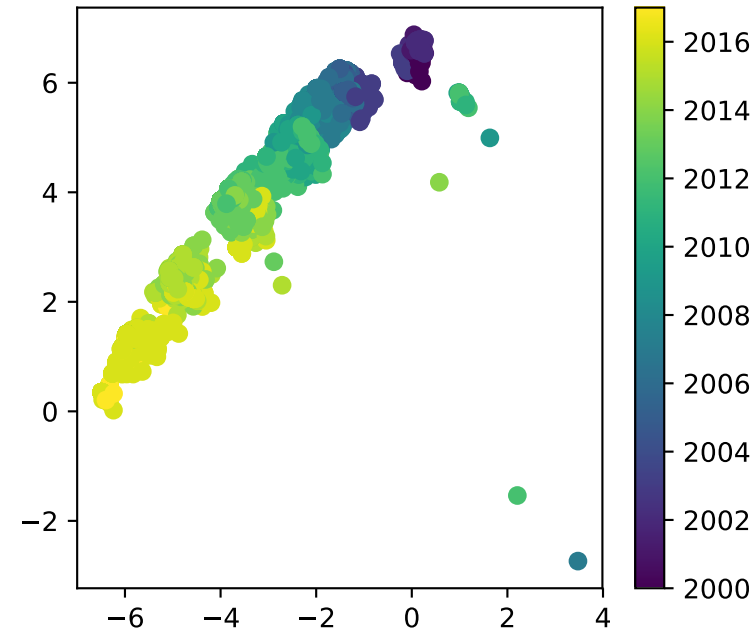
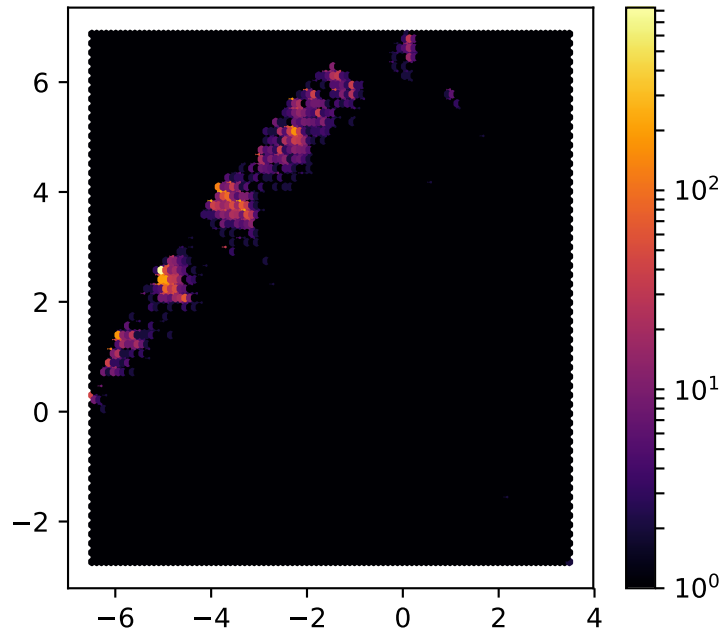


### Temporal Embedding



### 2D Fitness Landscape



### 3D Fitness Landscape

