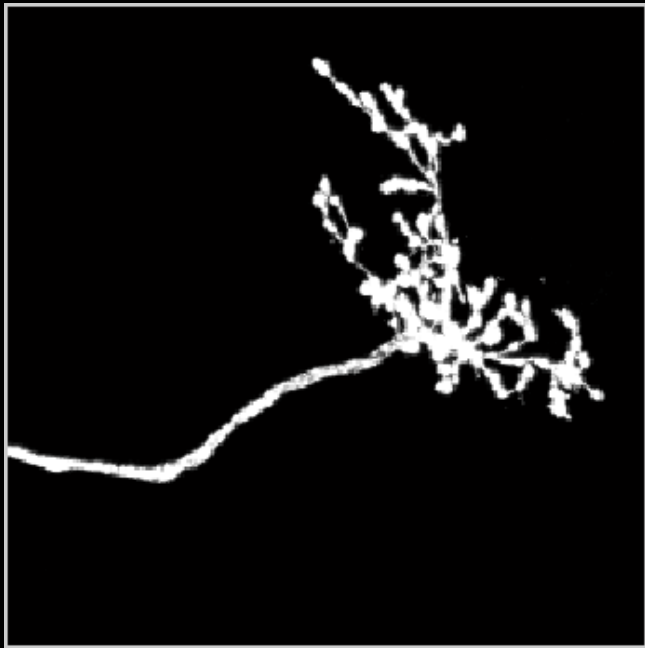


# GPU computing for 3D data annotation

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Jefferis GS et al., 2007, Cell Vol 128(6)

