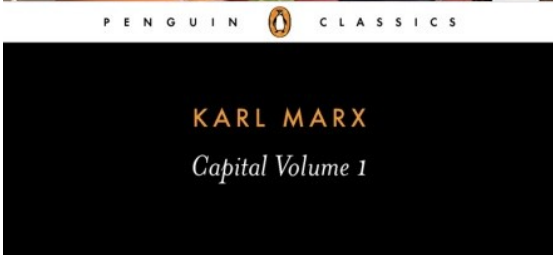
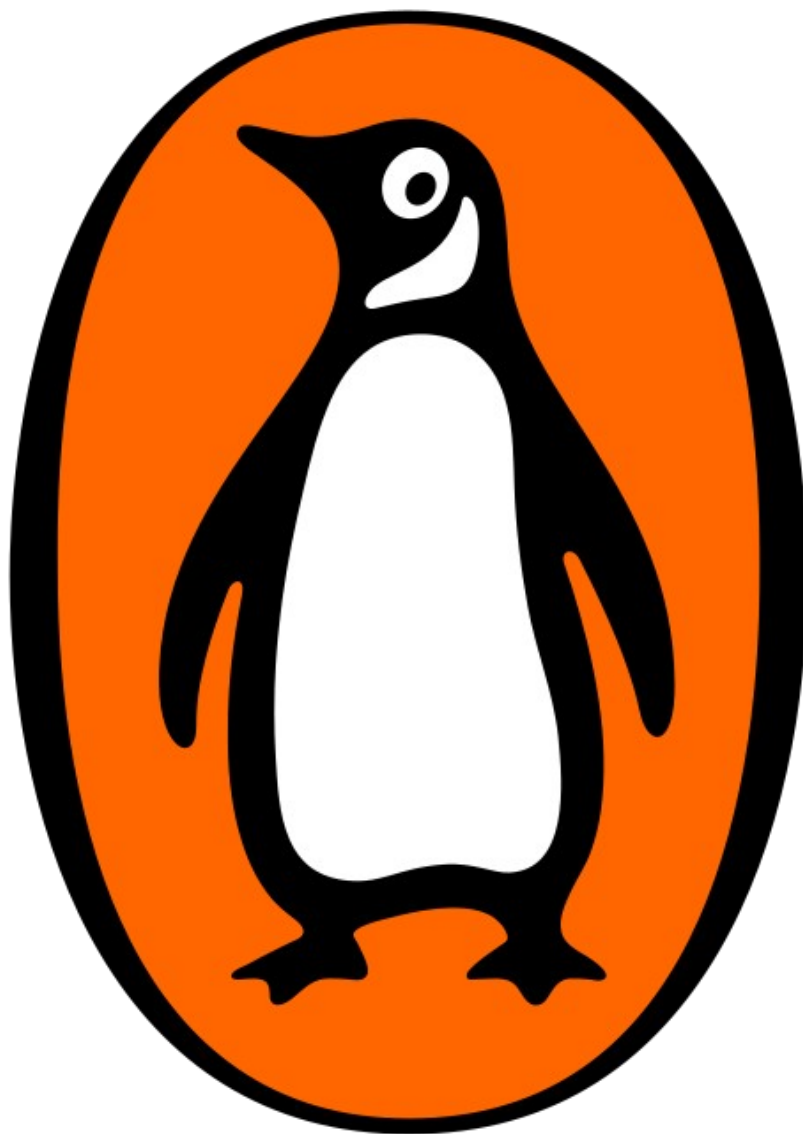


*@.* OOKA








# DALL·E 2

DALL·E 2 is a new AI system that can create realistic images and art from a description in natural language.

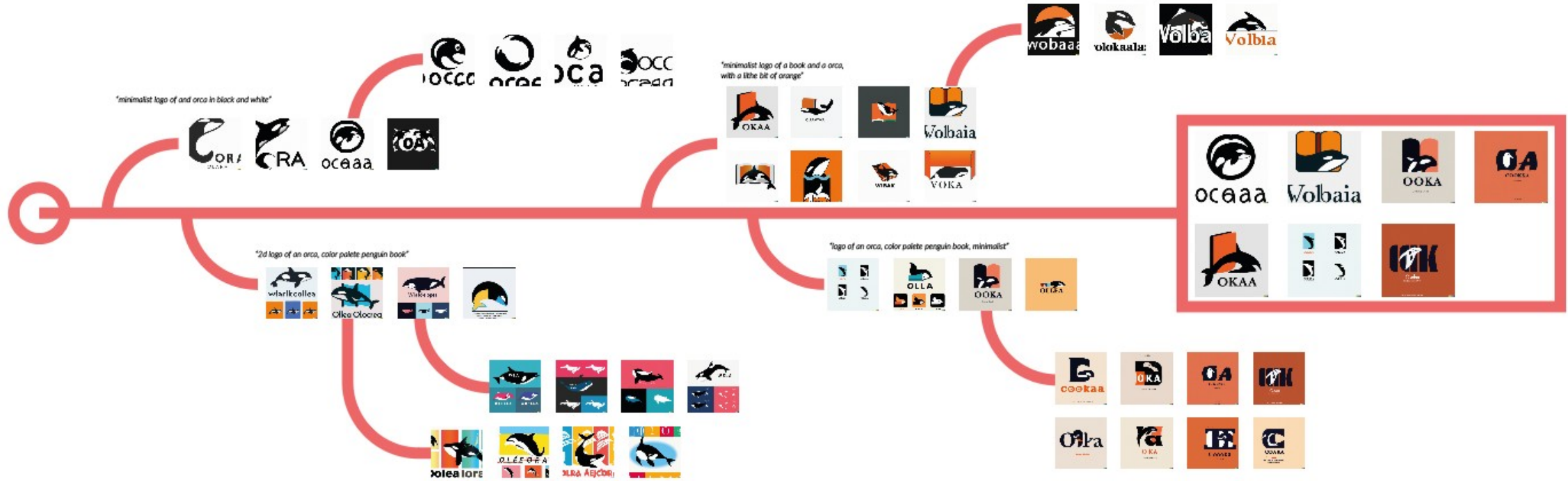




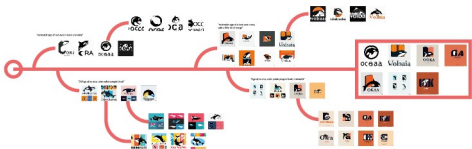
# DALL·E 2

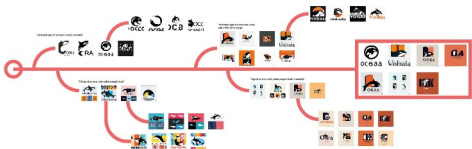
DALL·E 2 is a new AI system that can create realistic images and art from a description in natural language.





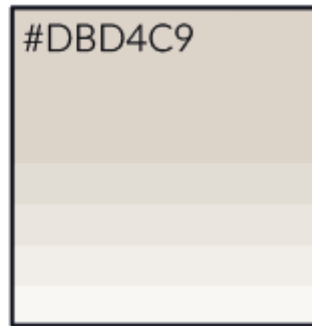
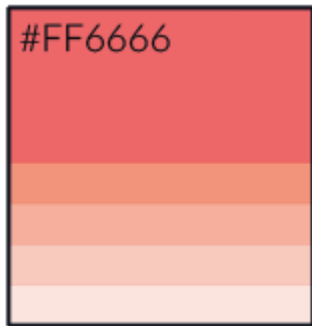
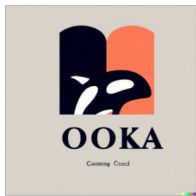
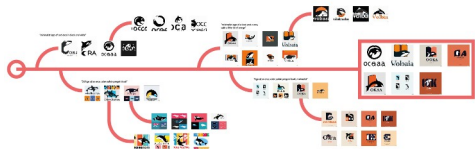
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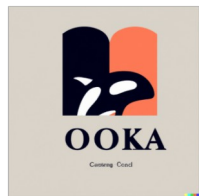




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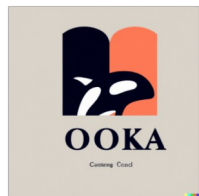
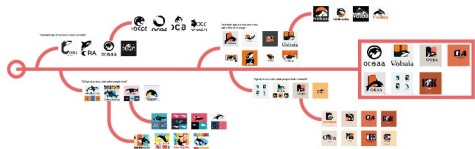
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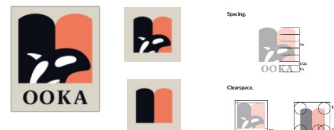


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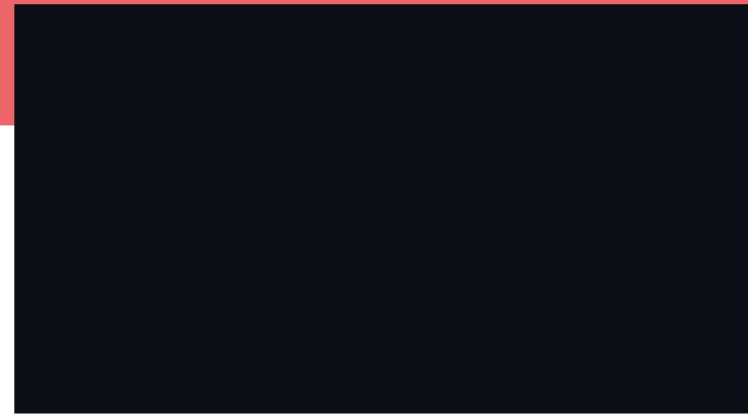


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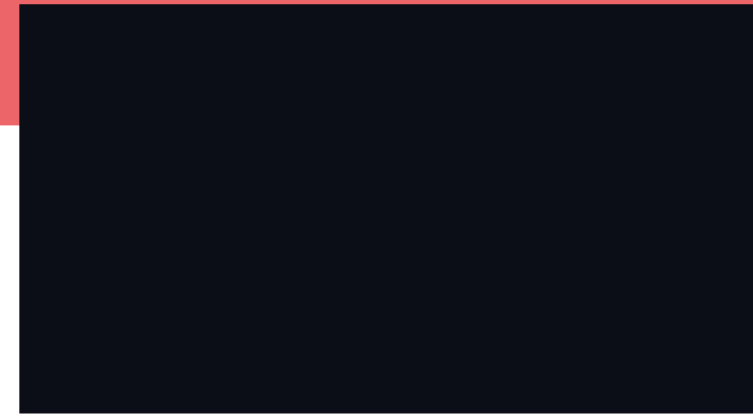
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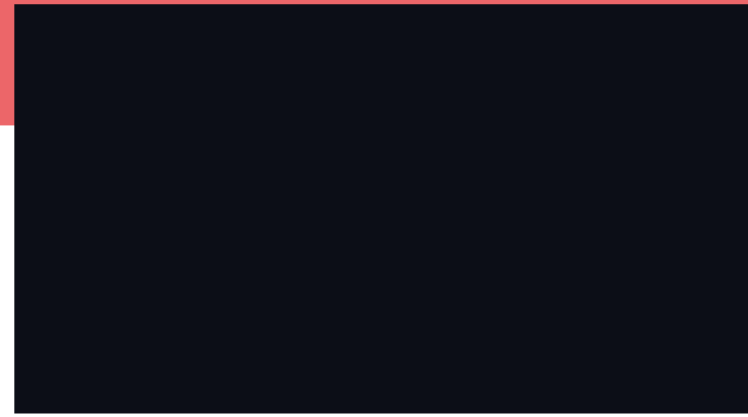
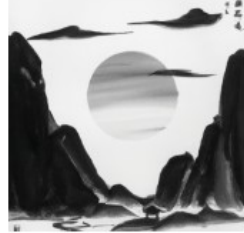


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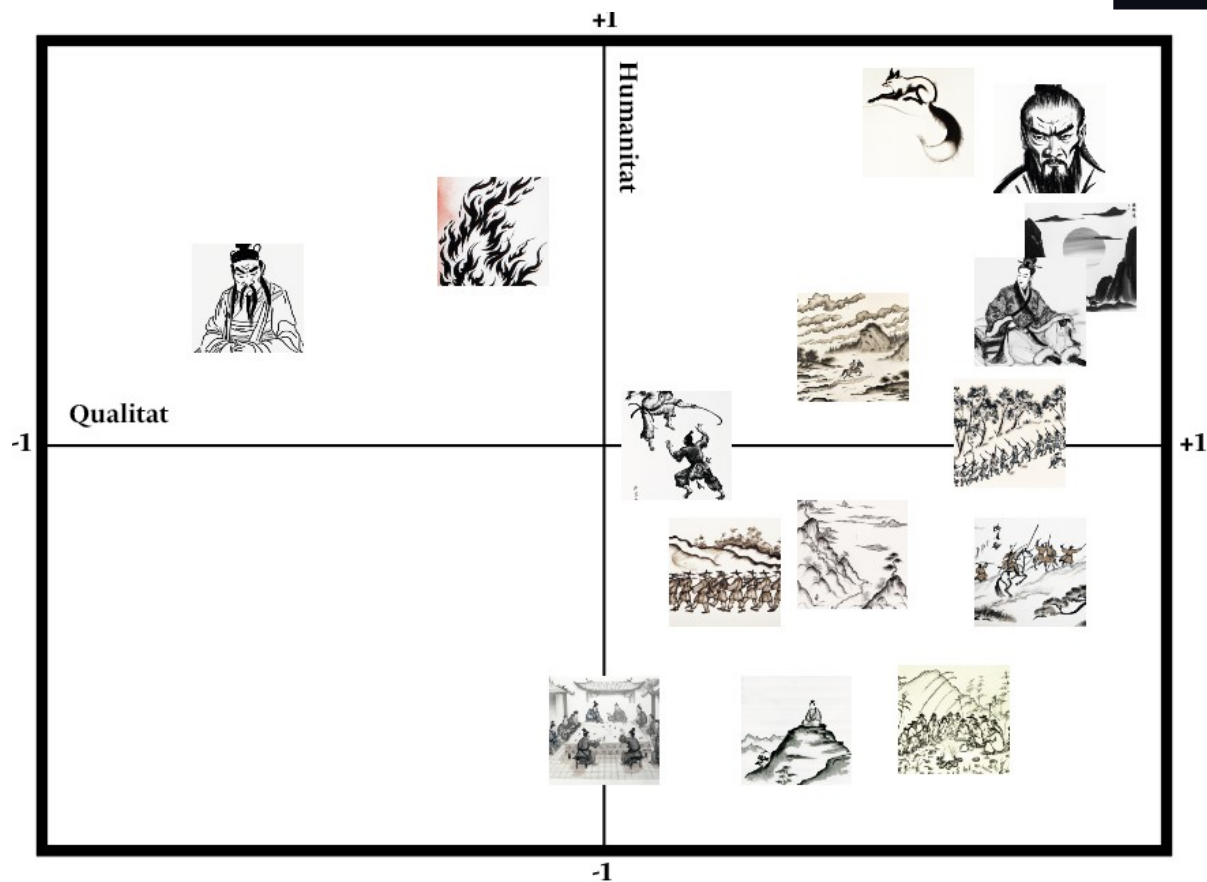
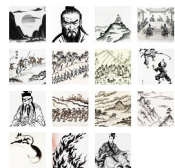


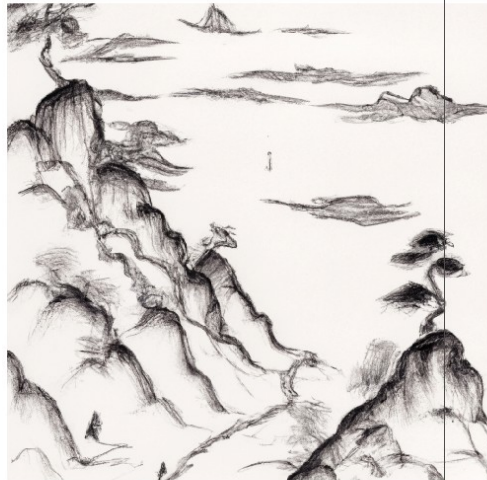
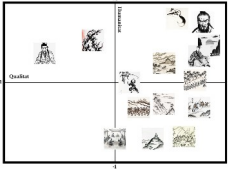
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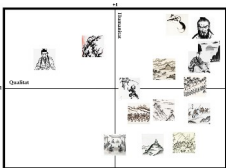
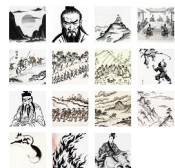
## X. TERRAIN

1. Sun Tzu said: We may distinguish six kinds of terrain, to wit: (1) Accessible ground; (2) entangling ground; (3) temporizing ground; (4) narrow passes; (5) precipitous heights; (6) positions at a great distance from the enemy.

2. Ground which can be freely traversed by both sides is called accessible.

3. With regard to ground of this nature, be before the enemy in occupying the raised and sunny spots, and carefully guard your line of supplies. Then you will be able to fight with advantage.

4. Ground which can be abandoned but is hard to re-occupy is called entangling.



## X. TERRAIN

5. From a position of this sort, if the enemy is unprepared, you may sally forth and defeat him. But if the enemy is prepared for your coming, and you fail to defeat him, then, return being impossible, disaster will ensue.

6. When the position is such that neither side will gain by making the first move, it is called temporizing ground.

7. In a position of this sort, even though the enemy should offer us an attractive bait, it will be advisable not to stir forth, but rather to retreat, thus enticing the enemy in his turn; then, when part of his army has come out, we may deliver our attack with advantage.

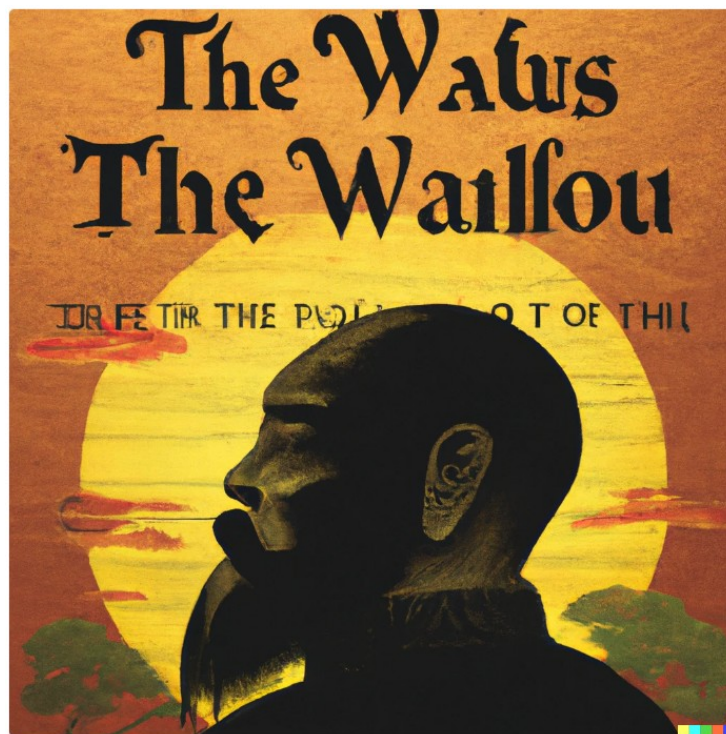
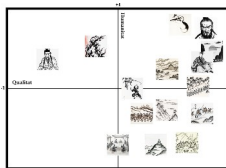
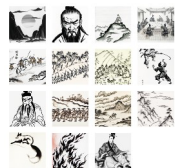
8. With regard to narrow passes, if you can occupy them first, let them be strongly garrisoned and await the advent of the enemy.

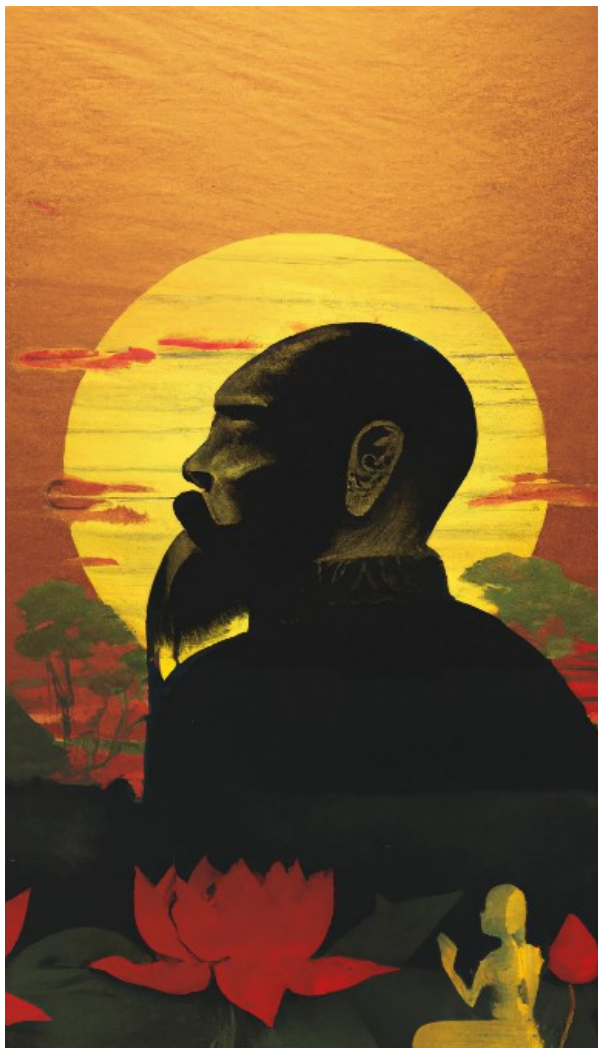
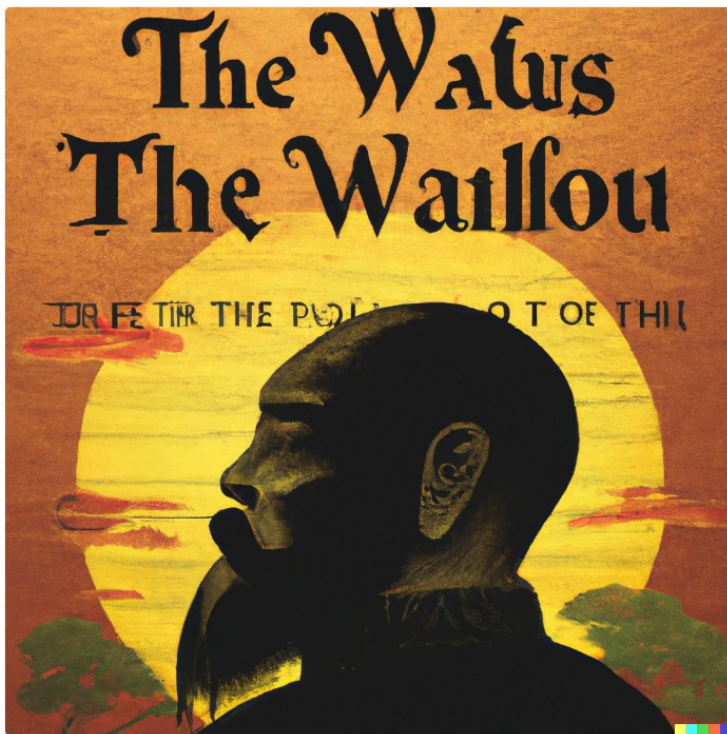
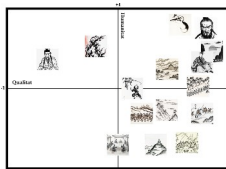
9. Should the army forestall you in occupying a pass, do not go after him if the pass is fully garrisoned, but only if it is weakly garrisoned.

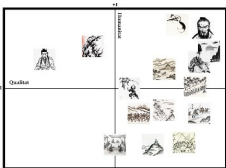
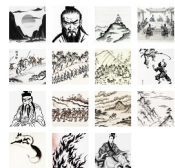
10. With regard to precipitous heights, if you are beforehand with your adversary, you should occupy the raised and sunny spots, and there wait for him to come up.

11. If the enemy has occupied them before you, do not follow him, but retreat and try to entice him away.

12. If you are situated at a great distance from the enemy, and the strength of the two armies is equal, it is not easy to provoke a battle, and fighting will be to your disadvantage.







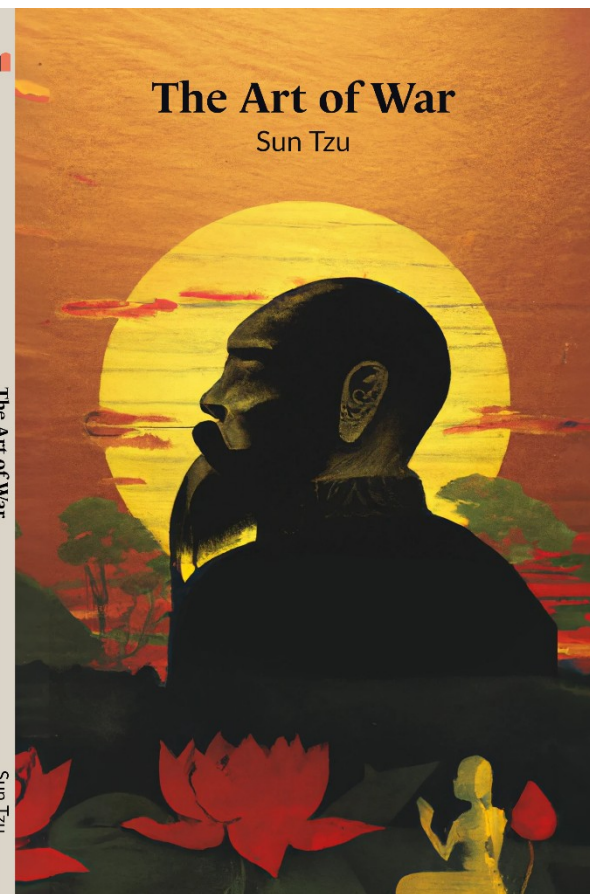
**The Art of War** is a timeless classic on strategy and tactics, written by the ancient Chinese military strategist Sun Tzu. The text has been studied for centuries by military leaders, politicians, and business executives alike, as its principles can be applied to a wide range of endeavors.

In this book, Sun Tzu lays out the essential elements of effective leadership and strategy, including the importance of understanding your enemy, the value of flexibility, and the role of intelligence in winning battles. He also explores the psychological aspects of warfare, including the importance of maintaining morale and the dangers of overconfidence.

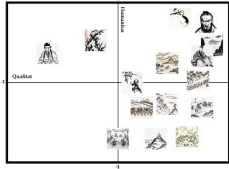
Whether you are a military strategist, a business leader, or simply someone seeking to gain a deeper understanding of the principles of success, **The Art of War** is a must-read. Its wisdom has stood the test of time and continues to be highly relevant in today's world.

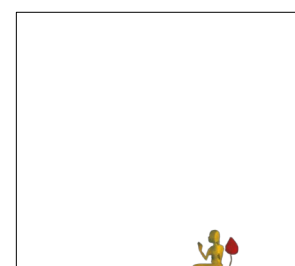
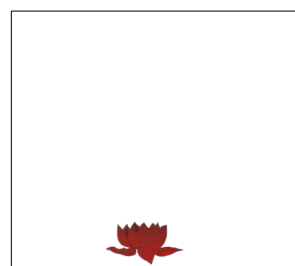
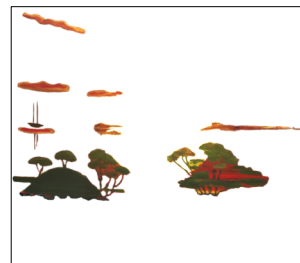
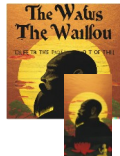
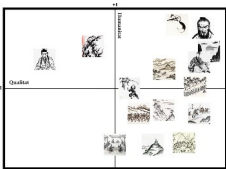
The Art of War

Sun Tzu

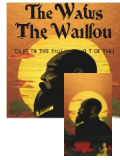
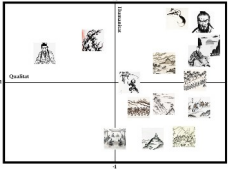


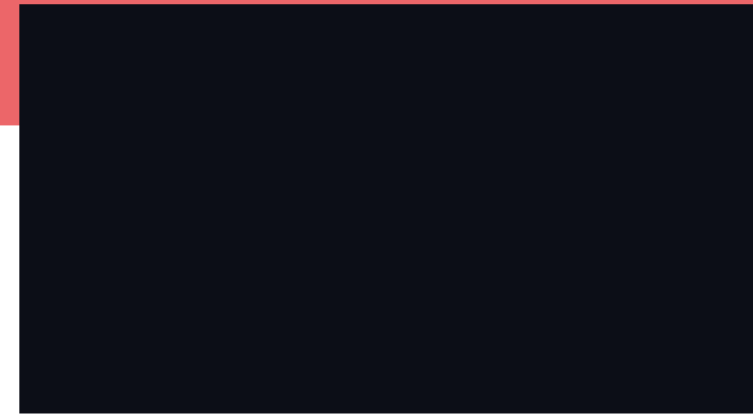
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