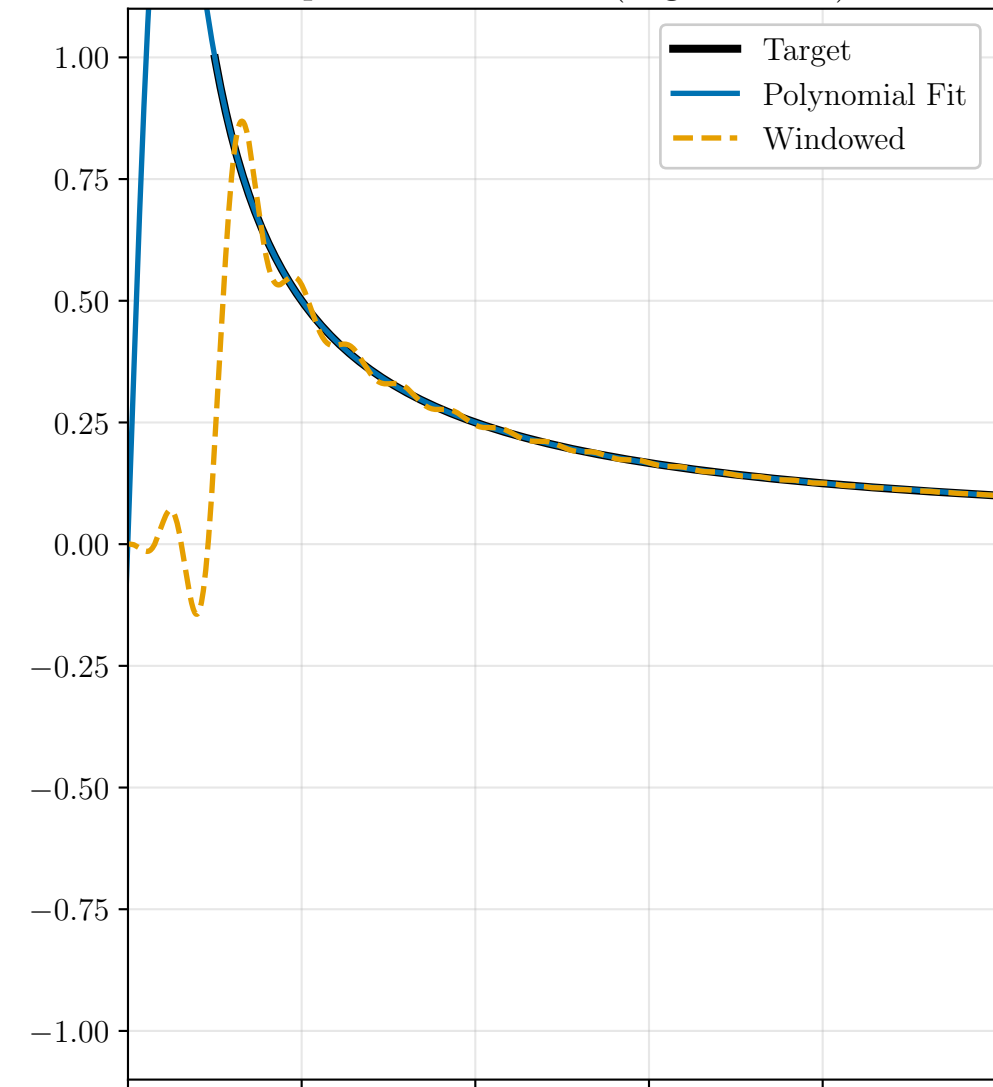
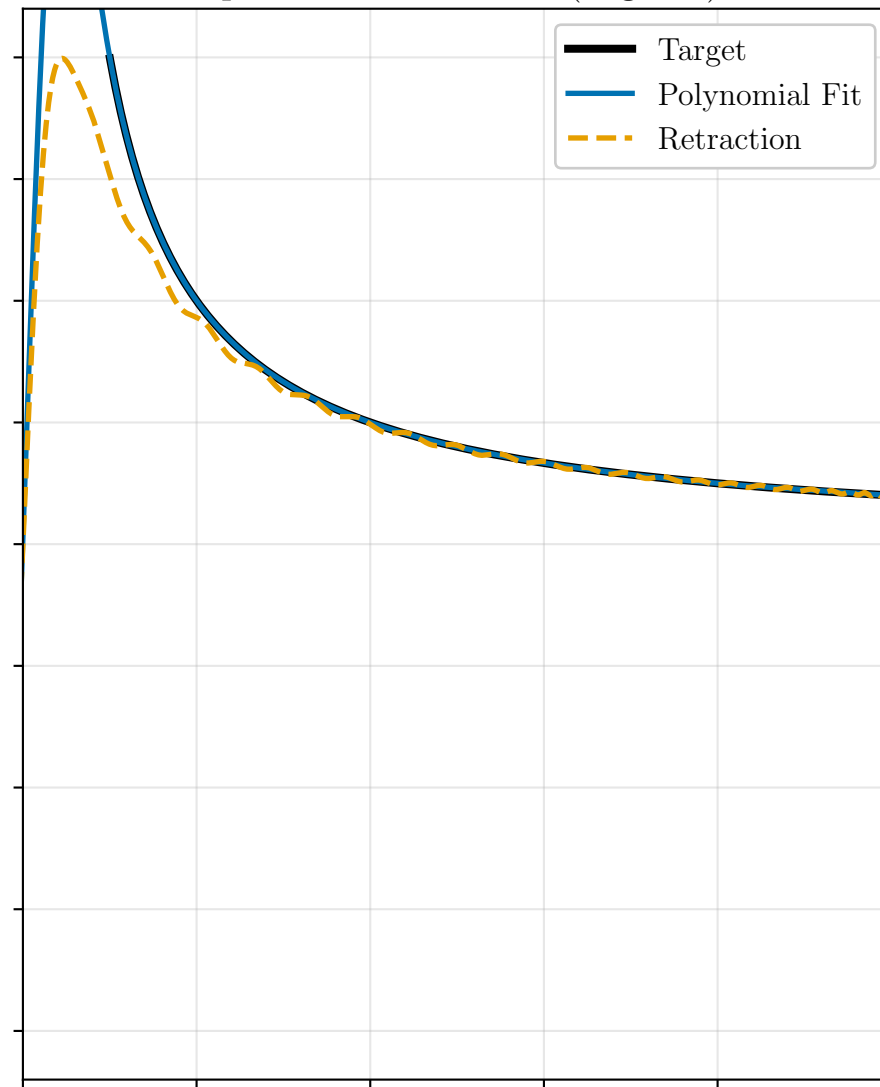


Optimal + Window (deg 101+102)



Optimal + Retraction (deg 101)



Optimal Constrained + Retraction (deg 101)

