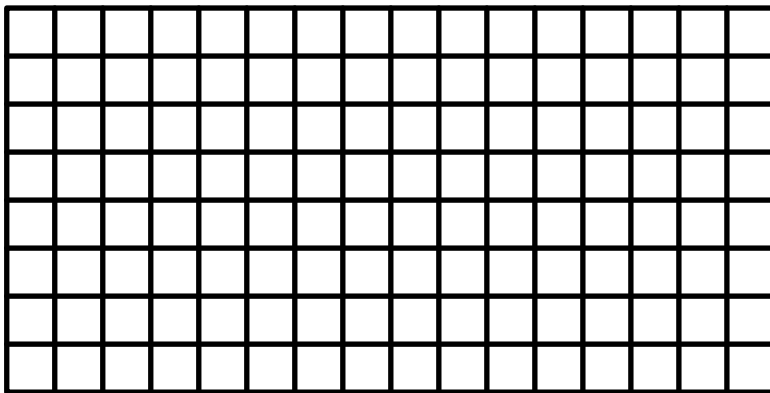


vector y



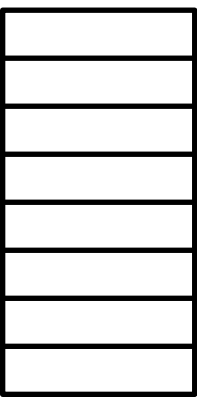
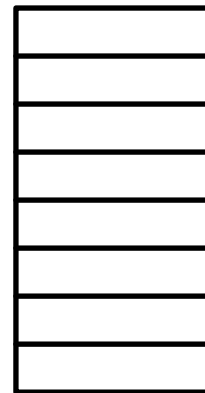
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Matrix A

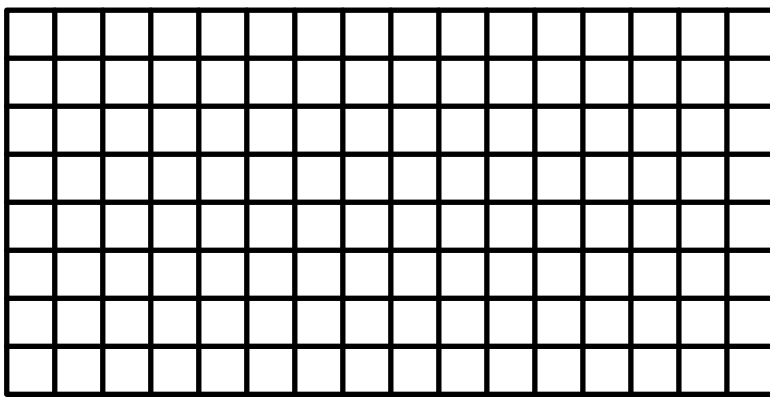


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Vector x



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×

