

CASE 1 =PG v10 +Parallel Bitmap Heap scan patch +make check-world				
CASE 2=PG v10 + Parallel Bitmap Heap scan patch +TestCase Patch +make check-world			Performance Improvement	
	Case 1:	Case 2:		
	Lines:	68%	Lines: 69.80%	
	Functions:	76.50%	Functions: 78.80%	
	Case 1		Case 2	
Modified Files	Lines	Functions	Lines	Functions
src/backend/access/heap/heapam.c	68.40%	79.00%	71%	80.90%
src/backend/executor/execGrouping.c	97.00%	100%	97%	100%
src/backend/executor/execParallel.c	66.90%	78.60%	89.90%	93.90%
src/backend/executor/nodeBitmapHeapscan.c	62.80%	50%	92%	92.90%
src/backend/executor/nodeBitmapIndexscan.c	96%	100%	100%	100%
src/backend/nodes/tidbitmap.c	71.50%	68.20%	87.50%	92.30%
src/backend/optimizer/path/allpaths.c	93.50%	100%	93.90%	100%
src/backend/optimizer/path/costsize.c	96.90%	100%	97.60%	100%
src/backend/optimizer/path/indxpath.c	84.10%	97.90%	87%	100%
src/backend/optimizer/plan/createplan.c	91.10%	96%	91.10%	96%
src/backend/optimizer/util/pathnode.c	96.00%	100%	96.10%	100%
src/backend/postmaster/pgstat.c	65.20%	74.00%	65.20%	75.40%