**Put the verbs in brackets into the correct forms.**

1. First of all, no matter how skilled the developers are and no matter how long the games are playtested before release, the existence of unseen circumstances is unavoidable.
2. Following the aforementioned example, if a committed code is retrieved, the action stored in the winner code will be perfromed.
3. It long to realize that the coauthorship of articles in learned journals provides a window on patterns of collaboration within the academic community.
4. A small number of scientists produced a very large number of papers, a result that since has been confirmed by others [18, 19], and which is seen in our own data as well.
5. Grossman [9] notes that the rate of publication has increased slightly over the last 50 years or so, but there has been a much more striking increase in the level of collaboration.
6. In 1960, R.E. Kalman has published his famous paper describing a recursive solution to the discrete-data linear filtering problem. Since that time, due in large part to advances in digital computing, the Kalman filter has been the subject of extensive research and application.
7. We will begin this section with a broad overview, covering the “high-level” operation of one form of the discrete Kalman filter (see the previous footnote). After presenting this high-level view, we will narrow the focus to the specific equations and their use in this version of the filter.
8. Although the API list is ofﬁcially not open to the public, there have been efforts to reveal unofﬁcial APIs of Alexa.
9. In these circumstances, a large amount of data is produced in real time in response to user behaviors.
10. Video tampering methods have witnessed considerable progress in recent years.
11. However, recent developments in deep learning-based methods have made it possible not only to produce convincing forged video but also to fully synthesize video content.
12. We thoroughly examine their development, and show how current evaluation techniques provide opportunities for the advancement of video tampering detection. A critical and extensive review of photo-realistic video synthesis is provided with emphasis on deep learning-based methods. Existing tampered video datasets also qualitatively reviewed and critically discussed. Finally, conclusions are drawn upon an exhaustive and thorough review of tampering methods with discussions of future research directions aimed at improving detection methods.
13. If video tampering is designed, by its nature, to be invisible to human eyes, then tampering classification necessarily be done by algorithms and machines.
14. Copy-move and splicing are also known as “object forgery” (Chen et al., 2016).
15. In [14] video tampering is defined as “a process of malicious alteration of video content, so as to conceal an object, an event or change the meaning conveyed by the imagery in the video”. Similarly, [17] describes image forgery as “the digital manipulation of pictures with the aim of distorting some information in these images”. In this paper, video tampering is regarded as any technique which is intended to produce manipulated, photo-realistic content using authentic sources.