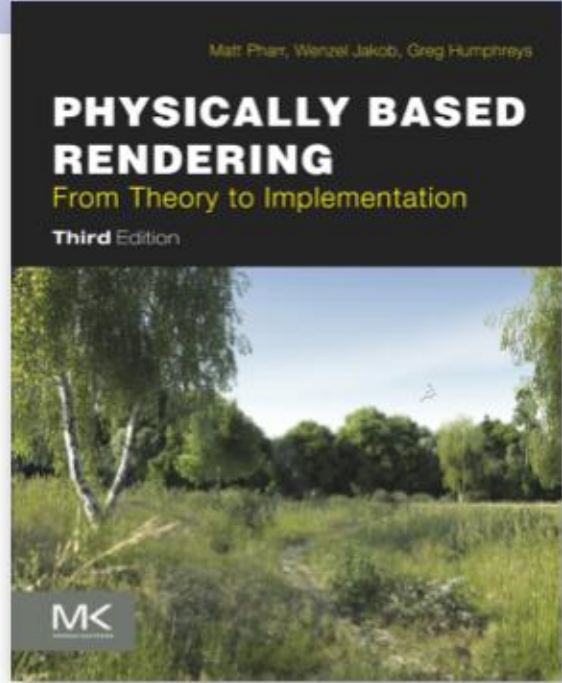
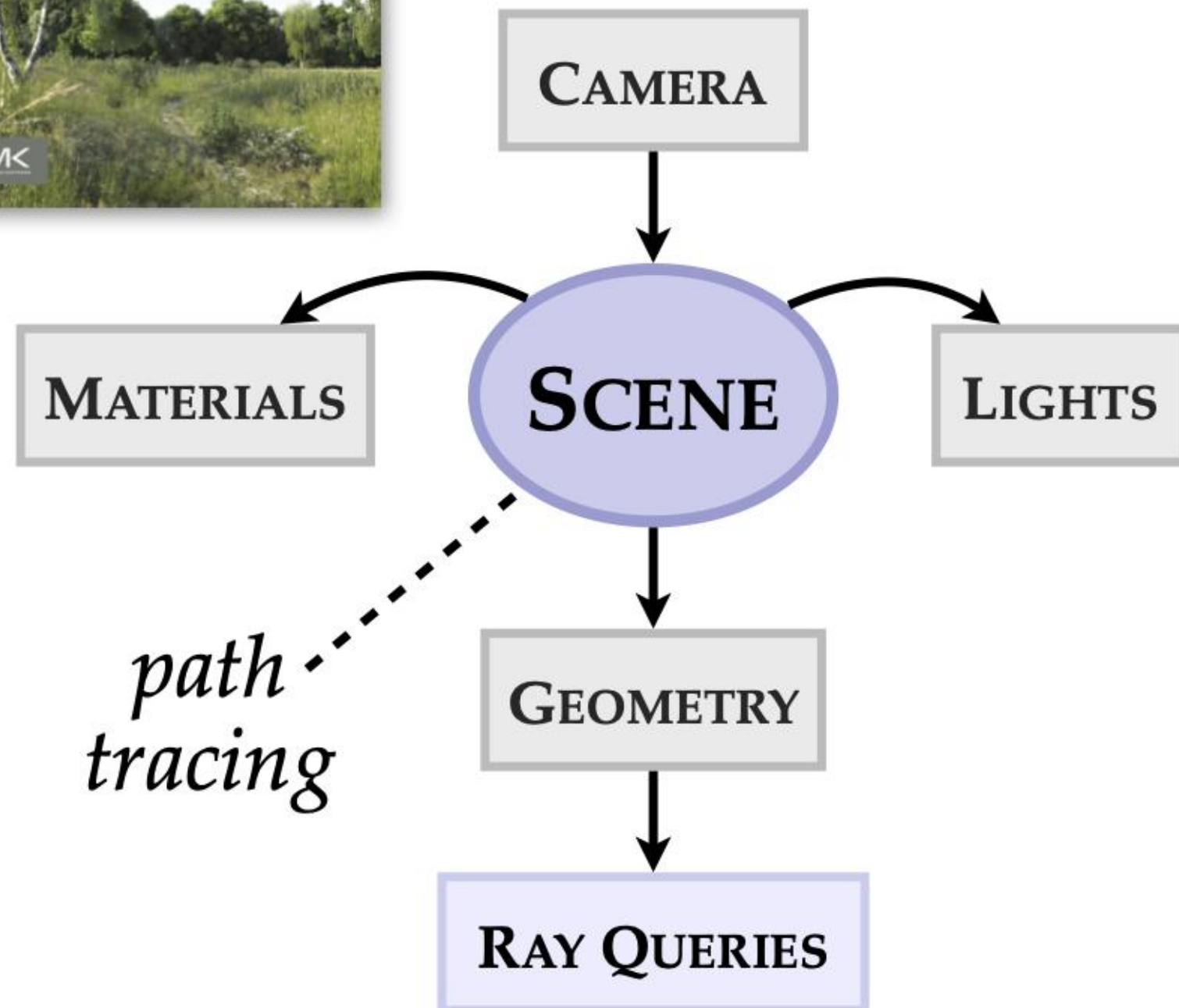


Building a System for Walk on Spheres



Rendering



PDEs

