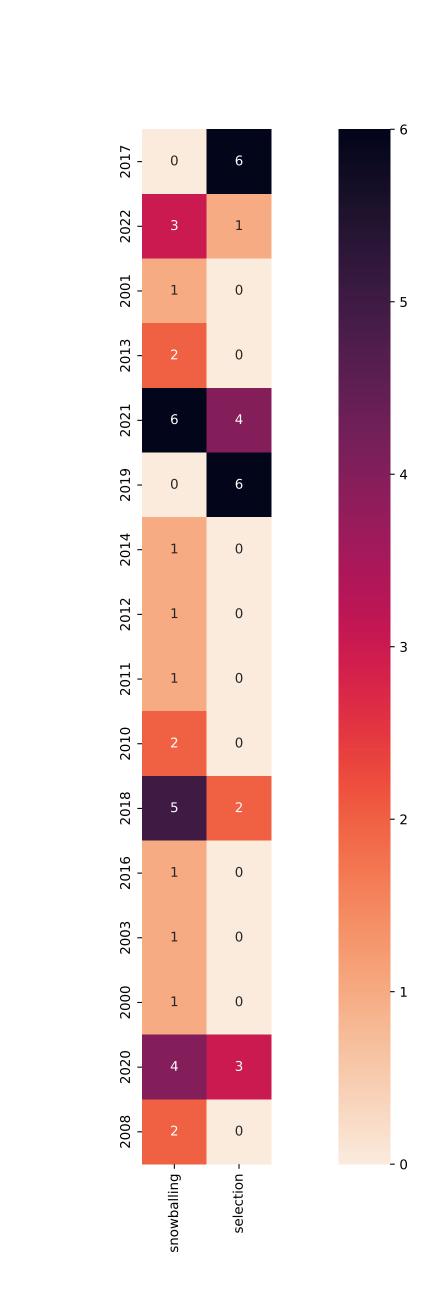


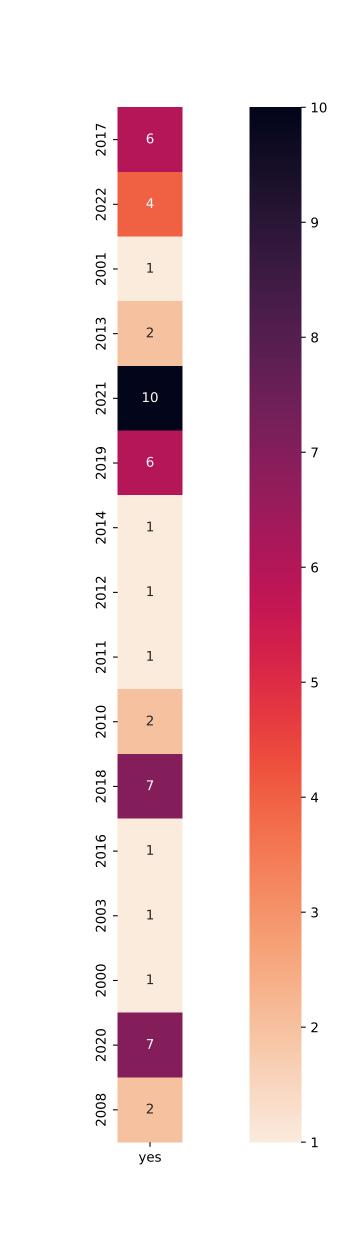
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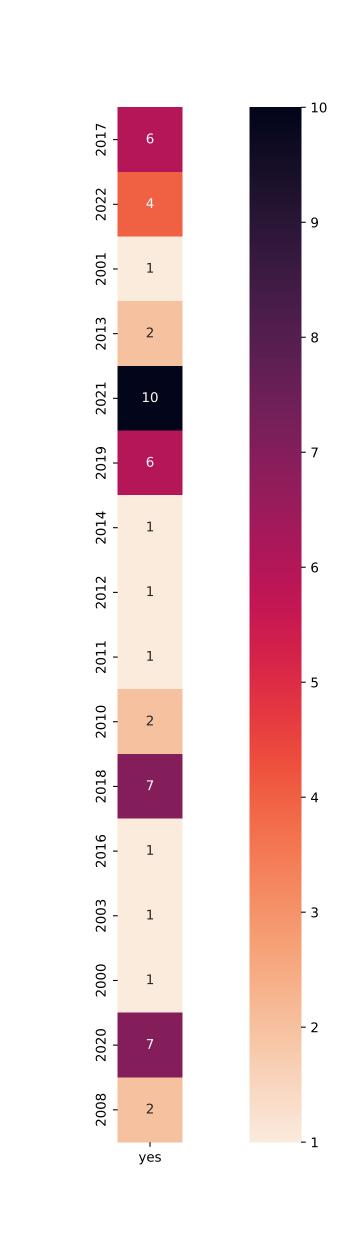
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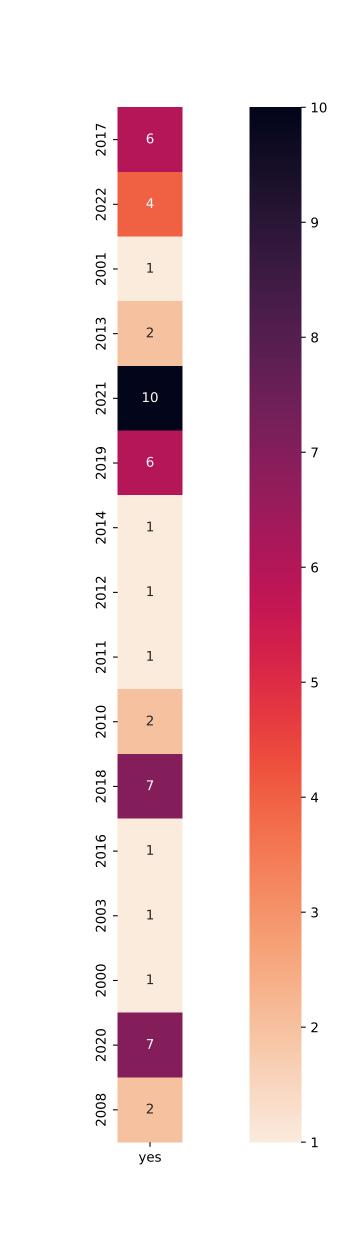
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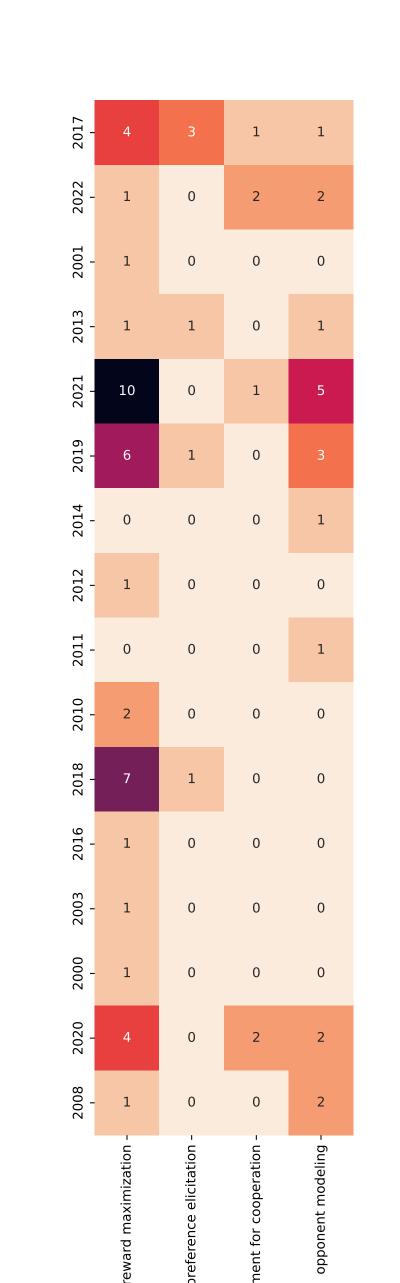




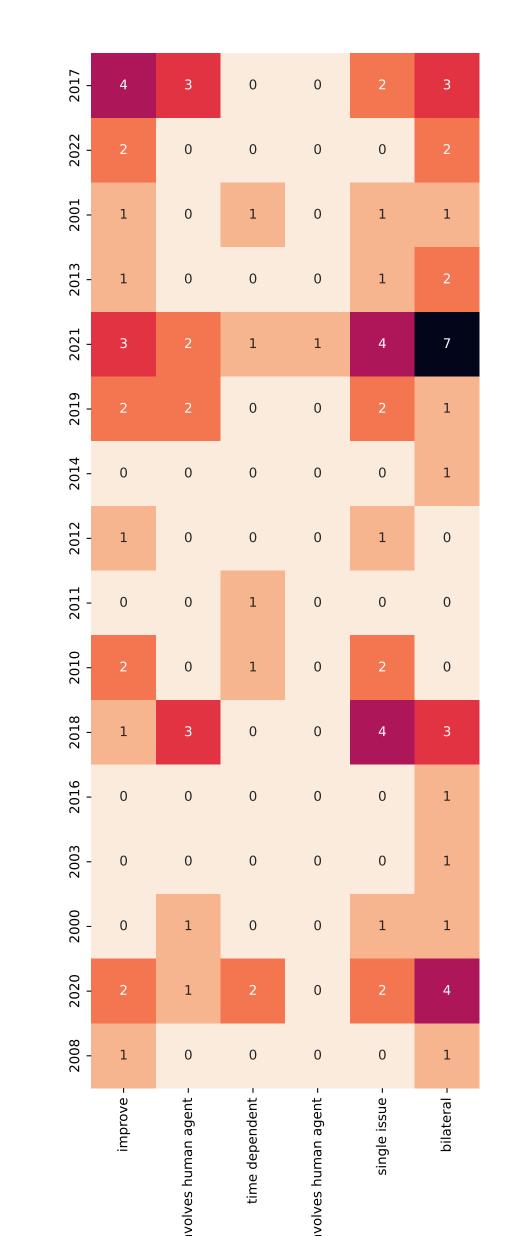
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2001		1	
2013	1	1	
2021	9	1	
2019	6	0	- (
2014	1	0	
2012	1	0	- <u>!</u>
2011	1	0	
2010	0	2	
2018	5	2	-:
2016	1	0	
2003		0	- :
2000	1	0	
2020	5	2	- :
2008	2	0	
	yes	no	- (

2017	0	0	1	0	1	0	0	0	0	0	0	1	0	1	0	0	1	1	0
2022	0	0	0	1	0	0	0	1	0	0	4	0	0	0	0	0	0	0	0
2001	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
2013	0	0	0	0	0	0	0	1	0	0	0	0	0	1	0	0	0	0	0
2021	1	0	1	0	0	0	0	0	0	0	5	0	0	0	0	2	0	1	0
2019	0	0	2	0	0	0	1	1	0	0	2	0	0	0	2	0	0	1	0
2014	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
2012	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
2011	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2010	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	0	0	0
2018	0	2	0	1	0	2	0	0	0	0	0	1	0	0	0	0	1	0	0
2016	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1
2003	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
2000	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
2020	0	0	0	0	0	0	0	1	1	1	2	0	1	1	0	1	0	1	0
2008	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0
	Genetic Algorithm -	Linear Programming -	Gaussian probability -	- NTST	artite gradient descent search -	Heuristic Algorithm -	Markov Decision Process -	Bayesian Learning -	Linear Regression -	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach -	Argumentation -	Neural Network -	Equilibrium strategies -	Monte Carlo Tree search -	logistic regression -

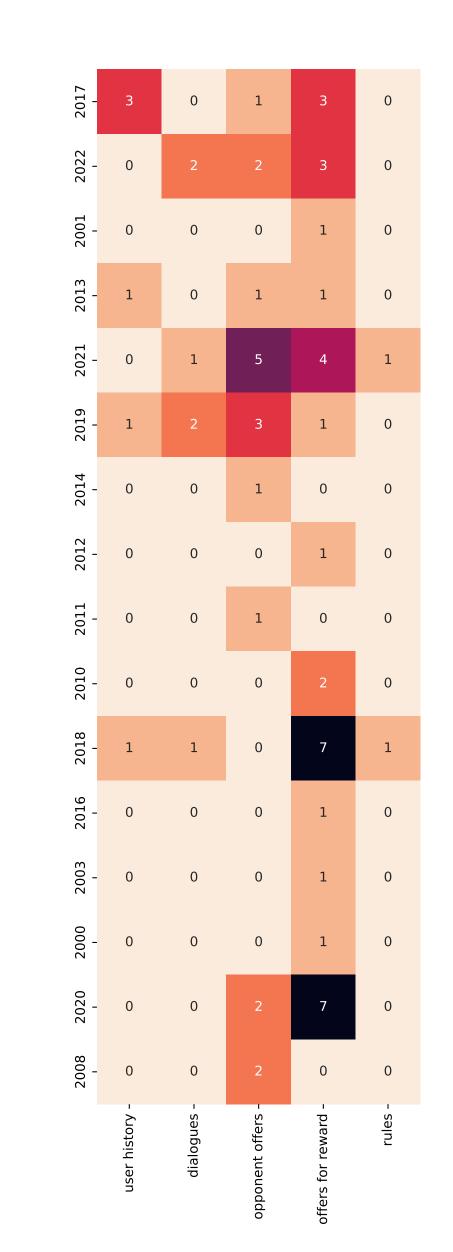
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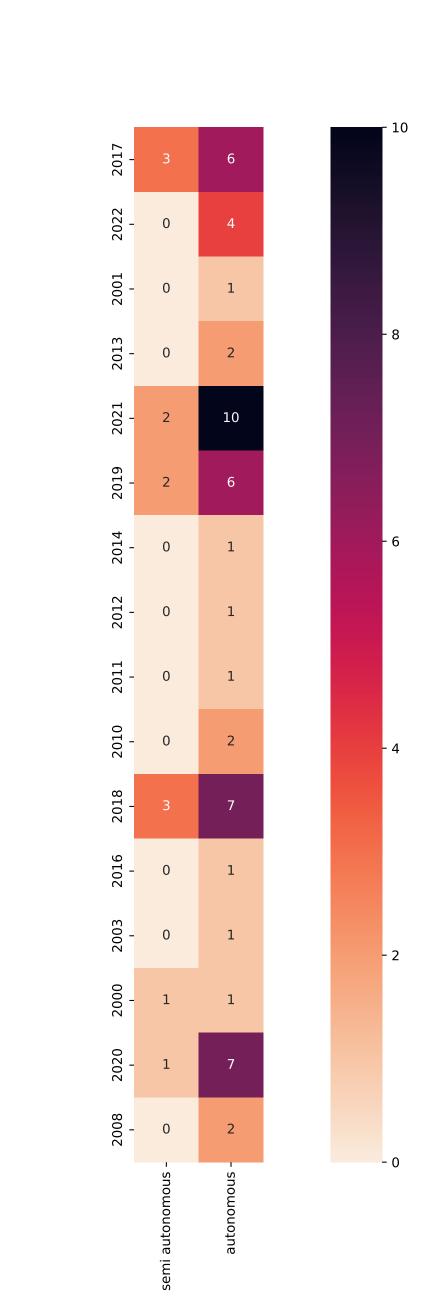
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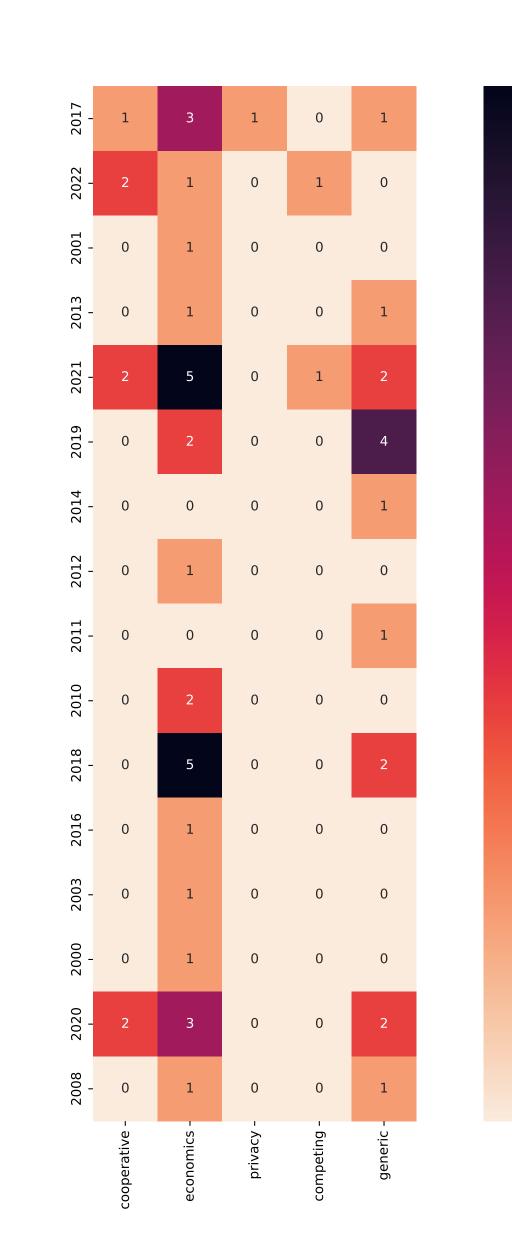


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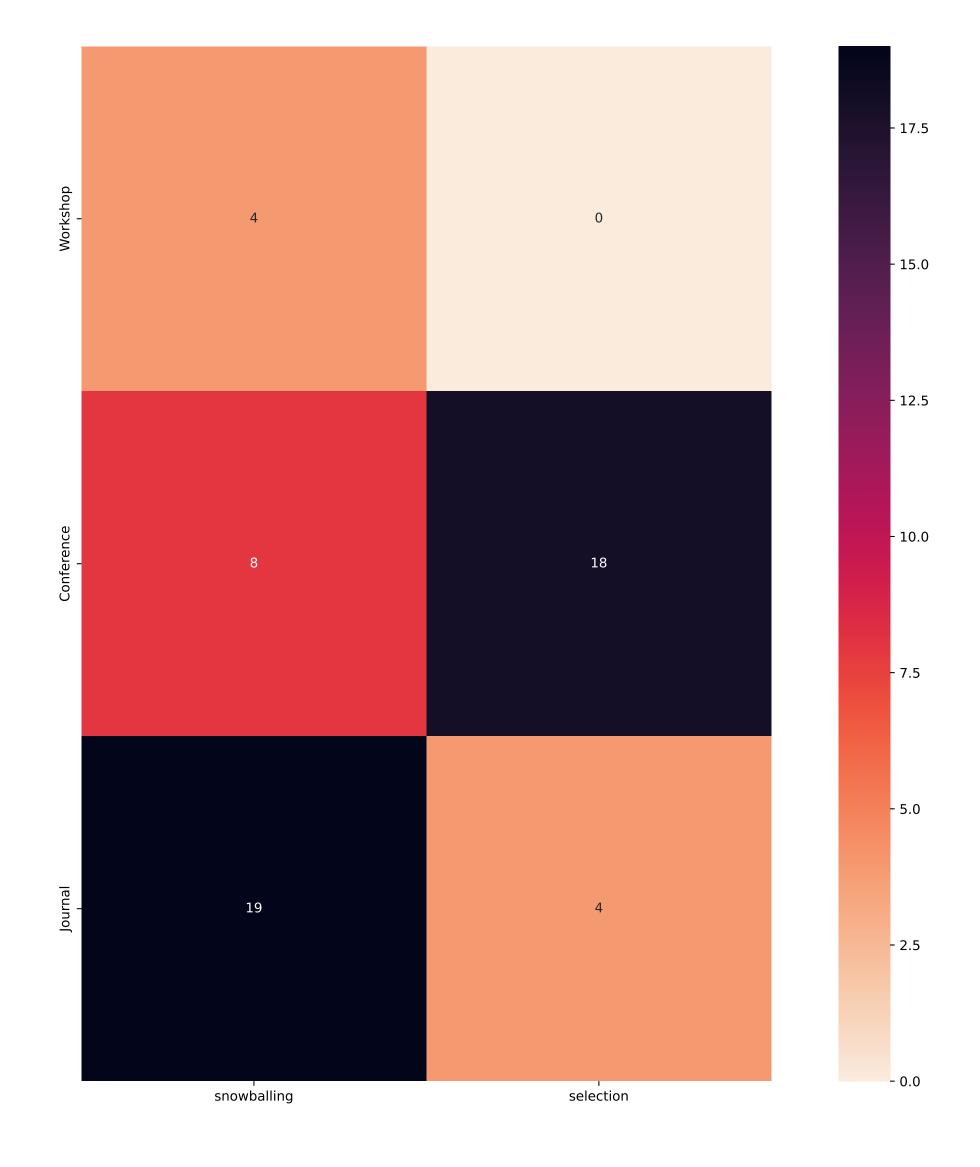
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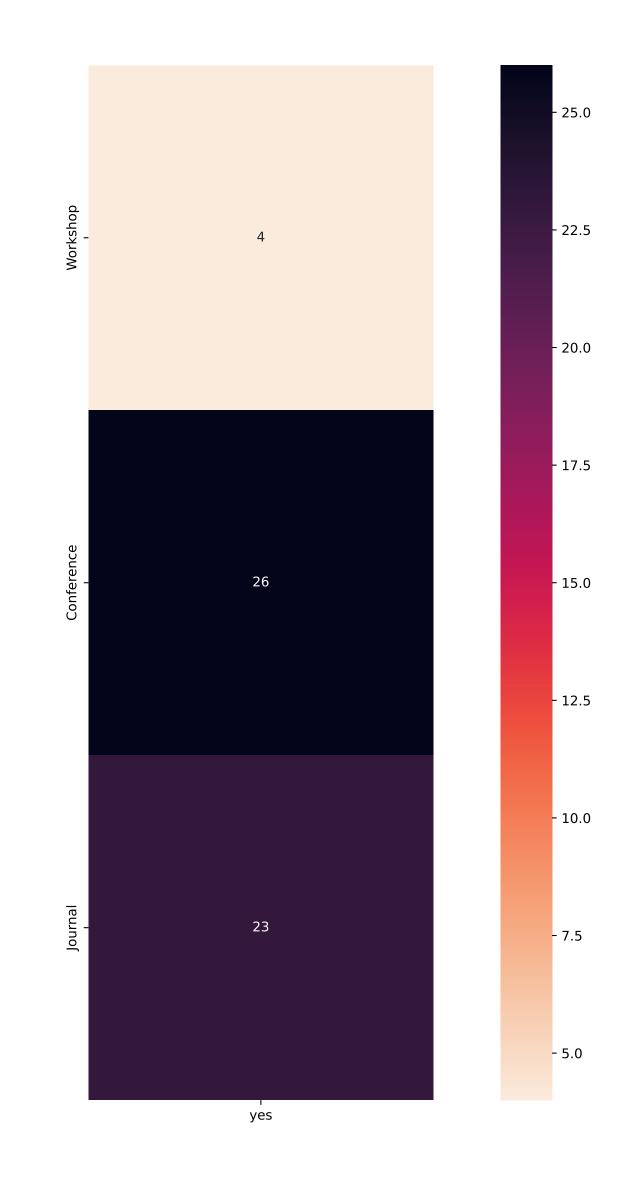
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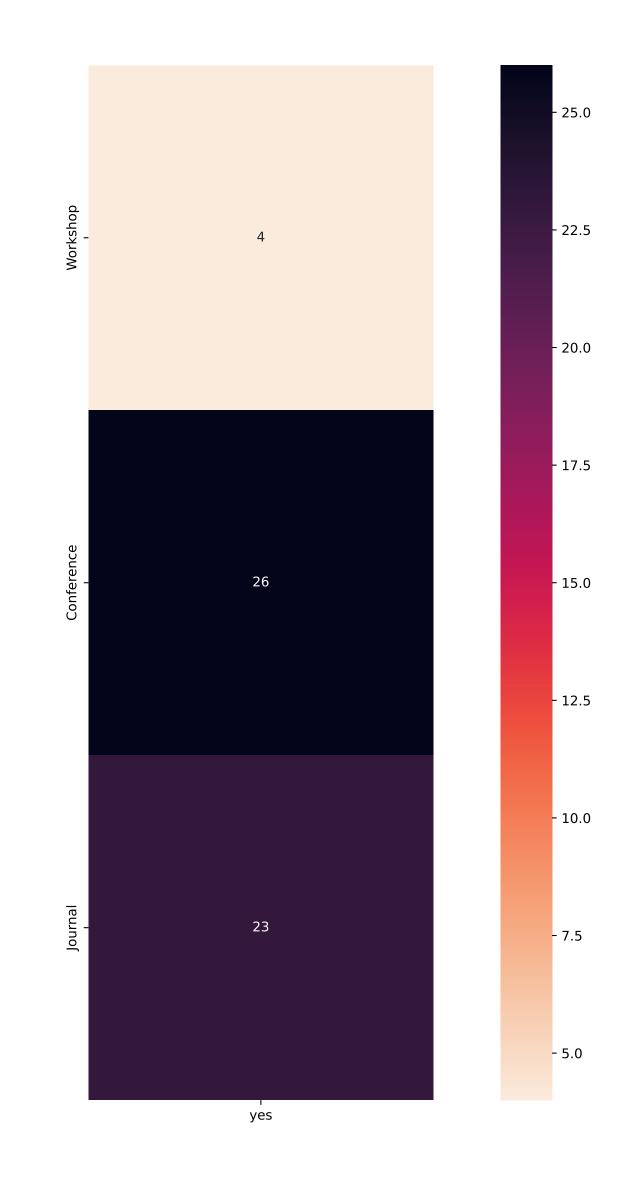
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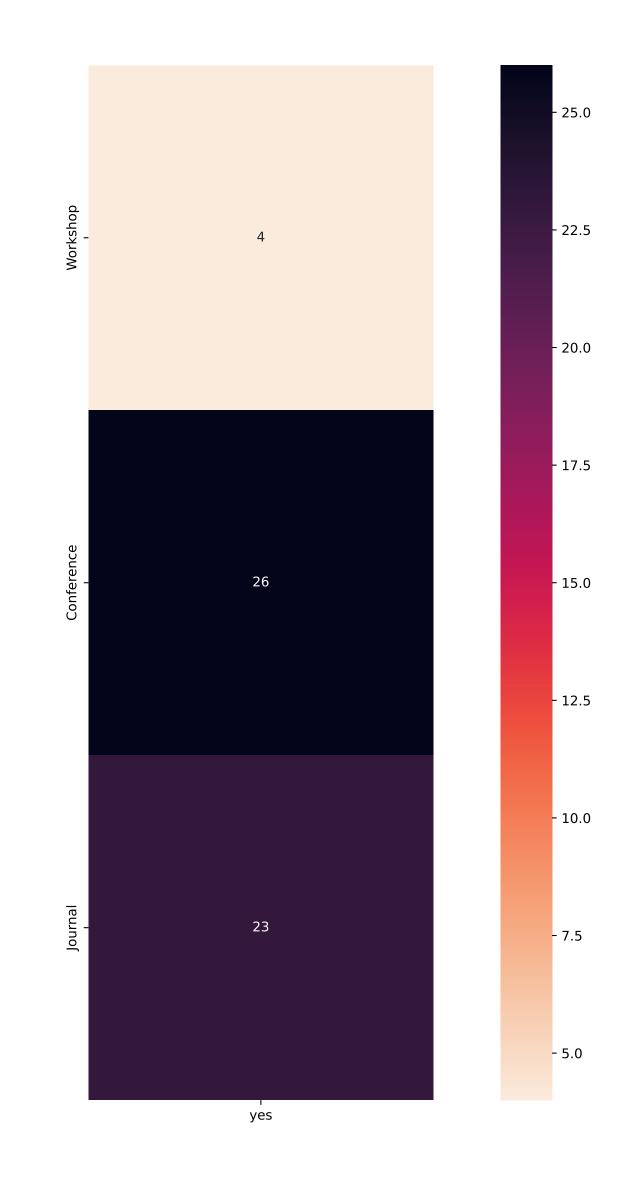
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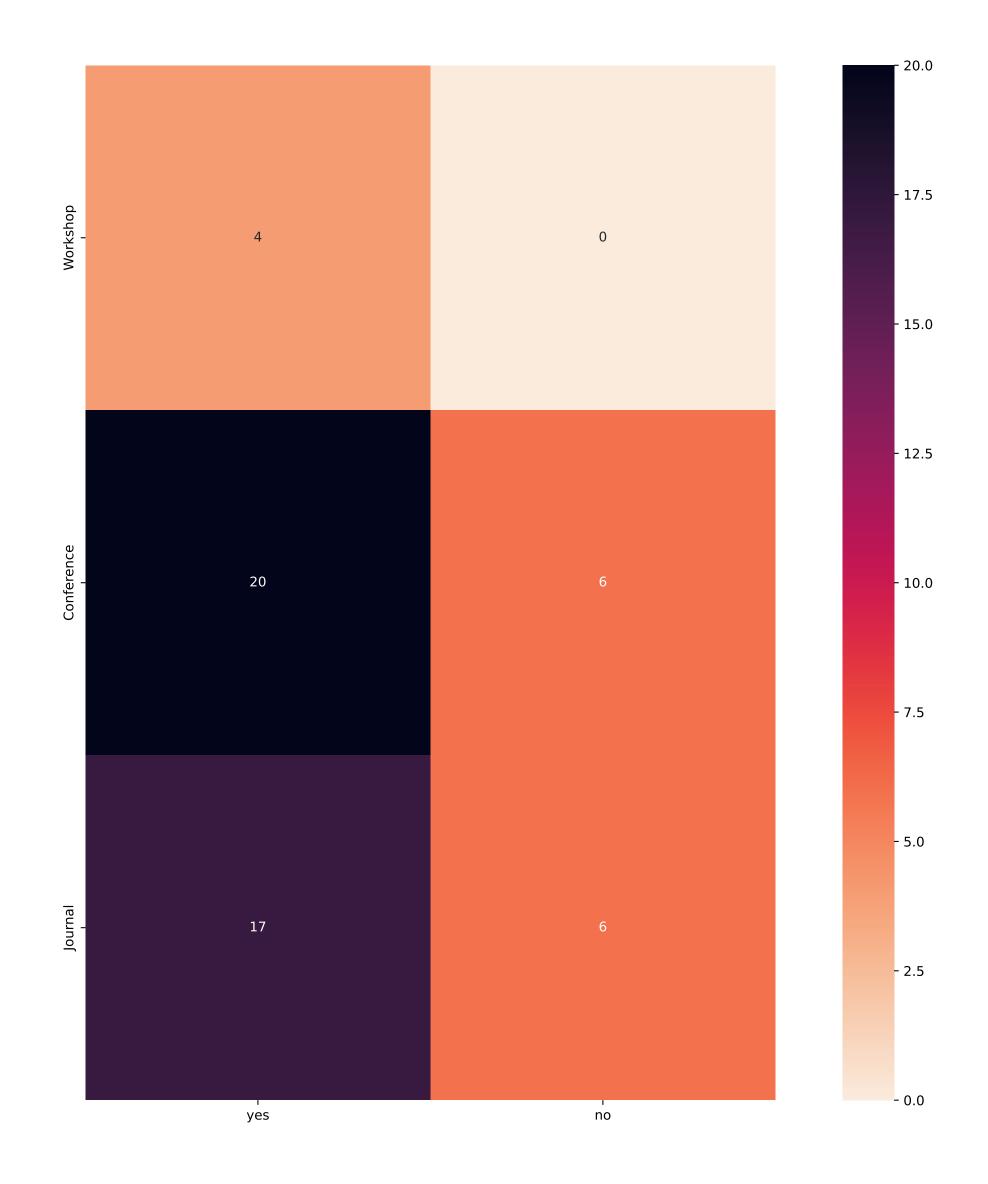
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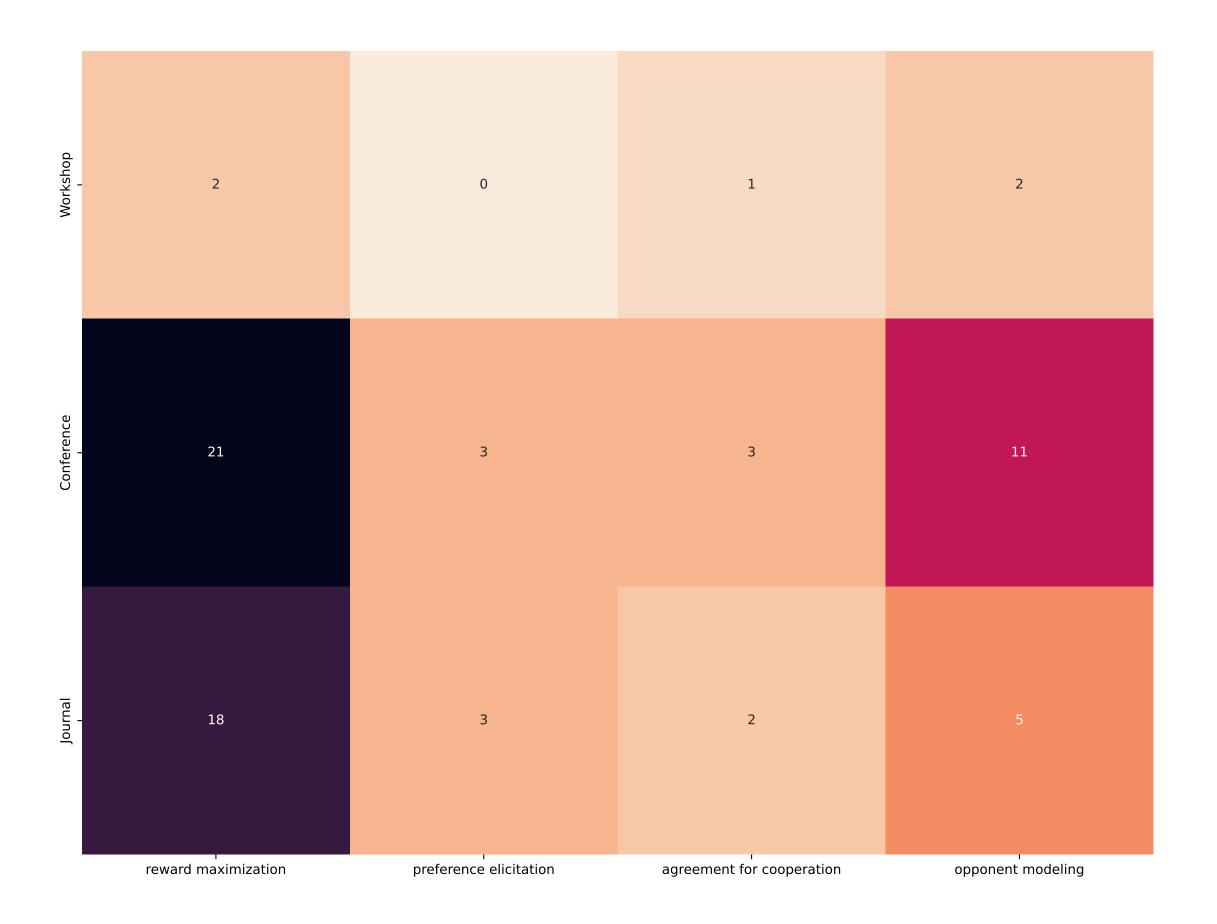




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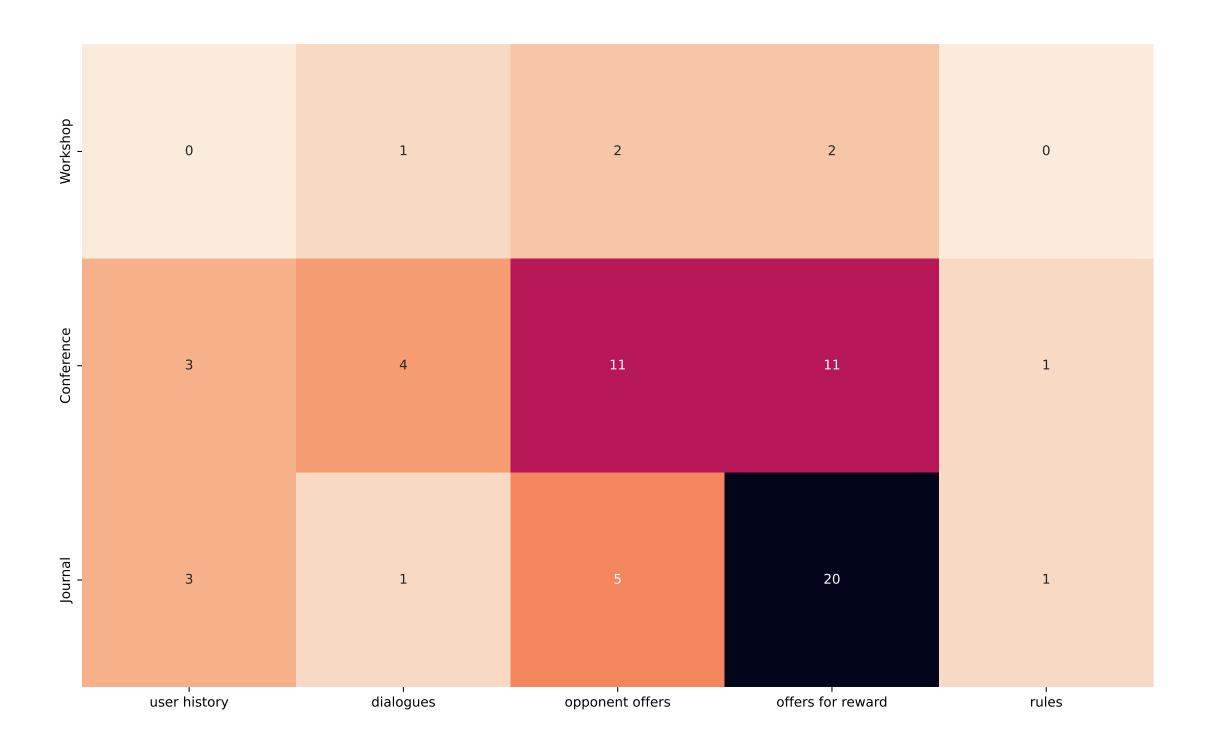
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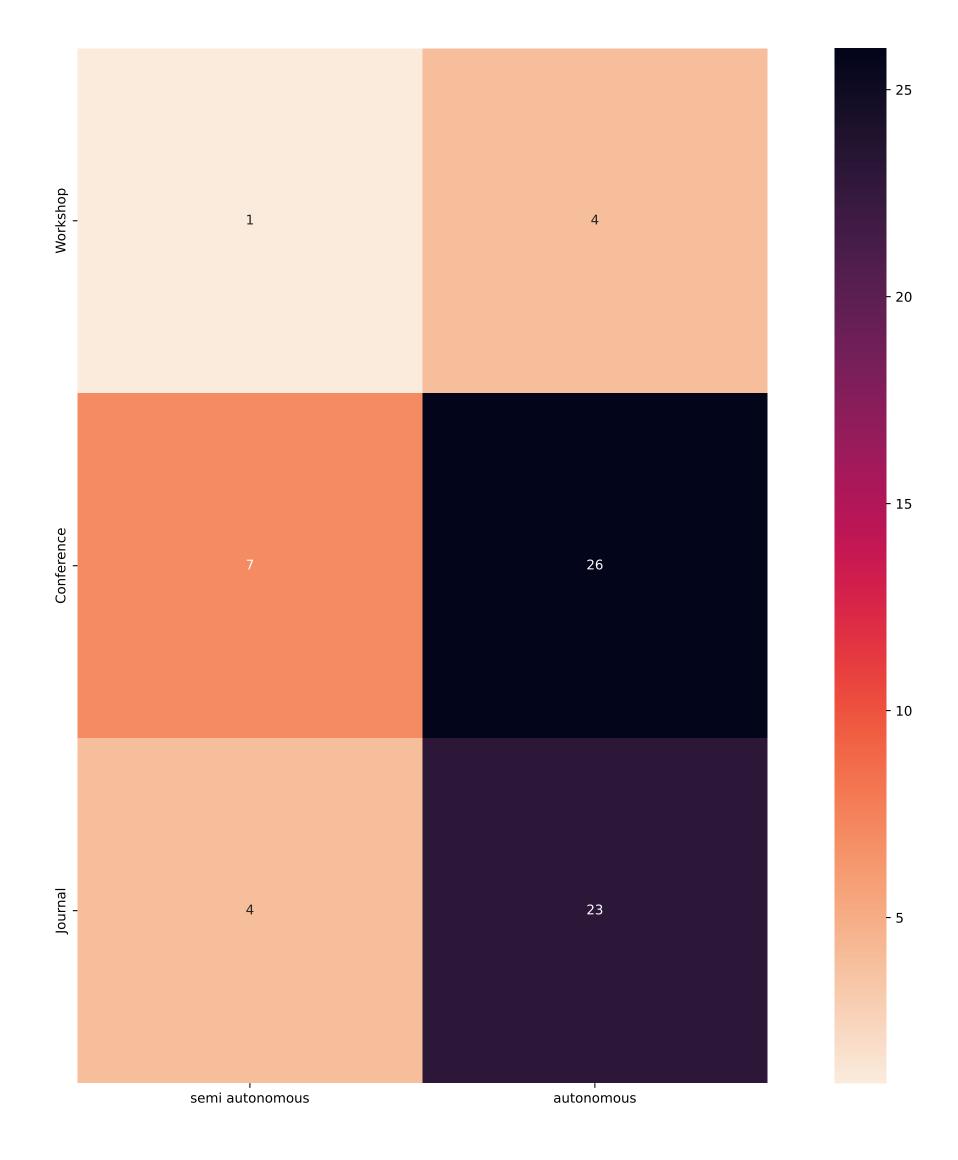
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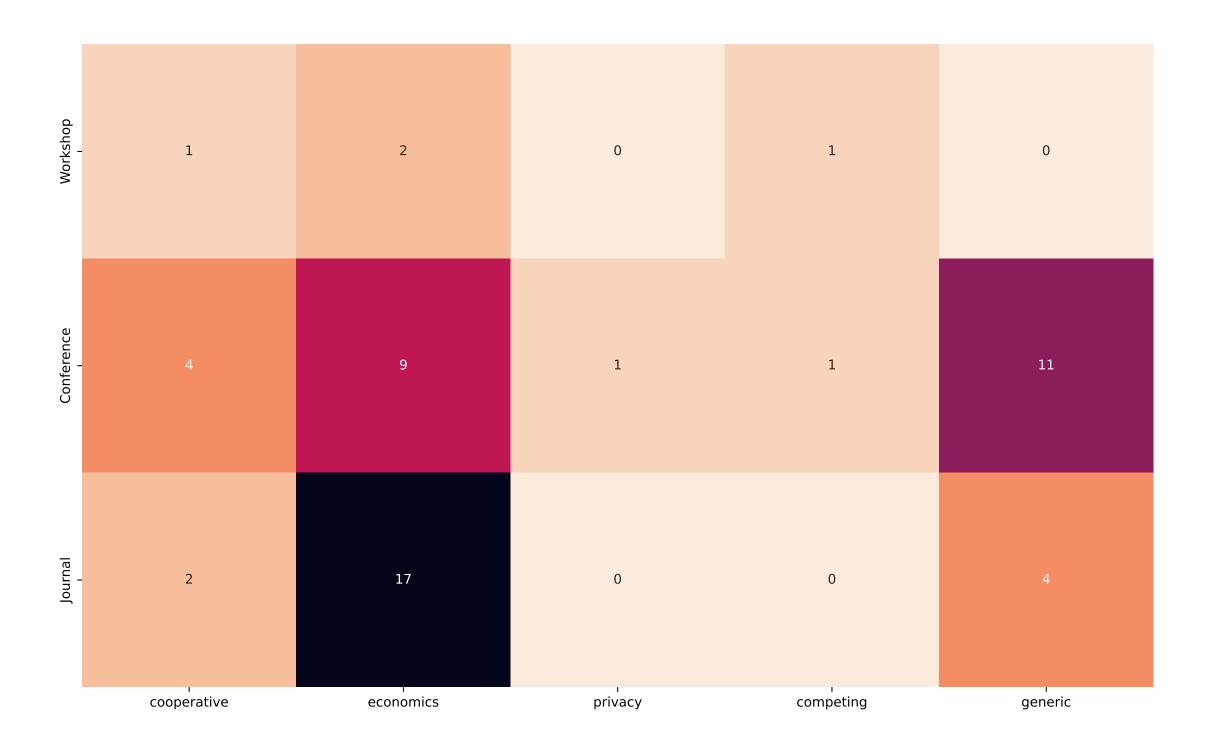
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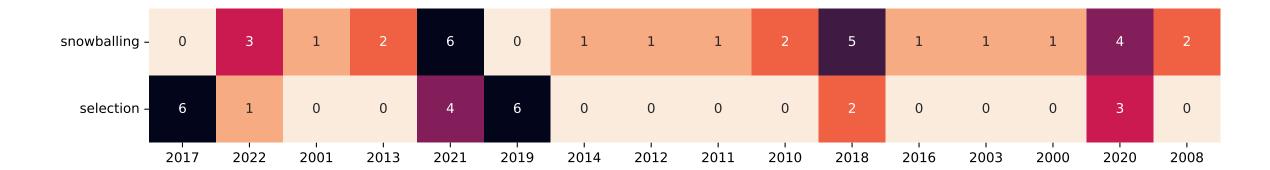
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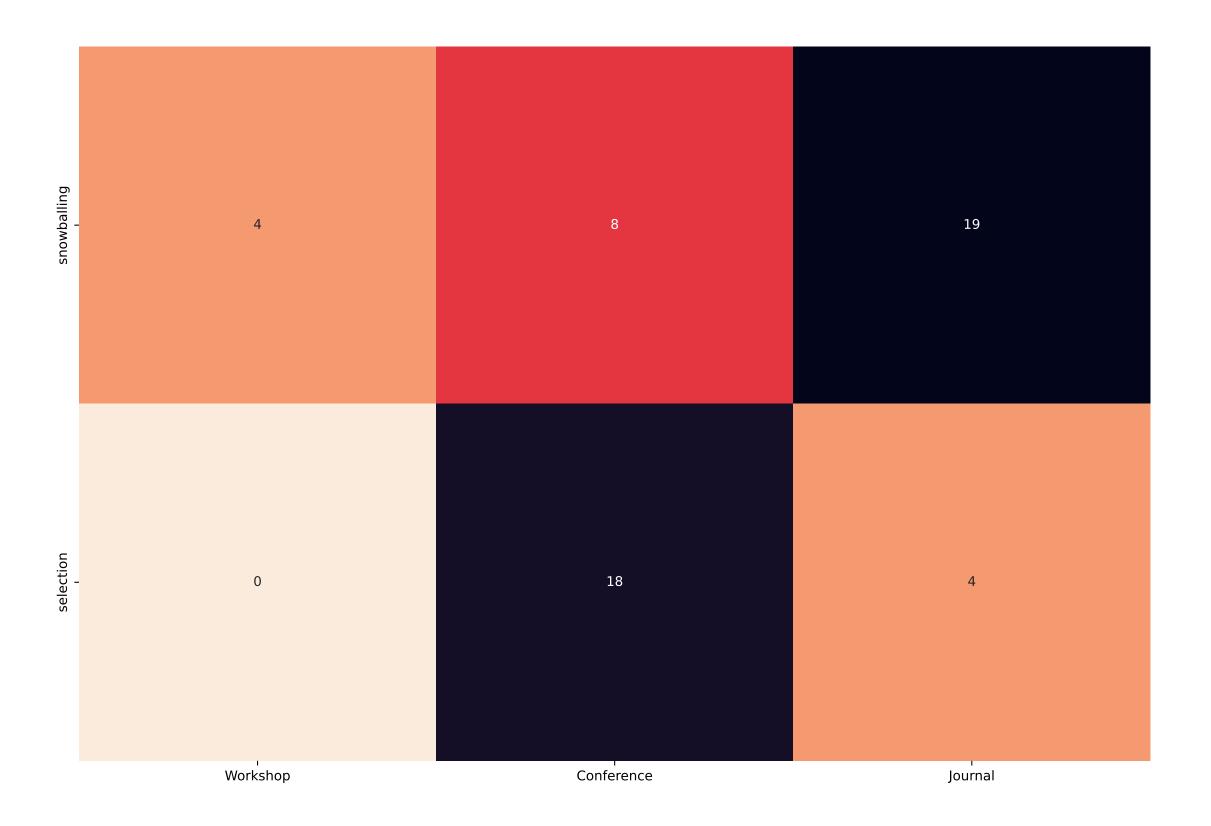
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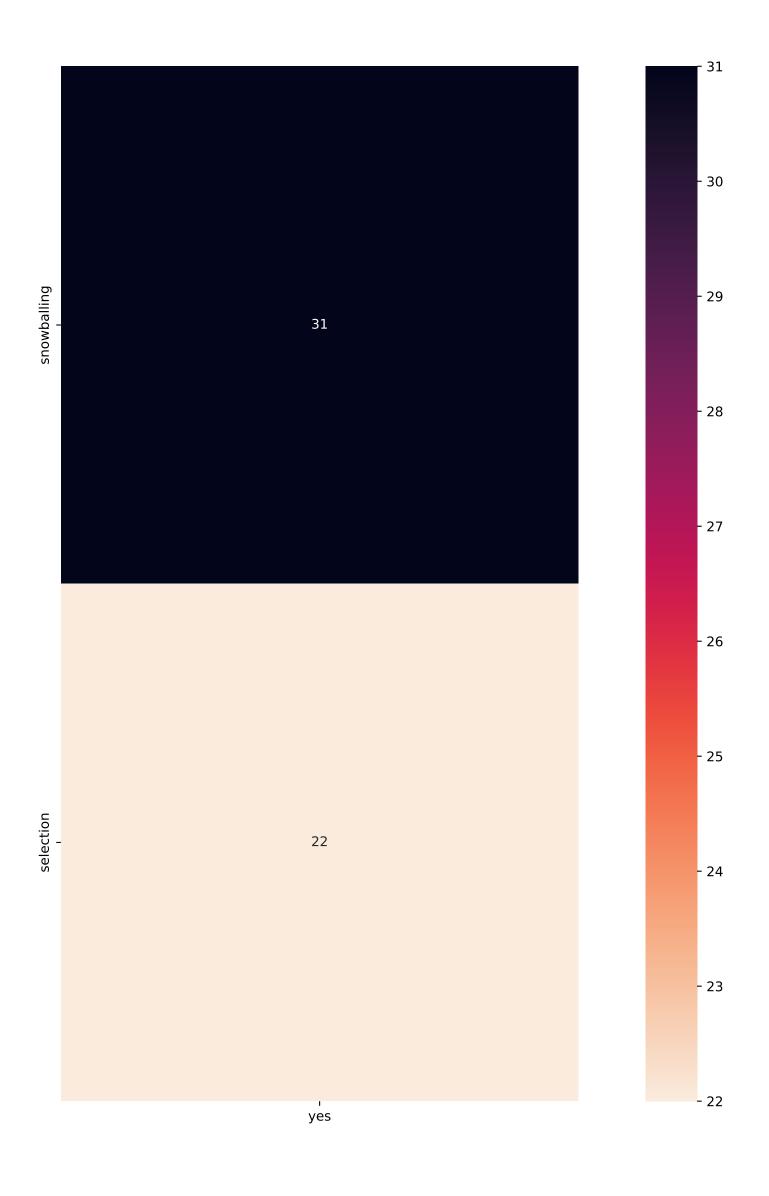
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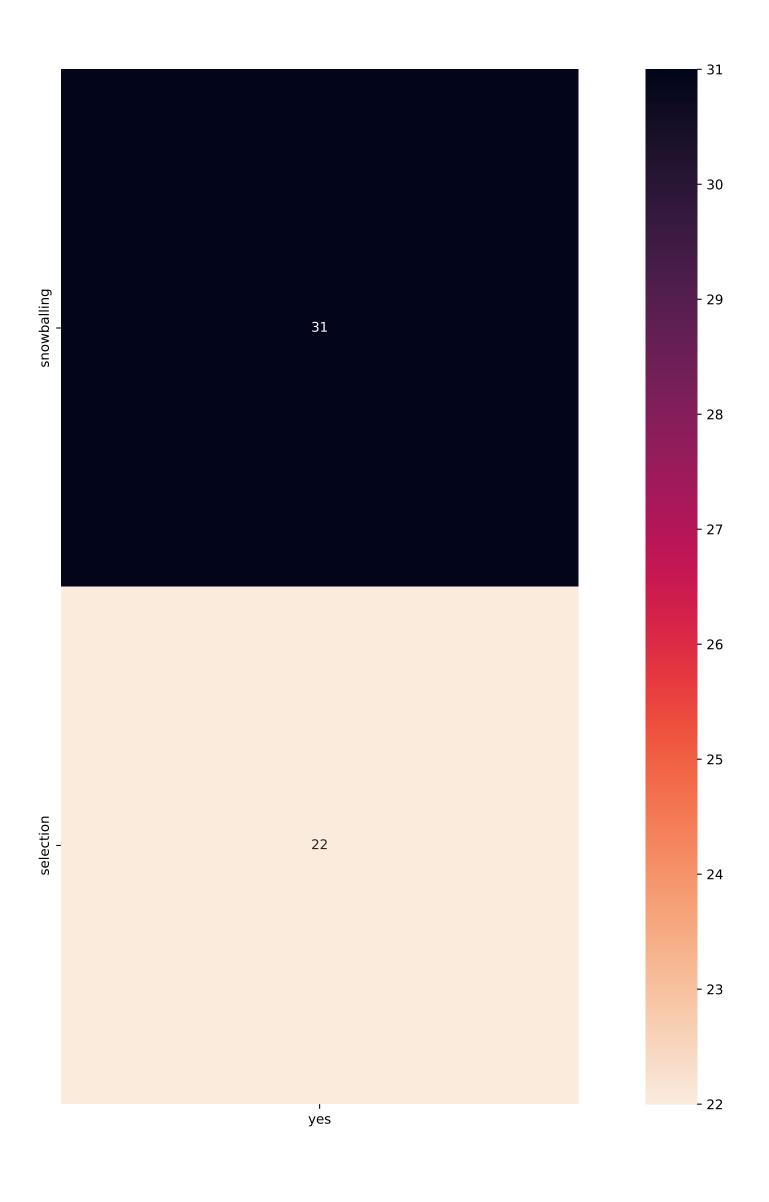
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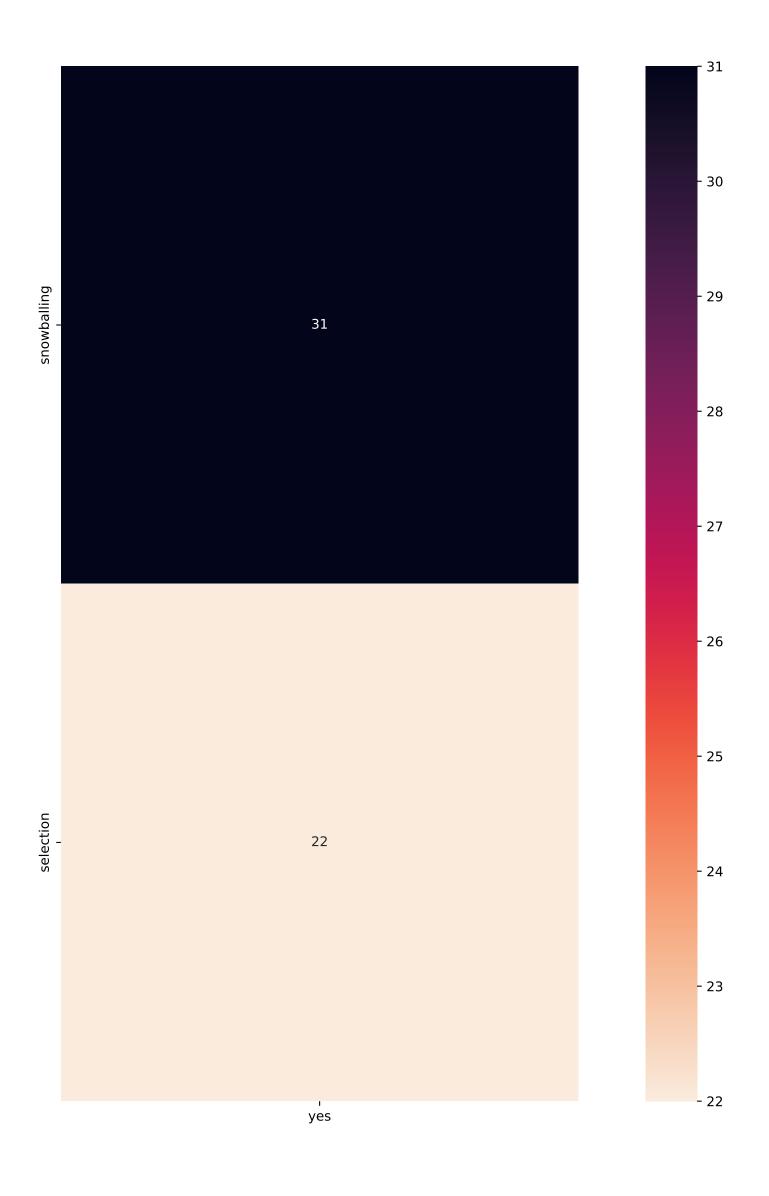
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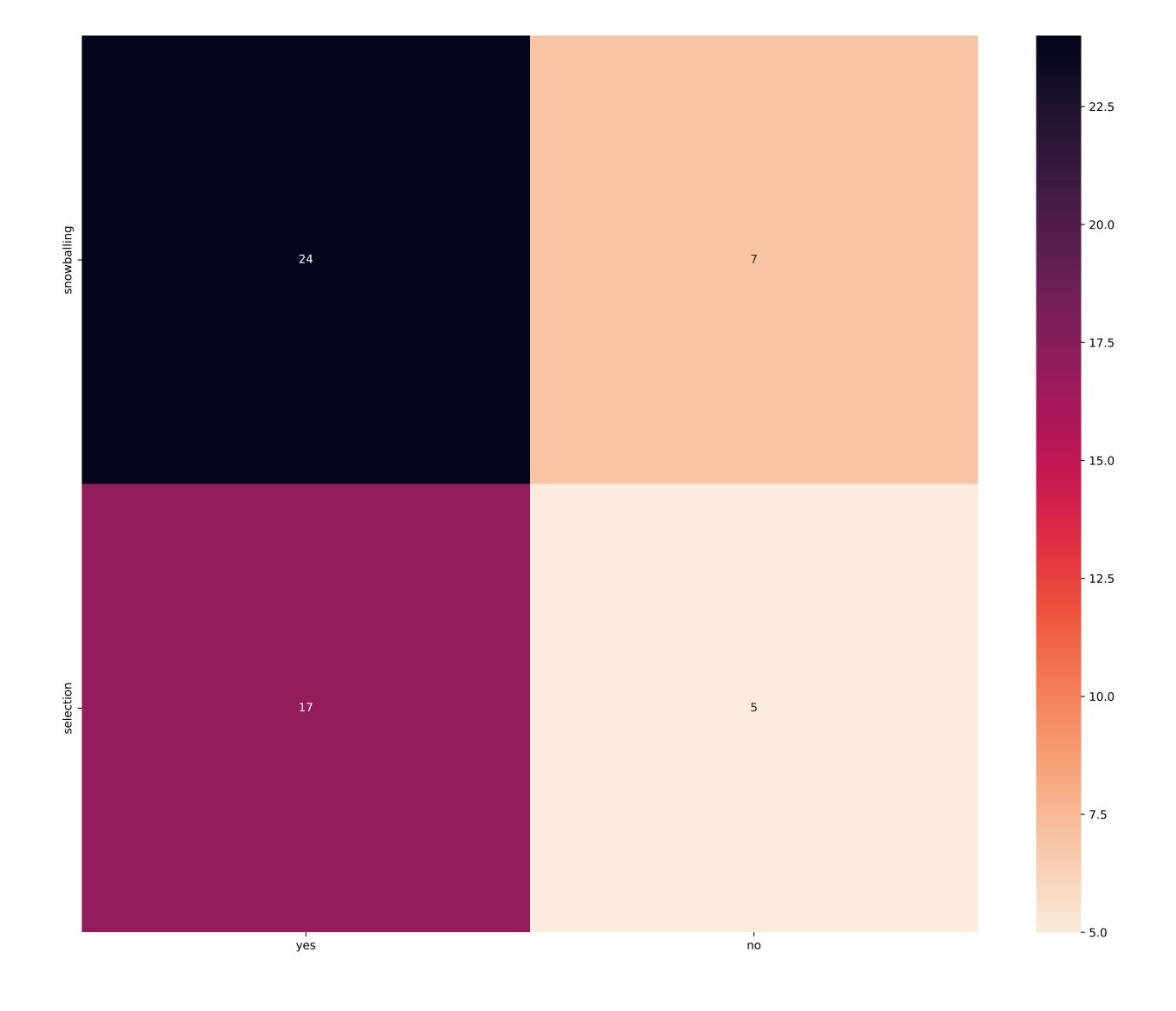
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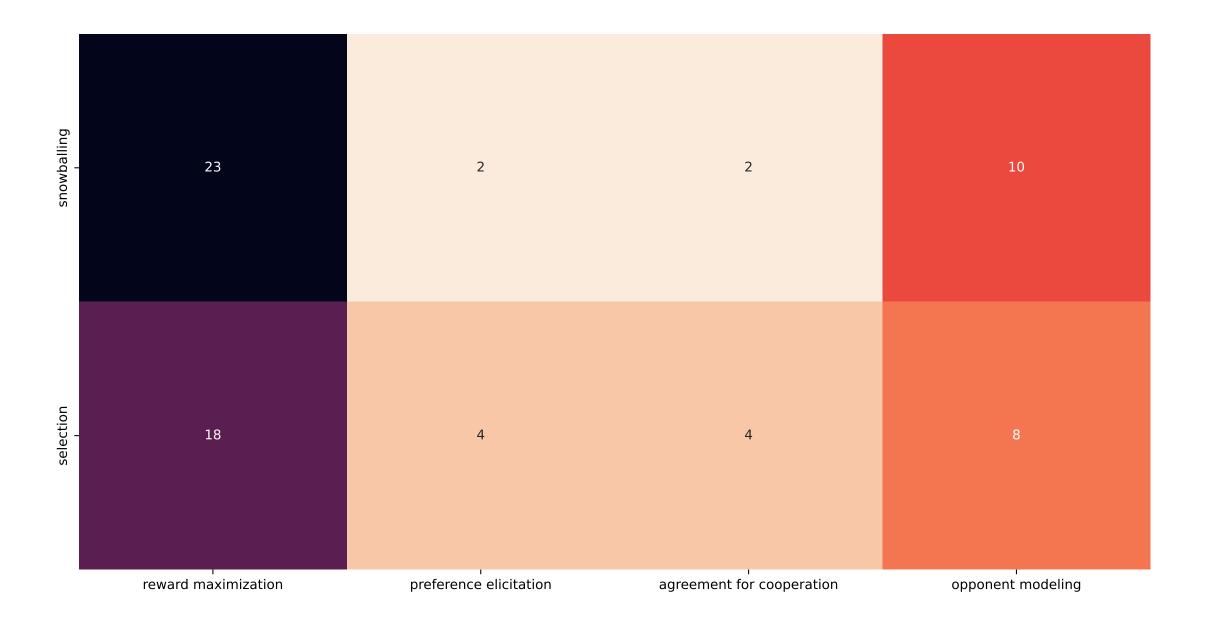






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selection -	0	1	4	0	1	0	1	1	1	0	6	1	0	1	2	1	2	3	0
	Genetic Algorithm -	Linear Programming –	Gaussian probability –	- RSTM -	Multi bipartite gradient descent search –	Heuristic Algorithm –	Markov Decision Process –	Bayesian Learning –	Linear Regression –	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach –	Argumentation –	Neural Network -	Equilibrium strategies -	Monte Carlo Tree search -	logistic regression -

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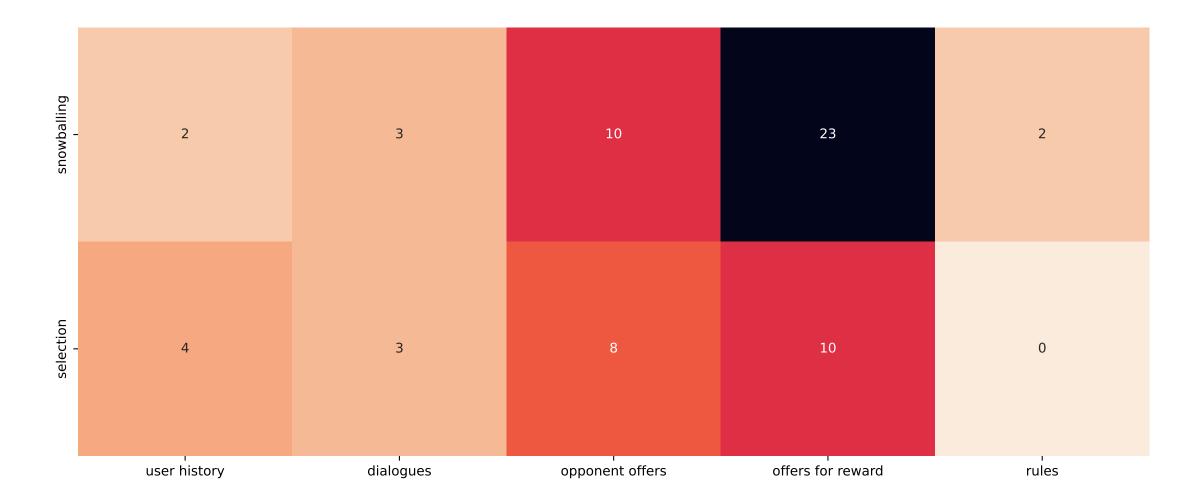
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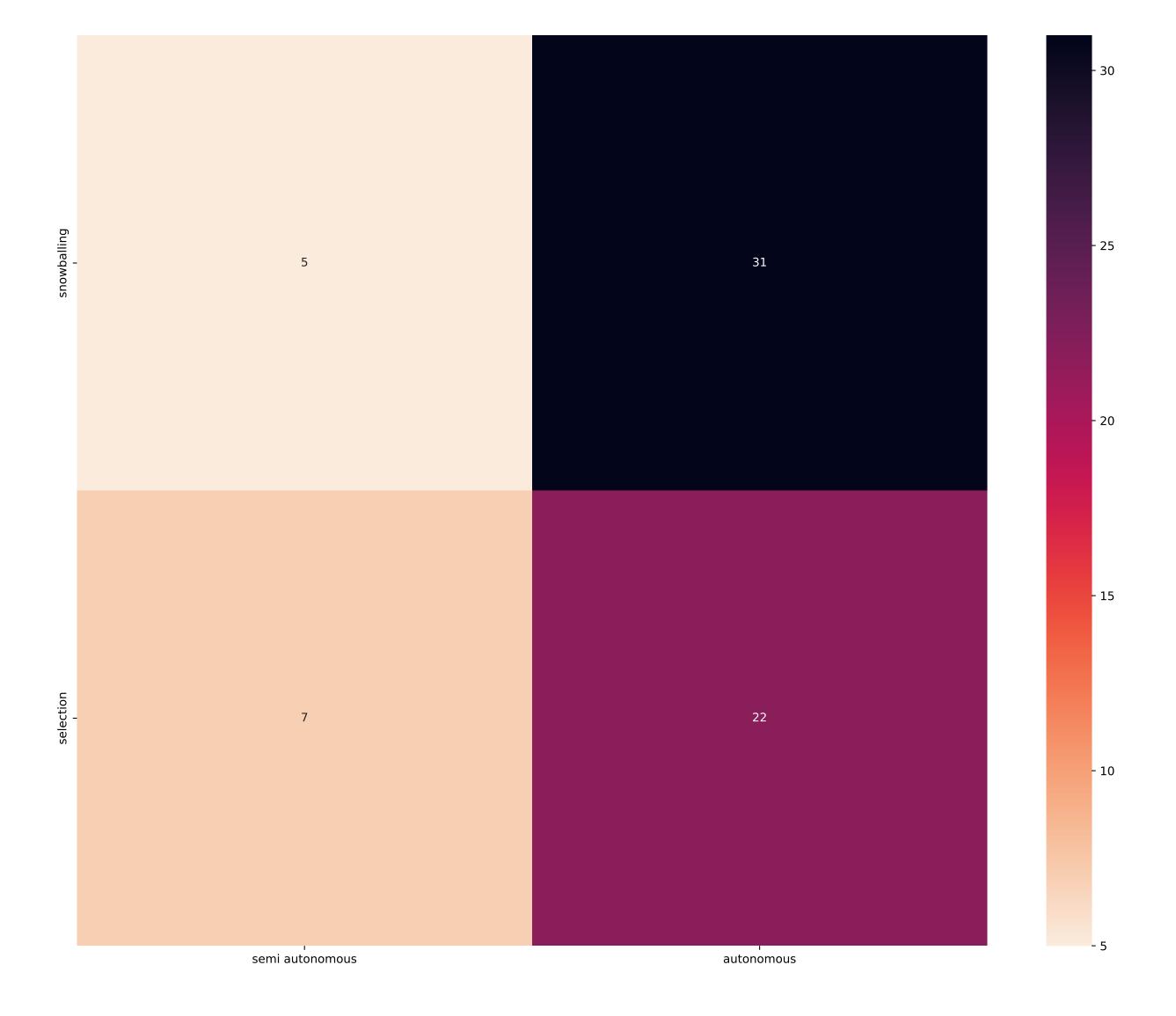


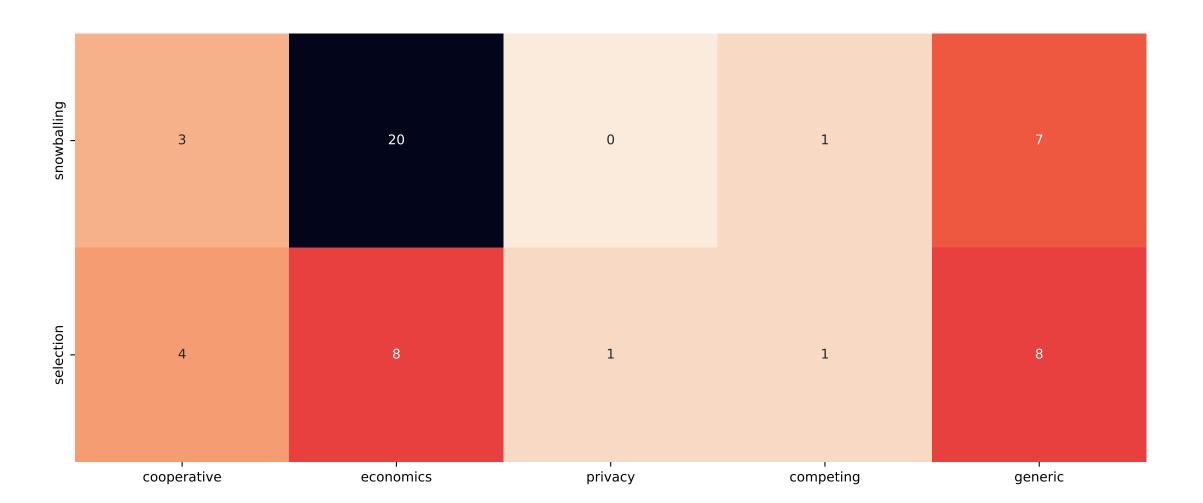
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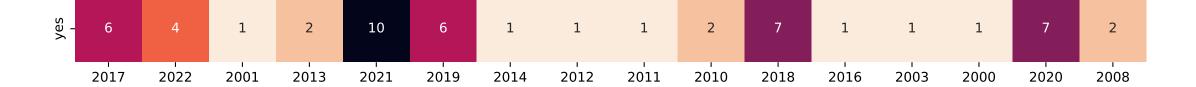
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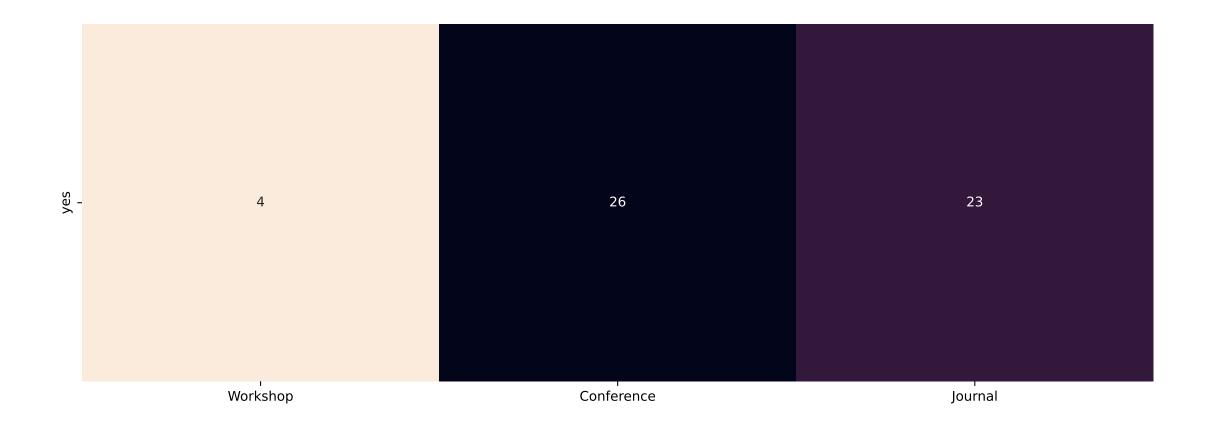
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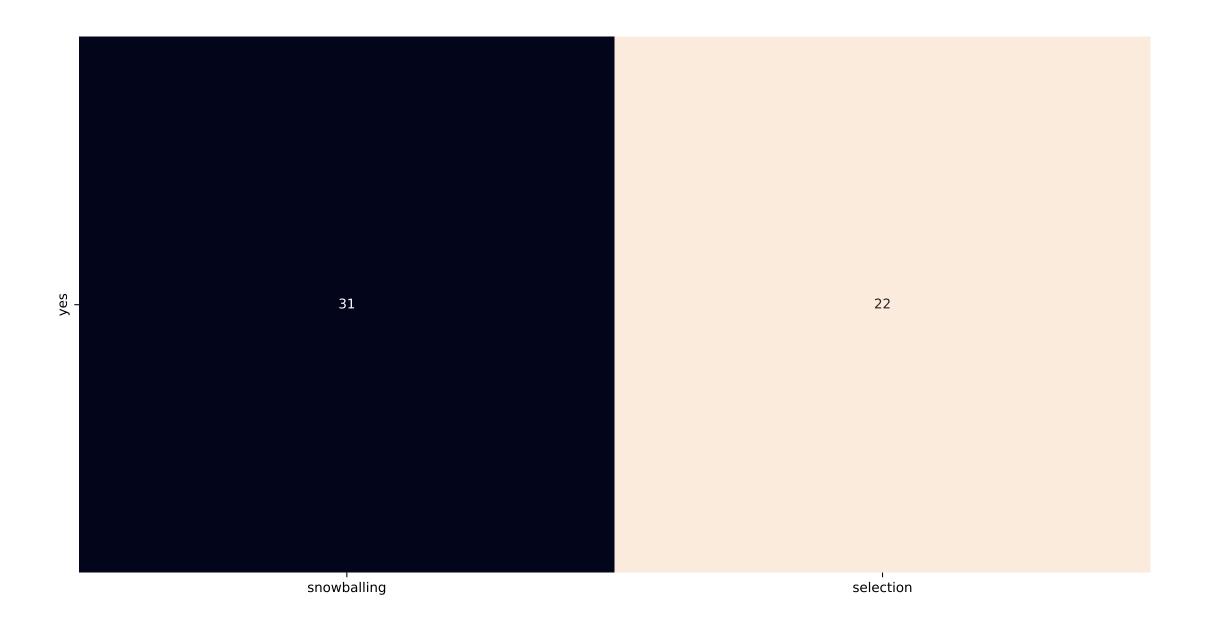
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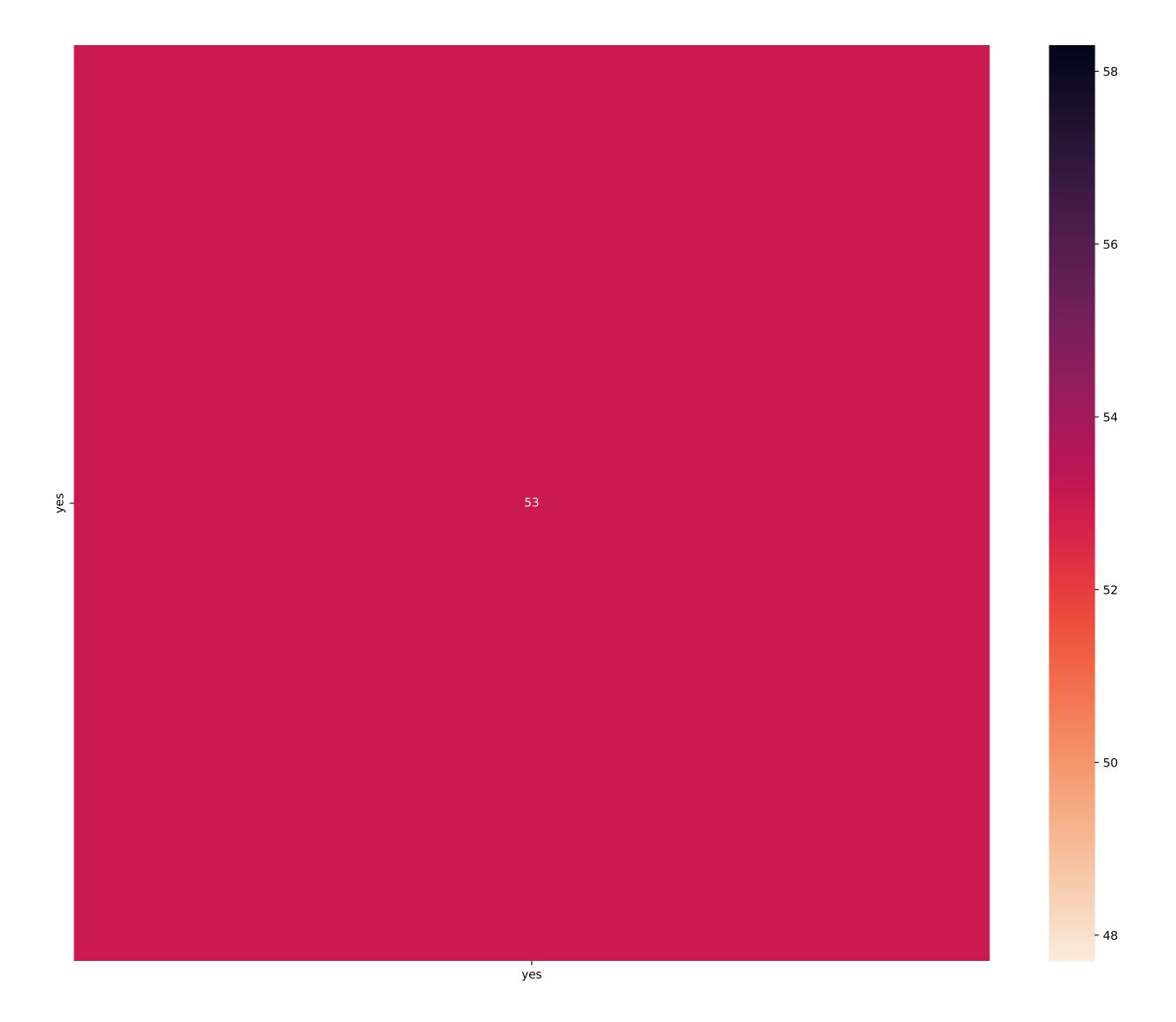
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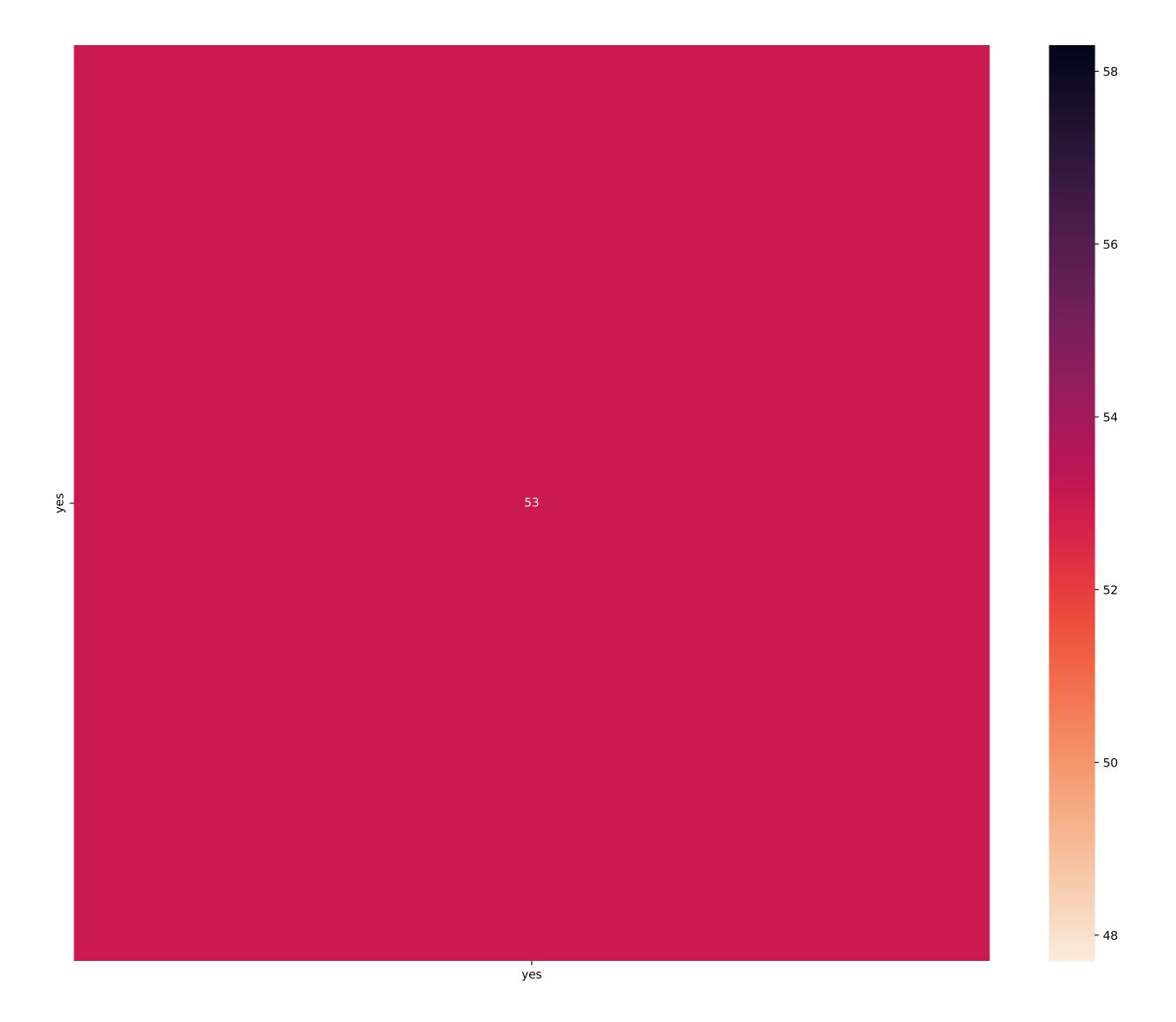
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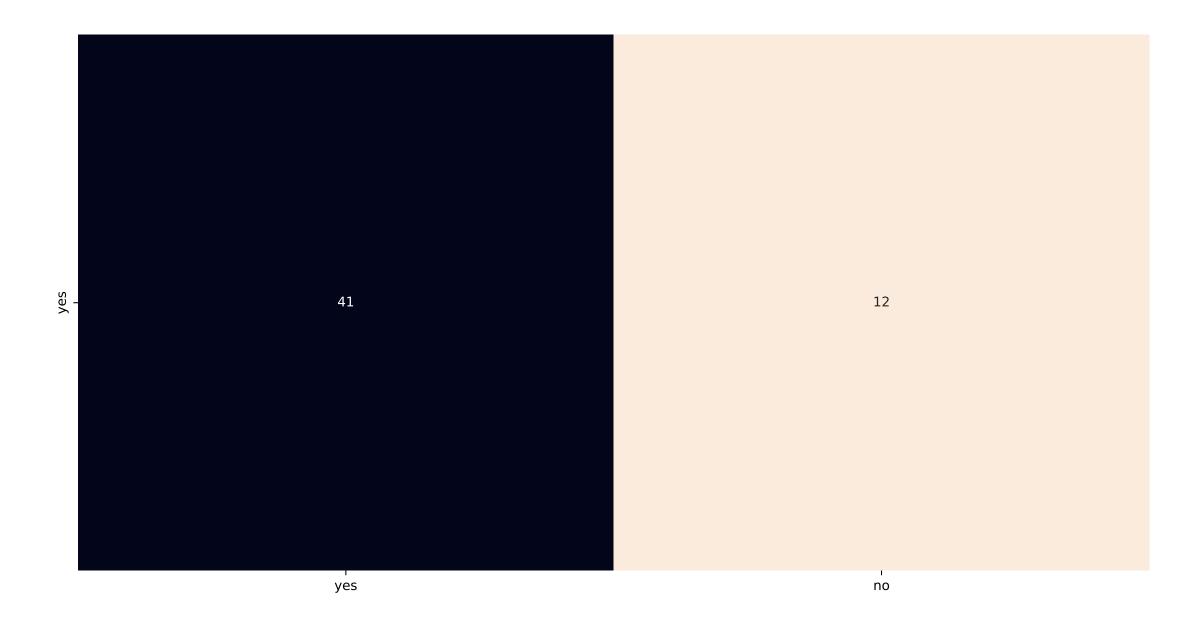
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	Genetic Algorithm -	Linear Programming -	Gaussian probability -	- ISTM	Multi bipartite gradient descent search -	Heuristic Algorithm -	Markov Decision Process -	Bayesian Learning –	Linear Regression -	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach –	Argumentation -	Neural Network –	Equilibrium strategies –	Monte Carlo Tree search -	logistic regression -

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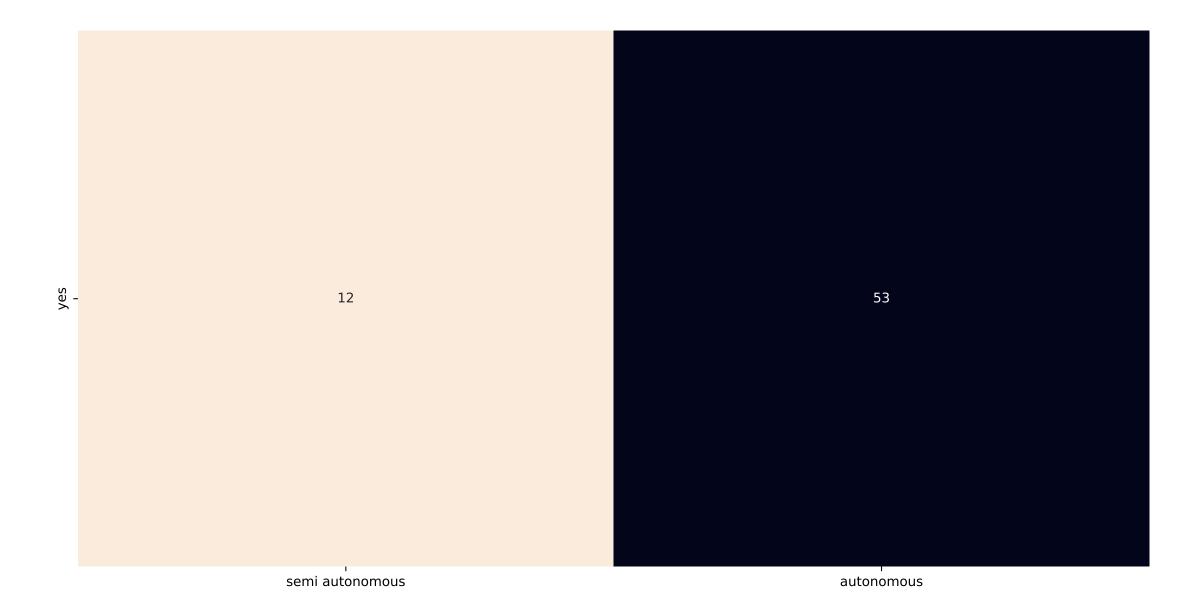
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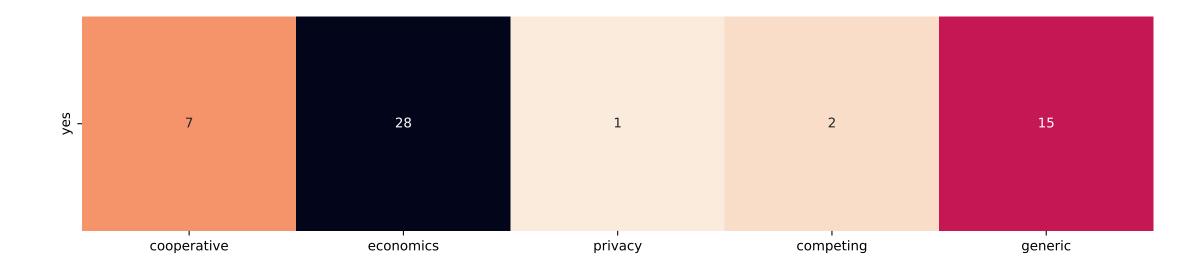
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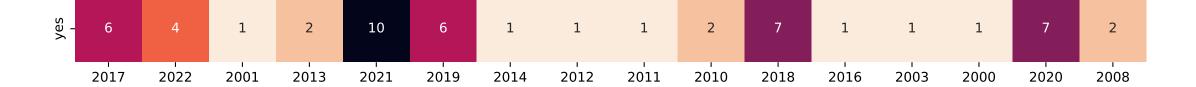
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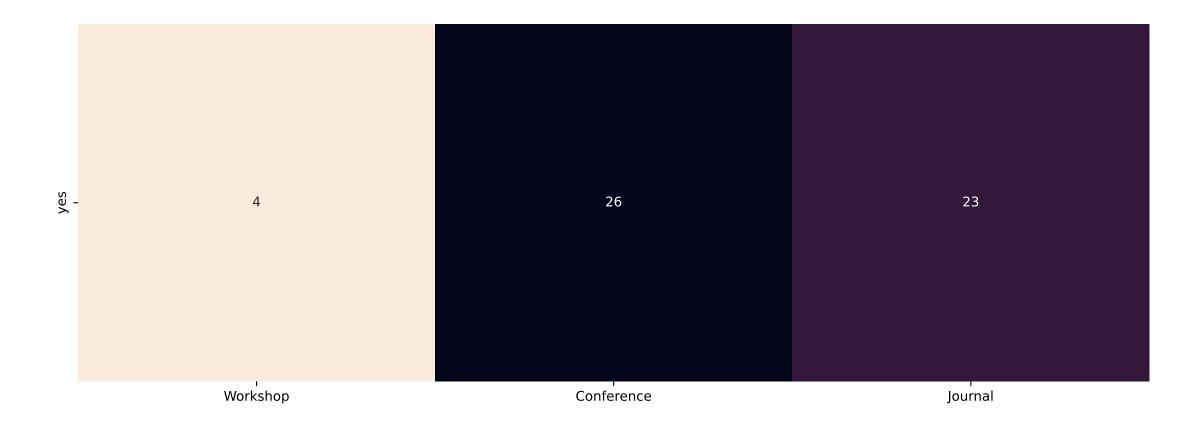


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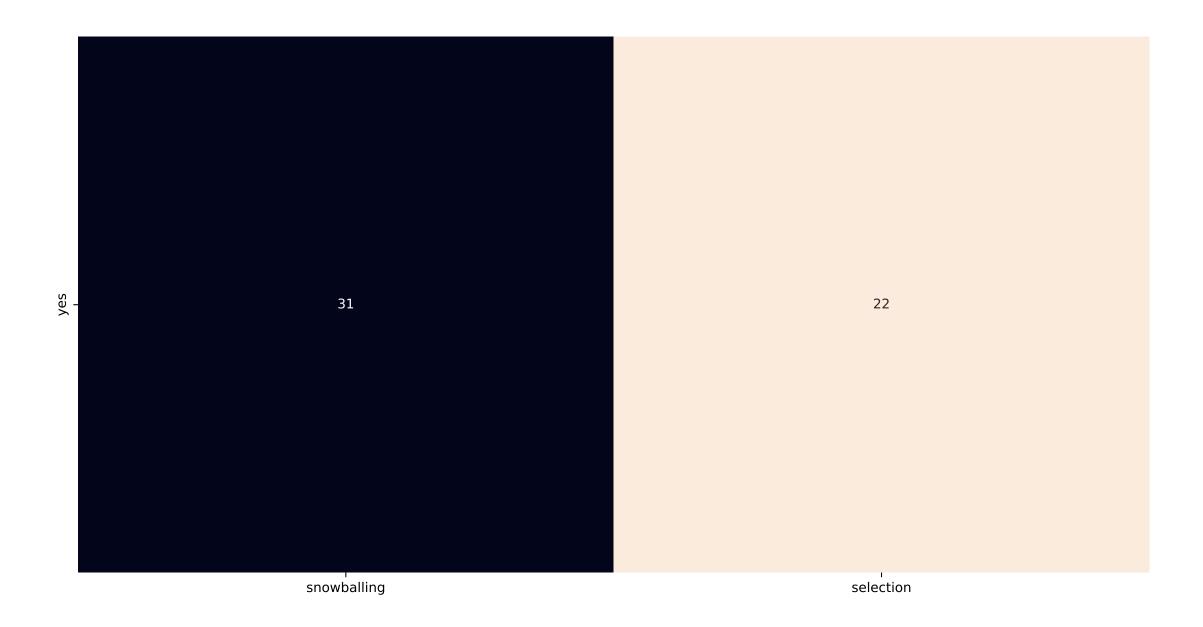
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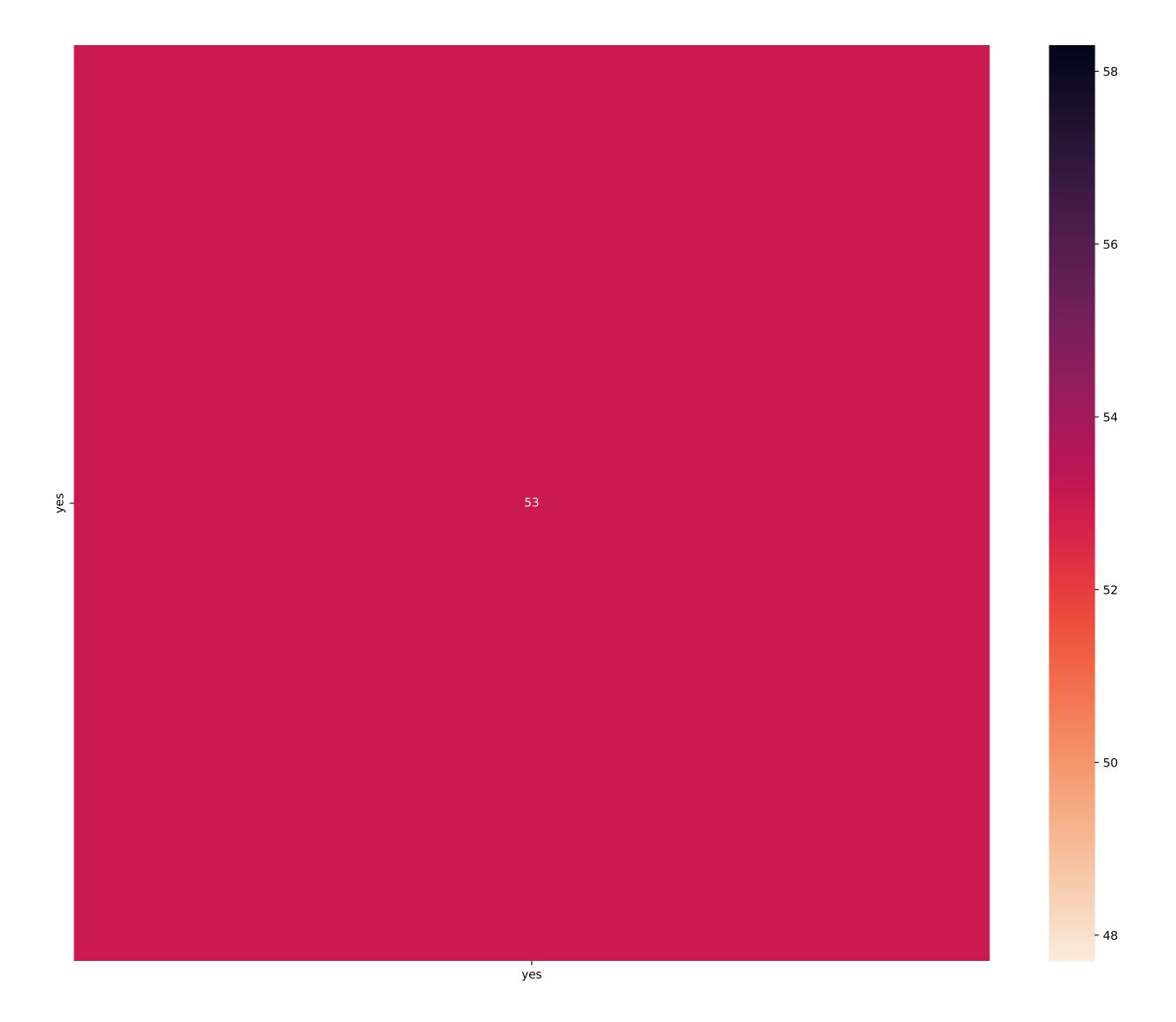
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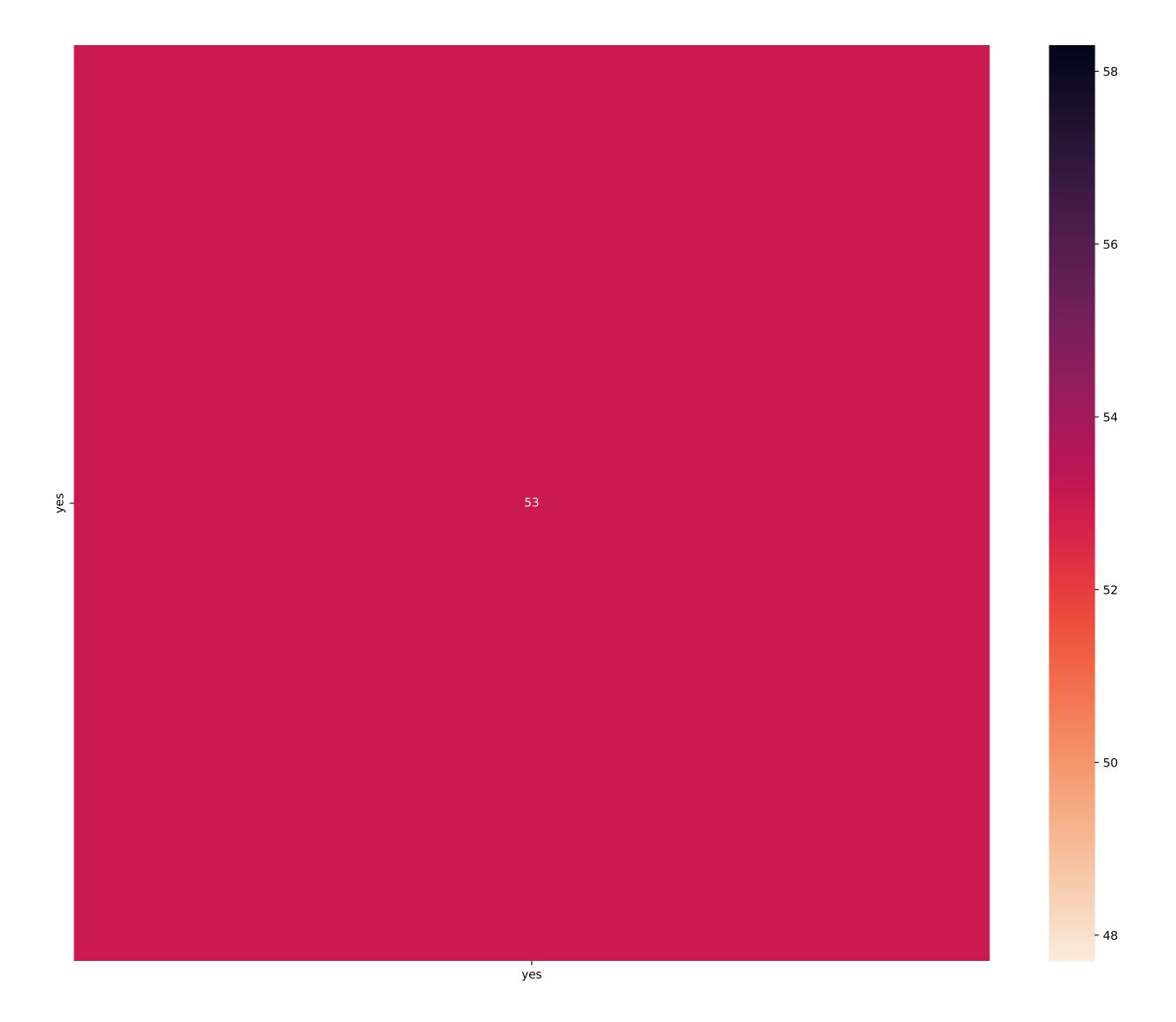
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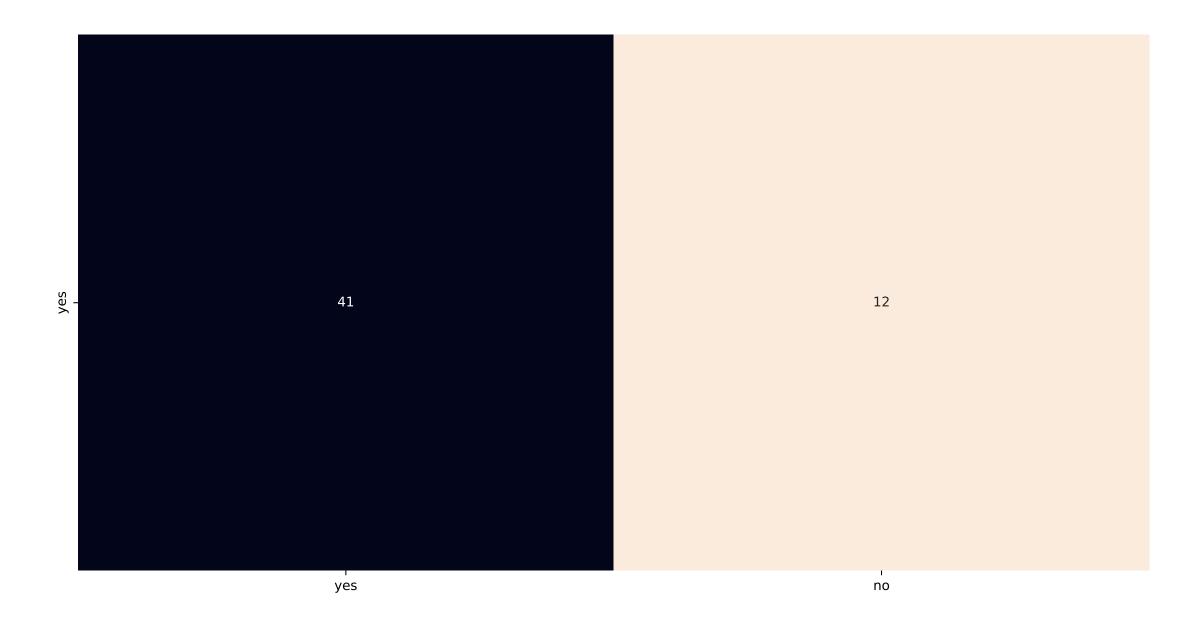
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	Genetic Algorithm -	Linear Programming -	Gaussian probability -	- ISTM	Multi bipartite gradient descent search -	Heuristic Algorithm -	Markov Decision Process -	Bayesian Learning –	Linear Regression -	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach –	Argumentation -	Neural Network –	Equilibrium strategies –	Monte Carlo Tree search -	logistic regression -

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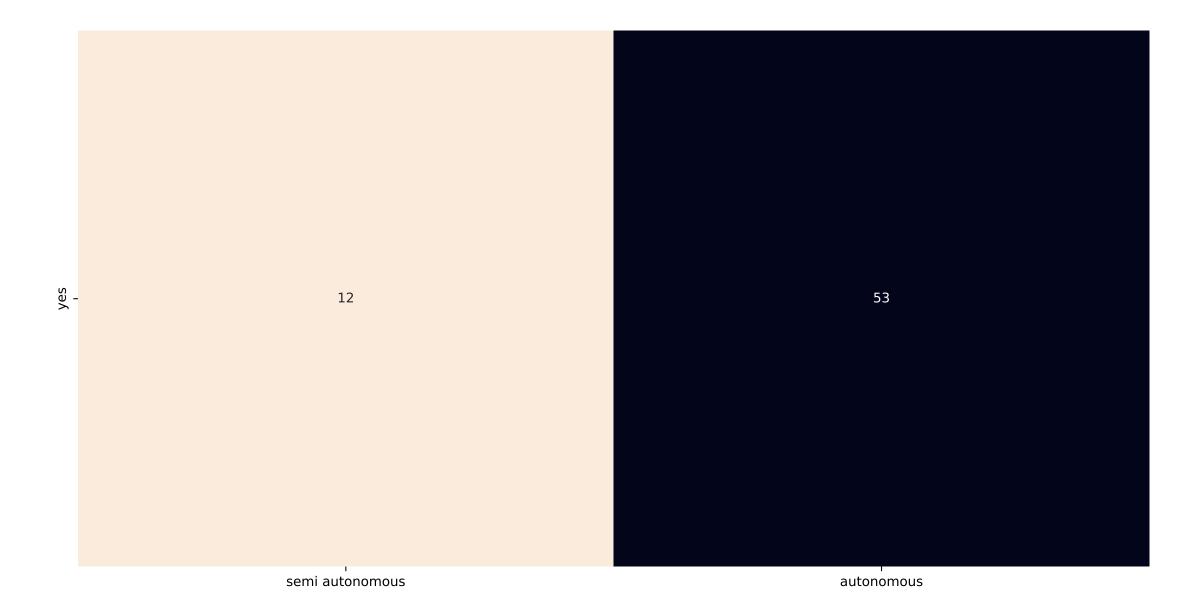
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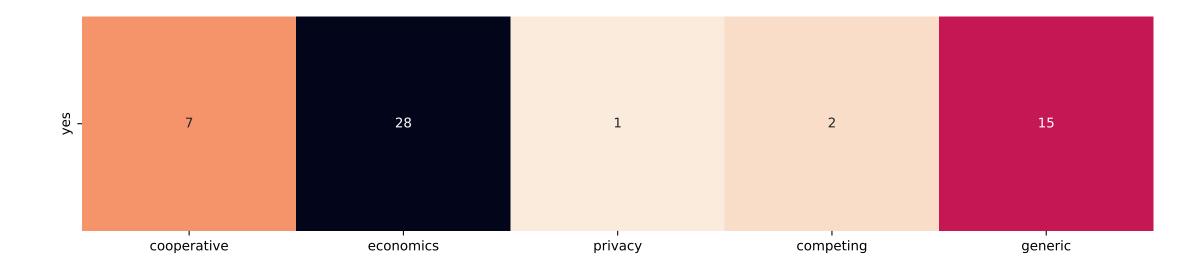
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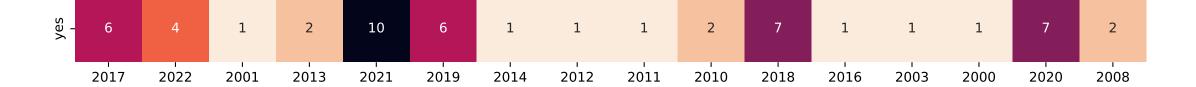
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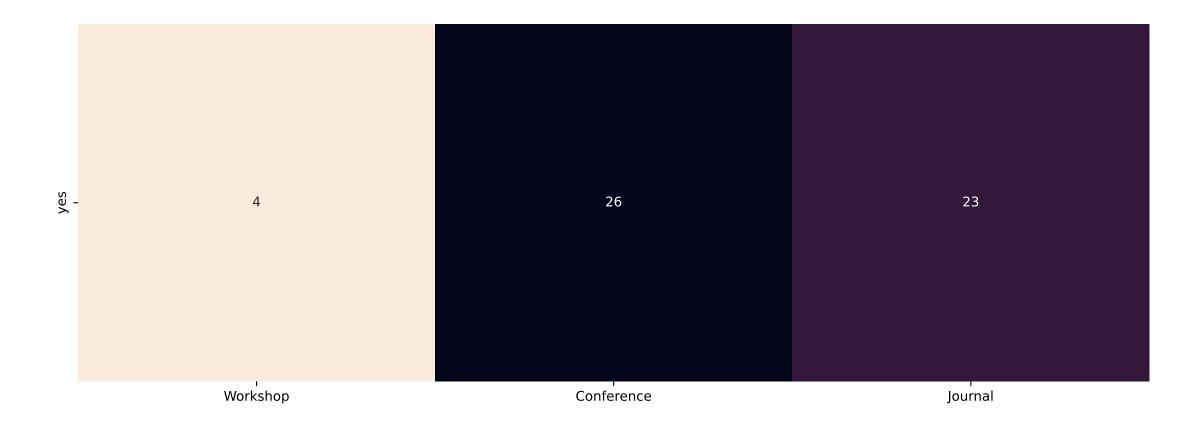


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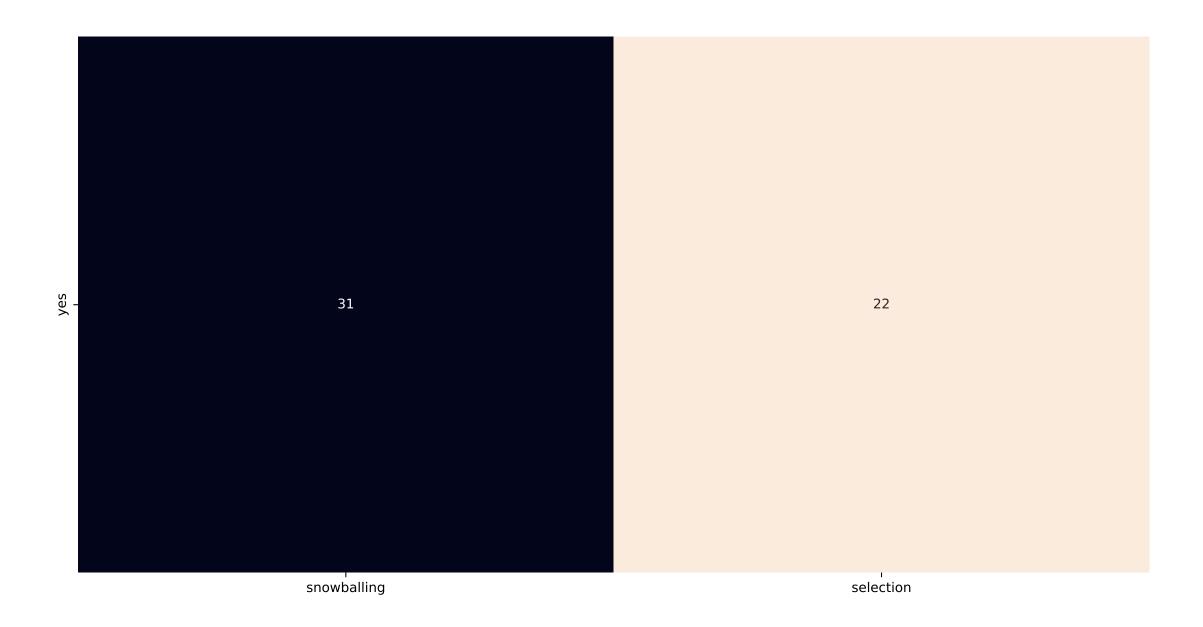
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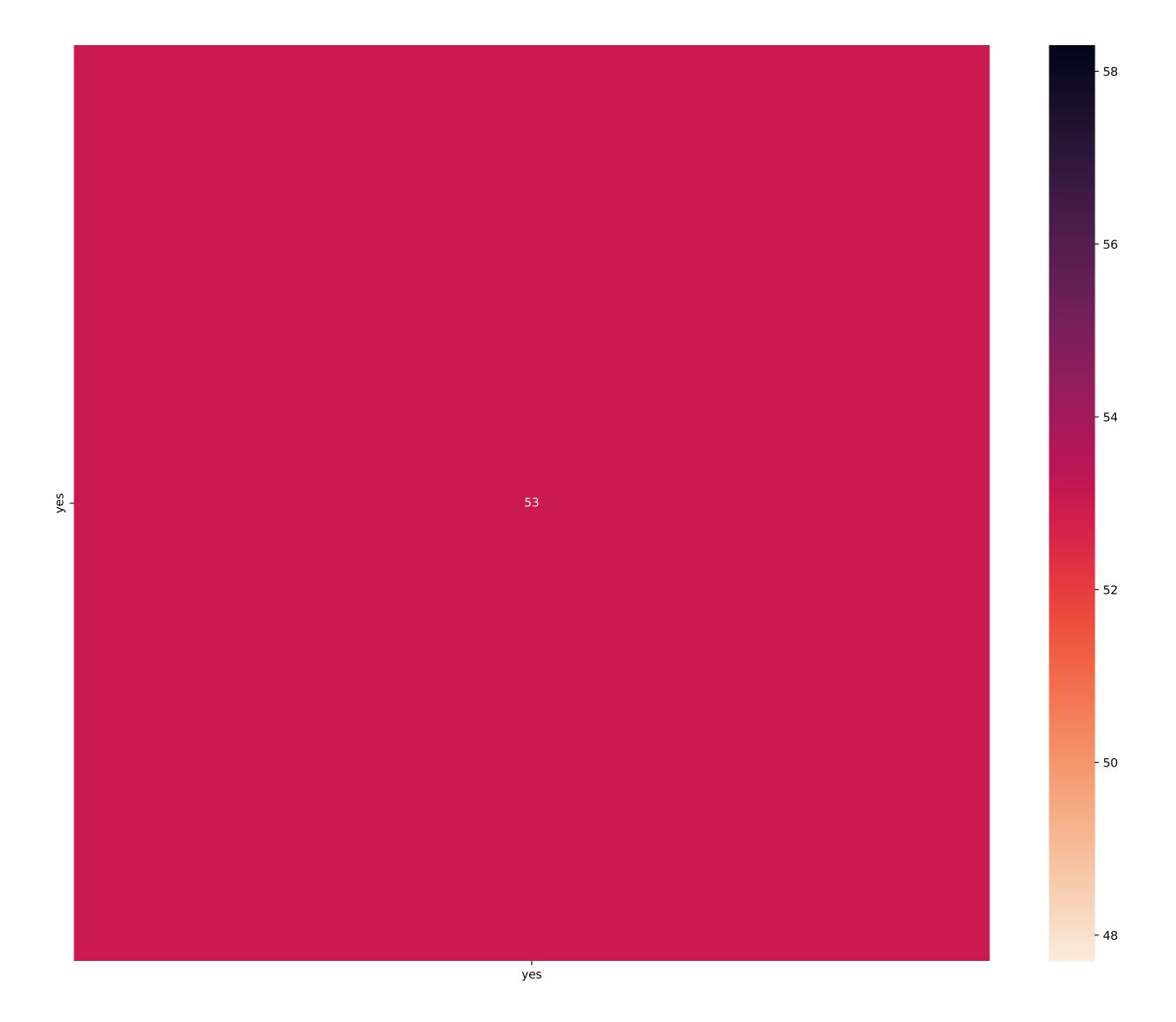
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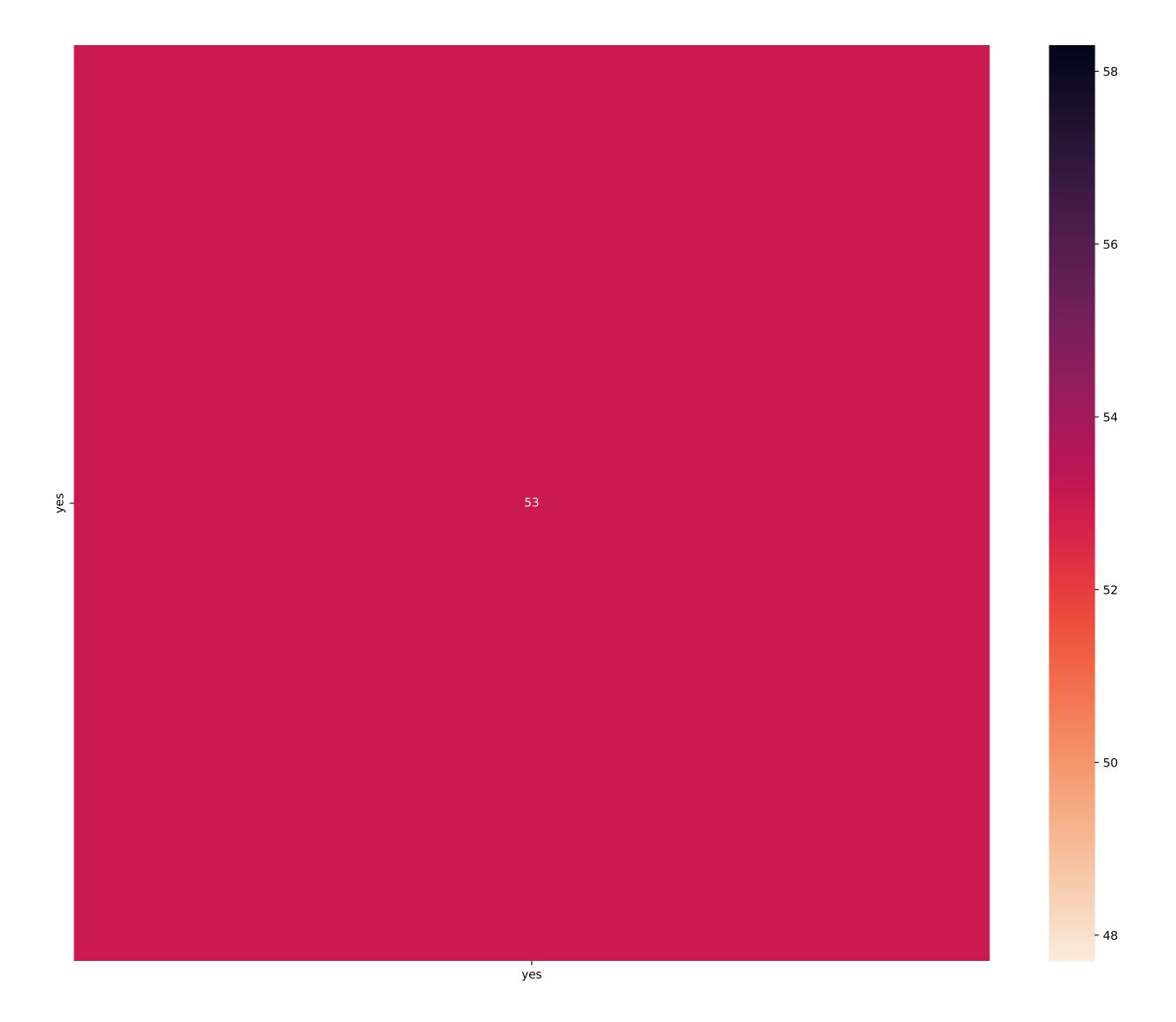
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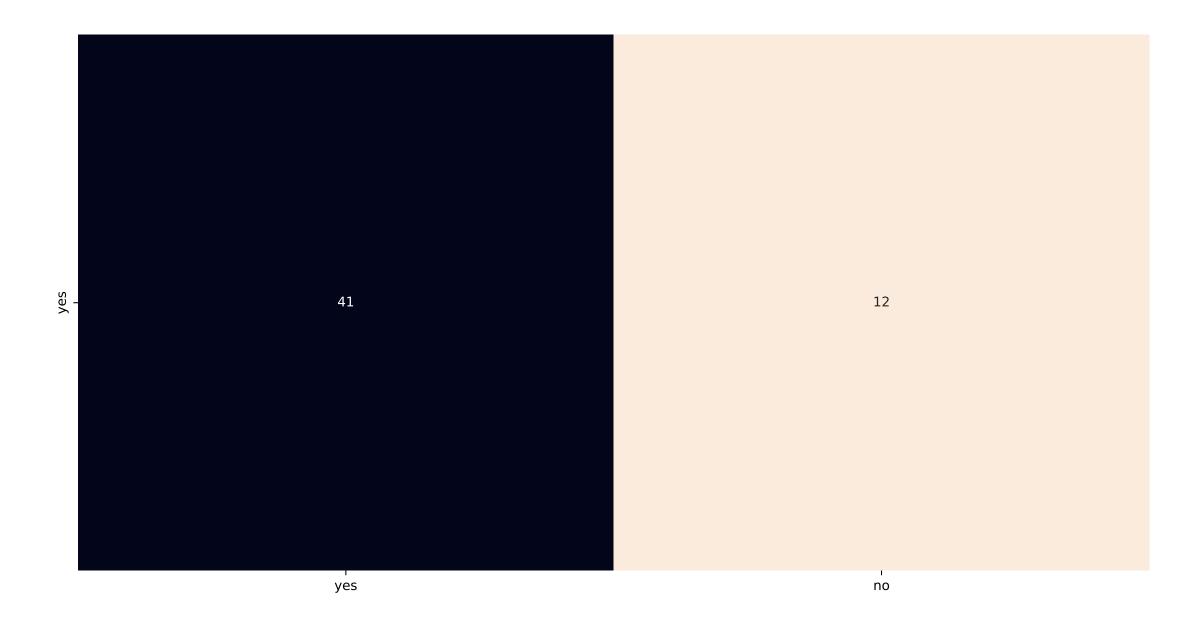
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yes	1	2	5	2	1	2	1	6	2	1	13	4	1	6	2	5	2	4	1
	Genetic Algorithm -	Linear Programming -	Gaussian probability -	- ISTM	Multi bipartite gradient descent search -	Heuristic Algorithm -	Markov Decision Process -	Bayesian Learning –	Linear Regression -	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach –	Argumentation -	Neural Network –	Equilibrium strategies –	Monte Carlo Tree search -	logistic regression -

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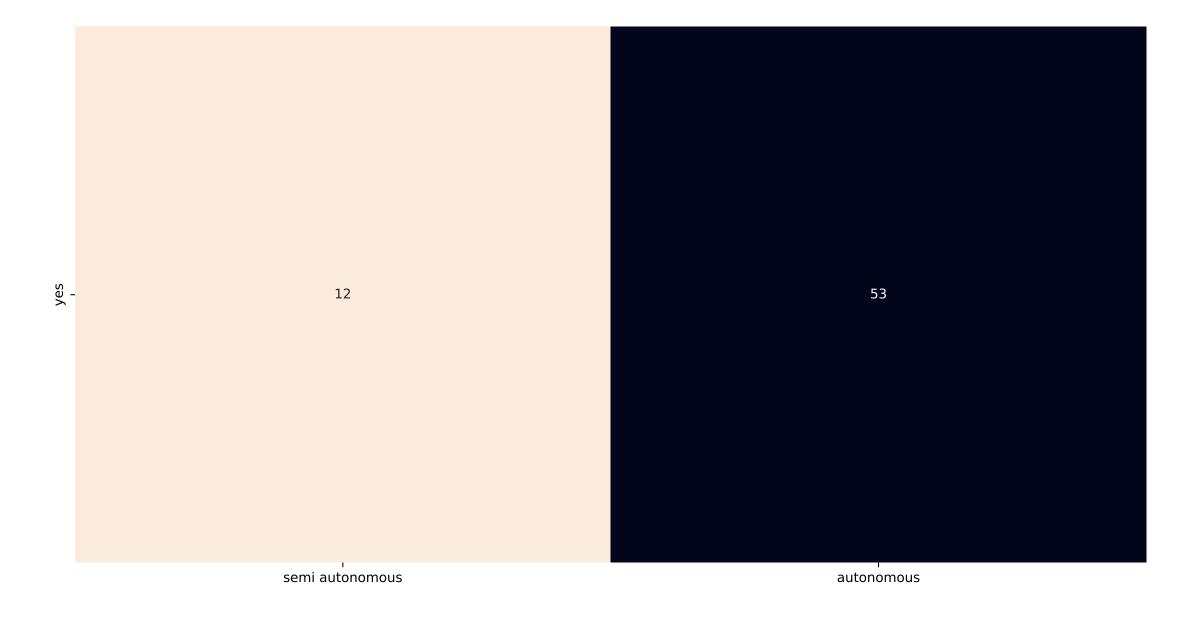
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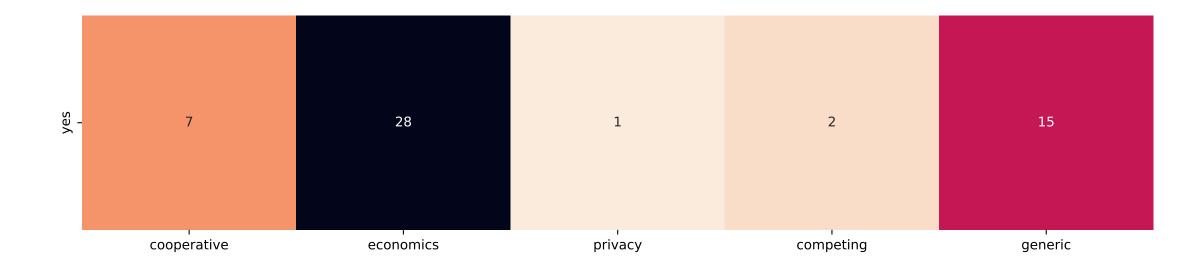
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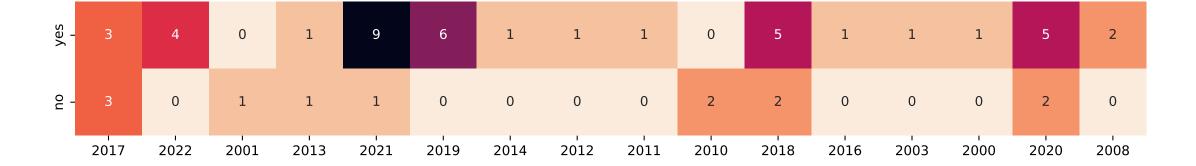
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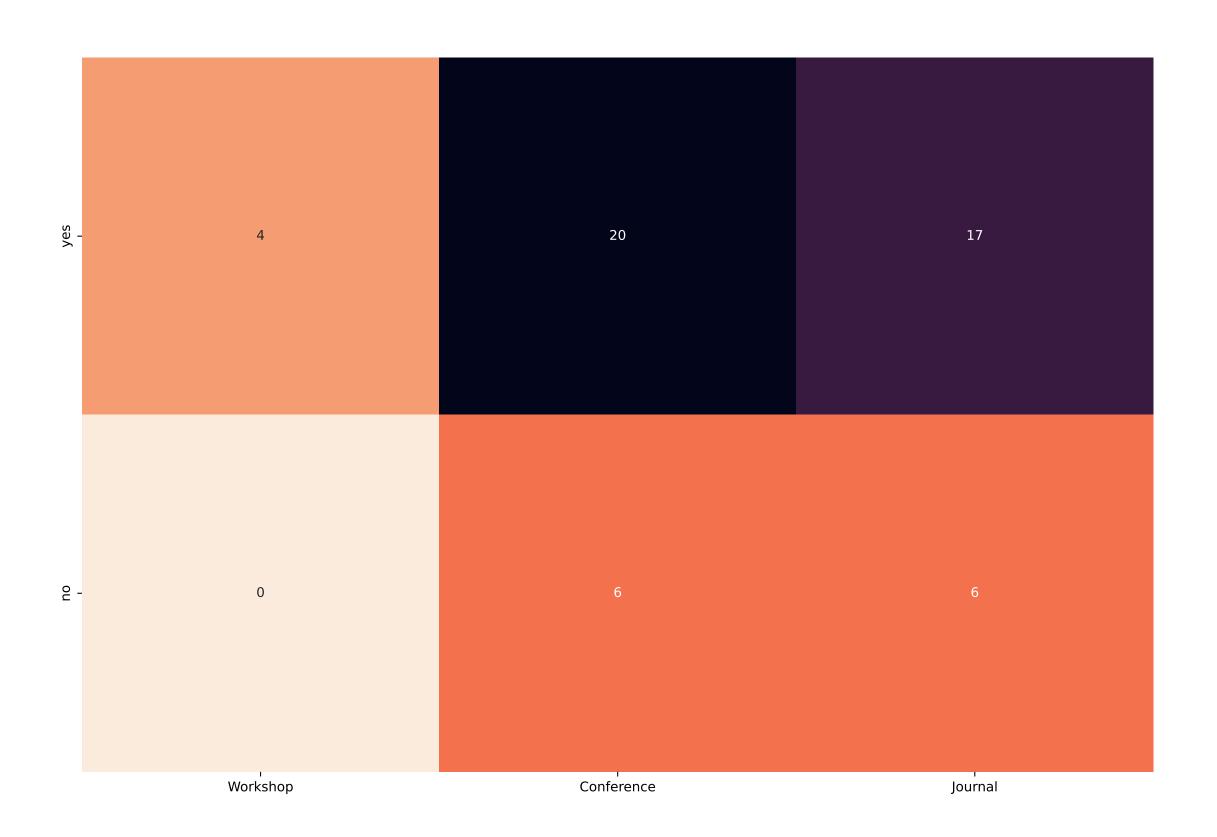
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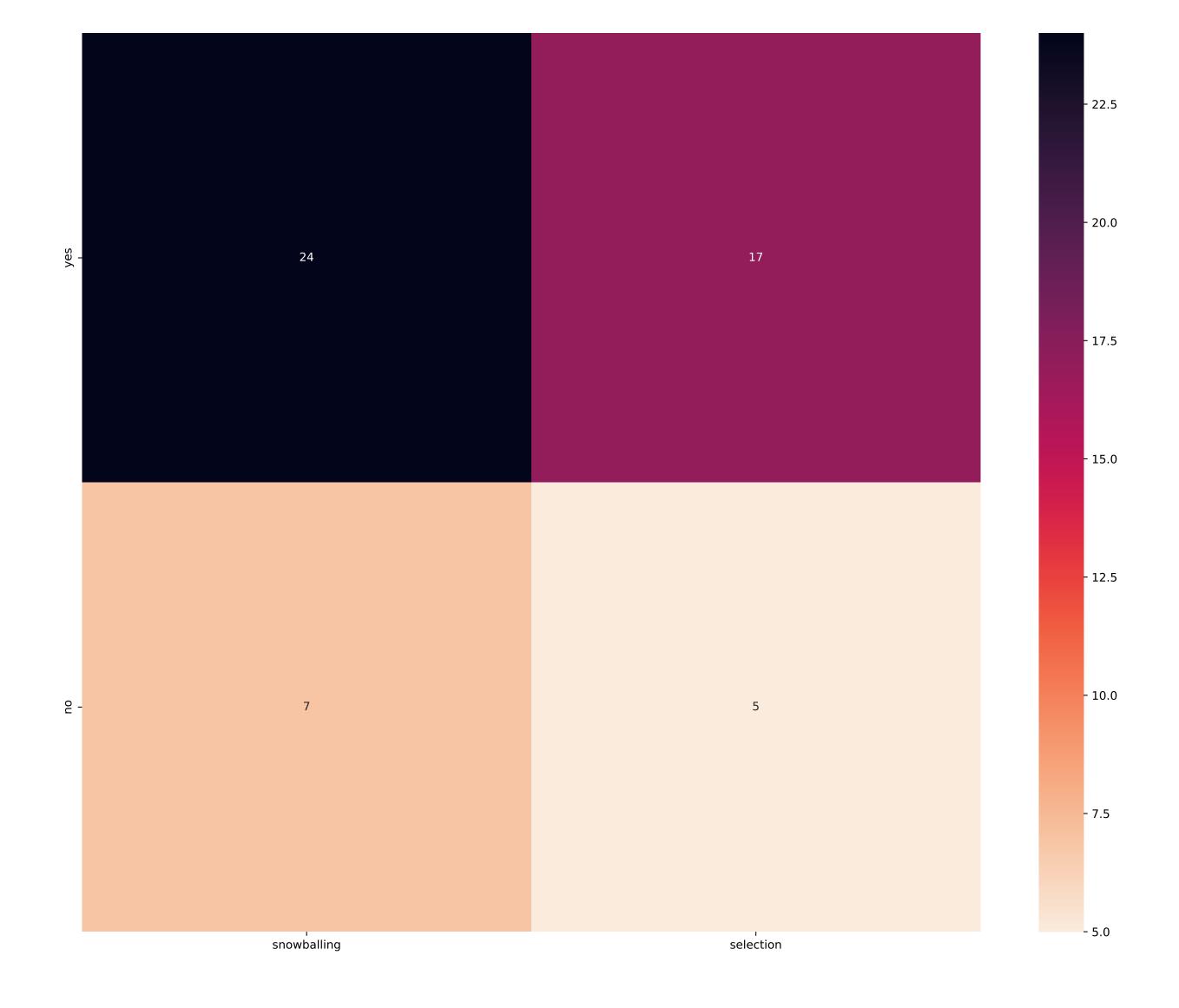
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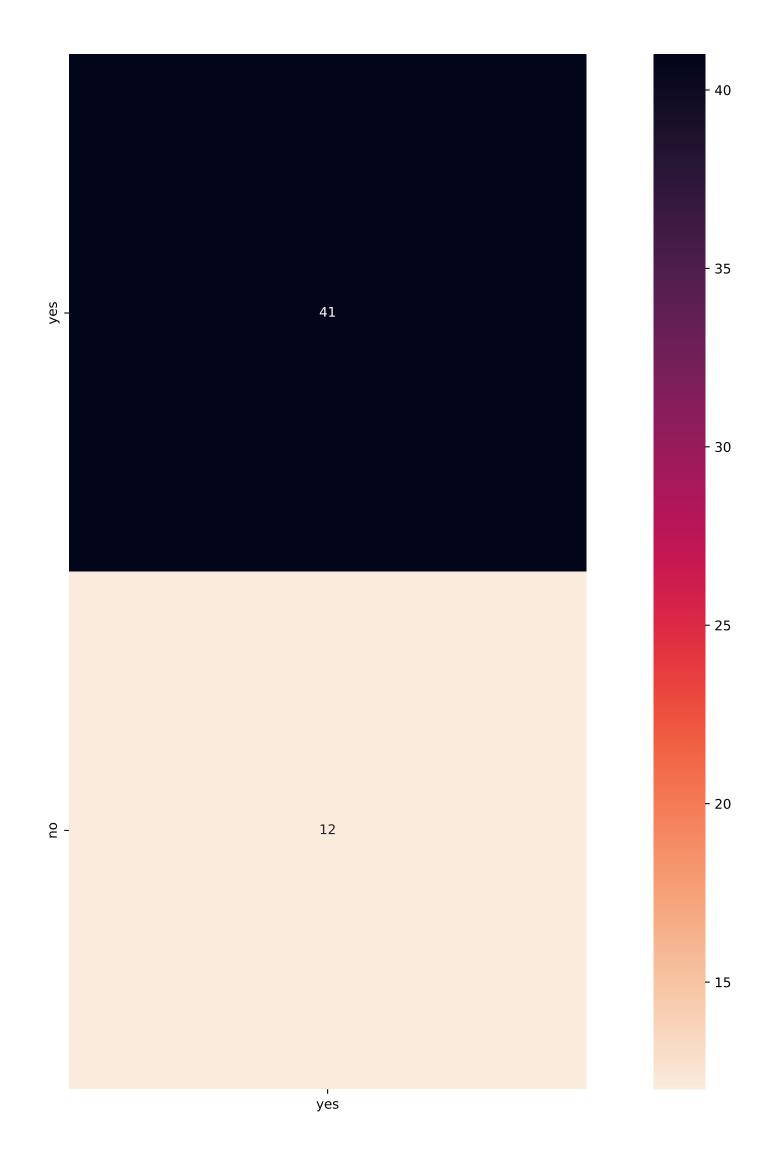
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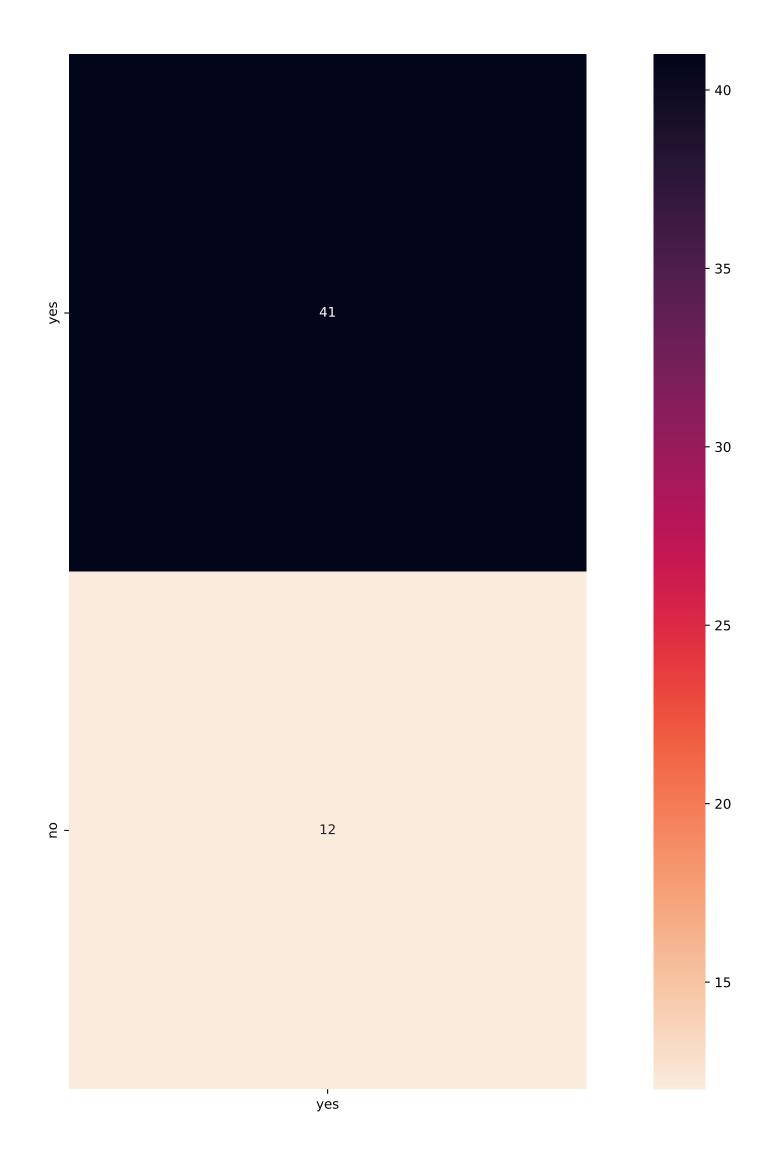
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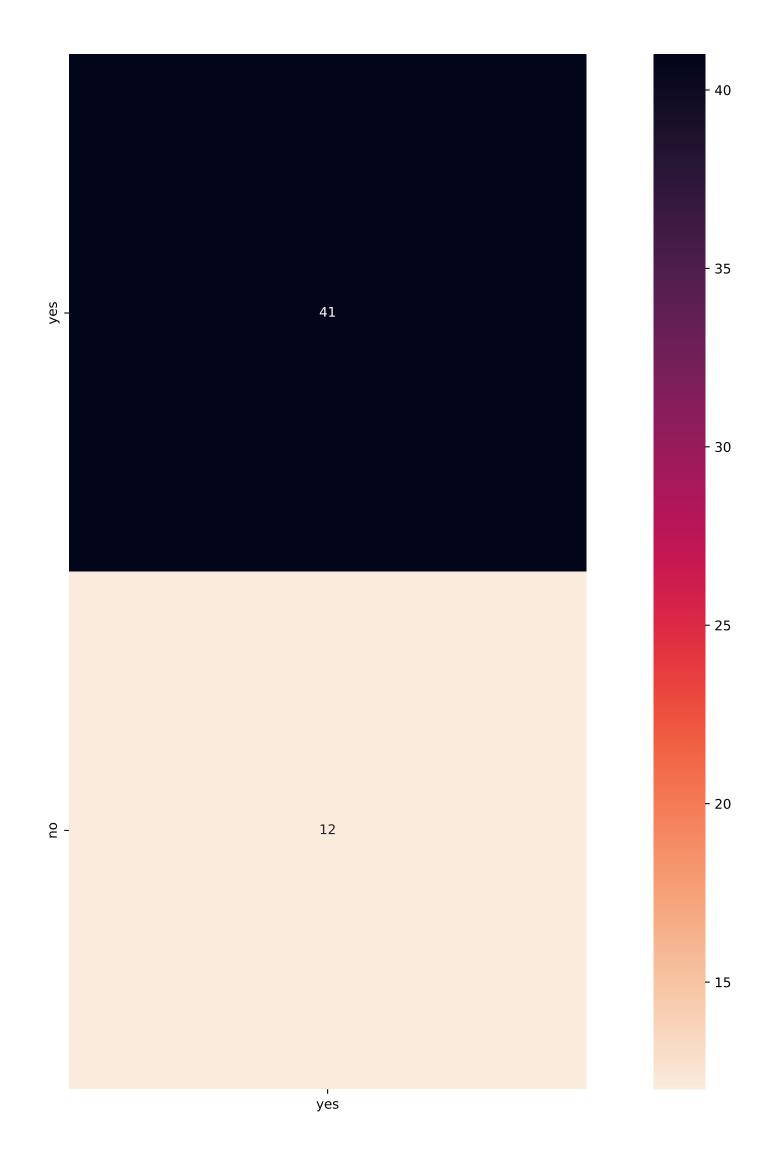
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yes -	1	2	5	2	1	1	1	6	2	1	13	4	1	0	2	5	0	1	1
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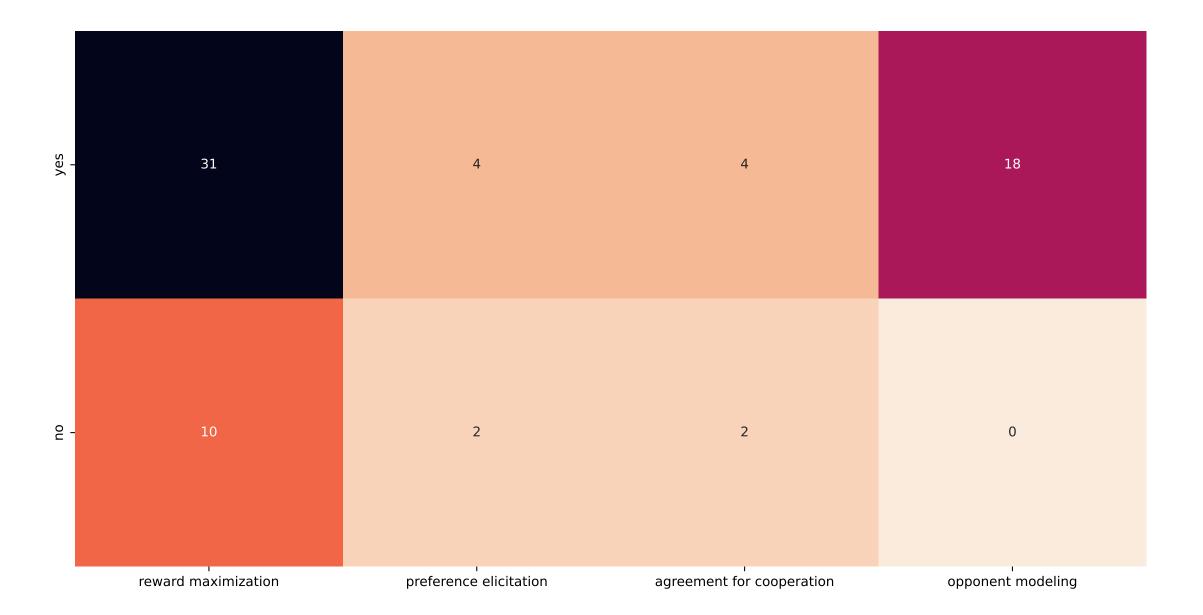
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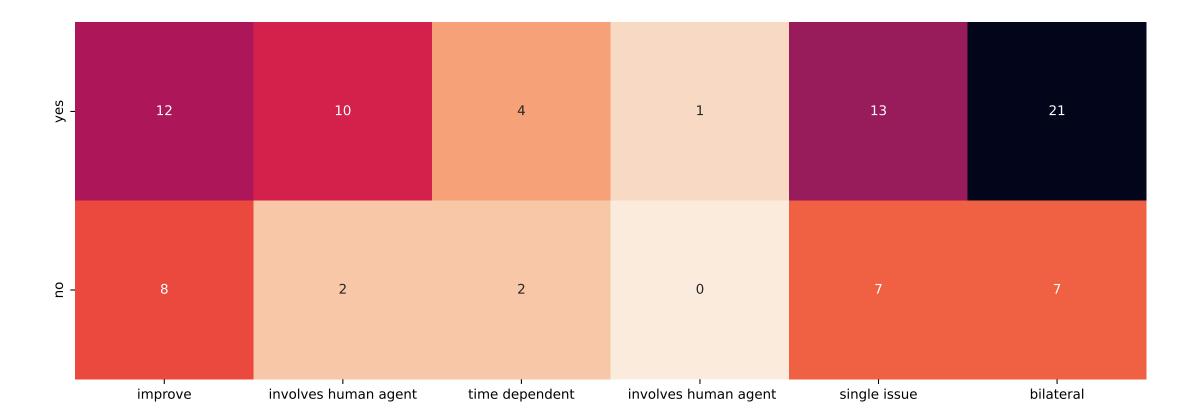
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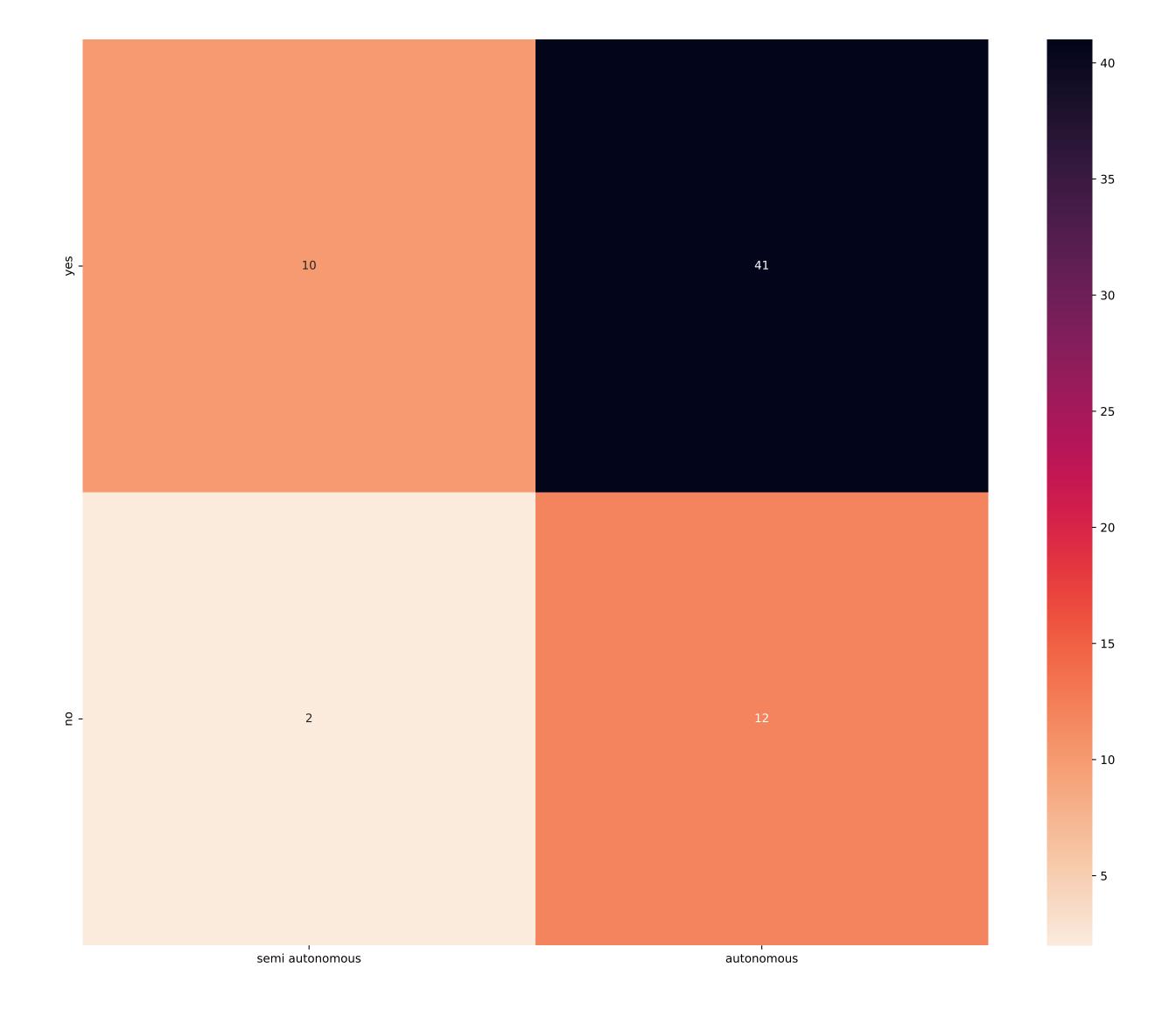
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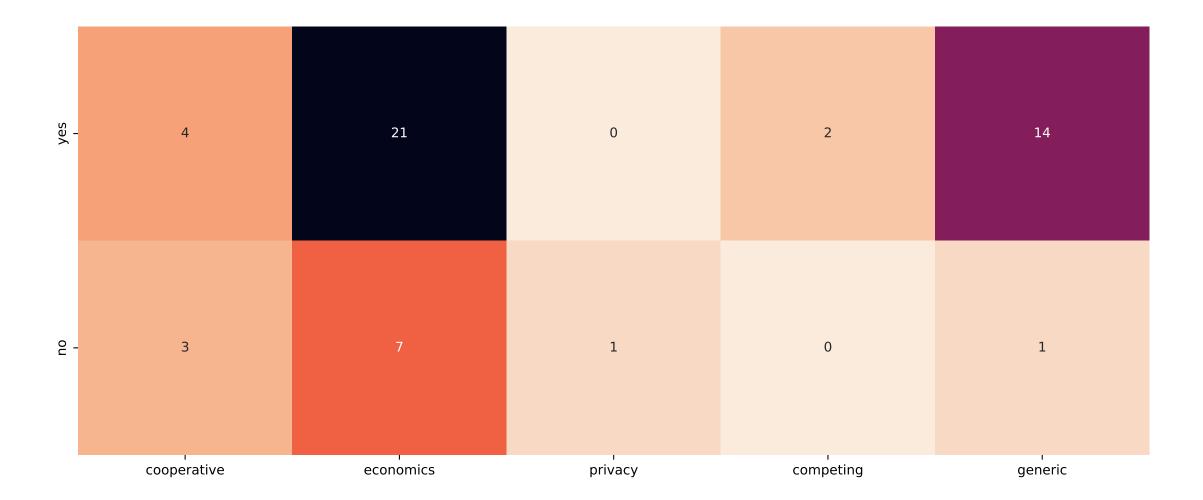
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Genetic Algorithm - 0 0 Linear Programming - 0 0 Gaussian probability -0 LSTM - 1 0 Multi bipartite gradient descent search - 0 1 0 Heuristic Algorithm - 1 0 1 Markov Decision Process - 0 1 0 Bayesian Learning - 1 Linear Regression - 0 1 1 Nonlinear Regression - 0 0 1 Reinforcement learning -Fuzzy Logic System - 0 Angle based Similarirty - 0 0 Optimization Approach - 0 Argumentation - 0 Neural Network -Equilibrium strategies - 0 Monte Carlo Tree search - 0 0 logistic regression - 0 Conference -Journal -Workshop -

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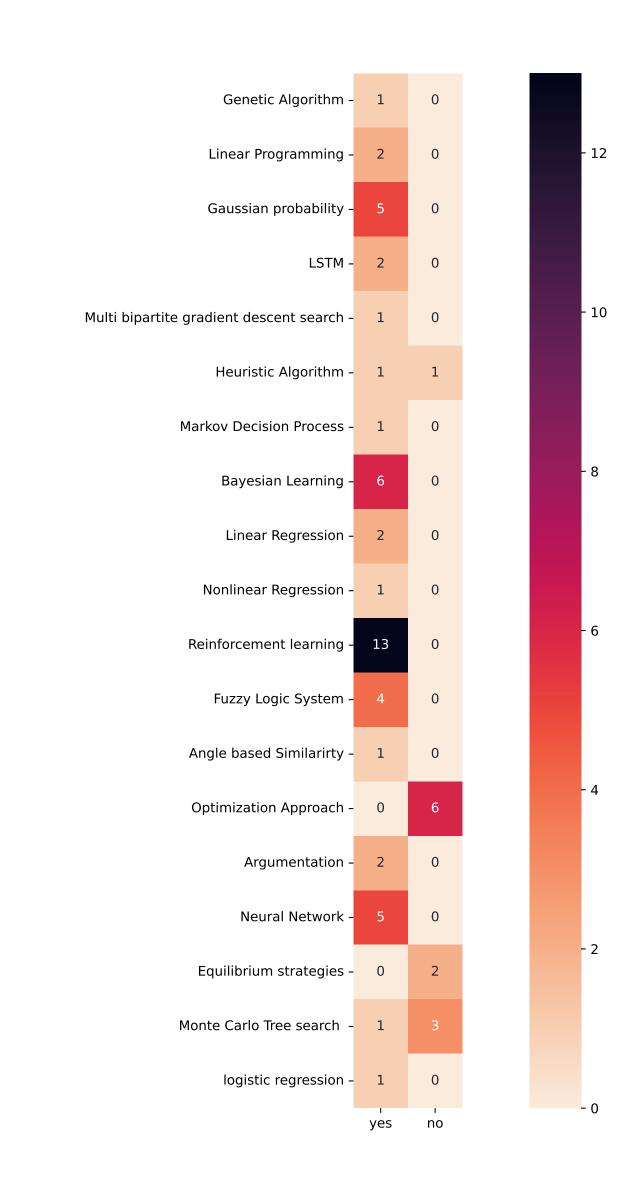
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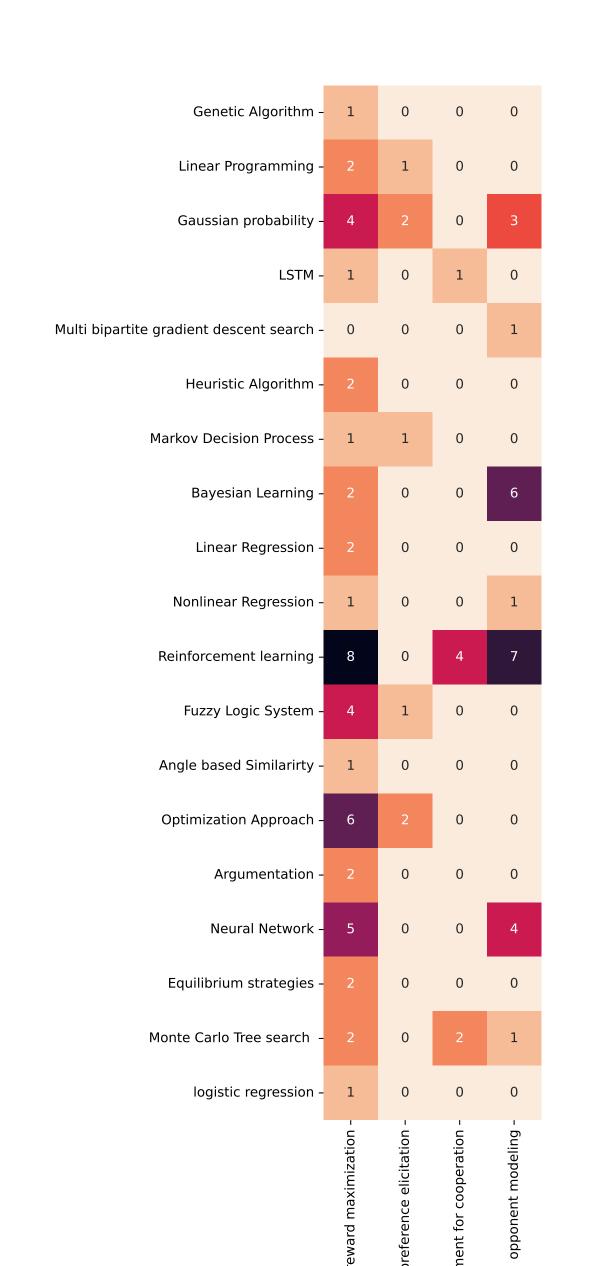
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Genetic Algorithm - 1 Linear Programming - 2 - 12 Gaussian probability -LSTM - 2 Multi bipartite gradient descent search - 1 - 10 Heuristic Algorithm - 2 Markov Decision Process - 1 Bayesian Learning -- 8 Linear Regression - 2 Nonlinear Regression - 1 Reinforcement learning -Fuzzy Logic System -Angle based Similarirty - 1 Optimization Approach -Argumentation -Neural Network -Equilibrium strategies - 2 Monte Carlo Tree search logistic regression - 1 yes

Genetic Algorithm - 1 Linear Programming - 2 - 12 Gaussian probability -LSTM - 2 Multi bipartite gradient descent search - 1 - 10 Heuristic Algorithm - 2 Markov Decision Process - 1 Bayesian Learning -- 8 Linear Regression - 2 Nonlinear Regression - 1 Reinforcement learning -Fuzzy Logic System -Angle based Similarirty - 1 Optimization Approach -Argumentation -Neural Network -Equilibrium strategies - 2 Monte Carlo Tree search logistic regression - 1 yes

Genetic Algorithm - 1 Linear Programming - 2 - 12 Gaussian probability -LSTM - 2 Multi bipartite gradient descent search - 1 - 10 Heuristic Algorithm - 2 Markov Decision Process - 1 Bayesian Learning -- 8 Linear Regression - 2 Nonlinear Regression - 1 Reinforcement learning -Fuzzy Logic System -Angle based Similarirty - 1 Optimization Approach -Argumentation -Neural Network -Equilibrium strategies - 2 Monte Carlo Tree search logistic regression - 1 yes





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Genetic Algorithm -	0	1	0	0	1	0
Linear Programming -	0	1	0	0	2	1
Gaussian probability -	2	2	1	0	0	1
LSTM -	2	0	0	0	0	0
Multi bipartite gradient descent search -	0	0	0	0	0	1
Heuristic Algorithm -	0	1	0	0	2	1
Markov Decision Process -	0	1	0	0	0	0
Bayesian Learning -	1	0	1	0	0	4
Linear Regression -	1	1	0	0	1	0
Nonlinear Regression -	0	0	1	0	0	0
Reinforcement learning -	6	1	2	1	1	8
Fuzzy Logic System -	1	2	0	0	2	3
Angle based Similarirty -	0	0	0	0	1	1
Optimization Approach -	6	1	2	0	5	3
Argumentation -	0	1	0	0	2	0
Neural Network -	1	0	1	0	2	3
Equilibrium strategies -	1	1	0	0	1	1
Monte Carlo Tree search -	2	0	0	0	0	2
logistic regression -	0	0	0	0	0	1
	improve -	volves human agent -	time dependent -	volves human agent -	single issue -	bilateral –

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Genetic Algorithm - 0 Linear Programming -Gaussian probability -0 0 0 LSTM - 0 0 Multi bipartite gradient descent search - 0 0 0 Heuristic Algorithm - 0 0 0 Markov Decision Process -0 0 0 0 Bayesian Learning - 0 0 Linear Regression - 0 0 0 Nonlinear Regression - 0 0 0 Reinforcement learning - 0 0 Fuzzy Logic System -0 Angle based Similarirty - 0 0 0 0 Optimization Approach -0 0 Argumentation - 0 0 Neural Network - 0 0 Equilibrium strategies - 0 0 0 Monte Carlo Tree search - 0 0 logistic regression - 0 0 dialogues offers for reward rules user history opponent offers

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Genetic Algorithm - 1 Linear Programming - 1 Gaussian probability -LSTM - 0 2 Multi bipartite gradient descent search - 0 1 Heuristic Algorithm - 1 2 Markov Decision Process - 1 1 Bayesian Learning - 0 Linear Regression - 1 Nonlinear Regression - 0 1 Reinforcement learning -13 Fuzzy Logic System -Angle based Similarirty - 0 Optimization Approach - 1 Argumentation - 1 Neural Network - 0 Equilibrium strategies - 1 Monte Carlo Tree search - 0 logistic regression - 0 semi autonomous autonomous

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Genetic Algorithm - 0 Linear Programming - 0 Gaussian probability - 0 LSTM -0 Multi bipartite gradient descent search - 0 0 0 Heuristic Algorithm - 0 0 Markov Decision Process - 0 0 0 Bayesian Learning - 0 Linear Regression - 0 1 0 Nonlinear Regression - 0 1 0 0 0 Reinforcement learning -Fuzzy Logic System - 0 Angle based Similarirty - 0 0 0 Optimization Approach - 0 0 Argumentation - 0 0 Neural Network - 0 0 0 Equilibrium strategies - 0 0 0 Monte Carlo Tree search -0 0 0 logistic regression - 0 generic competing cooperative

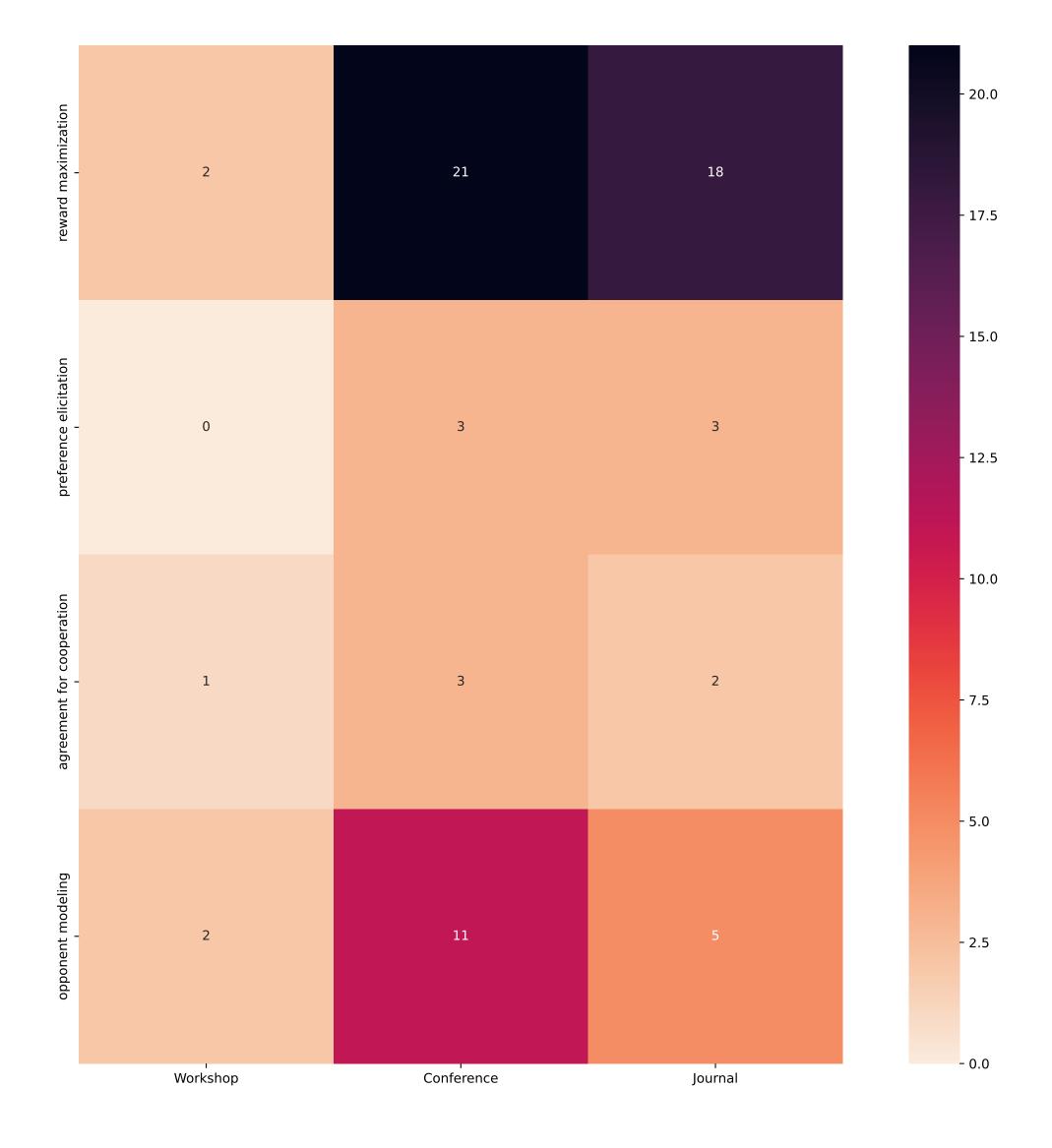
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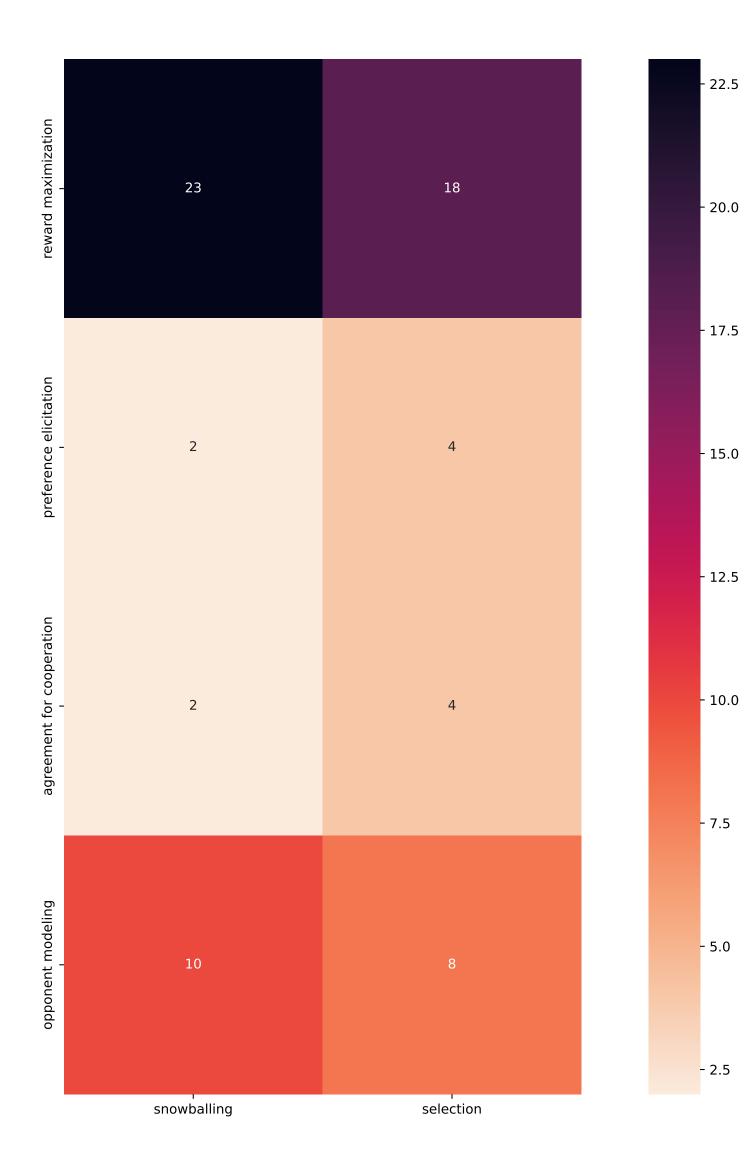
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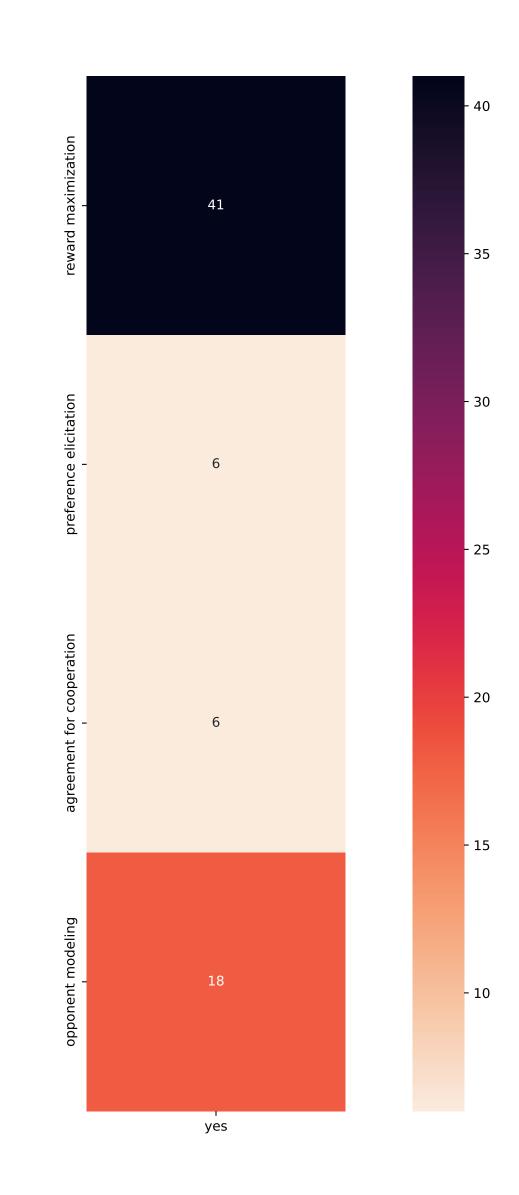
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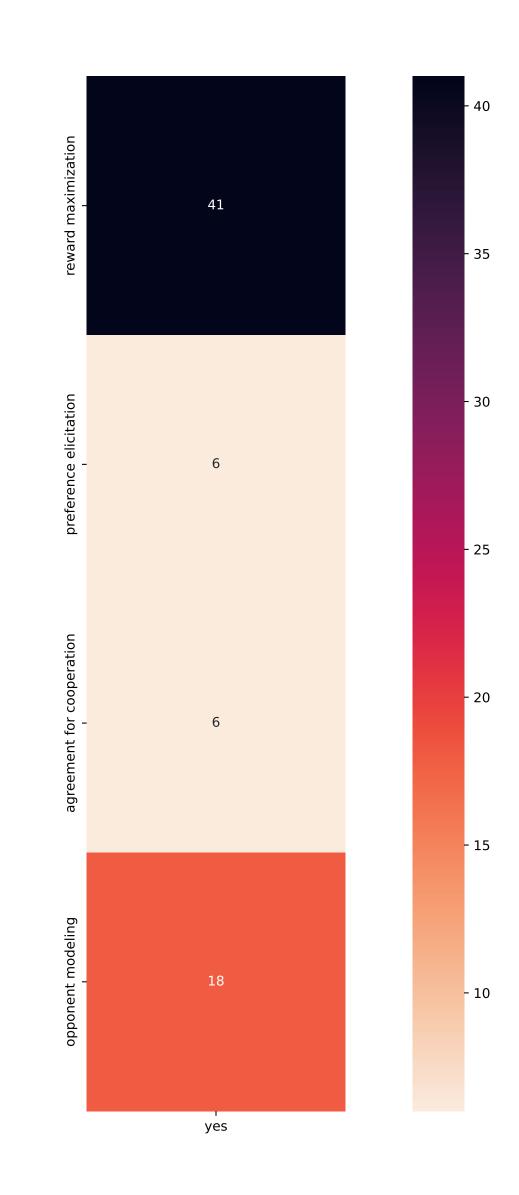
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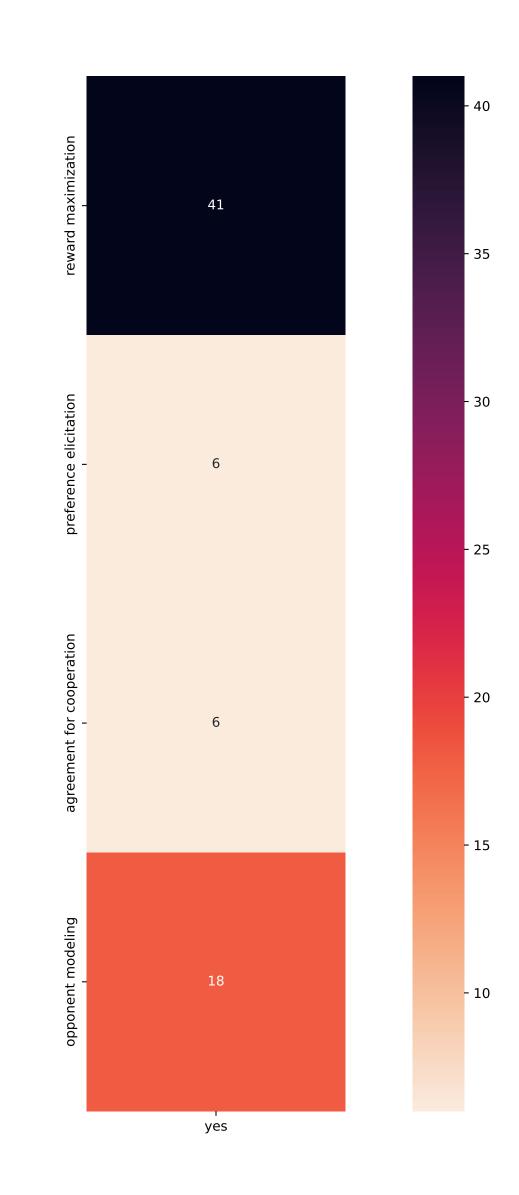
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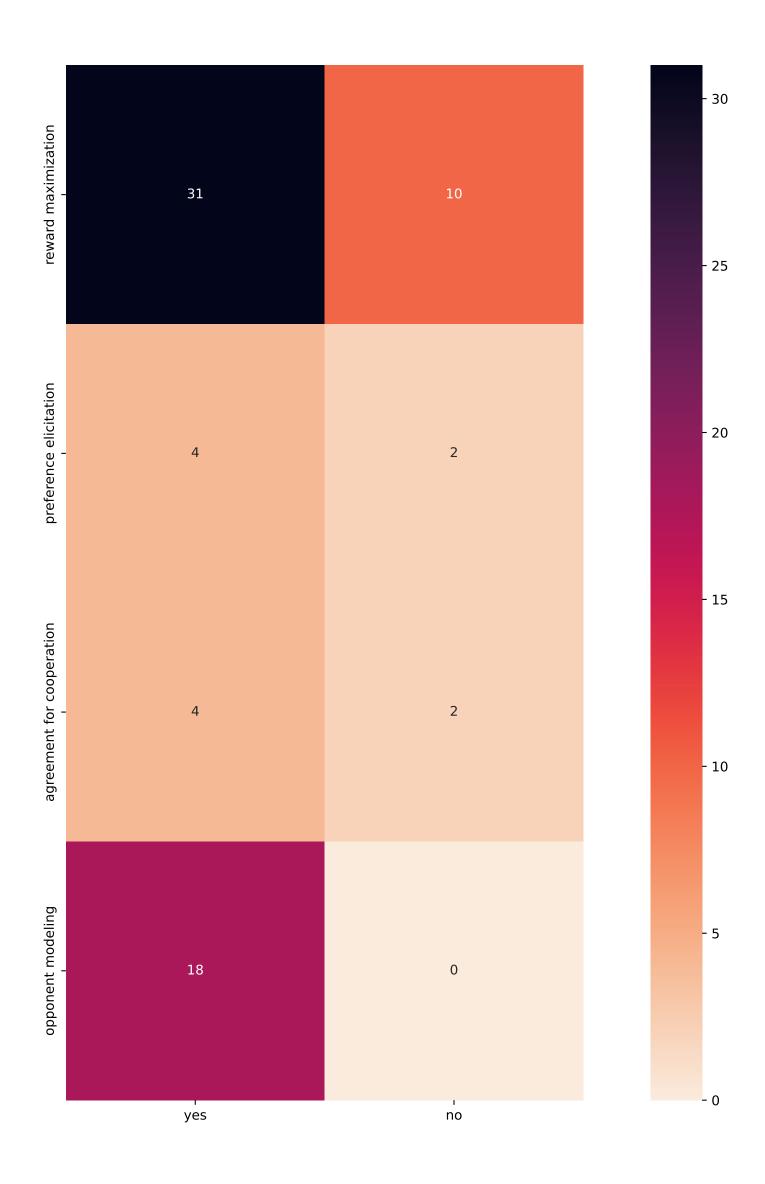












reward maximization -	1	2	4	1	0	2	1	2	2	1	8	4	1	6	2	5	2	2	1
preference elicitation -	0	1	2	0	0	0	1	0	0	0	0	1	0	2	0	0	0	0	0
agreement for cooperation -	0	0	0	1	0	0	0	0	0	0	4	0	0	0	0	0	0	2	0
opponent modeling –	0	0	3	0	1	0	0	6	0	1	7	0	0	0	0	4	0	1	0
	Genetic Algorithm -	Linear Programming -	Gaussian probability -	- NLST	Multi bipartite gradient descent search -	Heuristic Algorithm -	Markov Decision Process -	Bayesian Learning -	Linear Regression –	Nonlinear Regression -	Reinforcement learning -	Fuzzy Logic System -	Angle based Similarirty -	Optimization Approach -	Argumentation -	Neural Network –	Equilibrium strategies -	Monte Carlo Tree search -	logistic regression -

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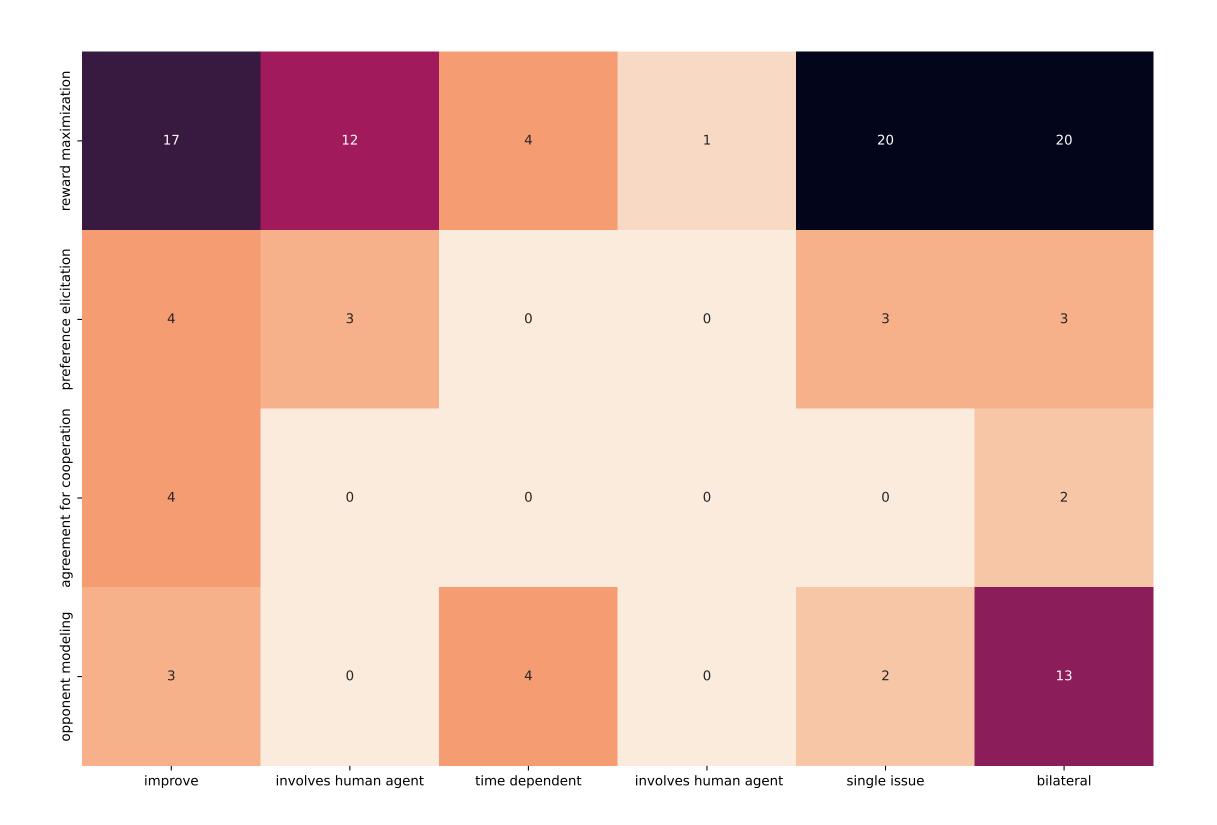
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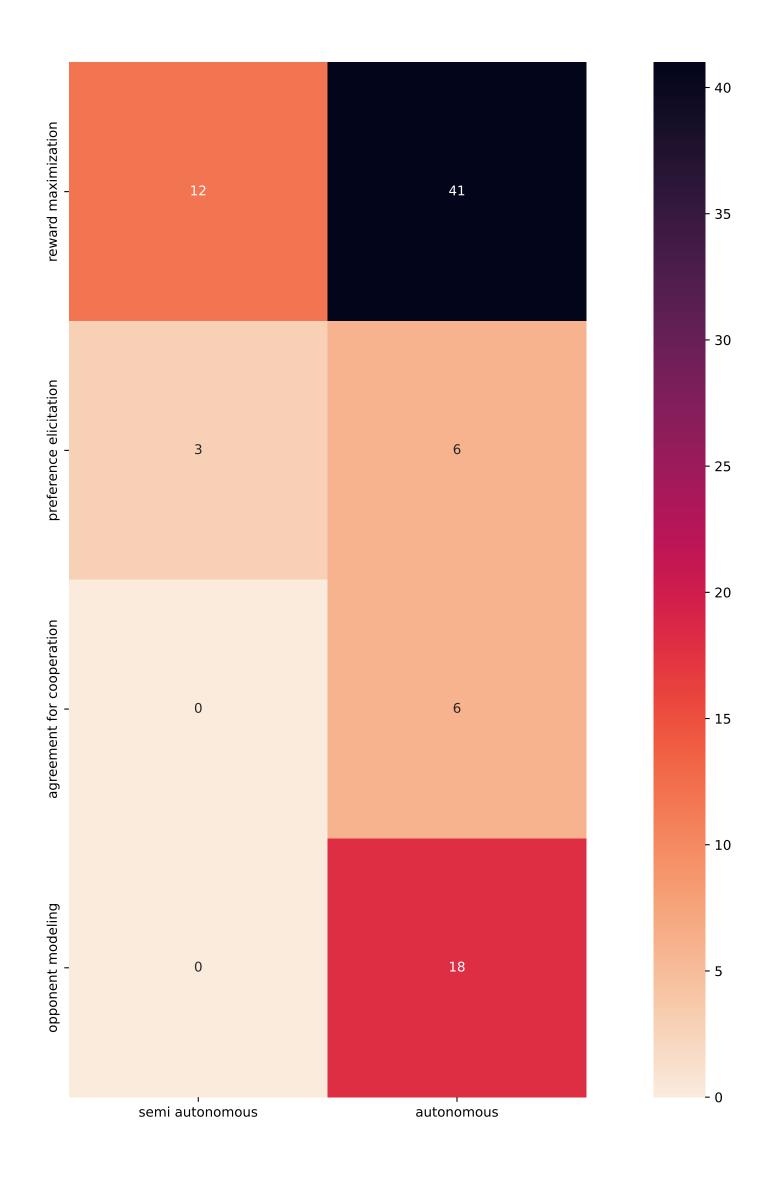
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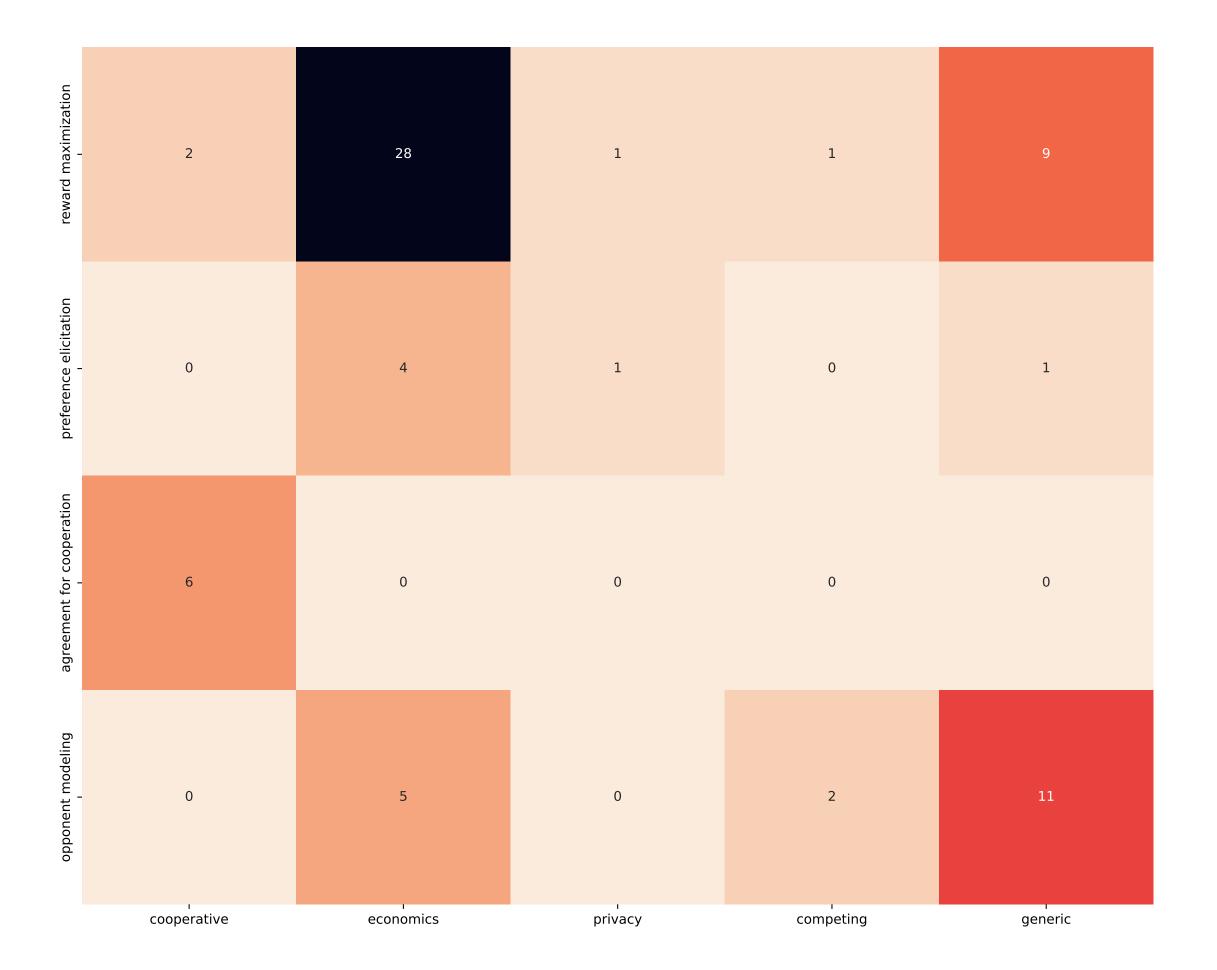
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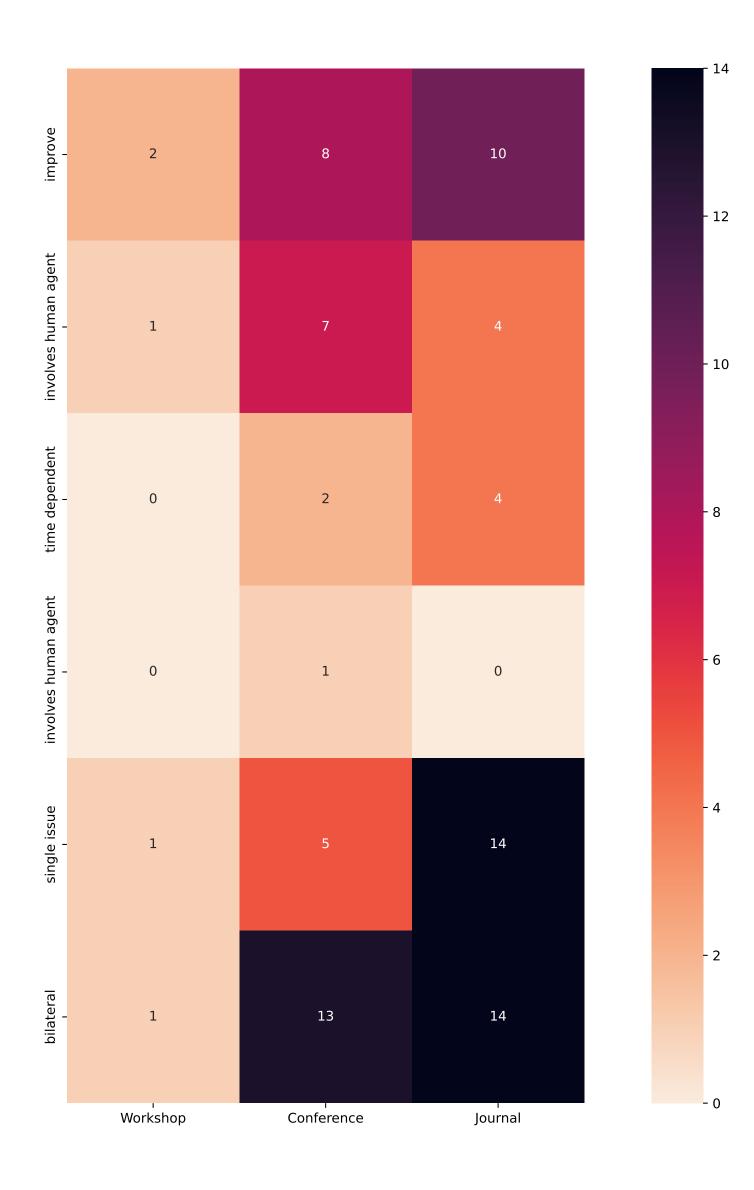
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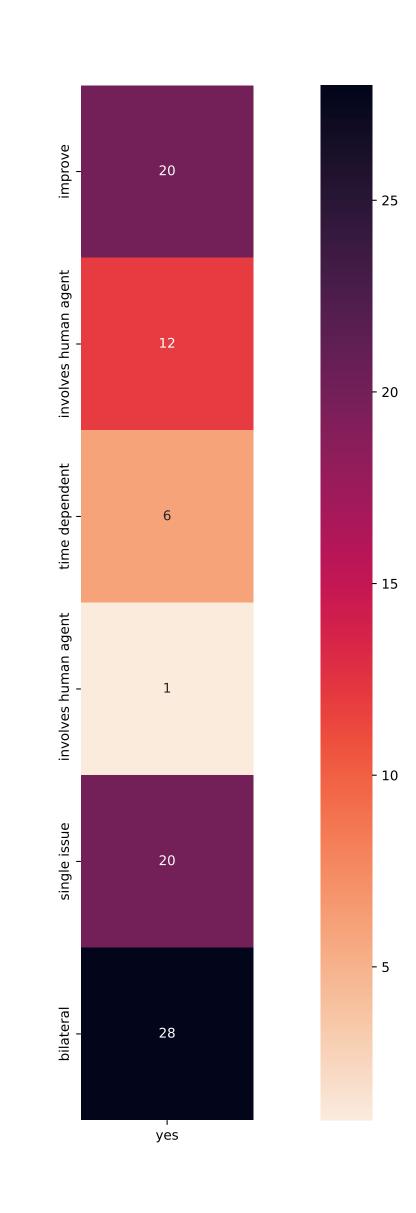
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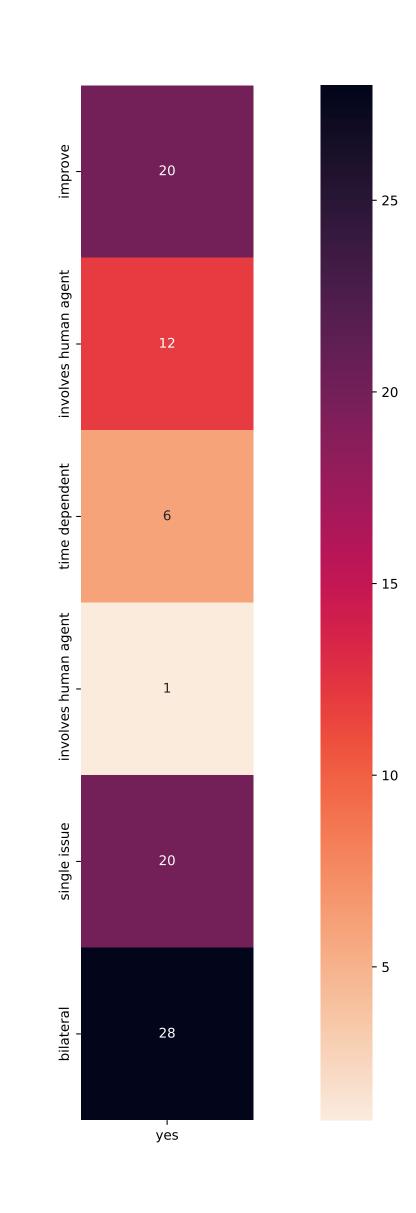
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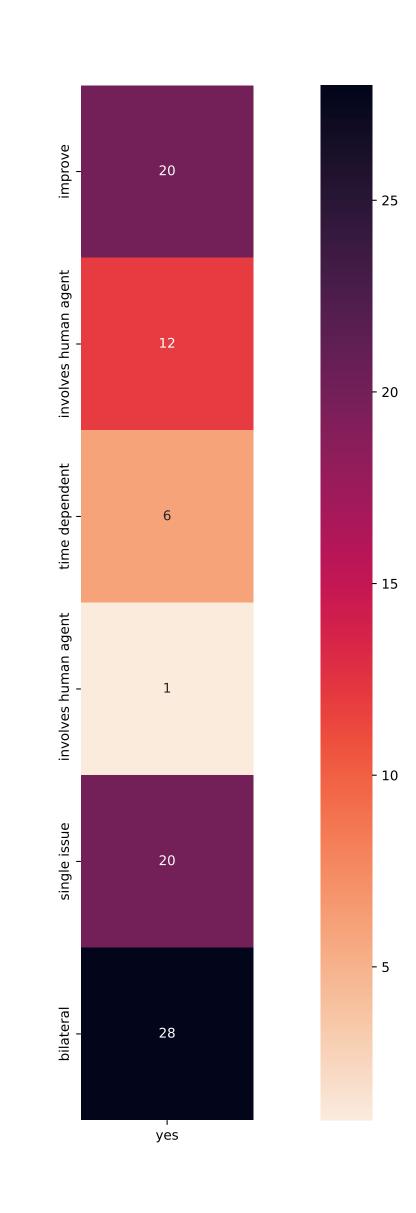
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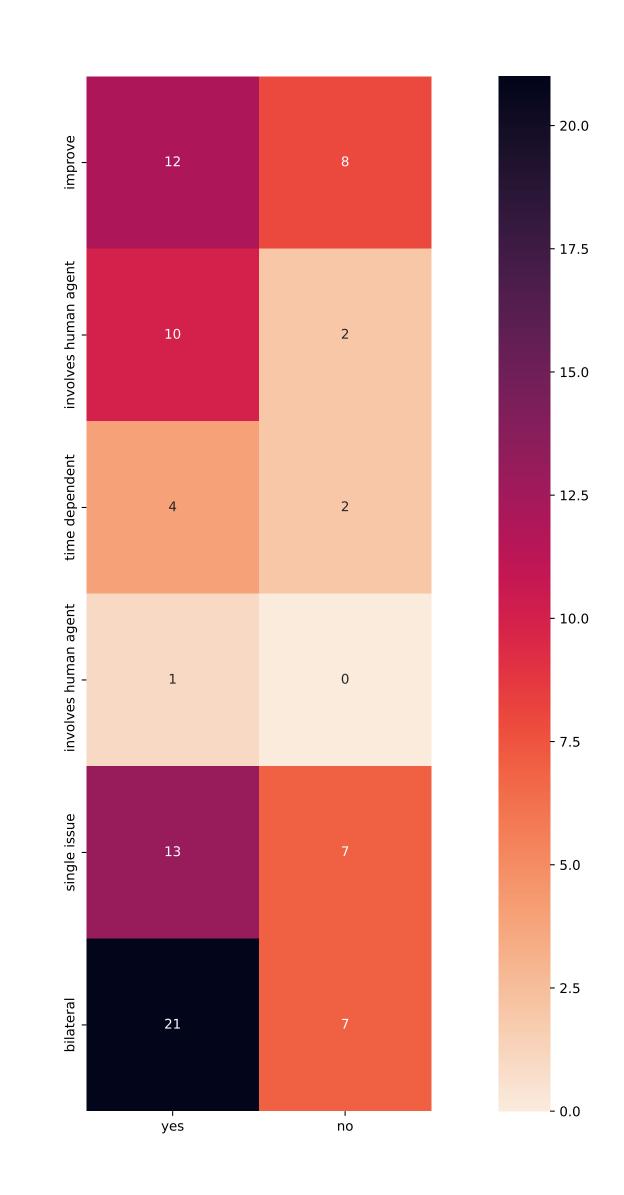


improve	12	8	- 18 - 16
involves human agent	5	7	- 14
time dependent	5	1	- 12 - 10
involves human agent	1	0	- 8
single issue	14	6	- 6 - 4
bilateral '	18	10	- 2
	snowballing	selection	- 0









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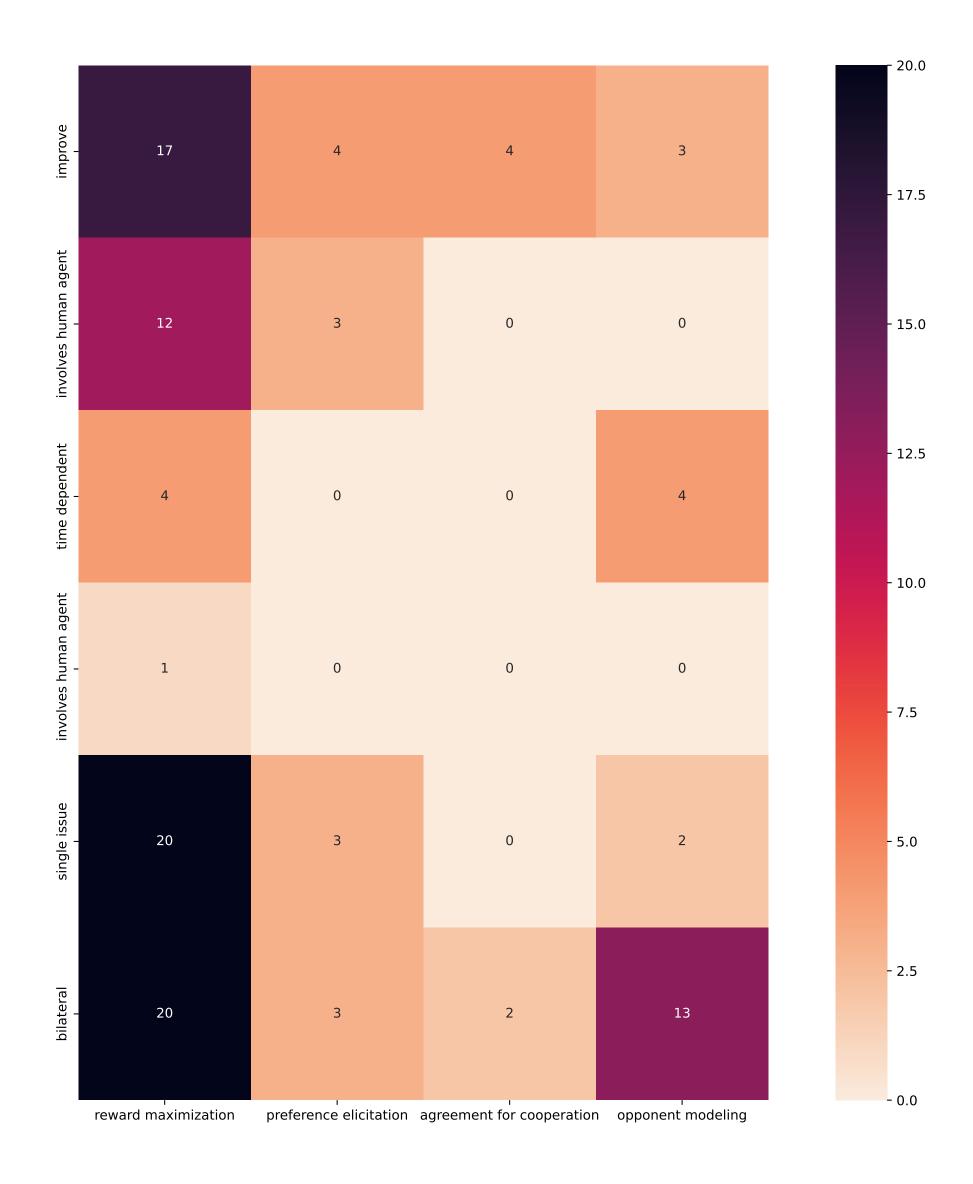
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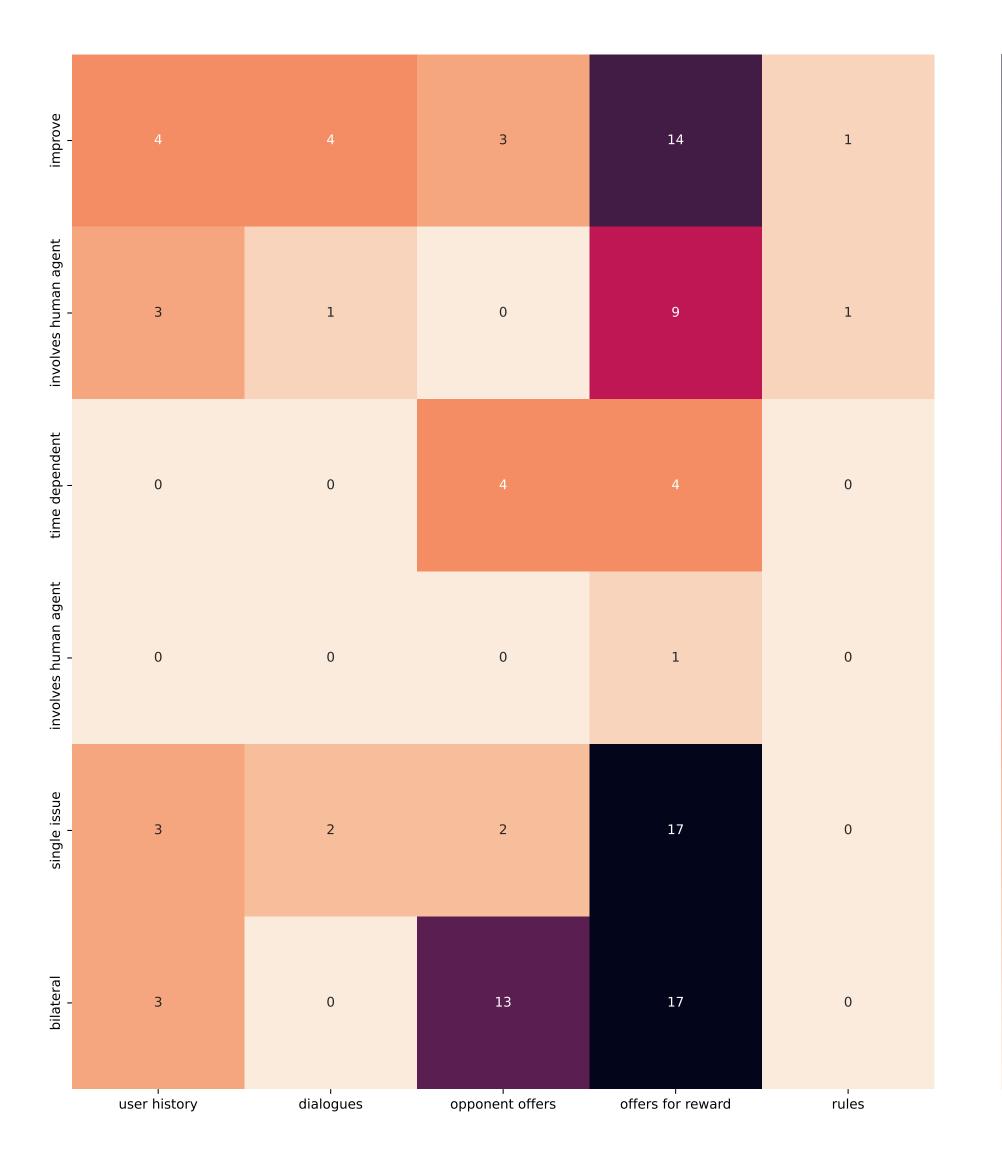
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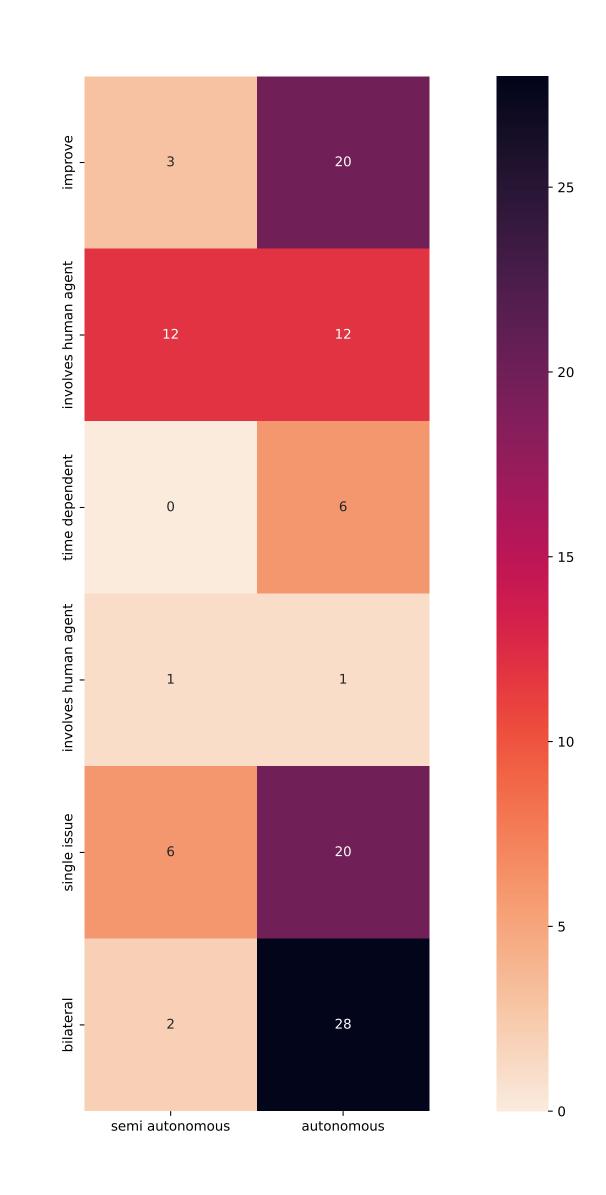
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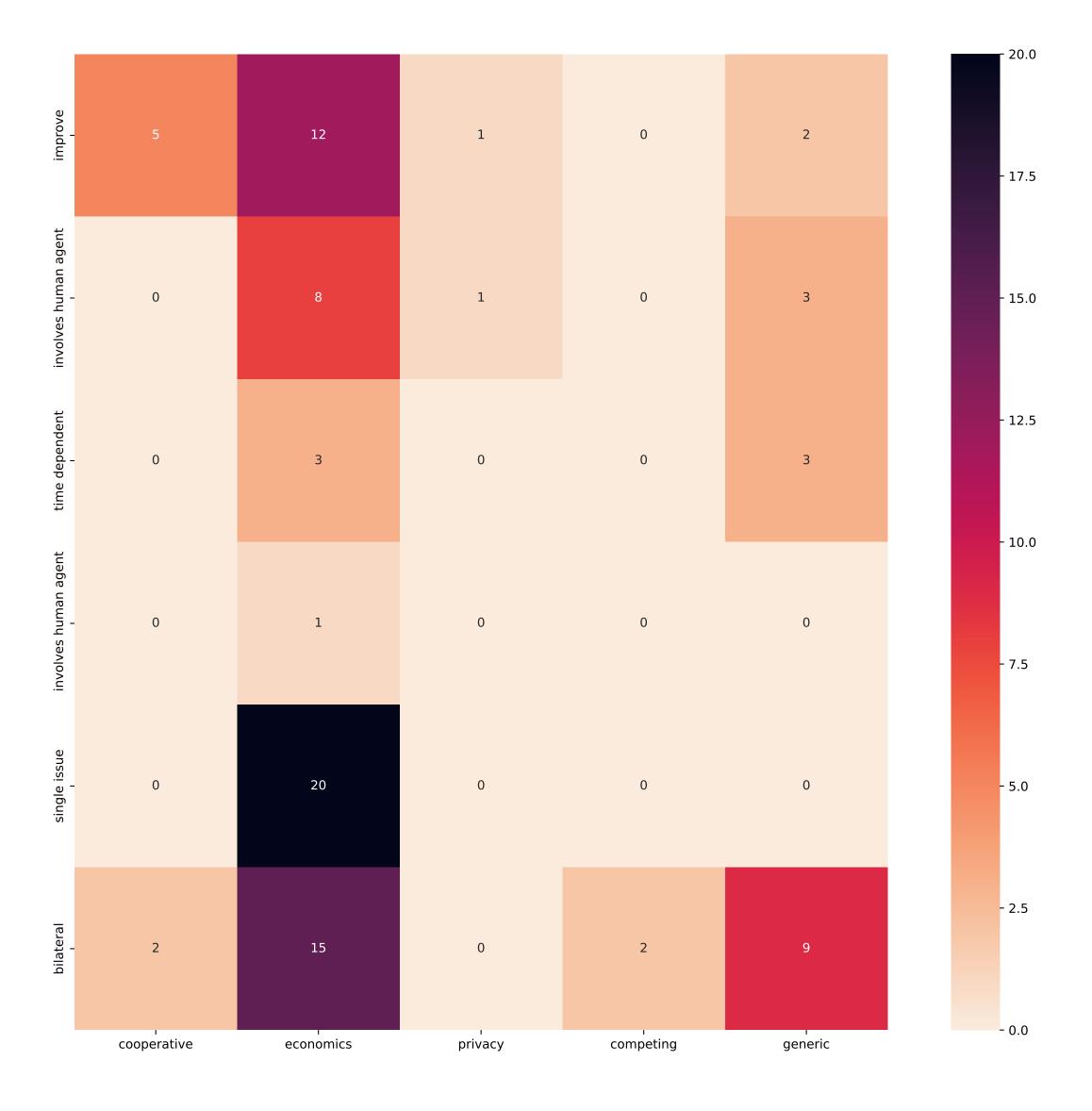
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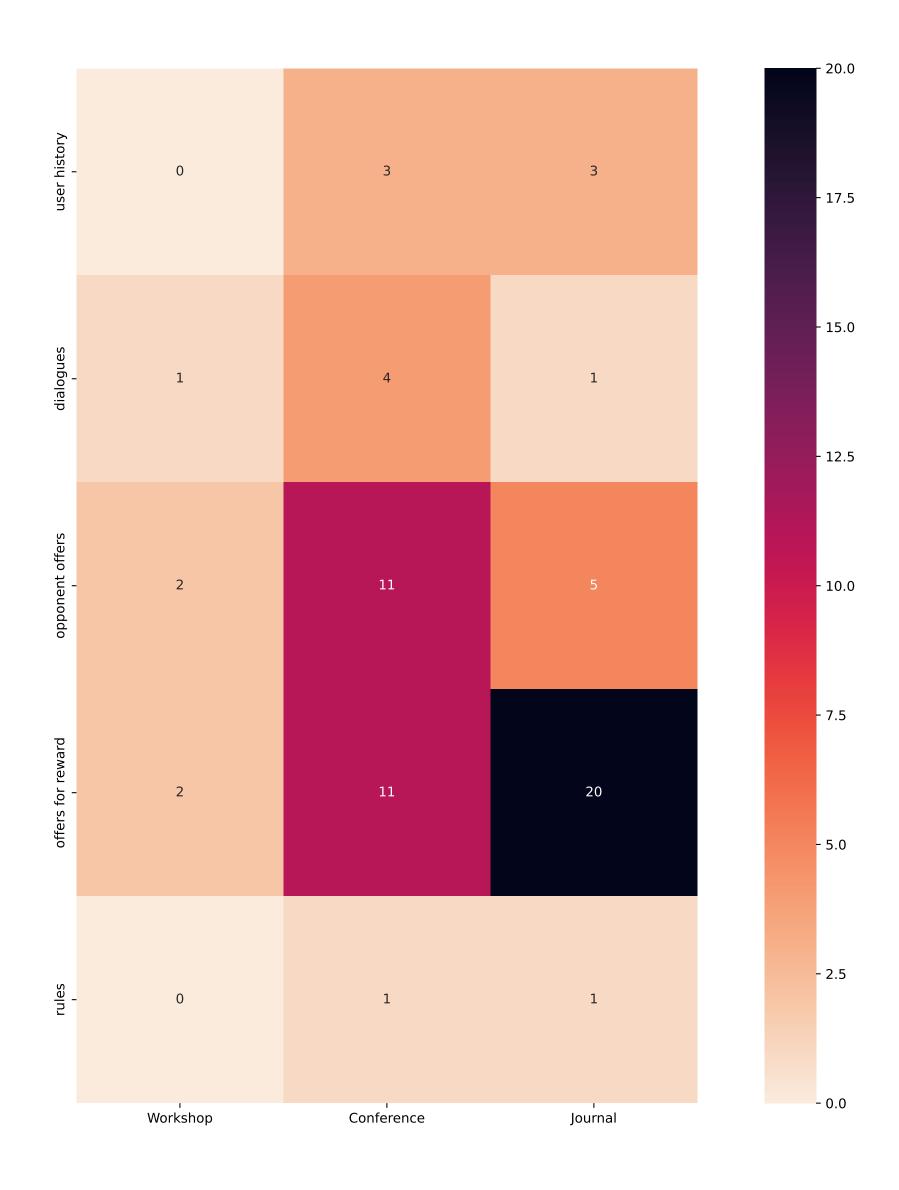
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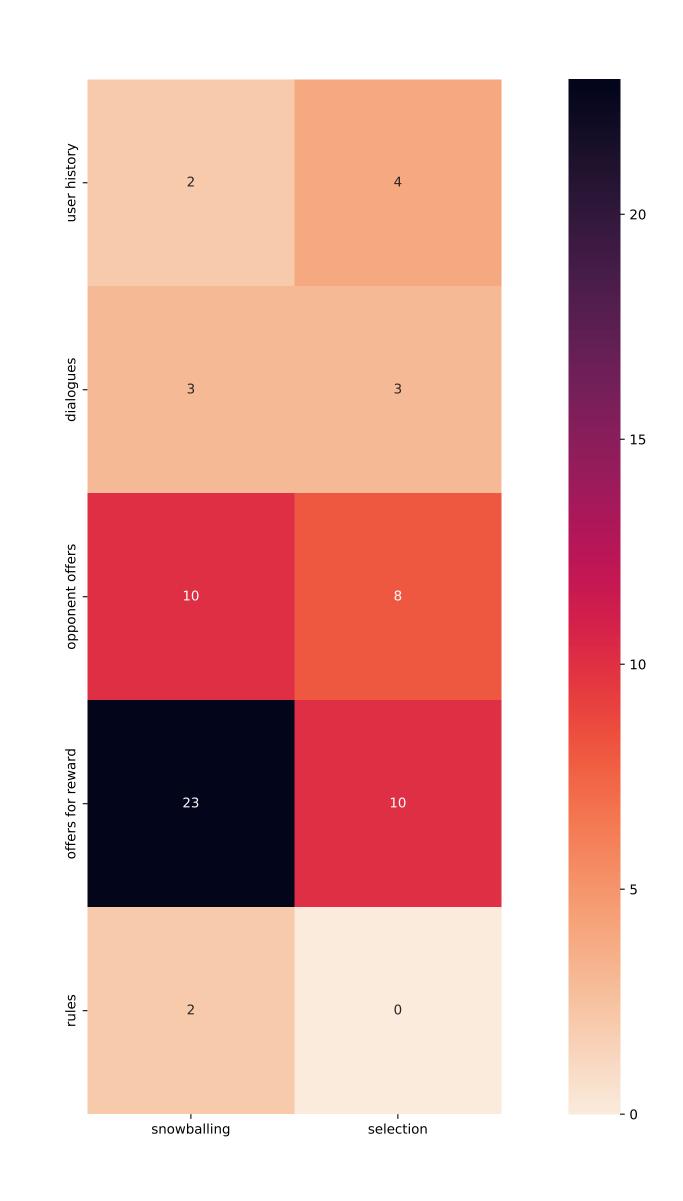
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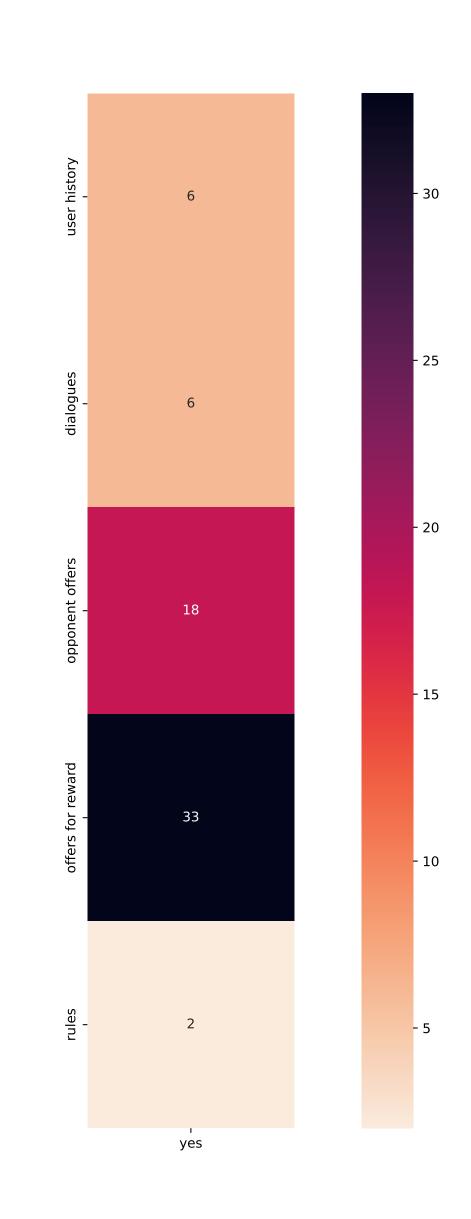
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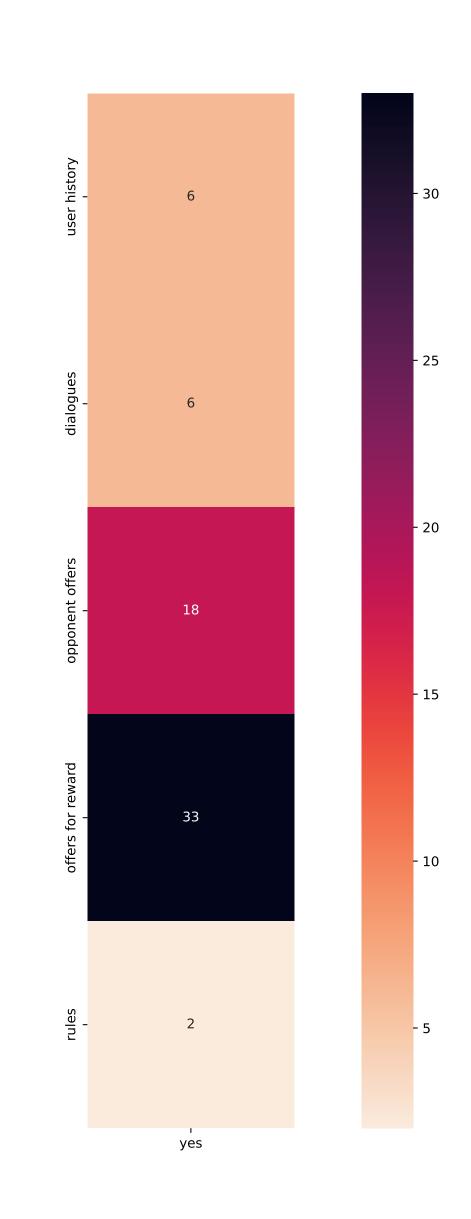
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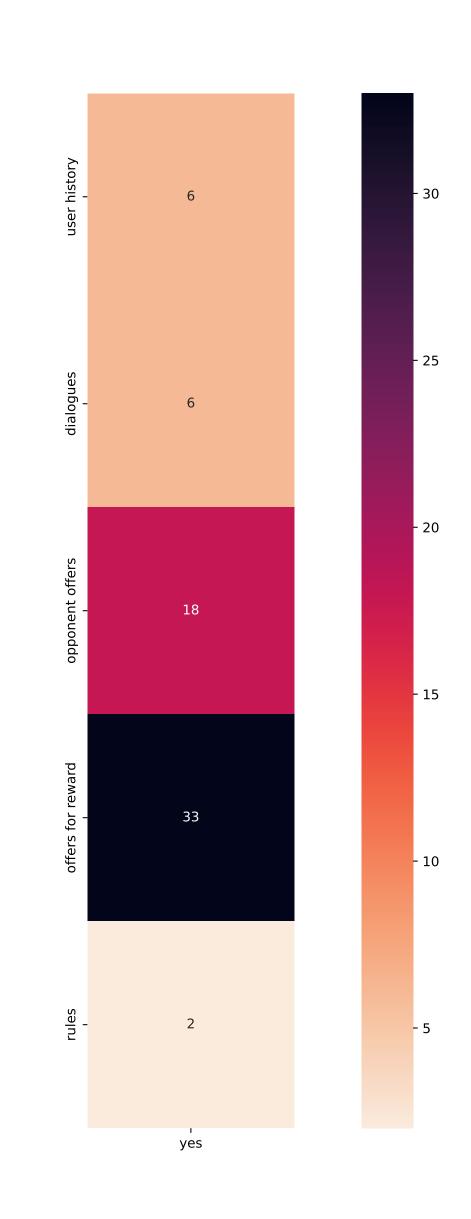
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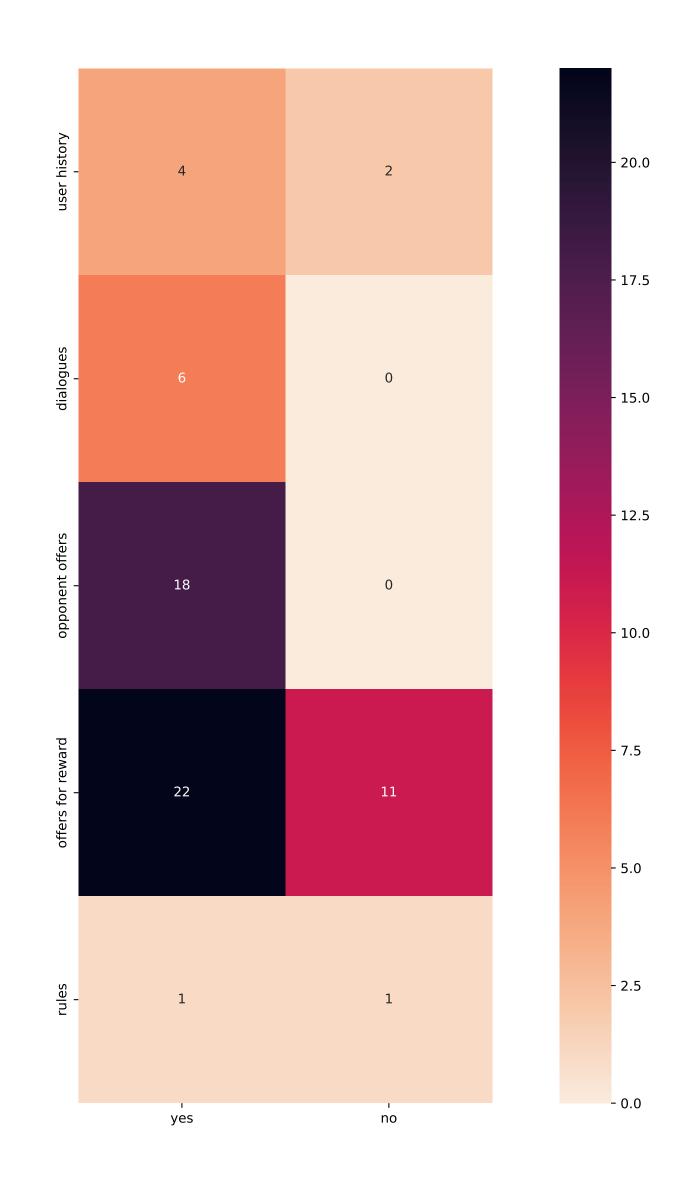










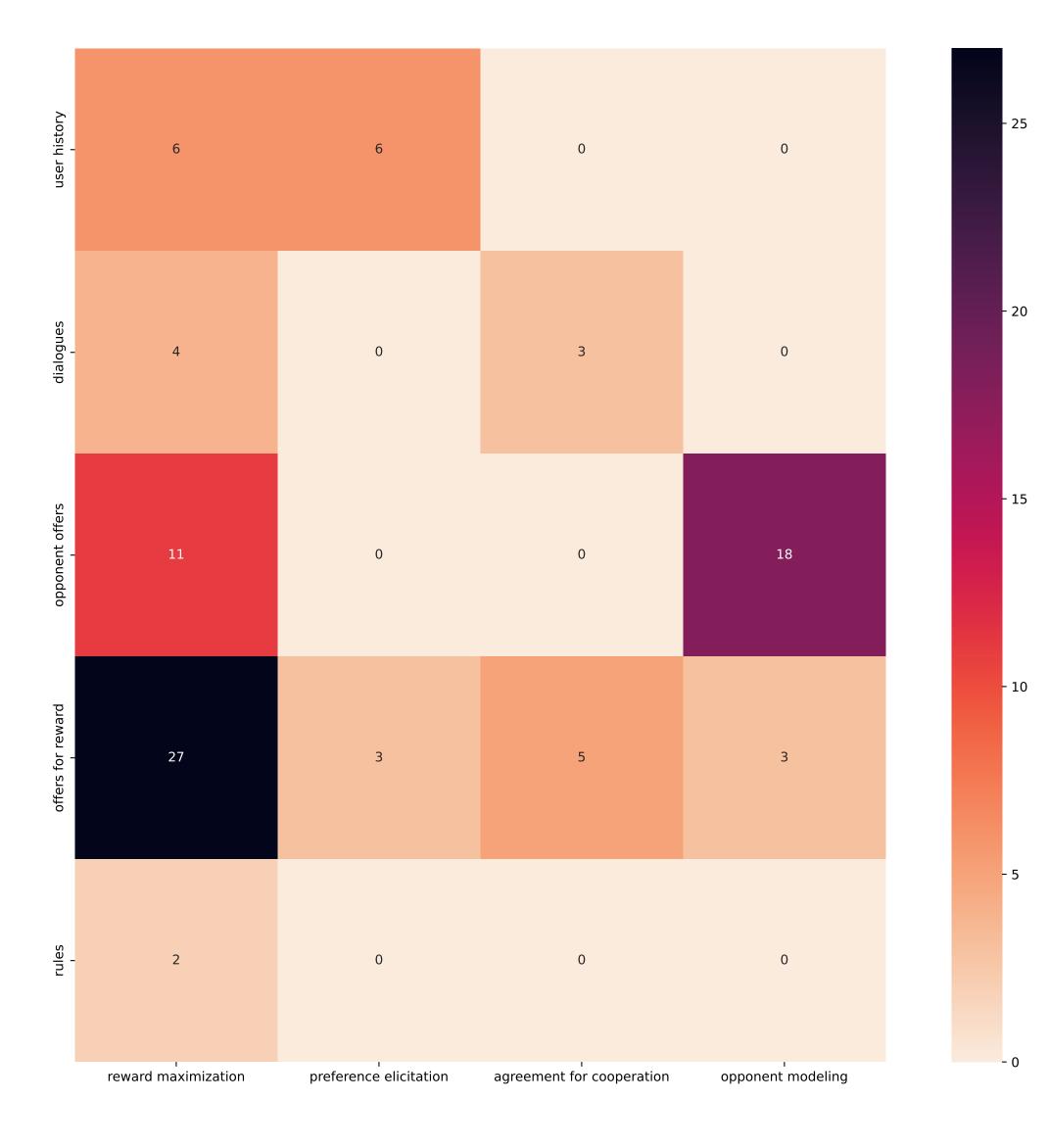


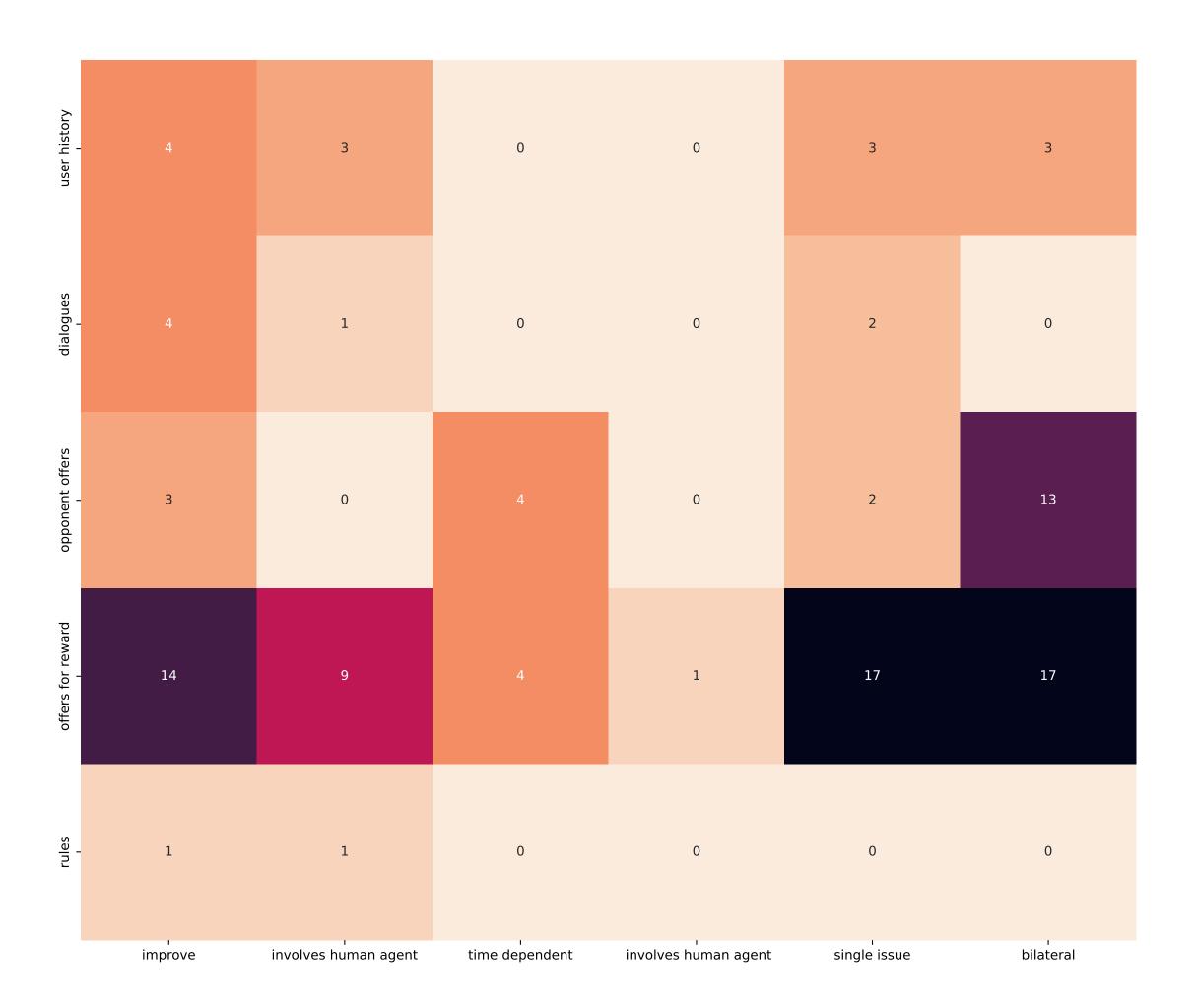
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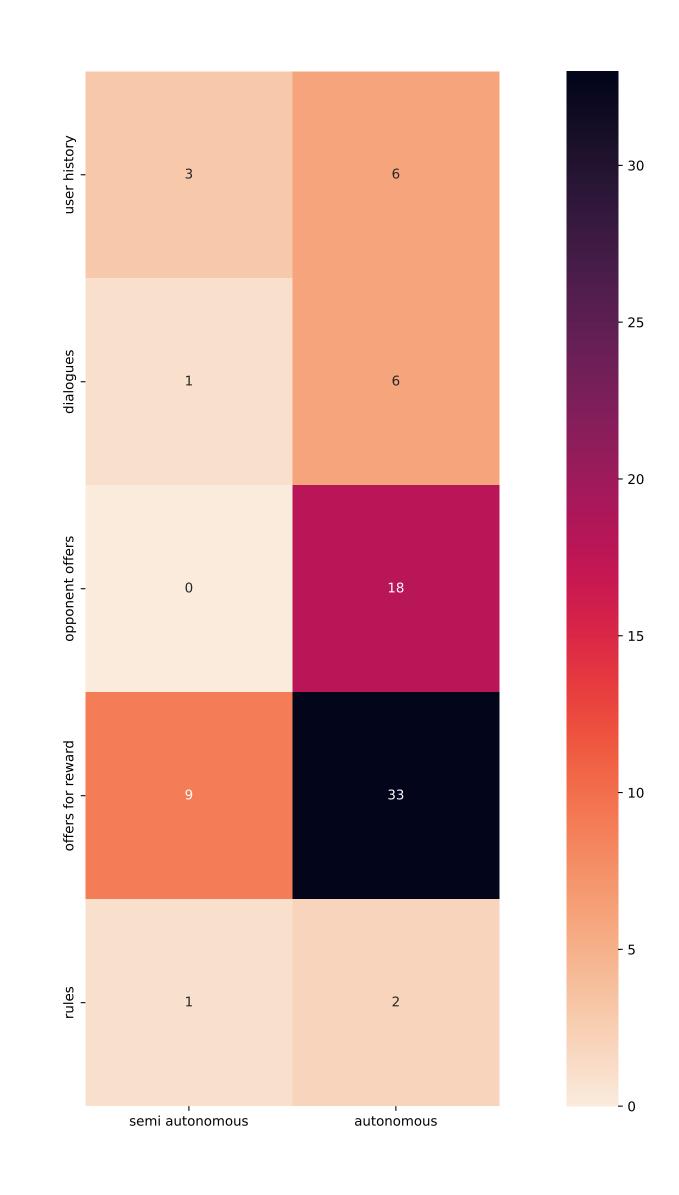
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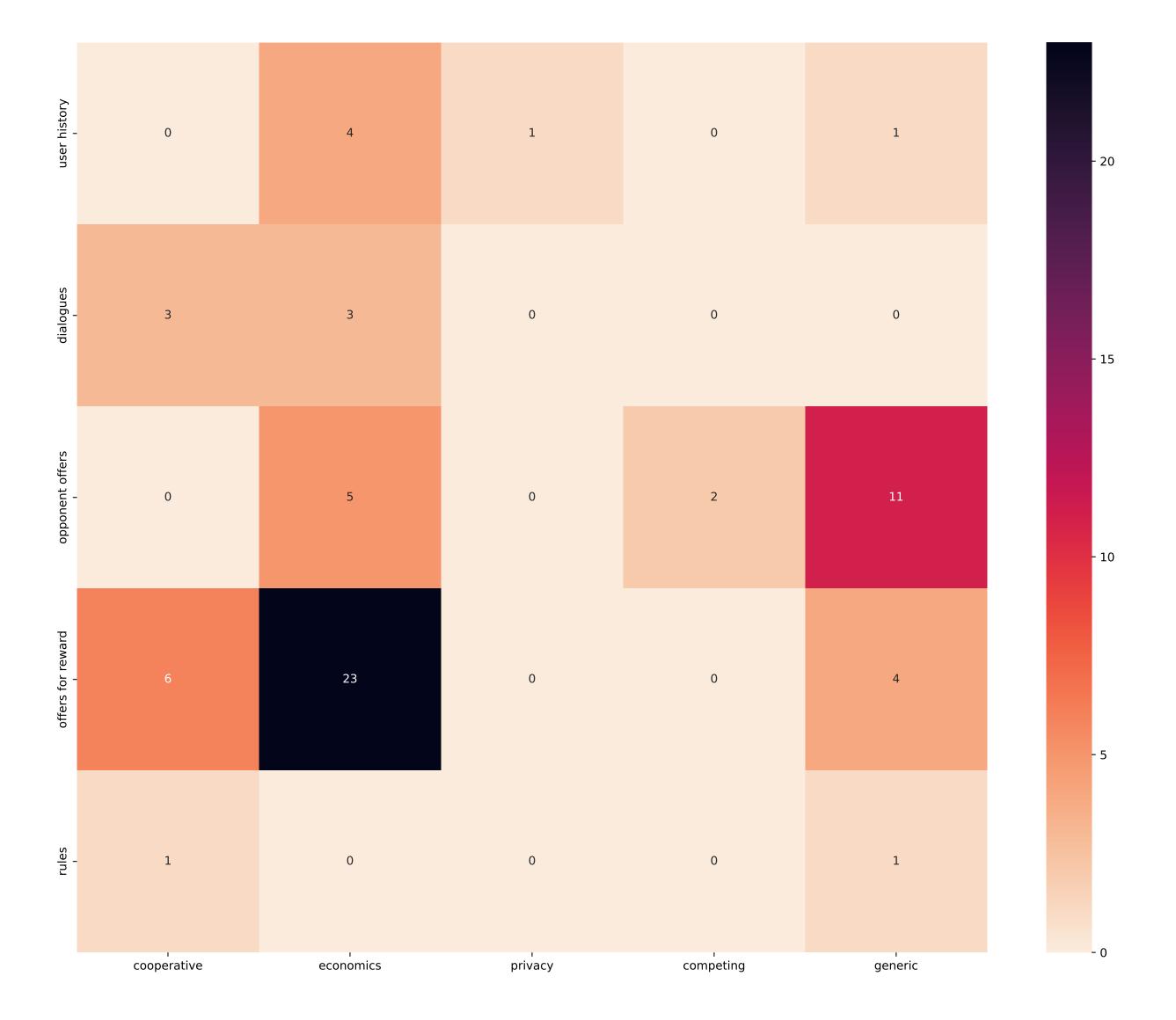
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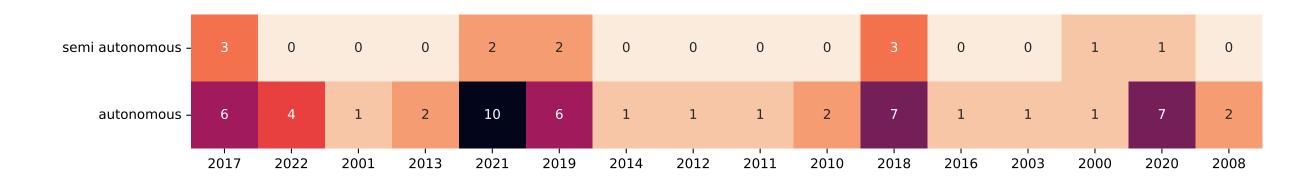
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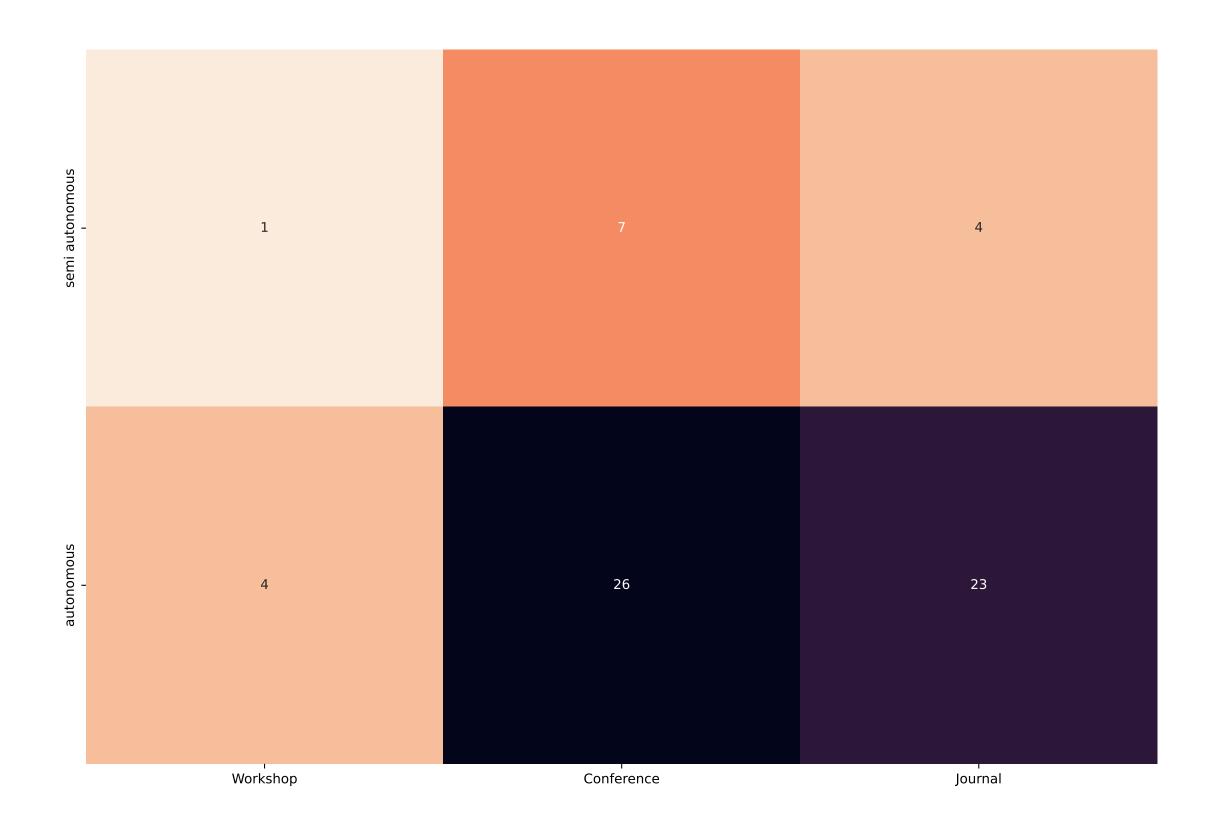
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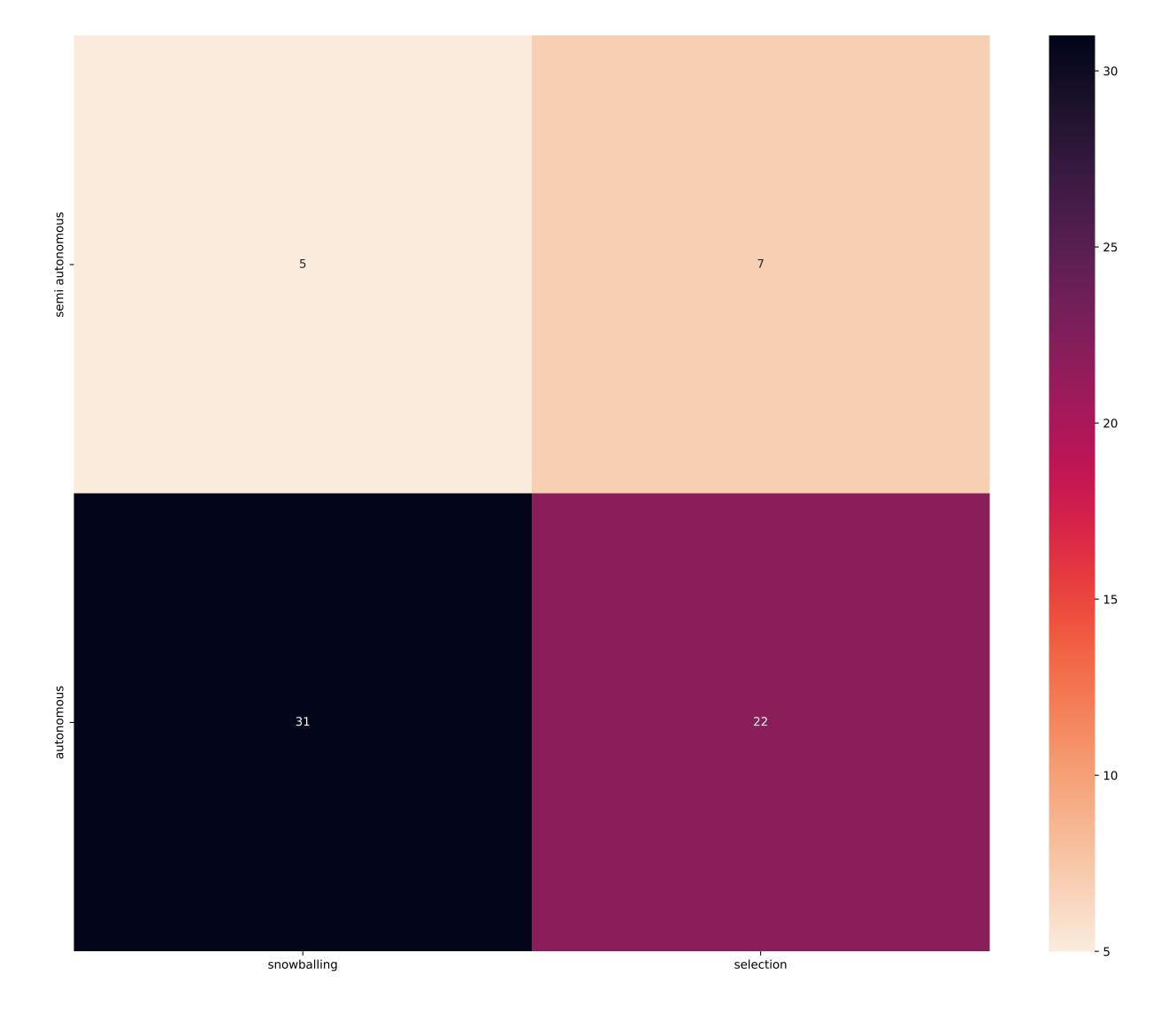
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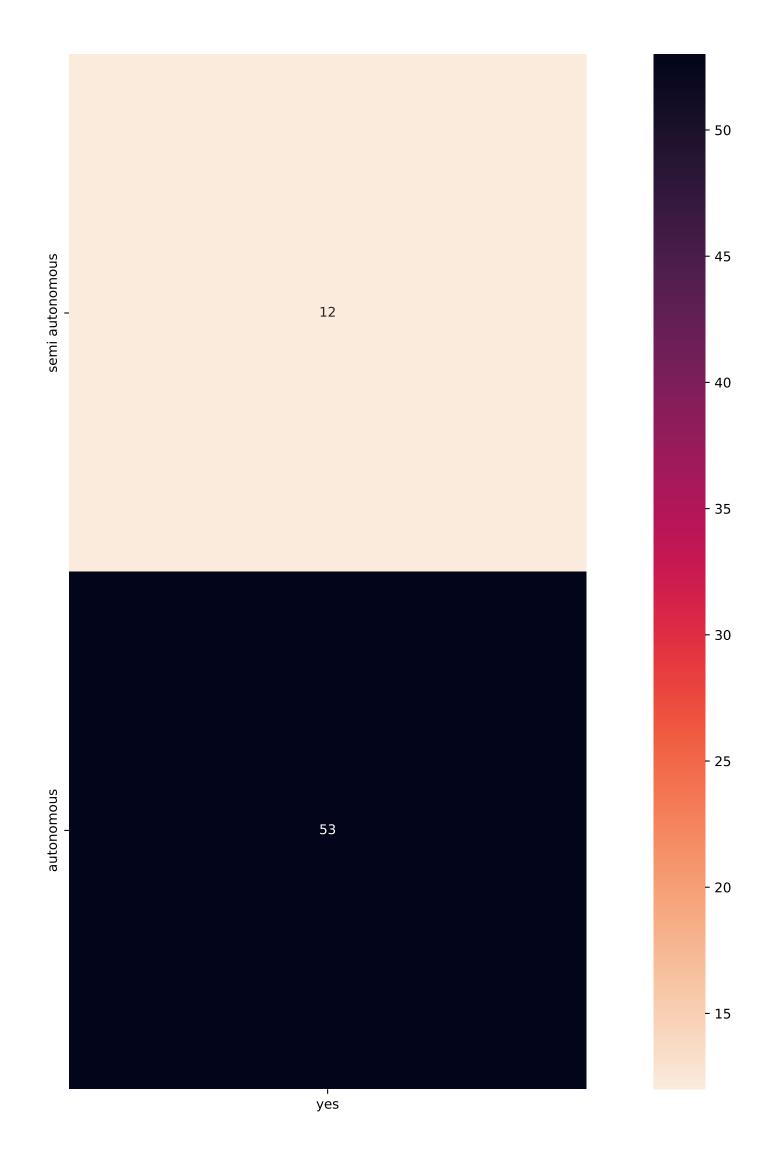
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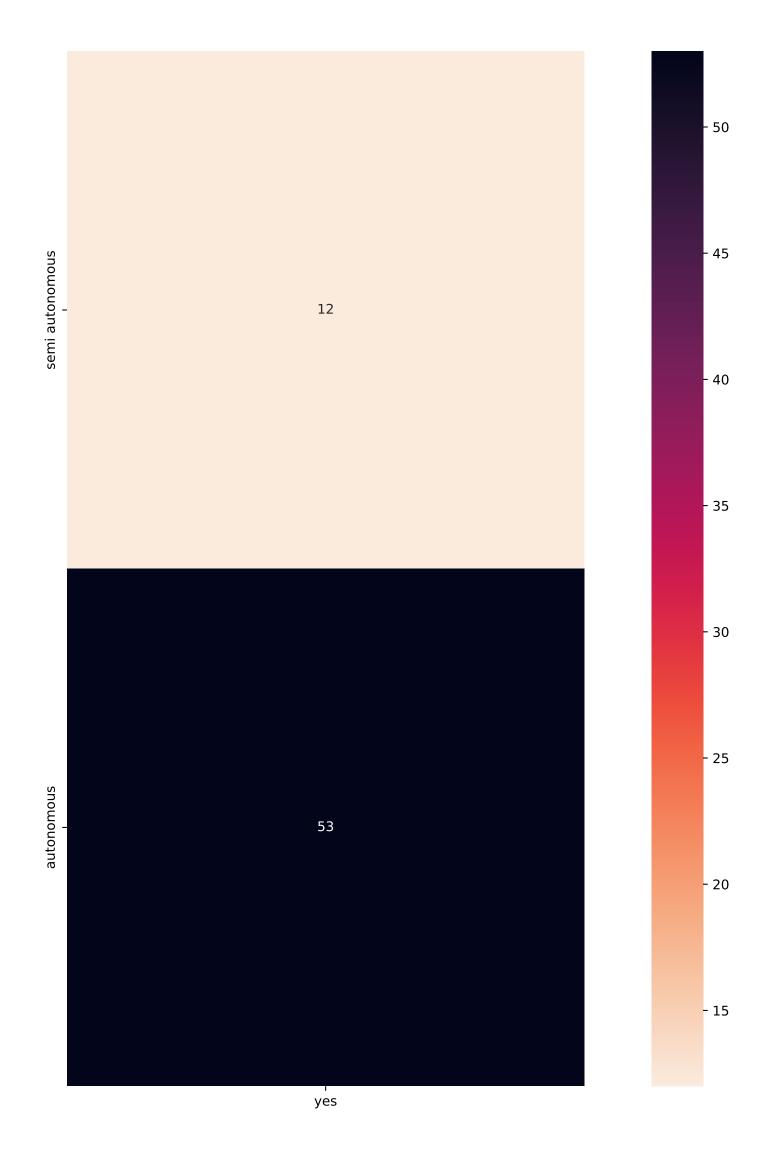
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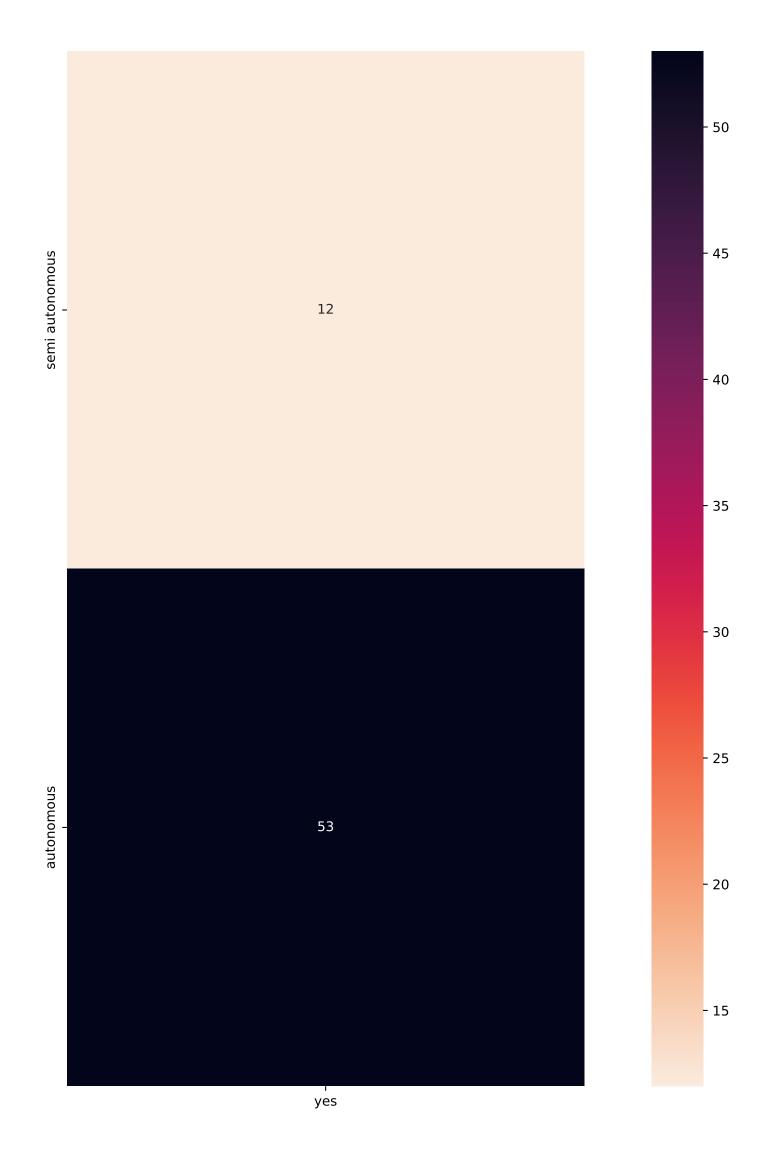
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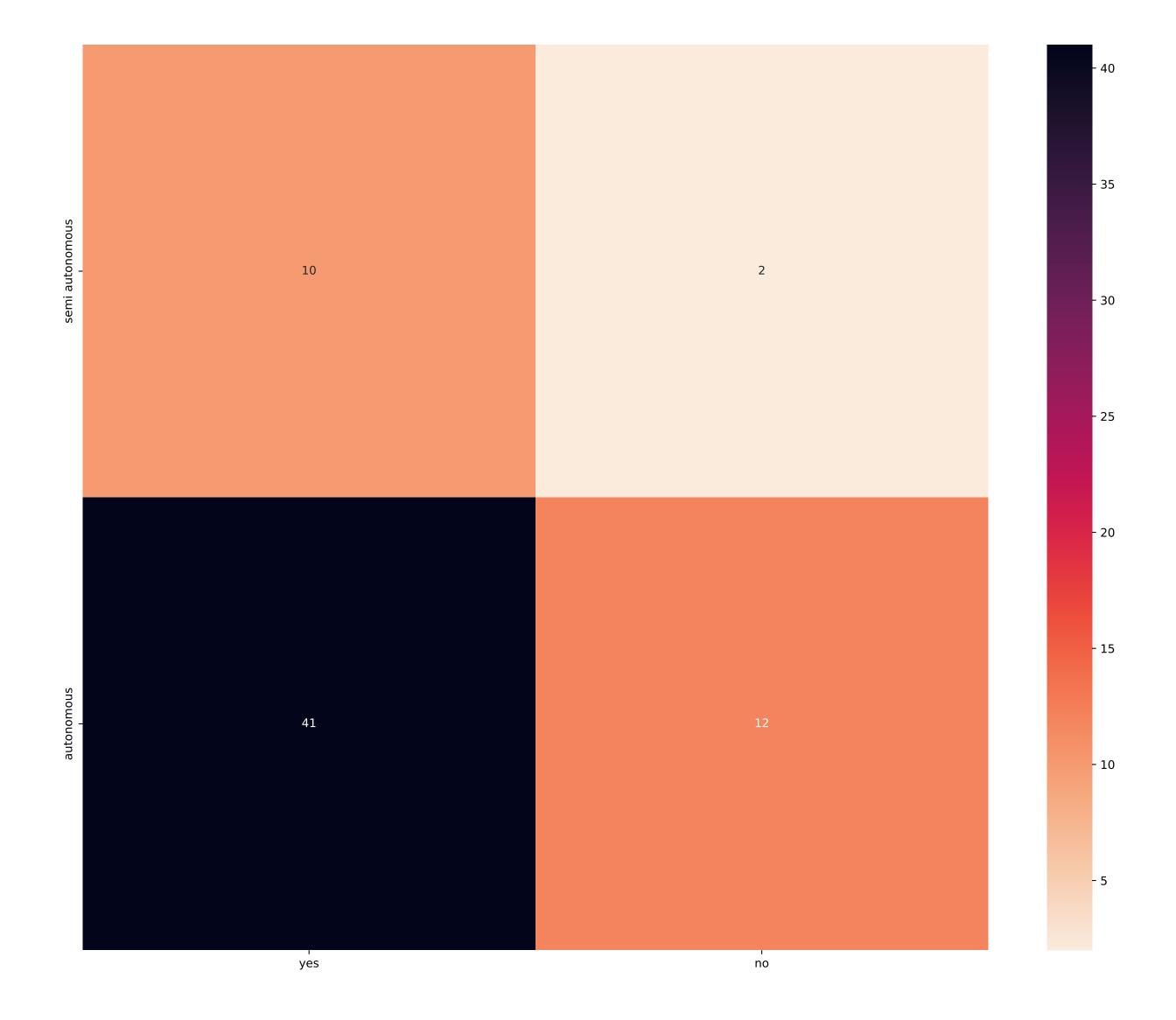










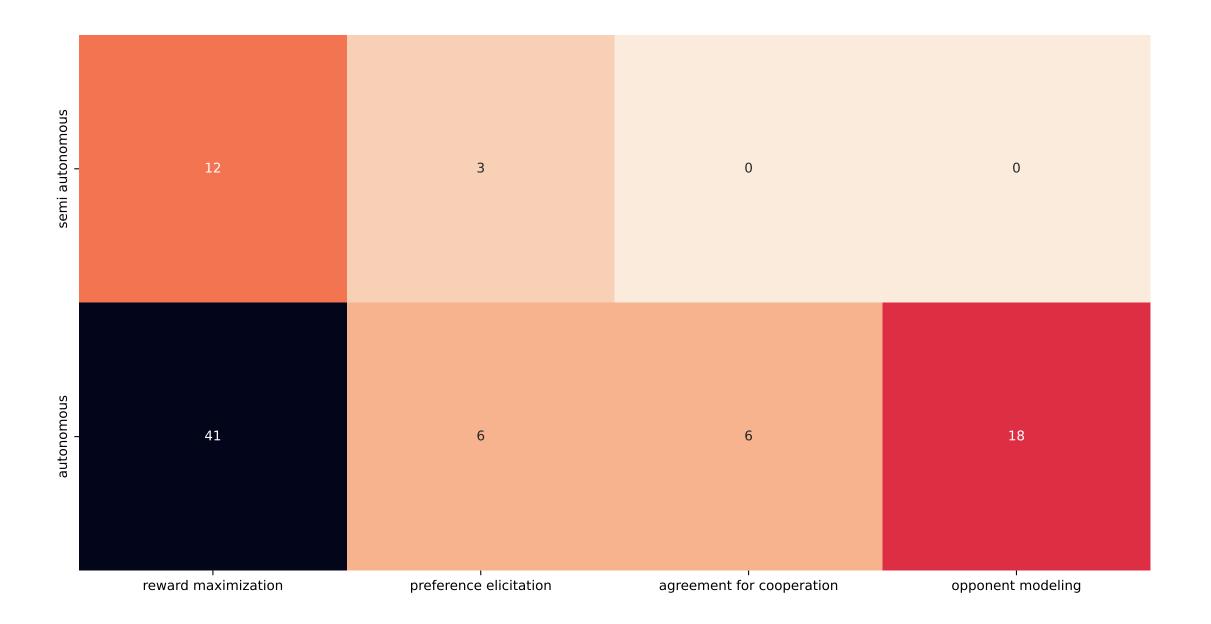


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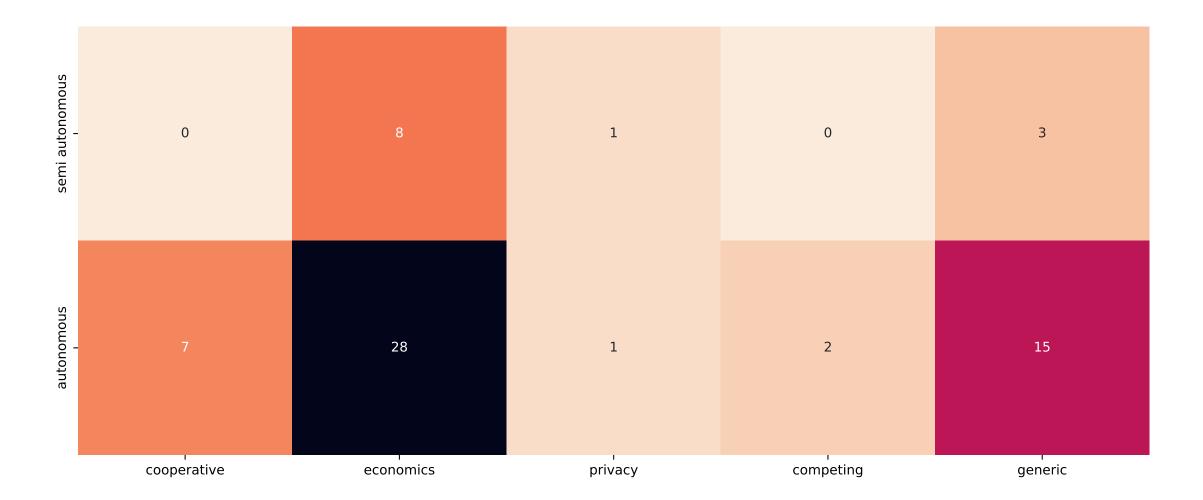
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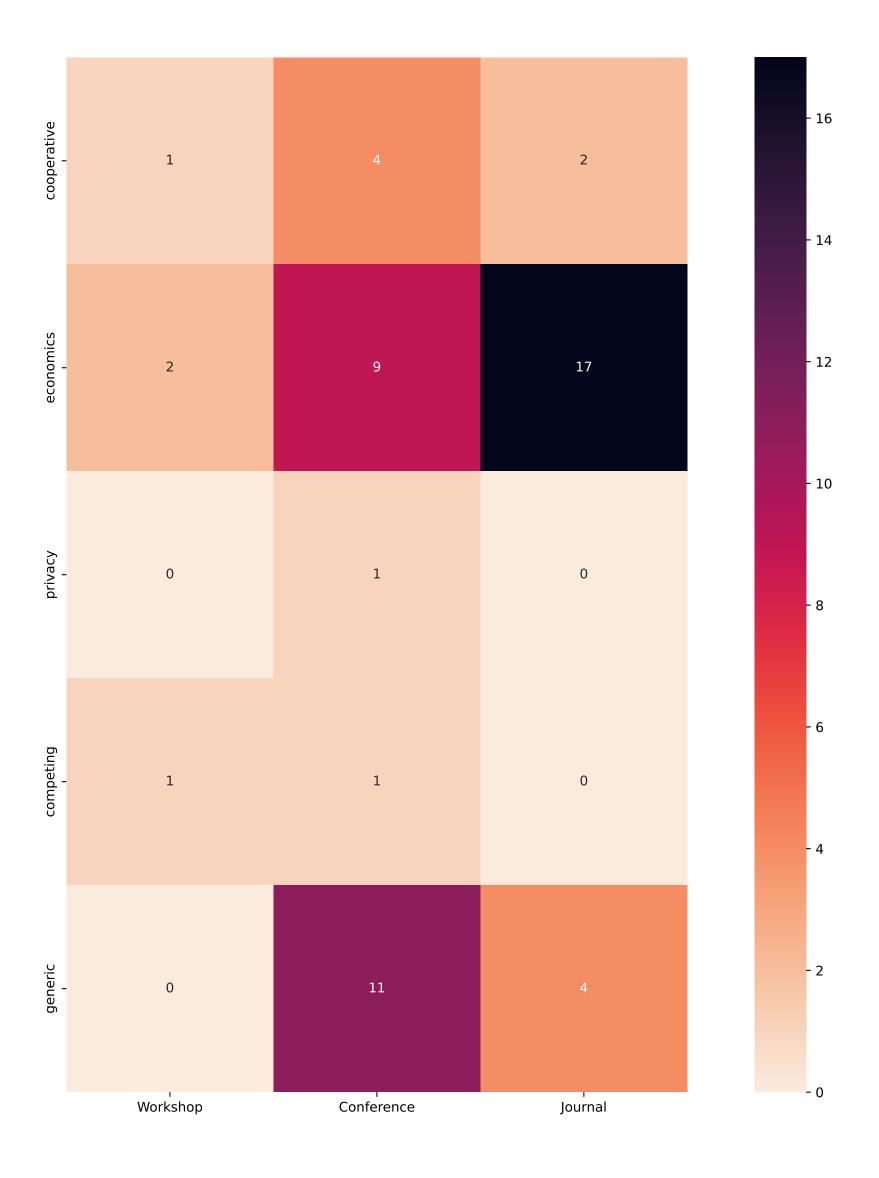
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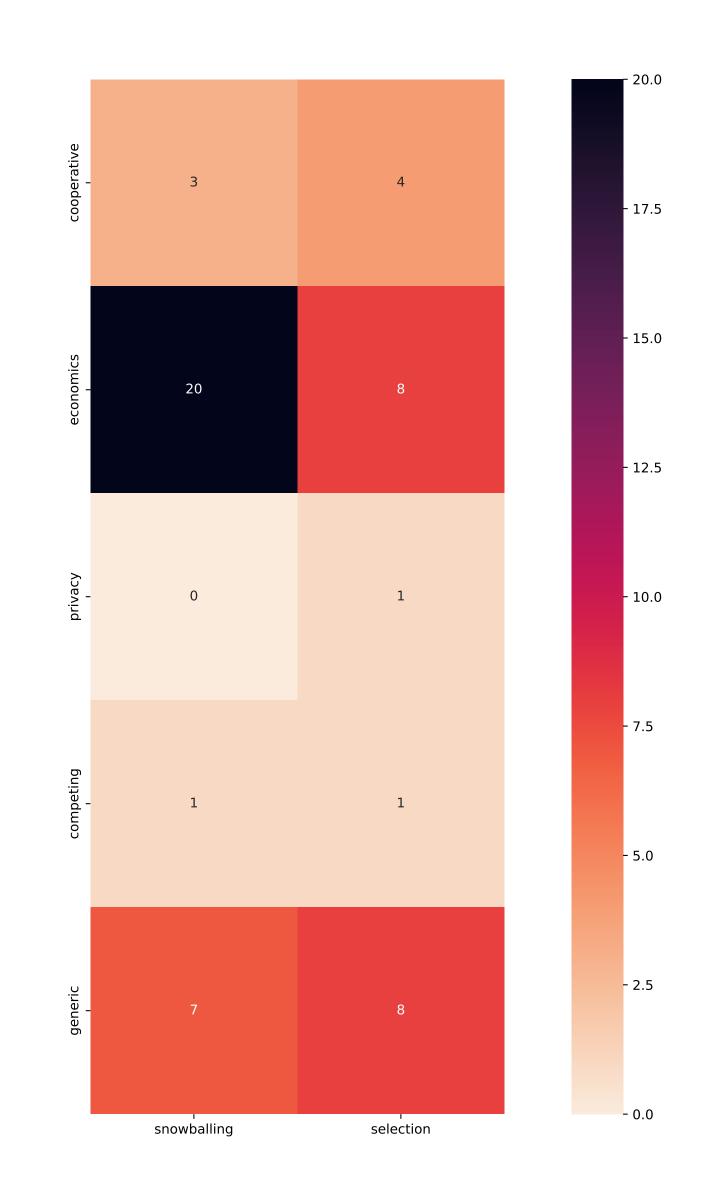
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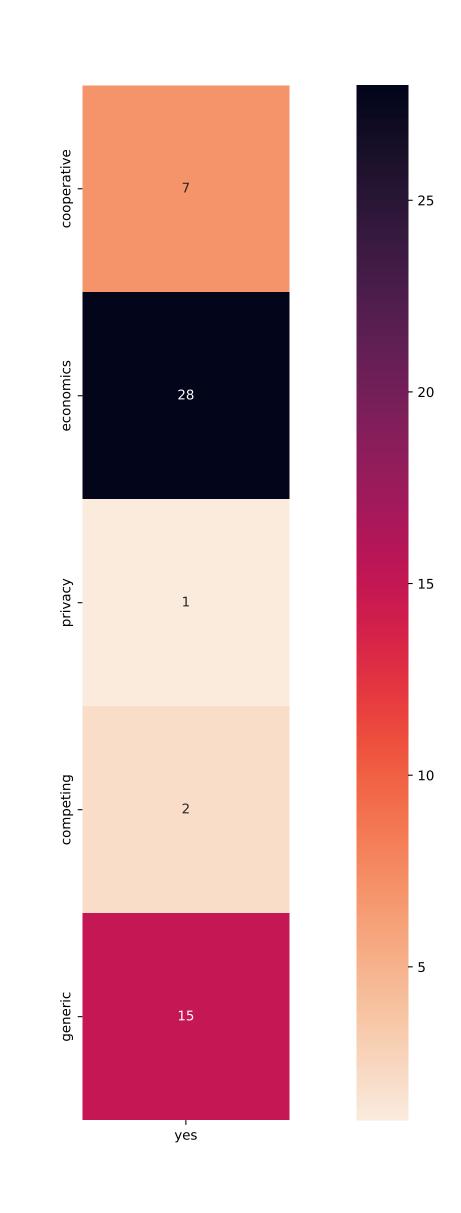
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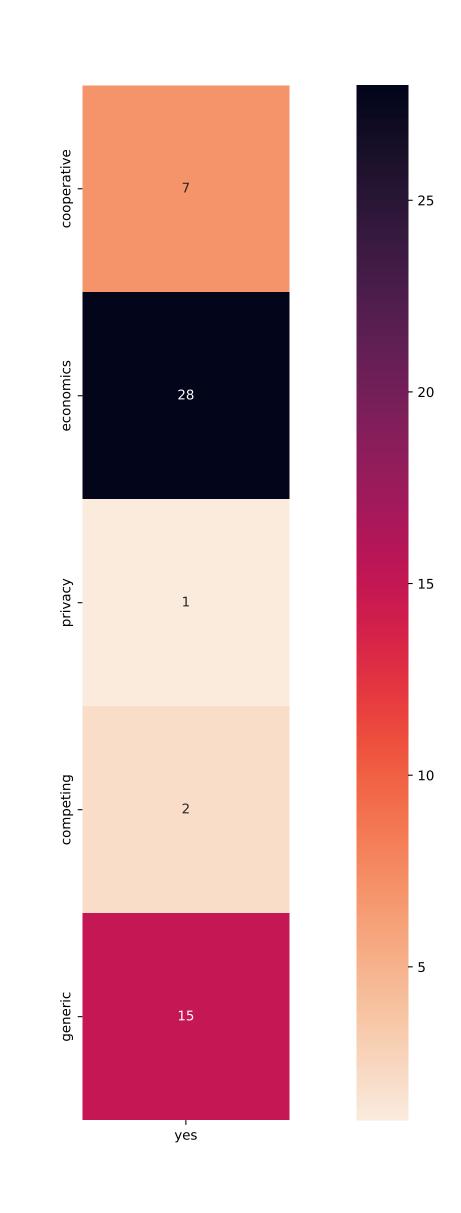
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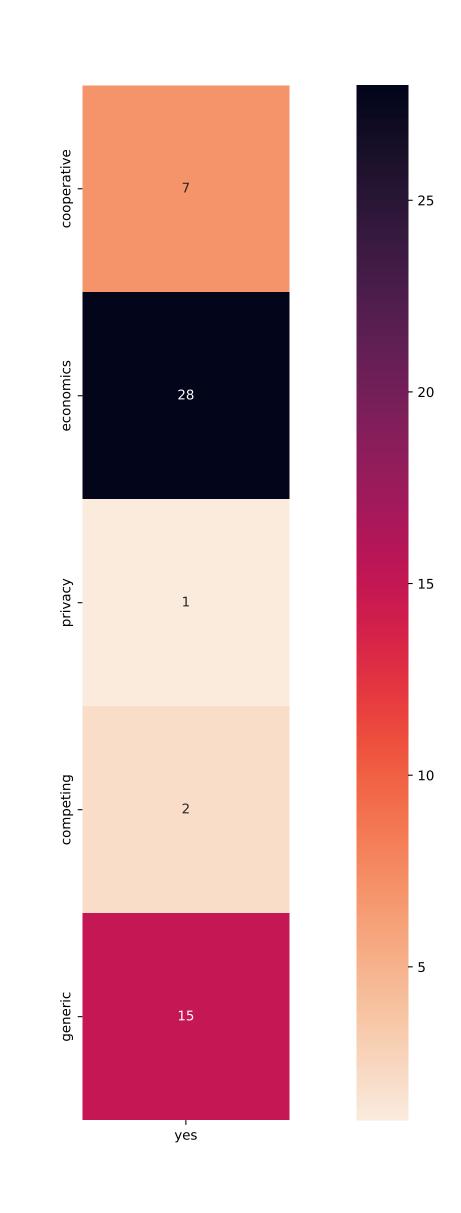
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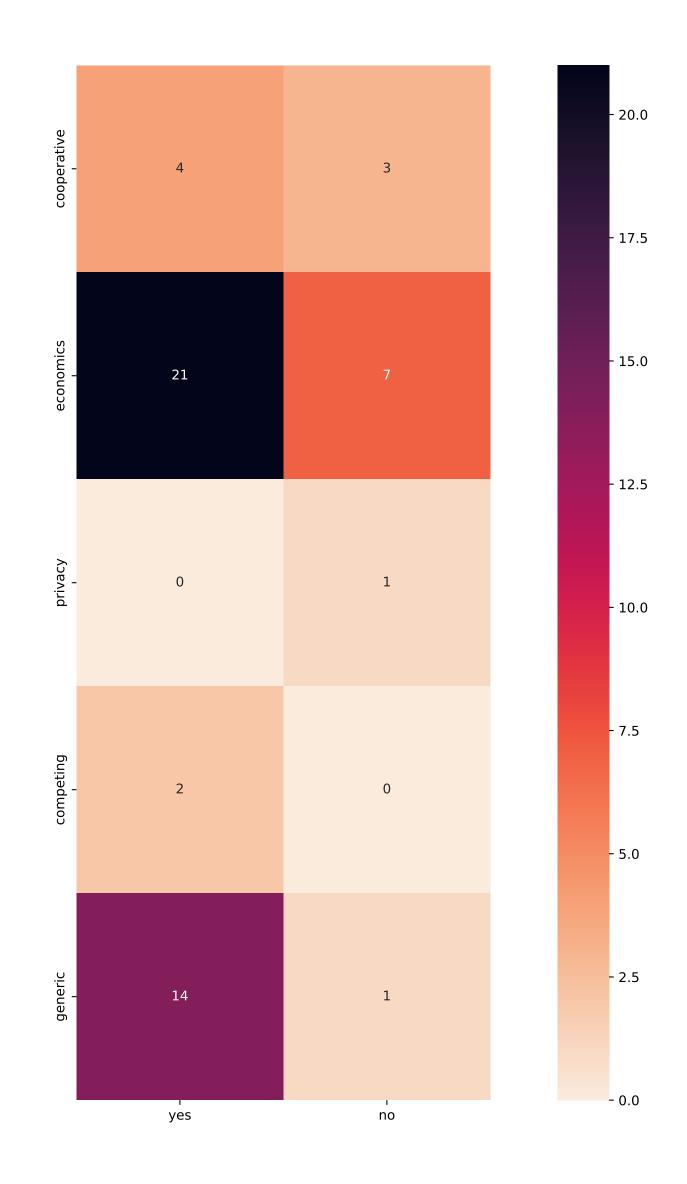










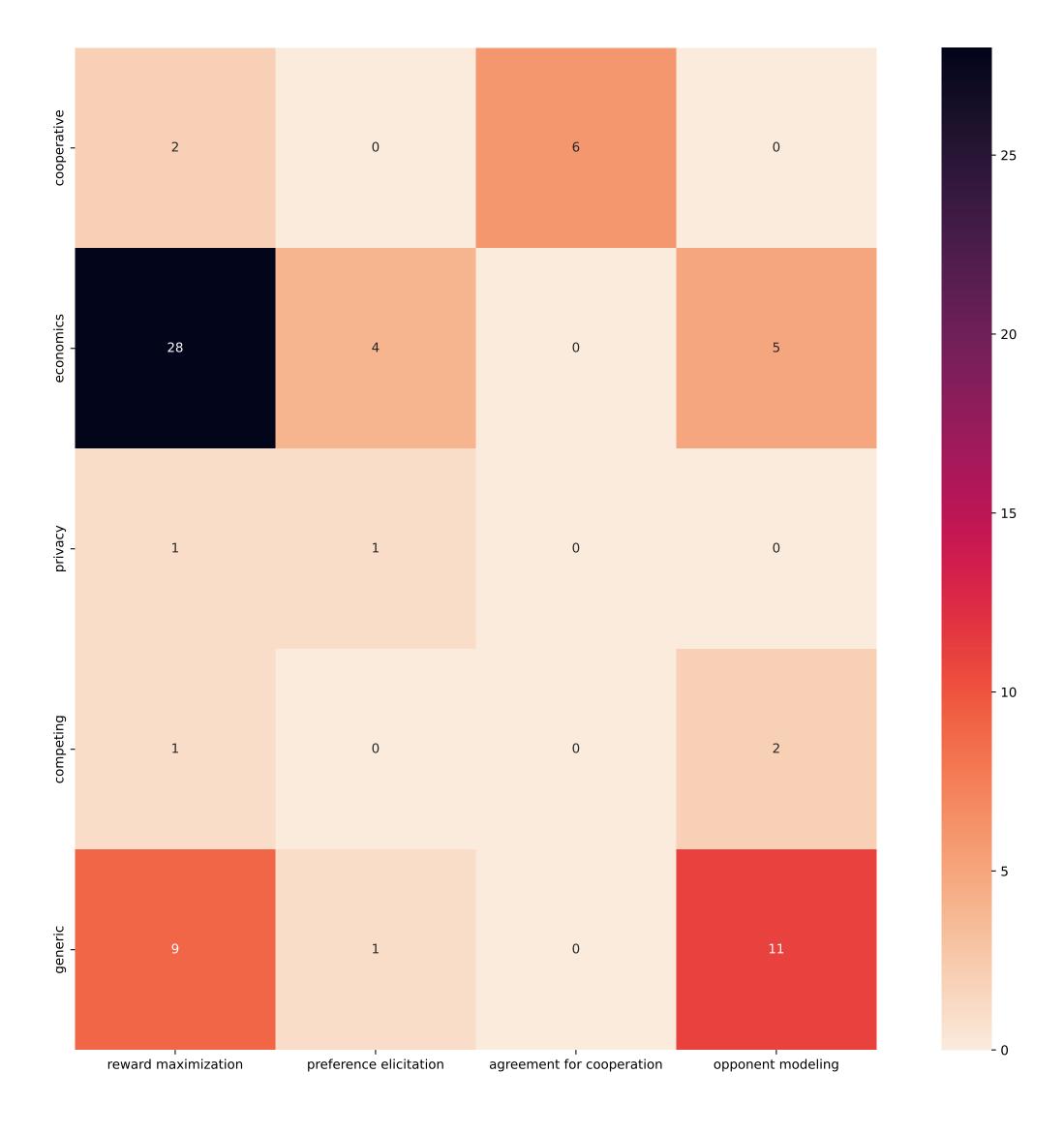


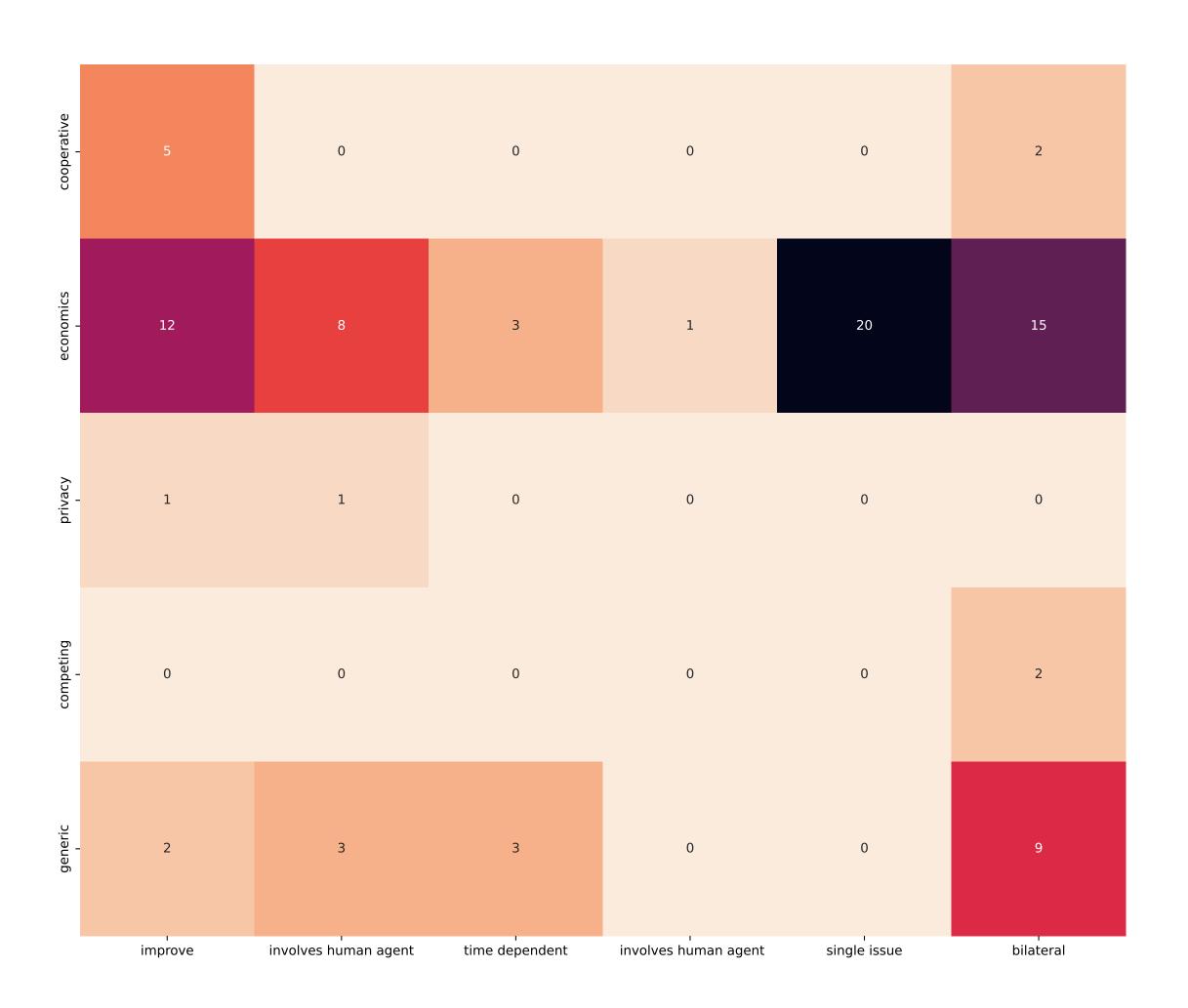
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