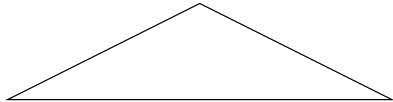
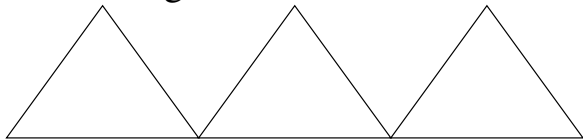


server



p

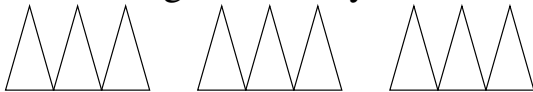
masks generated on the server



q

clients

masks generated by clients



r

GPU_s
CPU_s