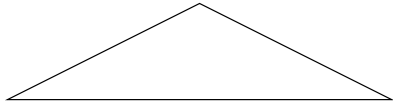


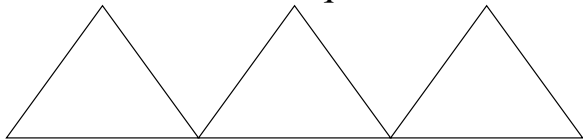
Serveur



p

Ensemble des masques du serveur

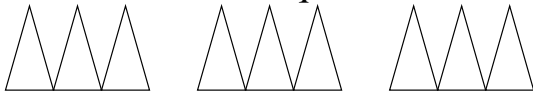
Clients



q

Ensemble des masques des clients

GPU_s



r