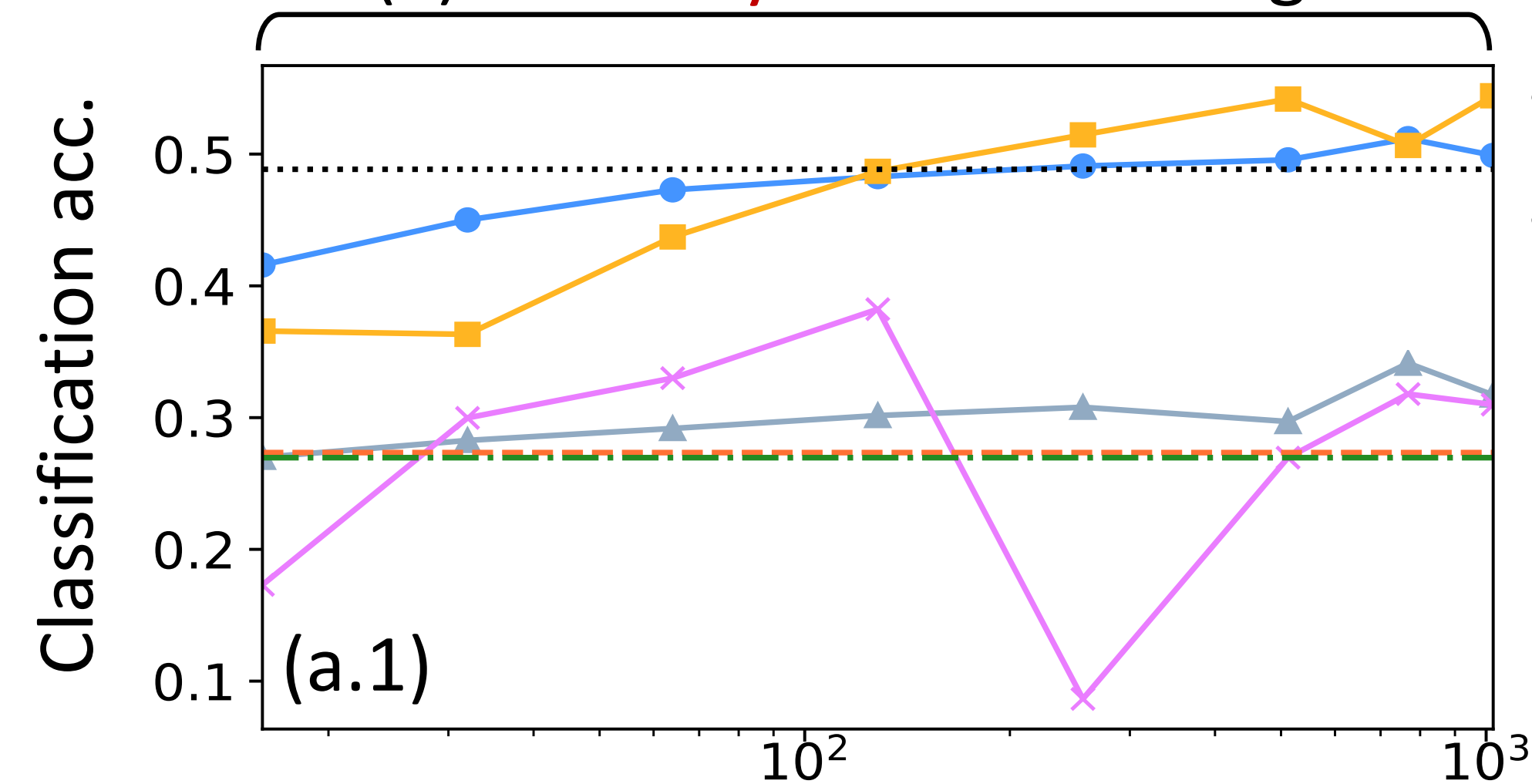


(a) Accuracy vs window length



(b) Execution time vs window length

