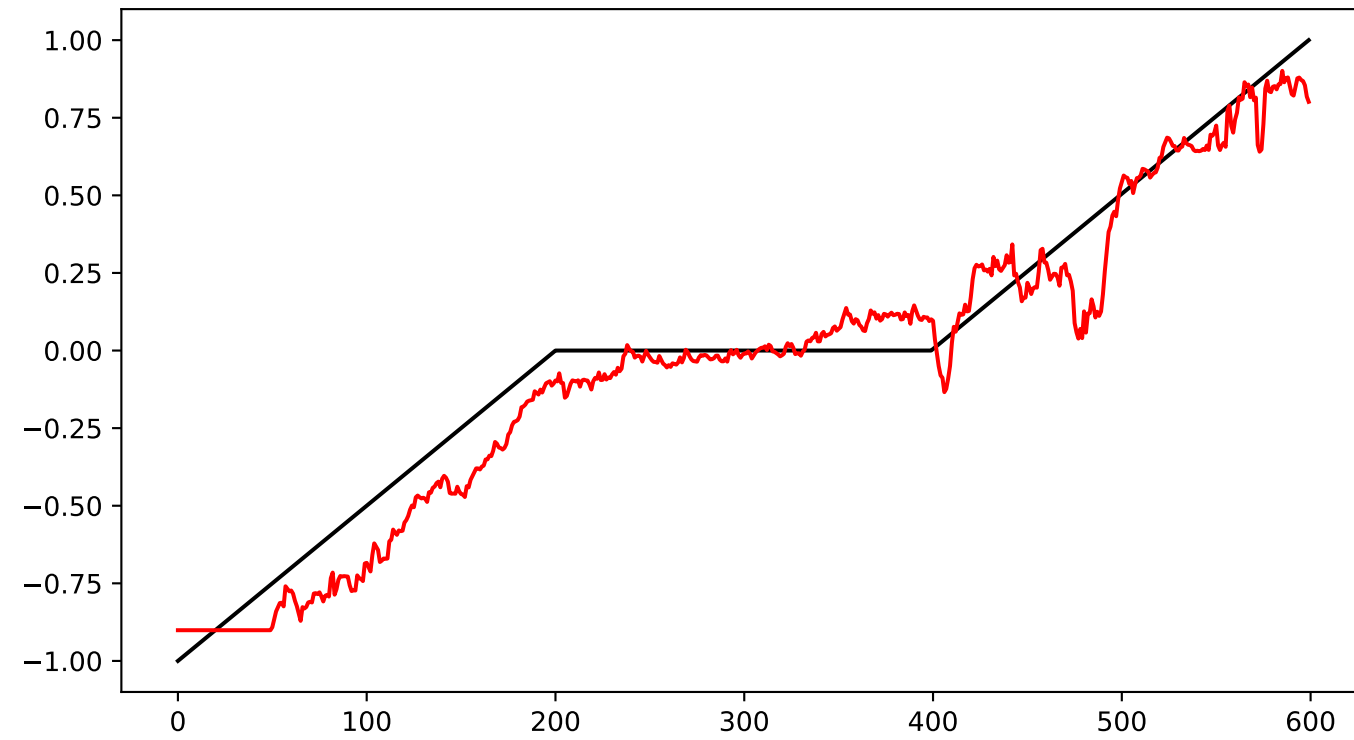
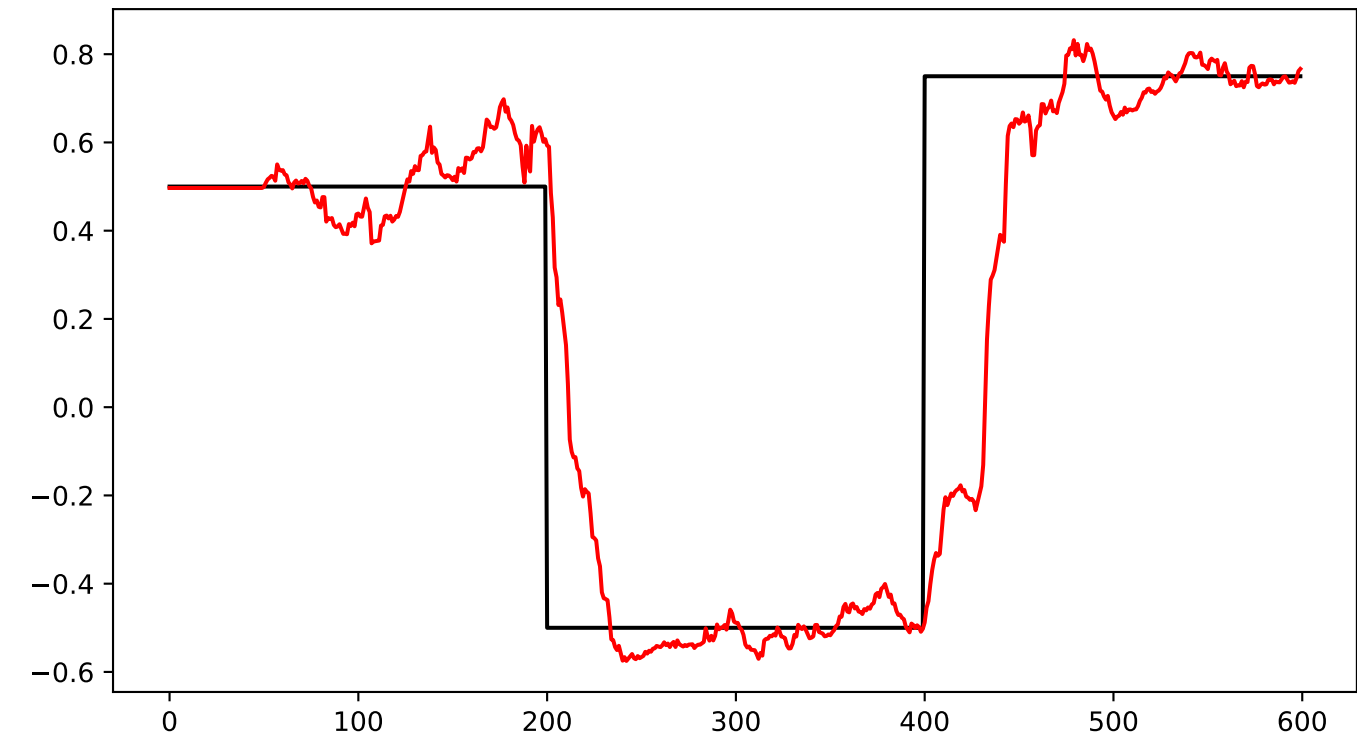


# Moving Window Least Squares

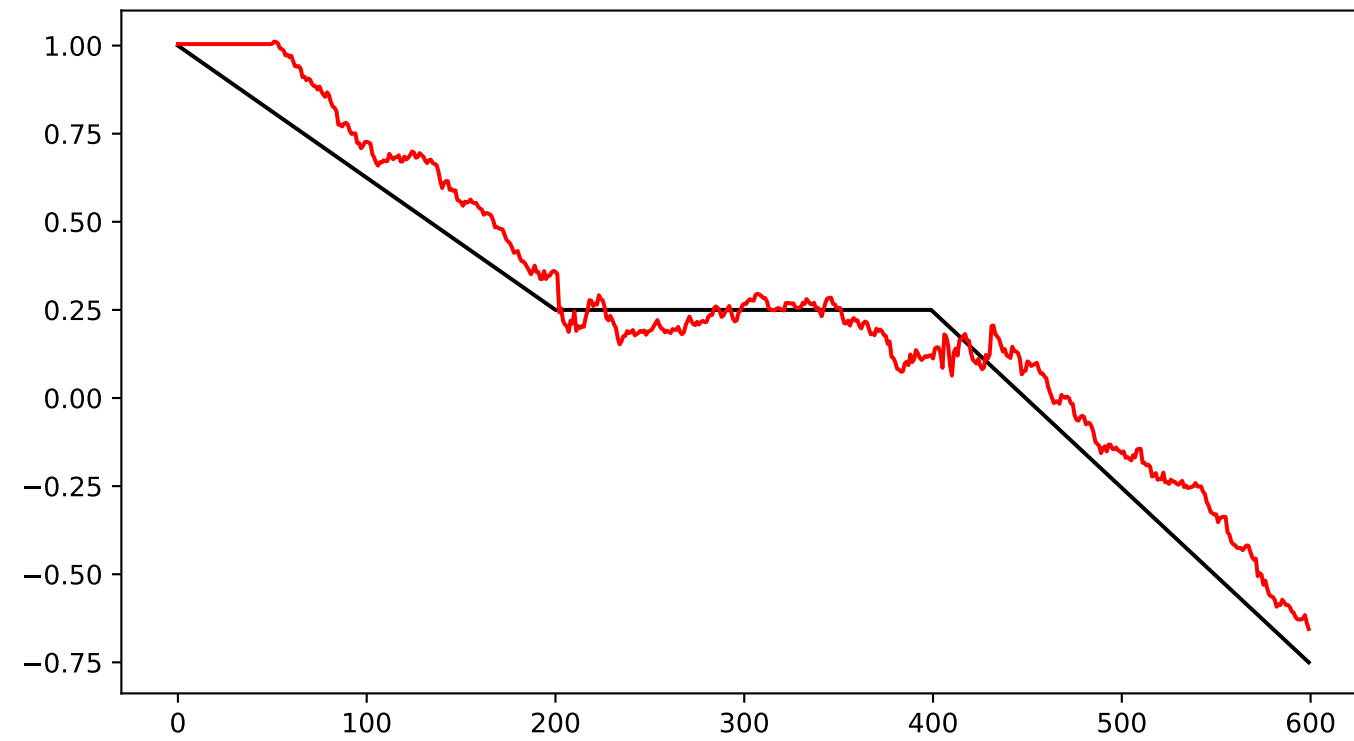
## Dimension 0



## Dimension 1



## Dimension 2



## Dimension 3

