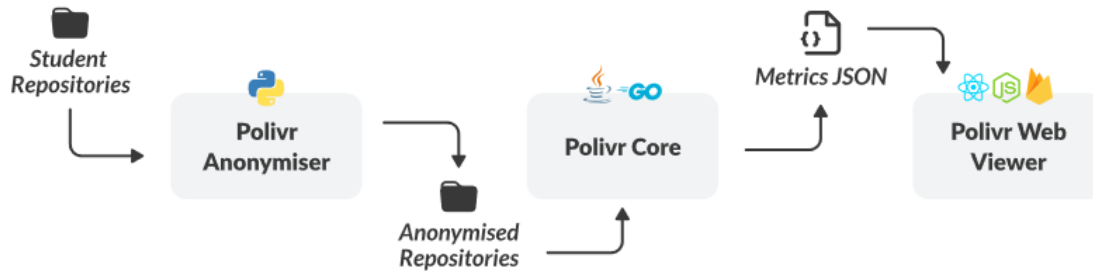
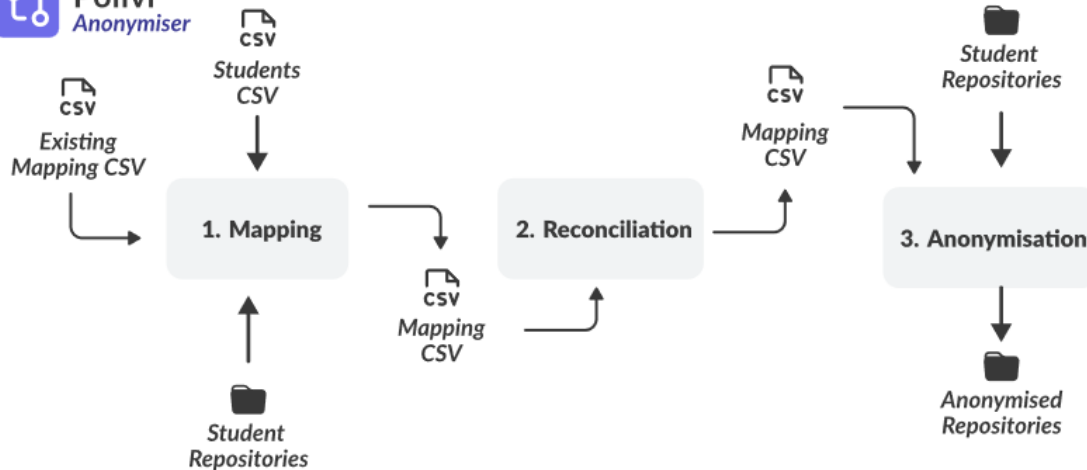


## Polivr Architecture

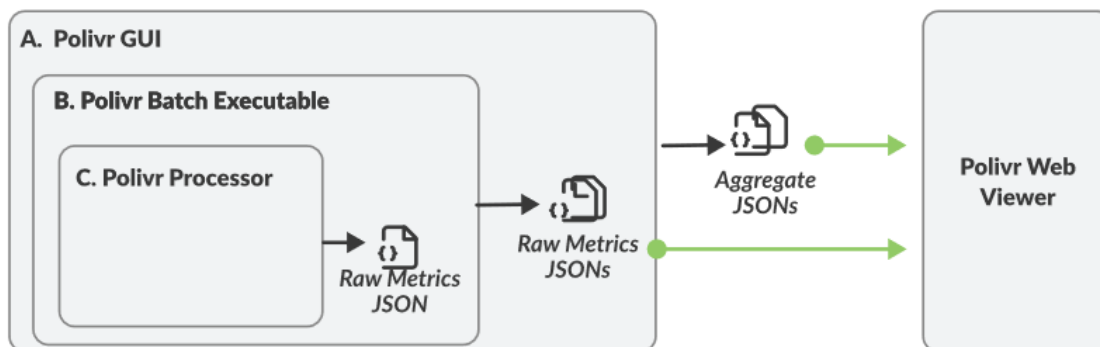


## Polivr Anonymiser



## Polivr Processor

→ outputs  
●→ persists



## Polivr Processor

