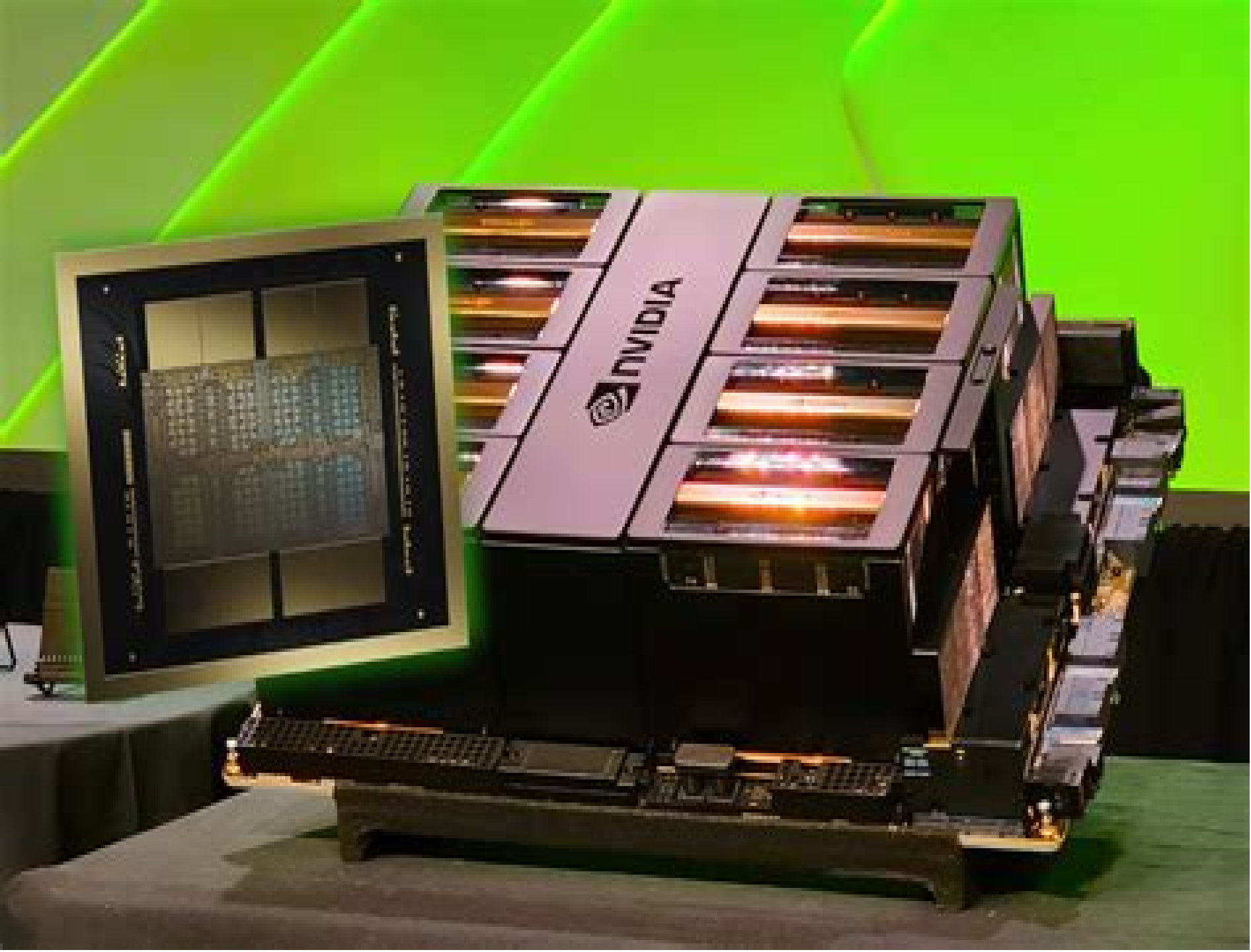




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A Guide to Flight Simulator Calum Martin, 2020-08-18 This stunning 200 page digital guide is packed full of inspiring visuals to support you in your new flight simulator Discover what you need to know from flying with ATC and configuring camera controls to using the accessible user interface UI and completing your first training flight Spend more time flying in your new simulator with the best possible set up SoFly's team of experts have carefully crafted an easy to follow guide enabling you to swiftly adapt your settings to maximise performance without compromising the look of your new simulator A Guide to Flight Simulator will provide you with detailed information for each of the hand crafted airports whilst the tips and tricks from certified pilots will give you the confidence needed to complete complicated manoeuvres and land at challenging airports Detailed specs will help you understand each of the included aircraft to help you become the best virtual pilot The step by step tutorials included throughout will walk you through your first flights in the simulator and provide you with travel inspiration for your next virtual flight You'll soon be able to fly solo or online with your friends using live settings A Guide to Flight Simulator is the perfect travel companion for anyone using the new flight simulator regardless of the level of experience or knowledge

Caffe2 Quick Start Guide Ashwin Nanjappa, 2019-05-31 Build and train scalable neural network models on various platforms by leveraging the power of Caffe2 Key Features Migrate models trained with other deep learning frameworks on Caffe2 Integrate Caffe2 with Android or iOS and implement deep learning models for mobile devices Leverage the distributed capabilities of Caffe2 to build models that scale easily Book Description Caffe2 is a popular deep learning library used for fast and scalable training and inference of deep learning models on various platforms This book introduces you to the Caffe2 framework and shows how you can leverage its power to build train and deploy efficient neural network models at scale It will cover the topics of installing Caffe2 composing networks using its operators training models and deploying models to different architectures It will also show how to import models from Caffe and from other frameworks using the ONNX interchange format It covers the topic of deep learning accelerators such as CPU and GPU and shows how to deploy Caffe2 models for inference on accelerators using inference engines Caffe2 is built for deployment to a diverse set of hardware using containers on the cloud and resource constrained hardware such as Raspberry Pi which will be demonstrated By the end of this book you will be able to not only compose and train popular neural network models with Caffe2 but also be able to deploy them on accelerators to the cloud and on resource constrained platforms such as mobile and embedded hardware What you will learn Build and install Caffe2 Compose neural networks Train neural network on CPU or GPU Import a neural network from Caffe Import deep learning models from other frameworks Deploy models on CPU or GPU accelerators using inference engines Deploy models at the edge and in the cloud Who this book is for Data scientists and machine learning engineers who wish to create fast and scalable deep learning models in Caffe2 will find this book to be very useful Some understanding of the basic machine learning concepts and prior exposure to programming languages like C and

Python will be useful *Hands-On GPU Computing with Python* Avimanyu Bandyopadhyay,2019-05-14 Explore GPU enabled programmable environment for machine learning scientific applications and gaming using PuCUDA PyOpenGL and Anaconda Accelerate Key Features Understand effective synchronization strategies for faster processing using GPUs Write parallel processing scripts with PyCuda and PyOpenCL Learn to use the CUDA libraries like CuDNN for deep learning on GPUs Book Description GPUs are proving to be excellent general purpose parallel computing solutions for high performance tasks such as deep learning and scientific computing This book will be your guide to getting started with GPU computing It will start with introducing GPU computing and explain the architecture and programming models for GPUs You will learn by example how to perform GPU programming with Python and you ll look at using integrations such as PyCUDA PyOpenCL CuPy and Numba with Anaconda for various tasks such as machine learning and data mining Going further you will get to grips with GPU work flows management and deployment using modern containerization solutions Toward the end of the book you will get familiar with the principles of distributed computing for training machine learning models and enhancing efficiency and performance By the end of this book you will be able to set up a GPU ecosystem for running complex applications and data models that demand great processing capabilities and be able to efficiently manage memory to compute your application effectively and quickly What you will learn Utilize Python libraries and frameworks for GPU acceleration Set up a GPU enabled programmable machine learning environment on your system with Anaconda Deploy your machine learning system on cloud containers with illustrated examples Explore PyCUDA and PyOpenCL and compare them with platforms such as CUDA OpenCL and ROCm Perform data mining tasks with machine learning models on GPUs Extend your knowledge of GPU computing in scientific applications Who this book is for Data Scientist Machine Learning enthusiasts and professionals who wants to get started with GPU computation and perform the complex tasks with low latency Intermediate knowledge of Python programming is assumed **GPU Pro 360 Guide to Geometry Manipulation** Wolfgang Engel,2018-04-17 Wolfgang Engel s GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways GPU Pro 360 Guide to Geometry Manipulation is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise Key Features Presents tips and tricks on real time rendering of special effects and visualization data on common consumer software platforms such as PCs video consoles mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real time rendering Takes a practical approach that helps graphics programmers solve their daily challenges *Deep Learning with PyTorch Quick Start Guide* David Julian,2018-12-24 Introduction to deep learning and PyTorch by building a convolutional neural network and recurrent

neural network for real world use cases such as image classification transfer learning and natural language processing

Key Features

- Clear and concise explanations
- Gives important insights into deep learning models
- Practical demonstration of key concepts

Book Description PyTorch is extremely powerful and yet easy to learn It provides advanced features such as supporting multiprocessor distributed and parallel computation This book is an excellent entry point for those wanting to explore deep learning with PyTorch to harness its power This book will introduce you to the PyTorch deep learning library and teach you how to train deep learning models without any hassle We will set up the deep learning environment using PyTorch and then train and deploy different types of deep learning models such as CNN RNN and autoencoders You will learn how to optimize models by tuning hyperparameters and how to use PyTorch in multiprocessor and distributed environments We will discuss long short term memory network LSTMs and build a language model to predict text By the end of this book you will be familiar with PyTorch's capabilities and be able to utilize the library to train your neural networks with relative ease

What you will learn

- Set up the deep learning environment using the PyTorch library
- Learn to build a deep learning model for image classification
- Use a convolutional neural network for transfer learning
- Understand to use PyTorch for natural language processing
- Use a recurrent neural network to classify text
- Understand how to optimize PyTorch in multiprocessor and distributed environments
- Train optimize and deploy your neural networks for maximum accuracy and performance
- Learn to deploy production ready models

Who this book is for Developers and Data Scientist familiar with Machine Learning but new to deep learning or existing practitioners of deep learning who would like to use PyTorch to train their deep learning models will find this book to be useful Having knowledge of Python programming will be an added advantage while previous exposure to PyTorch is not needed

Fixing Your Computer Absolute Beginner's Guide Paul McFedries, 2013-07-17 Fix your own computer without becoming a technical expert This book is the fastest way to save money on computer repairs avoid unnecessary frustration and keep using perfectly good equipment instead of throwing it away Even if you're completely non technical you'll learn how to get the job done one incredibly clear and easy step at a time Computer repair and maintenance has never ever been this simple Who knew how simple fixing your computer could be This is the easiest most practical beginner's guide to fixing your own computer simple reliable instructions and crystal clear pictures that show you exactly how to do it yourself Here's a small sample of what you'll learn

- Maintain your computer so it's less likely to break in the first place
- Perform simple ounce of prevention tasks now so it's easier to fix problems later
- Learn simple troubleshooting techniques for figuring out what's wrong
- Find the right tools you might already have them
- Buy the right parts without spending more than you have to
- Fix aggravating Windows startup problems
- Smoothly recover from PC crashes
- Perform basic hardware repairs or upgrades at home often in minutes
- Install a new hard disk CD/DVD drive or Blu-ray drive
- Speed up your computer by adding memory or upgrading its processor
- Troubleshoot and fix network and Internet connection problems
- And much more

Paul McFedries is a full time technical writer and passionate computer tinkerer He has

authored more than 80 computer books that have sold more than 4 million copies His recent titles include My Office 2013 RT Windows 8 In Depth Microsoft Windows 7 Unleashed Microsoft Home Server 2011 Unleashed and Tweak It and Freak It A Killer Guide to Making Windows Run Your Way He is also proprietor of Word Spy www.wordspy.com a website that tracks new words and phrases as they enter the English language

Deployment and Usage Guide for Running AI Workloads on Red Hat OpenShift and NVIDIA DGX Systems with IBM Spectrum Scale Simon Lorenz,Gero Schmidt,Thomas Schoenemeyer,IBM Redbooks,2020-11-30 This IBM Redpaper publication describes the architecture installation procedure and results for running a typical training application that works on an automotive data set in an orchestrated and secured environment that provides horizontal scalability of GPU resources across physical node boundaries for deep neural network DNN workloads This paper is mostly relevant for systems engineers system administrators or system architects that are responsible for data center infrastructure management and typical day to day operations such as system monitoring operational control asset management and security audits This paper also describes IBM Spectrum LSF as a workload manager and IBM Spectrum Discover as a metadata search engine to find the right data for an inference job and automate the data science workflow With the help of this solution the data location which may be on different storage systems and time of availability for the AI job can be fully abstracted which provides valuable information for data scientists

OpenCL Programming Guide Aaftab Munshi,Benedict Gaster,Timothy G. Mattson,Dan Ginsburg,2011-07-07 Using the new OpenCL Open Computing Language standard you can write applications that access all available programming resources CPUs GPUs and other processors such as DSPs and the Cell B E processor Already implemented by Apple AMD Intel IBM NVIDIA and other leaders OpenCL has outstanding potential for PCs servers handheld embedded devices high performance computing and even cloud systems This is the first comprehensive authoritative and practical guide to OpenCL 1.1 specifically for working developers and software architects Written by five leading OpenCL authorities OpenCL Programming Guide covers the entire specification It reviews key use cases shows how OpenCL can express a wide range of parallel algorithms and offers complete reference material on both the API and OpenCL C programming language Through complete case studies and downloadable code examples the authors show how to write complex parallel programs that decompose workloads across many different devices They also present all the essentials of OpenCL software performance optimization including probing and adapting to hardware Coverage includes Understanding OpenCL's architecture concepts terminology goals and rationale Programming with OpenCL C and the runtime API Using buffers sub buffers images samplers and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation image and signal processing such as image histograms edge detection filters Fast Fourier Transforms and optical flow math libraries such as matrix multiplication and high performance sparse matrix multiplication and more Source

code for this book is available at <https://code.google.com/p/opencv-book/samples>

Hands-On GPU-Accelerated Computer Vision with OpenCV and CUDA Bhaumik Vaidya, 2018-09-26 Discover how CUDA allows OpenCV to handle complex and rapidly growing image data processing in computer and machine vision by accessing the power of GPU Key Features Explore examples to leverage the GPU processing power with OpenCV and CUDA Enhance the performance of algorithms on embedded hardware platforms Discover C and Python libraries for GPU acceleration Book Description Computer vision has been revolutionizing a wide range of industries and OpenCV is the most widely chosen tool for computer vision with its ability to work in multiple programming languages Nowadays in computer vision there is a need to process large images in real time which is difficult to handle for OpenCV on its own This is where CUDA comes into the picture allowing OpenCV to leverage powerful NVIDIA GPUs This book provides a detailed overview of integrating OpenCV with CUDA for practical applications To start with you'll understand GPU programming with CUDA an essential aspect for computer vision developers who have never worked with GPUs You'll then move on to exploring OpenCV acceleration with GPUs and CUDA by walking through some practical examples Once you have got to grips with the core concepts you'll familiarize yourself with deploying OpenCV applications on NVIDIA Jetson TX1 which is popular for computer vision and deep learning applications The last chapters of the book explain PyCUDA a Python library that leverages the power of CUDA and GPUs for accelerations and can be used by computer vision developers who use OpenCV with Python By the end of this book you'll have enhanced computer vision applications with the help of this book's hands-on approach What you will learn Understand how to access GPU device properties and capabilities from CUDA programs Learn how to accelerate searching and sorting algorithms Detect shapes such as lines and circles in images Explore object tracking and detection with algorithms Process videos using different video analysis techniques in Jetson TX1 Access GPU device properties from the PyCUDA program Understand how kernel execution works Who this book is for This book is a go-to guide for you if you are a developer working with OpenCV and want to learn how to process more complex image data by exploiting GPU processing A thorough understanding of computer vision concepts and programming languages such as C or Python is expected

Python Polars: The Definitive Guide Jeroen Janssens, Thijs Nieuwdorp, 2025-02-20 Unlock the power of Polars a Python package for transforming analyzing and visualizing data In this hands-on guide Jeroen Janssens and Thijs Nieuwdorp walk you through every feature of Polars showing you how to use it for real world tasks like data wrangling exploratory data analysis building pipelines and more Whether you're a seasoned data professional or new to data science you'll quickly master Polars expressive API and its underlying concepts You don't need to have experience with pandas but if you do this book will help you make a seamless transition The many practical examples and real world datasets are available on GitHub so you can easily follow along Process data from CSV Parquet spreadsheets databases and the cloud Get a solid understanding of Expressions the building blocks of every query Handle complex data types including text time and nested structures Use both eager and lazy APIs and

know when to use each Visualize your data with Altair hvPlot plotnine and Great Tables Extend Polars with your own Python functions and Rust plugins Leverage GPU acceleration to boost performance even further

Photoshop CS5 Restoration and Retouching For Digital Photographers Only Mark Fitzgerald, 2010-06-17 Adobe Photoshop CS5 Restoration and Retouching For Digital Photographers Only is the complete guide to restoration and retouching Whether you re new to Photoshop or if you ve been using it for years you ll learn lots of new tricks that will help put the beauty back into cherished family photos and turn new photos into frameable works of art Follow Adobe Certified Photoshop Expert Mark Fitzgerald as he guides you through the restoration and retouching workflows Begin by learning about basic concepts such as proper tonal and color adjustment selections and masking Then learn to master Photoshop s retouching tools like the Healing Brush Patch Tool and Clone Stamp After you build a solid foundation you ll see how these tools and techniques come together to solve a wide range of restoration and retouching problems from repairing a damaged print to removing braces and repairing glass glares Explore the tools and techniques with step by step expert instructions for downloadable practice files Experience the total workflow as you complete three projects along side Mark from start to finish a restoration project a portrait retouching project and an architectural retouching project This book is an update to Mark Fitzgerald s popular book Adobe Photoshop CS3 Restoration and Retouching Bible

Database Management using AI: A Comprehensive Guide A Purushotham Reddy, 2024-10-20 Database Management Using AI The Ultimate Guide for Data Professionals Database Management Using AI A Comprehensive Guide is an essential resource for anyone eager to explore how artificial intelligence AI is revolutionizing the field of database management This book caters to a wide audience from database administrators data scientists and tech enthusiasts to professionals looking to integrate AI into their data management practices It offers a professional yet easily understandable exploration of how AI is transforming modern data systems The guide starts by laying a solid foundation in database management fundamentals covering key concepts such as data models SQL and database design principles It then delves into how AI can optimize database performance enhance security and automate complex tasks like data retrieval query optimization and schema design With this book readers will gain deep insights into integrating AI with traditional database systems and how AI tools are shaping the future of data management Unlike other books that focus purely on theory this guide stands out by emphasizing real world applications Through practical case studies it demonstrates how AI driven database systems are being leveraged across industries such as e commerce healthcare finance and logistics These case studies show the real world impact of AI helping businesses increase efficiency reduce errors and make smarter data backed decisions The book illustrates how AI is enabling organizations to stay ahead in a competitive market by harnessing the power of intelligent database management Throughout the guide readers will learn about the evolution of database systems including the shift from relational databases to modern NoSQL databases and how AI is enhancing traditional database models to meet the demands of the digital age The book explores how AI integration in databases is transforming

how data is processed and analyzed automating repetitive tasks and improving the scalability and performance of databases One of the key highlights of this book is the coverage of AI in database management Readers will learn how AI is being used to automate routine database tasks improve security by predicting and mitigating threats and streamline database management operations through automation Additionally the book delves into how AI helps in predictive analytics and data mining uncovering hidden patterns and enabling organizations to make accurate predictions based on large volumes of data The book also covers predictive analytics and data mining teaching readers how AI tools can be used to extract valuable insights from data identify trends and uncover business opportunities that were previously hard to detect By understanding how AI can leverage data to drive business intelligence readers will be able to implement AI driven solutions that improve decision making processes Furthermore this guide explores the future of database management with AI It takes a close look at emerging trends including autonomous databases and the growing role of cloud based AI solutions in shaping the future of data management These innovative technologies are creating intelligent self managing databases that are poised to revolutionize how data is stored processed and analyzed Database Management Using AI provides readers with the knowledge and practical skills needed to navigate the fast evolving landscape of AI powered databases Whether you re an industry professional or a student this book is packed with actionable insights that will keep you ahead in the digital world It s a must have resource for anyone looking to understand the practical impact of AI on database systems and harness the power of machine learning big data and cloud computing to transform their approach to data management With its combination of clear explanations real world case studies and forward looking insights this book is the ultimate guide for anyone wanting to stay competitive in the digital age Database Management Using AI is more than just a book it s an essential tool for anyone serious about mastering the future of data systems Refer [www latest2all com](http://www.latest2all.com) for details

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TensorFlow 2.0 Quick Start Guide Tony Holdroyd,2019-03-29 Perform supervised and unsupervised machine learning and learn advanced techniques such as training neural networks Key FeaturesTrain your own models for effective prediction using high level Keras API Perform supervised and unsupervised machine learning and learn advanced techniques such as training neural networksGet acquainted with some new practices introduced in TensorFlow 2 0 AlphaBook Description TensorFlow is one of the most popular machine learning frameworks in Python With this book you will improve your knowledge of some of the latest TensorFlow features and will be able to perform supervised and unsupervised machine learning and also train neural networks After giving you an overview of what s new in TensorFlow 2 0 Alpha the book moves on to setting up your machine learning environment using the TensorFlow library You will perform popular supervised machine learning tasks using techniques such as linear regression logistic regression and clustering You will get familiar with unsupervised learning for autoencoder applications The book will also show you how to train effective neural networks using straightforward examples in a variety of different domains By the end of the book you will have been exposed to a large variety of machine learning and neural network TensorFlow techniques What you will learnUse tf Keras for fast prototyping building and training deep learning neural network modelsEasily convert your TensorFlow 1 12 applications to TensorFlow 2 0 compatible filesUse TensorFlow to tackle traditional supervised and unsupervised machine learning applicationsUnderstand image recognition techniques using TensorFlowPerform neural style transfer for image hybridization using a neural networkCode a recurrent neural network in TensorFlow to perform text style generationWho this book is for Data scientists machine learning developers and deep learning enthusiasts looking to quickly get started with TensorFlow 2 will find this book useful Some Python programming experience with version 3 6 or later along with a familiarity with Jupyter notebooks will be an added advantage Exposure to machine learning and neural network techniques would also be helpful

The PC and Gadget Help Desk Mark Edward Soper,2014-10-04 A Do It Yourself Guide To Troubleshooting and Repairing Your EASY comprehensive technology troubleshooter PCs smartphones tablets networks cameras home theater and more all in one book We all use technology and we all have problems with it Don t get frustrated and don t waste money on costly repair or support calls Solve the problems yourself with the one guide that makes it easy The PC and Gadget Help Desk Using clear pictures handy symptom tables and easy to use flowcharts Mark Edward Soper walks you step by step through identifying solving and preventinghundreds of today s most aggravating tech problems Soper covers all your major platforms iPhones iPads Android

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Turing, 2025-01-08 The GPU Overclocking Guide delivers a comprehensive exploration of graphics card optimization bridging the gap between theoretical knowledge and practical implementation for enthusiasts seeking enhanced hardware performance This technical guide systematically breaks down the complex world of GPU overclocking from fundamental architecture concepts to advanced performance tuning techniques while maintaining a strong focus on safety and stability The book progresses through three main sections beginning with GPU architecture fundamentals before diving into safe overclocking methodologies and advanced optimization techniques Readers learn essential concepts about memory modules core clocks and voltage regulations supported by empirical data and real-world case studies What sets this guide apart is its thorough integration of semiconductor physics electrical engineering and thermal dynamics principles providing readers with a deep understanding of the scientific foundations behind successful overclocking practices Written for PC enthusiasts and hardware technicians the guide combines detailed technical explanations with accessible step-by-step instructions complemented by visual aids such as thermal imaging data and performance charts It maintains vendor neutrality while addressing crucial aspects like thermal management power delivery and stability testing The book's practical approach to hardware optimization coupled with its emphasis on safety parameters and troubleshooting protocols makes it an invaluable resource for anyone interested in pushing their GPU's performance beyond factory specifications [The Generative AI](#)

[Practitioner's Guide](#) Arup Das, David Sweenor, 2024-07-20 Generative AI is revolutionizing the way organizations leverage technology to gain a competitive edge However as more companies experiment with and adopt AI systems it becomes challenging for data and analytics professionals AI practitioners executives technologists and business leaders to look beyond

the buzz and focus on the essential questions Where should we begin How do we initiate the process What potential pitfalls should we be aware of This TinyTechGuide offers valuable insights and practical recommendations on constructing a business case calculating ROI exploring real life applications and considering ethical implications Crucially it introduces five LLM patterns author retriever extractor agent and experimental to effectively implement GenAI systems within an organization The Generative AI Practitioner s Guide How to Apply LLM Patterns for Enterprise Applications bridges critical knowledge gaps for business leaders and practitioners equipping them with a comprehensive toolkit to define a business case and successfully deploy GenAI In today s rapidly evolving world staying ahead of the competition requires a deep understanding of these five implementation patterns and the potential benefits and risks associated with GenAI Designed for business leaders tech experts and IT teams this book provides real life examples and actionable insights into GenAI s transformative impact on various industries Empower your organization with a competitive edge in today s marketplace using The Generative AI Practitioner s Guide How to Apply LLM Patterns for Enterprise Applications Remember it s not the tech that s tiny just the book

Unity 2018 By Example Alan Thorn,2018-07-31 Build exciting 2D 3D games and virtual reality applications with the help of hands on examples Key Features Create five different types of games from scratch with Unity 2018 Import custom content into Unity from third party tools such as Maya and Blender Learn to build NPCs with artificial intelligent behavior Book Description Unity is the most exciting and popular engine used for developing games With its 2018 release Unity has become the primary source of both game development and virtual reality content In Unity 2018 By Example you ll learn how to use Unity in order to make amazing games from popular genres from action shooters to mind bending puzzle games to adventure and Virtual Reality VR games Even if you have no previous experience of using Unity this book will help you understand the toolsets it provides in depth In addition to this you ll understand how to create time critical collection games twin stick space shooters platformers and action fest games with intelligent enemies Finally you ll get to grips with creating VR games with the new toolsets introduced by Unity to help you develop amazing VR experiences To make things easier you will be provided with step by step tutorials for making five great games in Unity 2018 along with a detailed explanation of all the fundamental concepts By the end of this book you ll have established a strong foundation in making games with Unity 2018 What you will learn Understand core Unity concepts such as game objects components and scenes Study level design techniques for building immersive and interesting worlds Make functional games with C scripting Use the toolset creatively to build games with different themes and styles Handle player controls and input functionality Work with terrains and world creation tools Get to grips with making both 2D and 3D games Who this book is for You don t need to have any previous experience with Unity to enjoy Unity 2018 By Example although you need to have basic knowledge of C

Programming in Parallel with CUDA Richard Ansorge,2022-06-02 CUDA is now the dominant language used for programming GPUs one of the most exciting hardware developments of recent decades With CUDA you can use a desktop PC

for work that would have previously required a large cluster of PCs or access to a HPC facility. As a result, CUDA is increasingly important in scientific and technical computing across the whole STEM community, from medical physics and financial modelling to big data applications and beyond. This unique book on CUDA draws on the author's passion for and long experience of developing and using computers to acquire and analyse scientific data. The result is an innovative text featuring a much richer set of examples than found in any other comparable book on GPU computing. Much attention has been paid to the C coding style, which is compact, elegant, and efficient. A code base of examples and supporting material is available online, which readers can build on for their own projects.

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