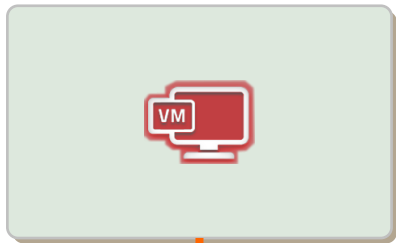


Compute0



Compute1

