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Provides students and general readers with a valuable introduction to one of the most important and widely read science fiction novels of all time. Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala In the 1990s Richard B. Alley and his colleagues made headlines with the discovery that the last ice age came to an abrupt end over a period of only three years. In *The Two-Mile Time Machine*, Alley tells the fascinating history of global climate changes as revealed by reading the annual rings of ice from cores drilled in Greenland. He explains that humans have experienced an unusually temperate climate compared to the wild fluctuations that characterized most of prehistory. He warns that our comfortable environment could come to an end in a matter of years and tells us what we need to know in order to understand and perhaps overcome climate changes in the future. In a new preface, the author weighs in on whether our understanding of global climate change has altered in the years since the book was first published, what the latest research tells us, and what he is working on next. Madeleine L'Engle's ground-breaking science fiction and fantasy classic, now a major motion picture. It was a dark and stormy night; Meg Murry, her small brother Charles Wallace, and her mother had come down to the kitchen for a midnight snack when they were upset by the arrival of a most disturbing stranger. "Wild nights are my glory," the unearthly stranger told them. "I just got caught in a downdraft and blown off course. Let me sit down for a moment, and then I'll be on my way. Speaking of ways, by the way, there is such a thing as a tesseract." A tesseract (in case the reader doesn't know) is a wrinkle in time. To tell more would rob the reader of the enjoyment of Miss L'Engle's unusual book. *A Wrinkle in Time*, winner of the Newbery Medal in 1963, is the story of the adventures in space and time of Meg, Charles Wallace, and Calvin O'Keefe (athlete, student, and one of the most popular boys in high school). They are in search of Meg's father, a scientist who disappeared while engaged in secret work for the government on the tesseract problem. *A Wrinkle in Time* is the winner of the 1963 Newbery Medal. It is the first book in *The Time Quintet*, which consists of *A Wrinkle in Time*, *A Wind in the Door*, *A Swiftly Tilting Planet*, *Many Waters*, and *An Acceptable Time*. *A Wrinkle in Time* is now a movie from Disney, directed by Ava DuVernay, starring Storm Reid, Oprah Winfrey, Reese Witherspoon and Mindy Kaling. This title has Common Core connections. Books by Madeleine L'Engle *A Wrinkle in Time Quintet* *A Wrinkle in Time* *A Wind in the Door* *A Swiftly Tilting Planet* *Many Waters* *An Acceptable Time* *A Wrinkle in Time: The Graphic Novel* by Madeleine L'Engle; adapted & illustrated by Hope Larson *Intergalactic P.S. 3* by Madeleine L'Engle; illustrated by Hope Larson: A standalone story set in the world of *A Wrinkle in Time*. *The Austin Family Chronicles* *Meet the Austins (Volume 1)* *The Moon by Night (Volume 2)* *The Young Unicorns (Volume 3)* *A Ring of Endless Light (Volume 4)* A Newbery Honor book! *Troubling a Star (Volume 5)* *The Polly O'Keefe books* *The Arm of the Starfish* *Dragons in the Waters* *A House Like a Lotus* *And Both Were Young* *Camilla* *The Joys of Love* For generations, readers have enjoyed classic literature. They have delighted in the romance of Jane Austen, thrilled at the adventures of Jules Verne, and pondered the lessons of Aesop. Introduce young readers to these familiar volumes with *Great Illustrated Classics*. In this series, literary masterworks have been adapted for young scholars. Large, easy-to-read type and charming pen-and-ink drawings enhance the text. Students are sure to enjoy becoming acquainted with traditional literature through these well-loved classics. A pop science look at time travel technology, from Einstein to Ronald Mallett to present day experiments. Forget fiction: time travel is real. In *How to Build a Time Machine*, Brian Clegg provides an understanding of what time is and how it can be manipulated. He explores the fascinating world of physics and the remarkable possibilities of real time travel that emerge from quantum entanglement, superluminal speeds, neutron star cylinders and wormholes in space. With the fascinating paradoxes of time travel echoing in our minds will we realize that travel into the future might never be possible? Or will we realize there is no limit on what can be achieved, and take on this ultimate challenge? Only time will tell. Fifth-grader Alex Trumble builds a "dingus"--a time machine--after his brother Stephen is kidnapped by dangerous, evil time-travelers, to get back to the past and into the future to save his family from disaster. Illustrations. "I've had a most amazing time..." So begins the Time Traveller's astonishing firsthand account of his journey 800,000 years beyond his own era--and the story that launched H.G. Wells's successful career and earned him his reputation as the father of science fiction. With a speculative leap that still fires the imagination, Wells sends his brave explorer to face a future burdened with our greatest hopes...and our darkest fears. A pull of the Time Machine's lever propels him to the age of a slowly dying Earth. There he discovers two bizarre races--the ethereal Eloi and the subterranean Morlocks--who not only symbolize the duality of human nature, but offer a terrifying portrait of the men of tomorrow as well. Published in 1895, this masterpiece of invention captivated readers on the threshold of a new century. Thanks to Wells's expert storytelling and provocative insight, *The Time Machine* will continue to enthrall readers for generations to come. Seminar paper from the year 2006 in the subject English Language and Literature Studies - Literature, grade: "-", Carl von Ossietzky University of Oldenburg (Anglistik), course: Literary Utopias and Dystopias in Britain, language: English, abstract: 1. Introduction In this paper, I am going to explore the concept of evolution in H.G Well's "The Time Machine". This enormously successful and influential novel, first published in 1895, has been made into two movies in the twentieth century. The novel is generally credited with the concept of time travel using a vehicle which allows the user to explore the fourth dimension by going forward or backwards in time. On another level it is a critical view of the late nineteenth-century Victorian society, and an early masterpiece of dystopian writing. Historically considered, it is one of the first science fiction writings ever published. Wells himself called his work "scientific Romance" and the majority of reviewers at the time used the term, too. "The Time Machine" was later seen by literary historians as having laid the path for modern science fiction

writing. Moreover, the novel utters a sharp criticism of the decadence of the bourgeoisie and provides a critical perspective on the growing gap between upper and lower class in Wells' own time. The main themes and leitmotifs are very ambiguous. The plot illustrates how a typical utopian paradise turns into a dark dystopian vision of a remote future for mankind. In the first part of my paper, the focus lies on the novel's structure as well as on the specific literary devices employed. This includes the narrative frame, interesting aspects of the narration and the protagonist, who is simply, yet amply named "The Time Traveller" and an overview of the extraordinary structures of time and place.... A delight for readers of *Where'd You Go, Bernadette*, this blockbuster debut set in 1960s California features the singular voice of Elizabeth Zott, a scientist whose career takes a detour when she becomes the star of a beloved TV cooking show. Elizabeth Zott is not your average woman. In fact Elizabeth Zott would be the first to point out that there is no such thing as an average woman. But it's the 1960s and despite the fact that she is a scientist, her peers are very unscientific when it comes to equality. The only good thing to happen to her on the road to professional fulfillment is a run-in with her super-star colleague Calvin Evans (well, she stole his beakers). The only man who ever treated her—and her ideas—as equal, Calvin is already a legend and Nobel nominee. He's also awkward, kind and tenacious. Theirs is true chemistry. But as events are never as predictable as chemical reactions, three years later Elizabeth Zott is an unwed, single mother (did we mention it's the early 60s?) and the star of America's most beloved cooking show *Supper at Six*. Elizabeth's singular approach to cooking ("take one pint of H₂O and add a pinch of sodium chloride") and independent example are proving revolutionary. Because Elizabeth isn't just teaching women how to cook, she's teaching them how to change the status quo. Laugh-out-loud funny, shrewdly observant and studded with a dazzling cast of supporting characters (including the best canine character in years), *Lessons in Chemistry* is as original and vibrant as its protagonist. Timeless cheese sticks! Professor Maximilian Mousemover just arrived in Muskrat City ... in a time machine! Tony Sludge's great-great-grandfather Butch Sludge is visiting from the past, too, and he's up to no good. The Heromice must travel through time to save the rodents of the past - and the future - from the Sewer Rats. For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the *Python Data Science Handbook* do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

The War of the Worlds is a science fiction novel by English author H. G. Wells, first serialised in 1897 by *Pearson's Magazine* in the UK and by *Cosmopolitan* magazine in the US. The novel's first appearance in hardcover was in 1898 from publisher William Heinemann of London. Written between 1895 and 1897, it is one of the earliest stories to detail a conflict between mankind and an extraterrestrial race. The novel is the first-person narrative of both an unnamed protagonist in Surrey and of his younger brother in London as southern England is invaded by Martians. The novel is one of the most commented-on works in the science fiction canon. When the Time Traveller courageously stepped out of his machine for the first time, he found himself in the year 802,700—and everything had changed. In this unfamiliar, utopian age creatures seemed to dwell together in perfect harmony. The Time Traveller thought he could study these marvelous beings—unearth their secret and then return to his own time—until he discovered that his invention, his only avenue of escape, had been stolen. H. G. Wells's famous novel of one man's astonishing journey beyond the conventional limits of the imagination first appeared in 1895. It won him immediate recognition and has been regarded ever since as one of the great masterpieces in the literature of science fiction. An astonishing tale of one man's search for Utopia. Retold with stunning modern illustrations by the artist team Ale + Ale, *The Time Machine* is a masterpiece of invention and storytelling from the father of science fiction, H. G. Wells. In this unabridged classic, the time-traveling protagonist is propelled by his machine to the distant year of 802,701 AD. To his horror, he finds only a decaying Earth that is being gradually swallowed by the Sun, and where two strange species—the delicate Eloi and the fierce, subterranean Morlocks—inhabit an eerie dystopia. *The Time Machine* is a must-read for any science-fiction fan. The collage illustrations enhance the story through vivid imagery and detail. Key passages of the book are highlighted in eye-catching typography, further enriching the experience for new readers and those familiar with this masterwork. The *Classics Reimagined* series is a library of stunning collector's editions of unabridged classic novels illustrated by contemporary artists from around the world. Each artist offers his or her own unique, visual interpretation of the most well-loved, widely read, and avidly collected literature from renowned authors. From *Frankenstein* to *The Wonderful Wizard of Oz* and from Jane Austen to Edgar Allan Poe, collect every beautiful volume. Peopled by larger-than-life heroes and villains, charged with towering questions of good and evil, *Atlas Shrugged* is Ayn Rand's magnum opus: a philosophical revolution told in the form of an action thriller—nominated as one of America's best-loved novels by PBS's *The Great American Read*. Who is John Galt? When he says that he will stop the motor of the world, is he a destroyer or a liberator? Why does he have to fight his battles not against his enemies but against those who need him most? Why does he fight his hardest battle against the woman he loves? You will know the answer to these questions when you discover the reason behind the baffling events that play havoc with the lives of the amazing men and women in this book. You will discover why a productive genius becomes a worthless playboy...why a great steel industrialist is working for his own destruction...why a composer gives up his career on the night of his triumph...why a beautiful woman who runs a transcontinental railroad falls in love with the man she has sworn to kill. *Atlas Shrugged*, a modern classic and Rand's most extensive statement of Objectivism—her groundbreaking philosophy—offers the reader the spectacle of human greatness, depicted with all the poetry and power of one of the twentieth century's leading artists. A provocative contribution to the current debate on museums, this collection of essays contains contributions from France, Britain, Australia, the USA and Canada. In the dystopian vision of H. G. Wells' novel *The Sleeper Awakes* (1910), a man awakes to a London where all he knew has radically changed after his sleep of two hundred and three years. Due to the wonders of compound interest, he is now this later world's richest man. As a committed socialist and futurist, he now sees his dreams realized and revealed to him in all their abhorrent and frightful glory. *The Time Machine* (1895) is considered one of the greatest science fiction novels ever written. Like other early works of science fiction, it deals with the author's angst about individual/industrial relations and explores a socialist political vision. Wells's protagonist travels to the year 802,701 and meets the Eloi, a frail set of humans who live simple lives without any need for technology. Later, he meets the Morlocks, bestial cannibals who work underground to support the Eloi. #1 NEW YORK TIMES BESTSELLER • ONE OF ESSENCE'S 50 MOST IMPACTFUL BLACK BOOKS OF THE PAST 50 YEARS In this iconic memoir of his early days, Barack Obama "guides us straight to the intersection of the most serious questions of identity, class, and race" (*The Washington Post Book World*). "Quite extraordinary."—Toni Morrison In this lyrical, unsentimental, and compelling memoir, the son of a black African father and a white American mother searches for a workable meaning to his life as a black American. It begins in New York, where Barack Obama learns that his father—a figure he knows more as a myth than as a man—has been killed in a car accident. This sudden death inspires an emotional odyssey—first to a small town in Kansas, from which he retraces the migration of his mother's family to Hawaii, and then to Kenya, where he meets the African side of his family, confronts the bitter truth of his father's life, and at last reconciles his divided inheritance. Praise for *Dreams from My Father* "Beautifully crafted . . . moving and candid . . . This book belongs on the shelf beside works like James McBride's *The Color of Water* and Gregory Howard Williams's *Life on the Color Line* as a tale of living astride America's racial categories."—Scott Turow "Provocative . . . Persuasively describes the phenomenon of belonging to two different worlds, and thus belonging to neither."—*The New York Times Book Review* "Obama's writing is incisive yet forgiving. This is a book worth savoring."—Alex Kotlowitz, author of *There Are No Children Here* "One of the most powerful books of self-discovery I've ever read, all the more so for its illuminating insights into the problems not only of race,

class, and color, but of culture and ethnicity. It is also beautifully written, skillfully layered, and paced like a good novel.”—Charlayne Hunter-Gault, author of *In My Place* “Dreams from My Father is an exquisite, sensitive study of this wonderful young author’s journey into adulthood, his search for community and his place in it, his quest for an understanding of his roots, and his discovery of the poetry of human life. Perceptive and wise, this book will tell you something about yourself whether you are black or white.”—Marian Wright Edelman An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. “Written by three experts in the field, *Deep Learning* is the only comprehensive book on the subject.” —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. *Deep Learning* can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors. Don't go in the attic. Eight-year-old Hazel and her little sister, Bess, have more than 100 rules to follow while visiting their grandparents' farmhouse for the summer. But the biggest one is not to go into the attic. So, of course, that's also the first one Hazel's 6-year-old sister decides to break. But the girls never expected to uncover a family secret that involves a hidden time machine and their mysterious (and grumpy) grandpa. They also never expected they'd be traveling through time, meeting historical figures, dodging danger, and learning all about the very events that helped shape history. In the first book, the girls travel to 1738 to meet a young George Washington. An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote *The Elements of Statistical Learning* (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra. In *The Time Machine*, Wells's Time Traveller journeys to the world of 802,701 AD, where humanity has divided into the effete, beautiful Eloi and the brutal subterranean Morlocks. In *The War of the Worlds*, the Martians -- intellectuals 'vast and cool and unsympathetic' -- send their war machines to wreak havoc across the world. **THE MUST-READ MULTIMILLION BESTSELLING MYSTERY SERIES**• Everyone is talking about *A Good Girl's Guide to Murder!* With shades of *Serial* and *Making a Murderer* this is the story about an investigation turned obsession, full of twists and turns and with an ending you'll never expect. Everyone in Fairview knows the story. Pretty and popular high school senior Andie Bell was murdered by her boyfriend, Sal Singh, who then killed himself. It was all anyone could talk about. And five years later, Pip sees how the tragedy still haunts her town. But she can't shake the feeling that there was more to what happened that day. She knew Sal when she was a child, and he was always so kind to her. How could he possibly have been a killer? Now a senior herself, Pip decides to reexamine the closed case for her final project, at first just to cast doubt on the original investigation. But soon she discovers a trail of dark secrets that might actually prove Sal innocent . . . and the line between past and present begins to blur. Someone in Fairview doesn't want Pip digging around for answers, and now her own life might be in danger. And don't miss the sequel, *Good Girl, Bad Blood!* "The perfect nail-biting mystery." -- Natasha Preston, #1 New York Times bestselling author H.G. Wells' "*The Time Machine*" launched the science fiction genre. Over time, it has been adapted into different formats, and with each adaptation, changes from the original had to be made. This edition is the one as Wells himself wrote it for the very first time, in 1895. This book contains a broad overview of time travel in science fiction, along with a detailed examination of the philosophical implications of time travel. The emphasis of this book is now on the philosophical and on science fiction, rather than on physics, as in the author's earlier books on the subject. In that spirit there are, for example, no Tech Notes filled with algebra, integrals, and differential equations, as there are in the first and second editions of *TIME MACHINES*. Writing about time travel is, today, a respectable business. It hasn't always been so. After all, time travel, prima facie, appears to violate a fundamental law of nature; every effect has a cause, with the cause occurring before the effect. Time travel to the past, however, seems to allow, indeed to demand, backwards causation, with an effect (the time traveler emerging into the past as he exits from his time machine) occurring before its cause (the time traveler pushing the start button on his machine's control panel to start his trip backward through time). *Time Machine Tales* includes new discussions of the advances by physicists and philosophers that have appeared since the publication of *TIME MACHINES* in 1999, examples of which are the chapters on time travel paradoxes. Those chapters have been brought up-to-date with the latest philosophical thinking on the paradoxes. The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic *Automate the Boring Stuff with Python*, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python*, 2nd Edition. With its high-interest adaptations of classic literature and plays, this series inspires reading success and further exploration for all students. These classics are skillfully adapted into concise, softcover books of 80-136 pages. Each retains the integrity and tone of the original book. Interest Level: 5-12 Reading Level: 3-4 *The time machine* (1895) follows its scientist narrator on an incredible journey that takes him finally to Earth's last moments--and perhaps his own. *The Time Machine* is one of the most influential science fiction novels of all time. It is an

adventure story documenting the Time Traveller's travel into the future by a machine constructed by him. Once there, he discovered that society, as he knows it, has fallen into ruins. All that is left are remnants of crumbling buildings and overgrown vegetation. He comes in contact with two species instead of modern humans. Much of the novel concerns the Time Traveller's horrifying discovery of this divided world. It gradually becomes apparent that the novel is more than an adventure story; it is also a parable about the ultimate kind of society stratified by class, by those who have and those who do not. The book is a work of great imagination that can be read and appreciated by fans of both Science Fiction and Non-Science Fiction. Introduction to Business covers the scope and sequence of most introductory business courses. The book provides detailed explanations in the context of core themes such as customer satisfaction, ethics, entrepreneurship, global business, and managing change. Introduction to Business includes hundreds of current business examples from a range of industries and geographic locations, which feature a variety of individuals. The outcome is a balanced approach to the theory and application of business concepts, with attention to the knowledge and skills necessary for student success in this course and beyond. "This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"--Back cover. There is a secret passage through time ...and it leads all the way to the end of Eternity. But the journey has a terrible cost. It alters not only the future but he "present" in which we live. A century after the publication of H. G. Wells' immortal The Time Machine, Stephen Baxter, today's most acclaimed new "hard SF" author, and the acknowledged Clarke, returns to the distant conflict between the Eloi and the Morlocks in a story that is at once an exciting expansion, and a radical departure based on the astonishing new understandings of quantum physics. "Max, a kid with a big imagination, builds a time machine to meet Abraham, Sarah, and three mysterious angels in biblical times"--

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