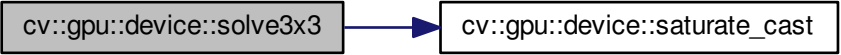


cv::gpu::device::solve3x3



```
graph LR; A[cv::gpu::device::solve3x3] --> B[cv::gpu::device::saturate_cast]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'cv::gpu::device::solve3x3'. The right box is white with a black border and contains the text 'cv::gpu::device::saturate_cast'. A dark blue arrow points from the right side of the left box to the left side of the right box.

cv::gpu::device::saturate_cast