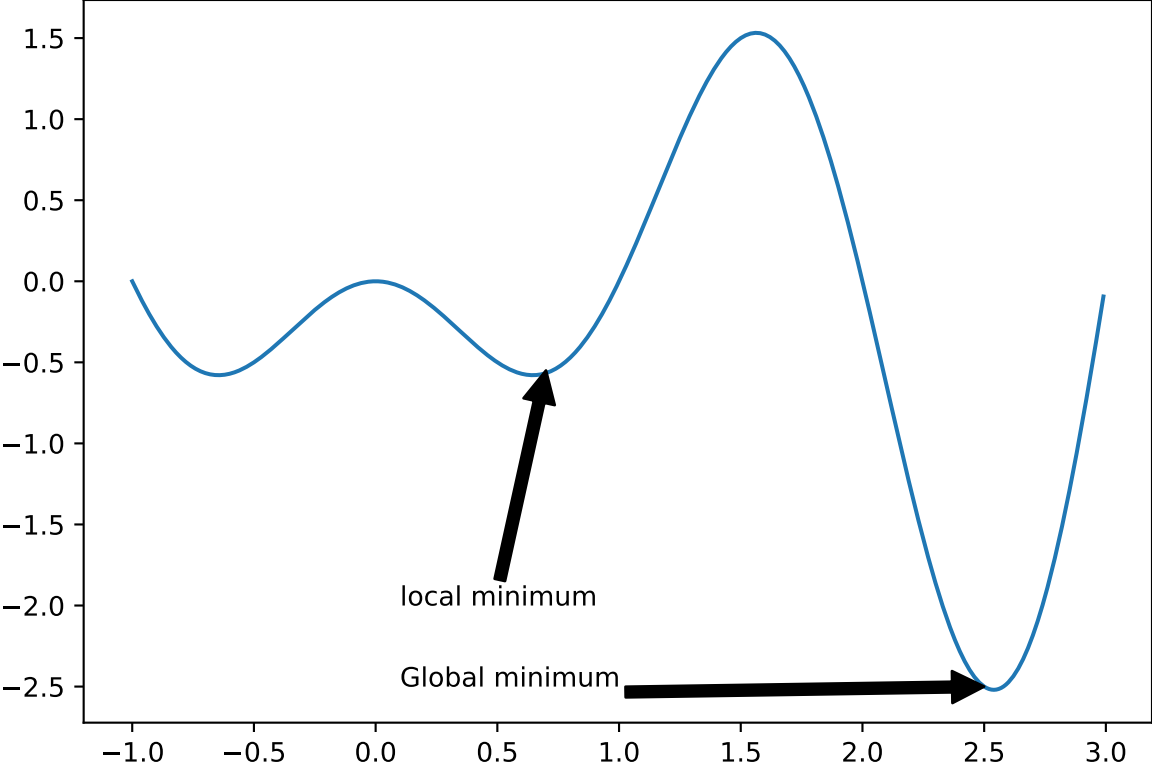
1.5
1.0
0.5
0.0
−0.5
−1.0
−1.5
−2.0
−2.5
−1.0
−0.5
0.0
0.5
1.0
1.5
2.0
2.5
3.0
local minimum
Global minimum