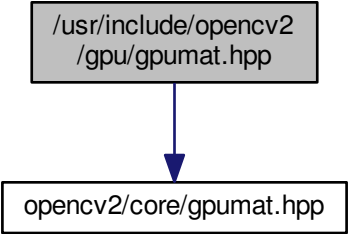


/usr/include/opencv2
/gpu/gpummat.hpp



opencv2/core/gpummat.hpp