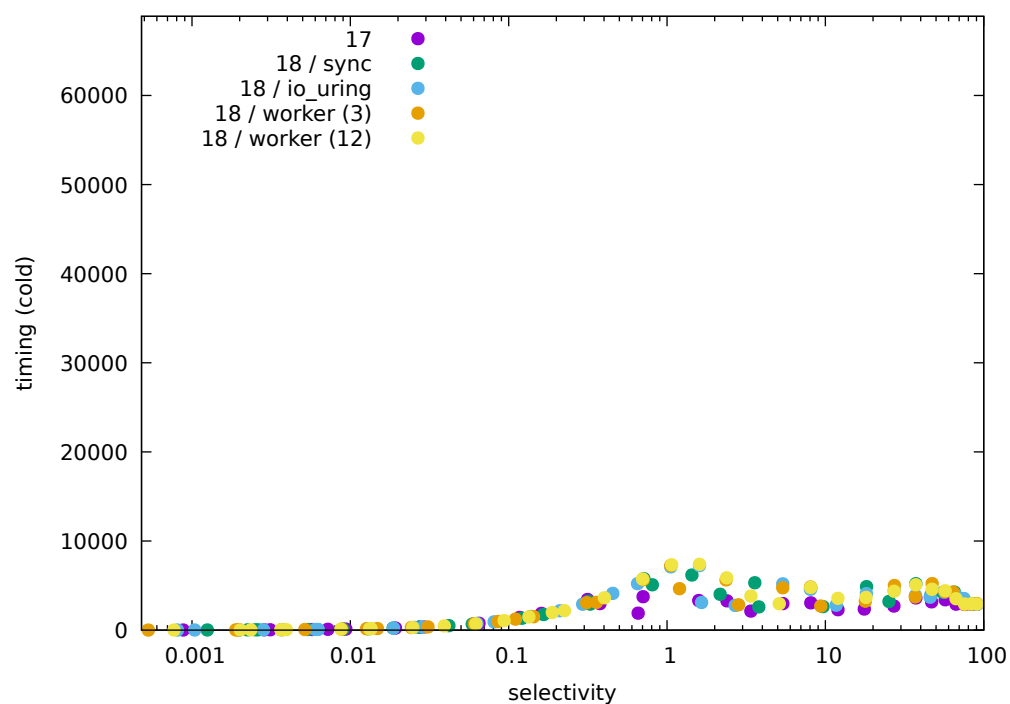
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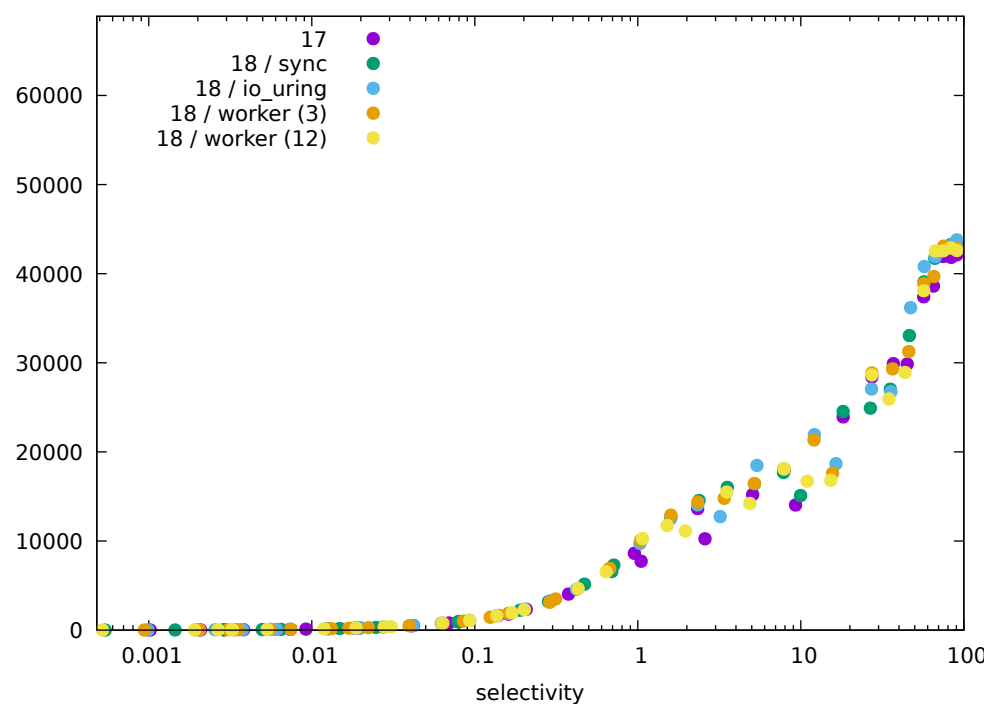
linear_1 / seqscan / eic=



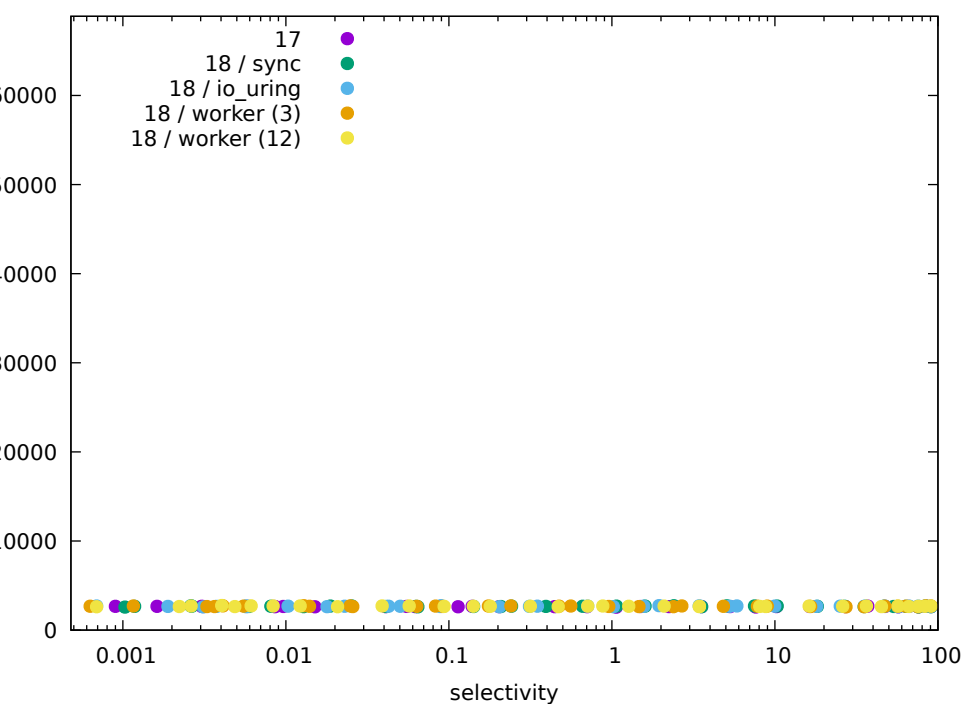
near_10 / 0 / bitmapsca



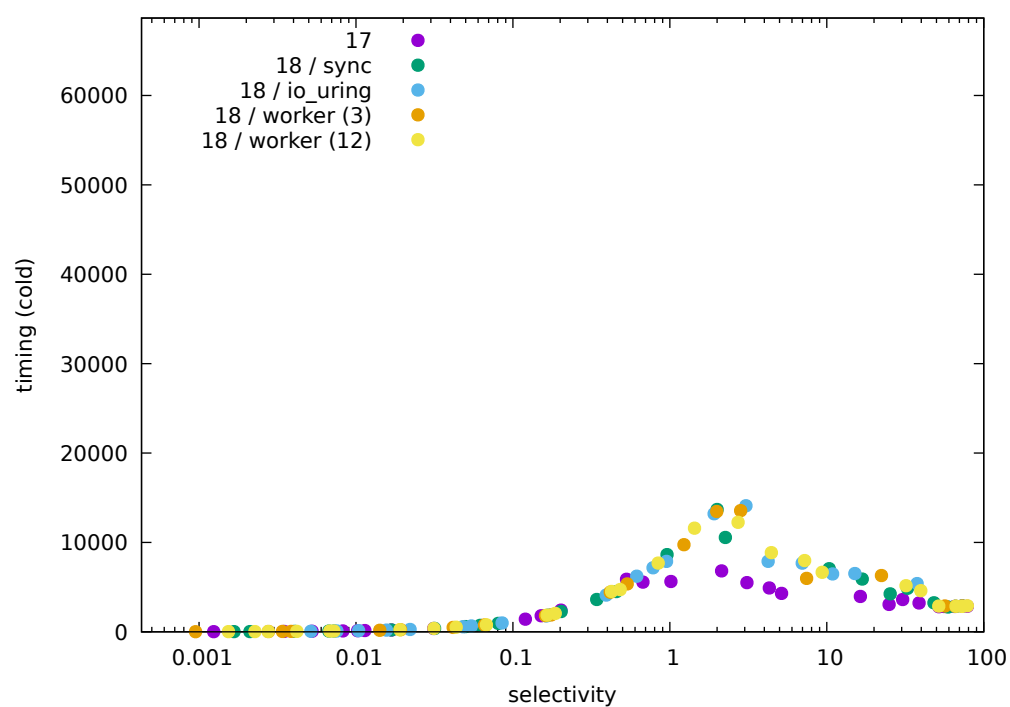
linear_10 / indexscan / eic=



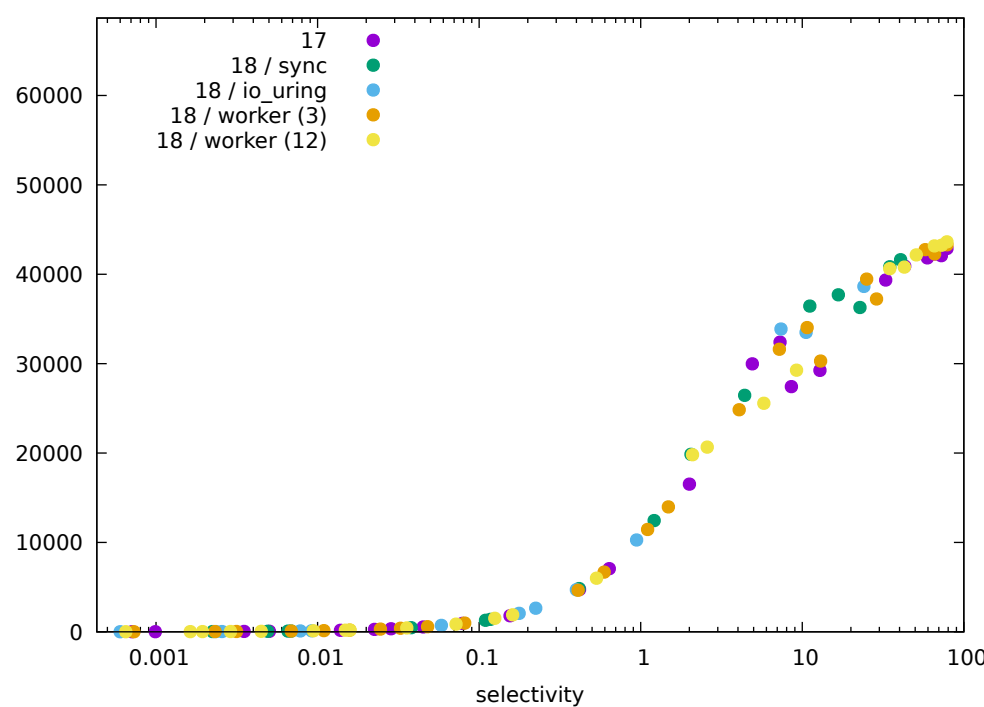
linear_10 / seqscan / eic=



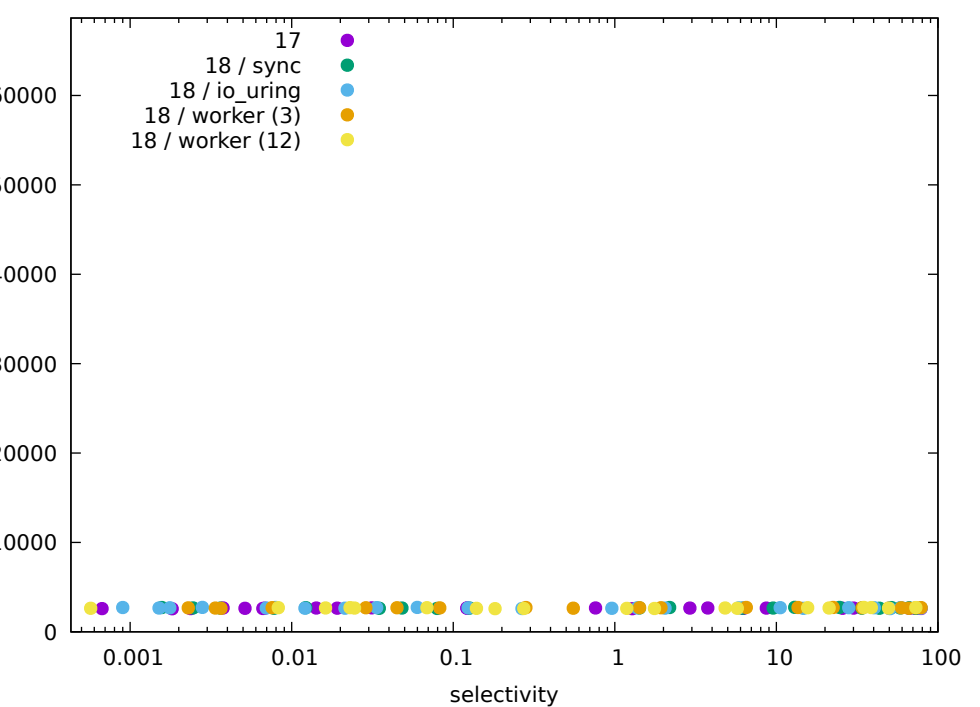
near_25 / 0 / bitmapsca



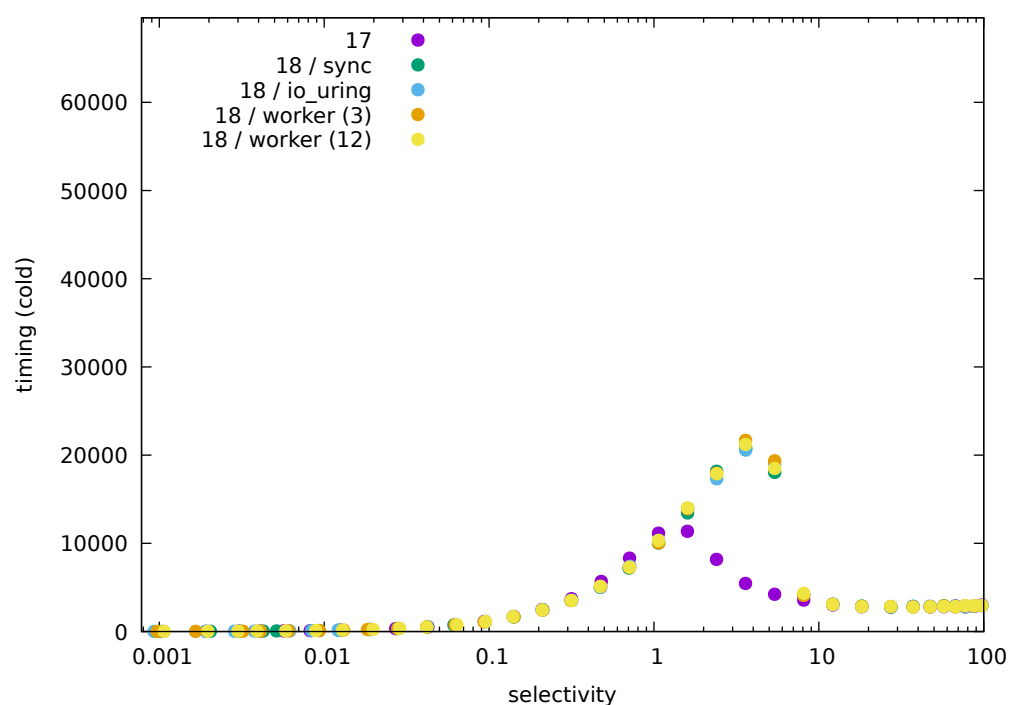
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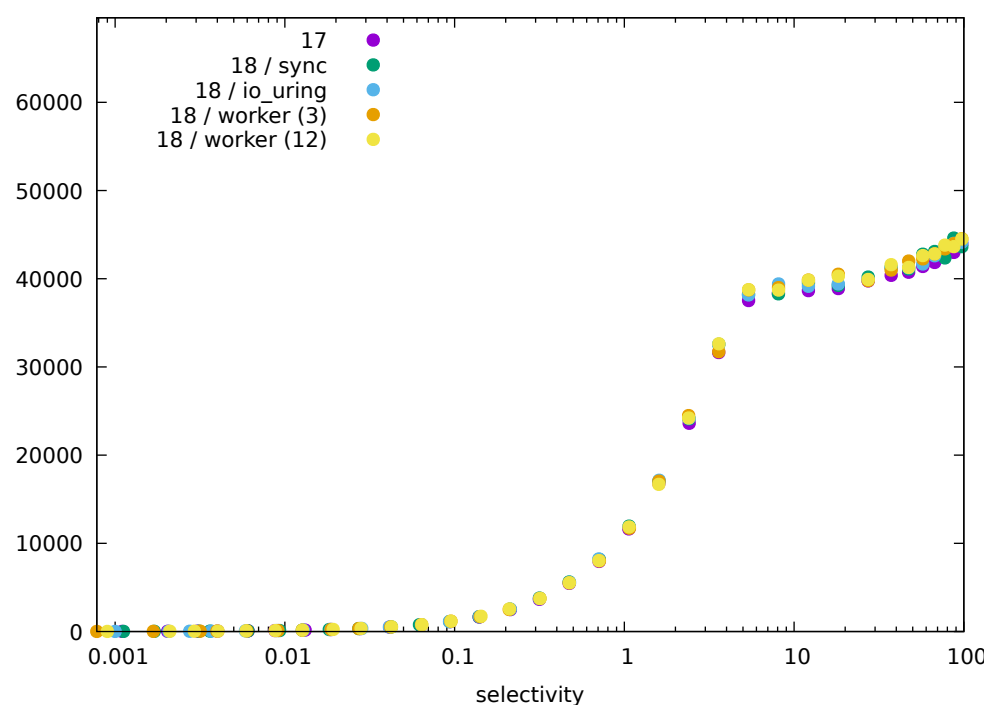
linear_25 / seqscan / eic=



uniform / 0 / bitmapscan



uniform / indexscan / eic=



uniform / seqscan / eic=

