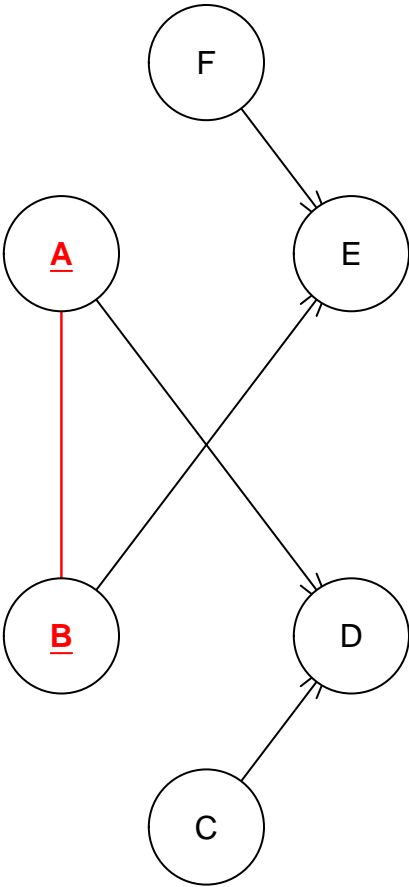


Grow-Shrink (constraint-based)



Hill-Climbing

