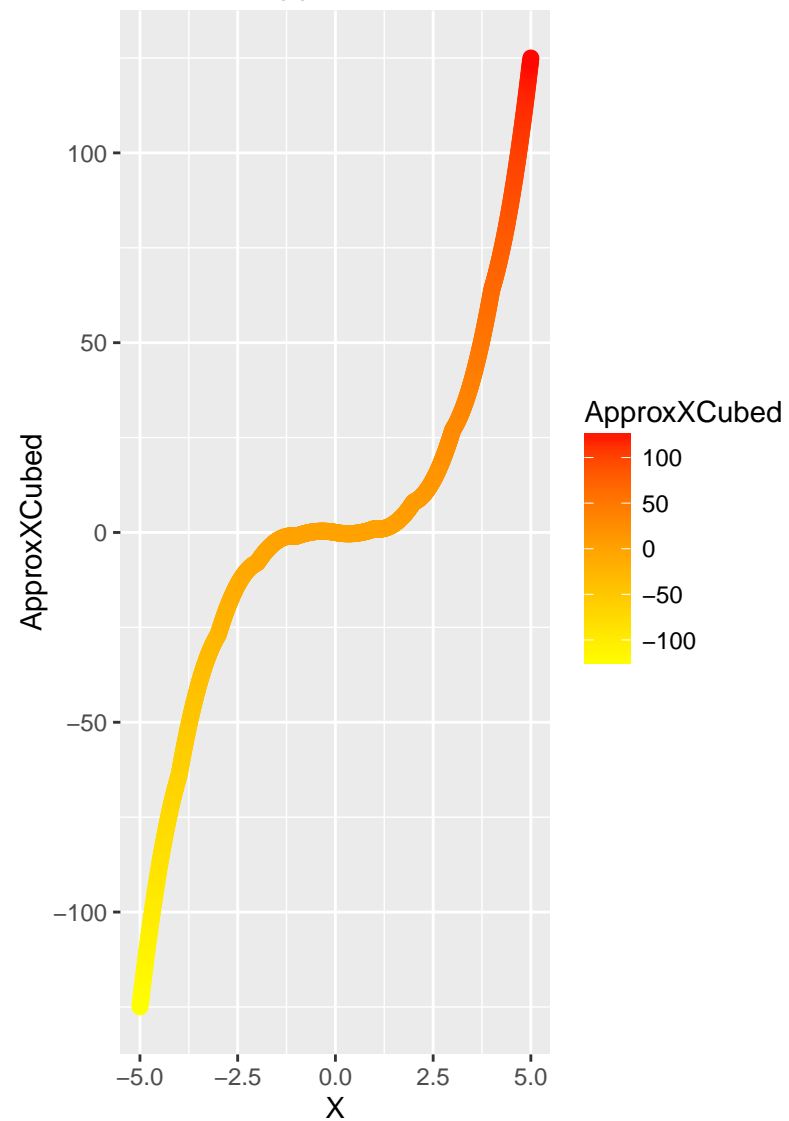


cubic\_approximator

X vs ApproxXCubed



X vs ApproxXCubed

