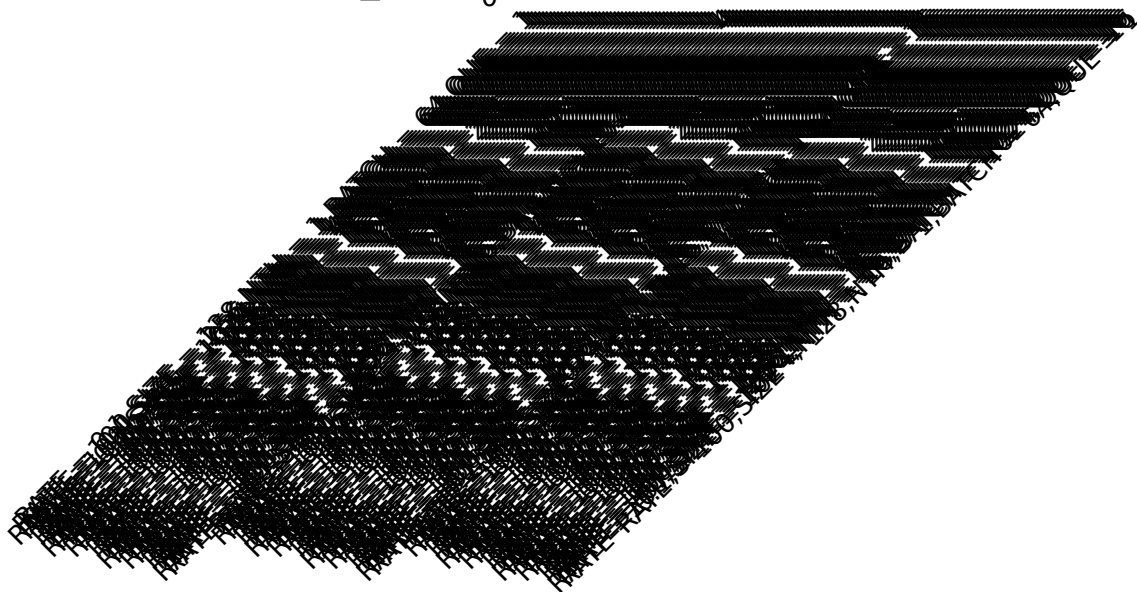
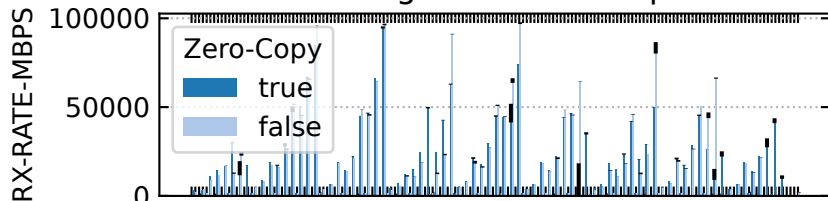


CRC on GPU using coalescent implementation



Variables