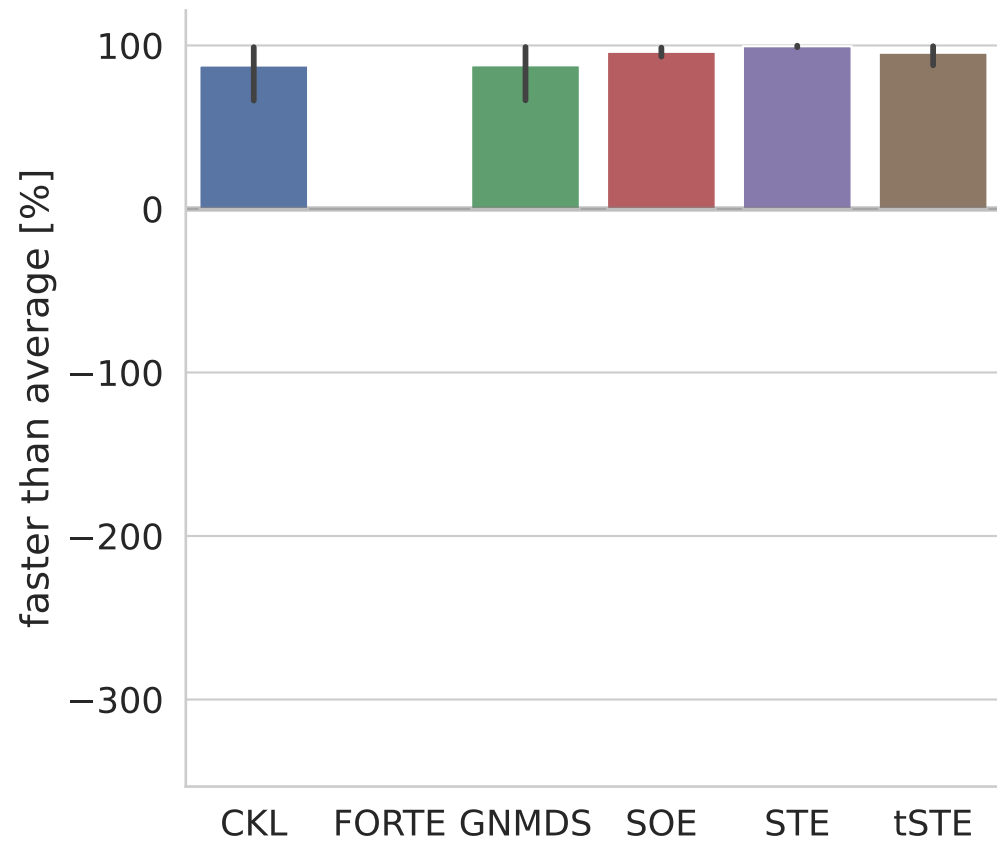


GPU = False



GPU = True

