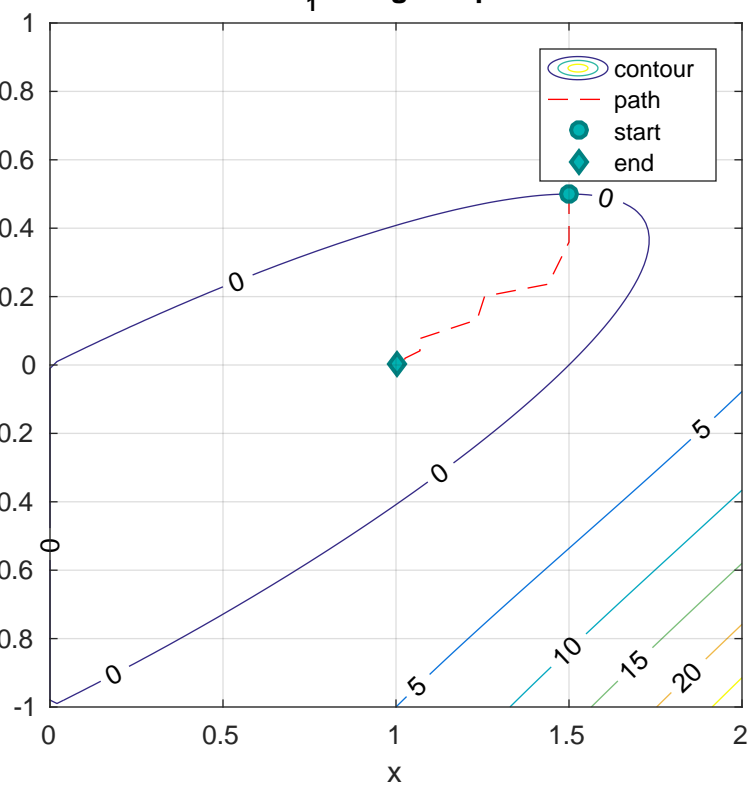


Iterations on f_1 using steepest descent



Iterations on f_1 using newton's

