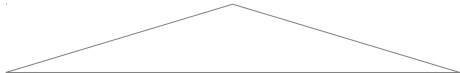


Server



p



masks generated on the server



Client

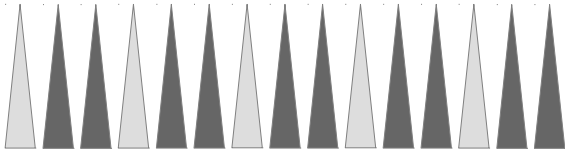


q



masks generated by clients

 CPUs
 GPUs



r

