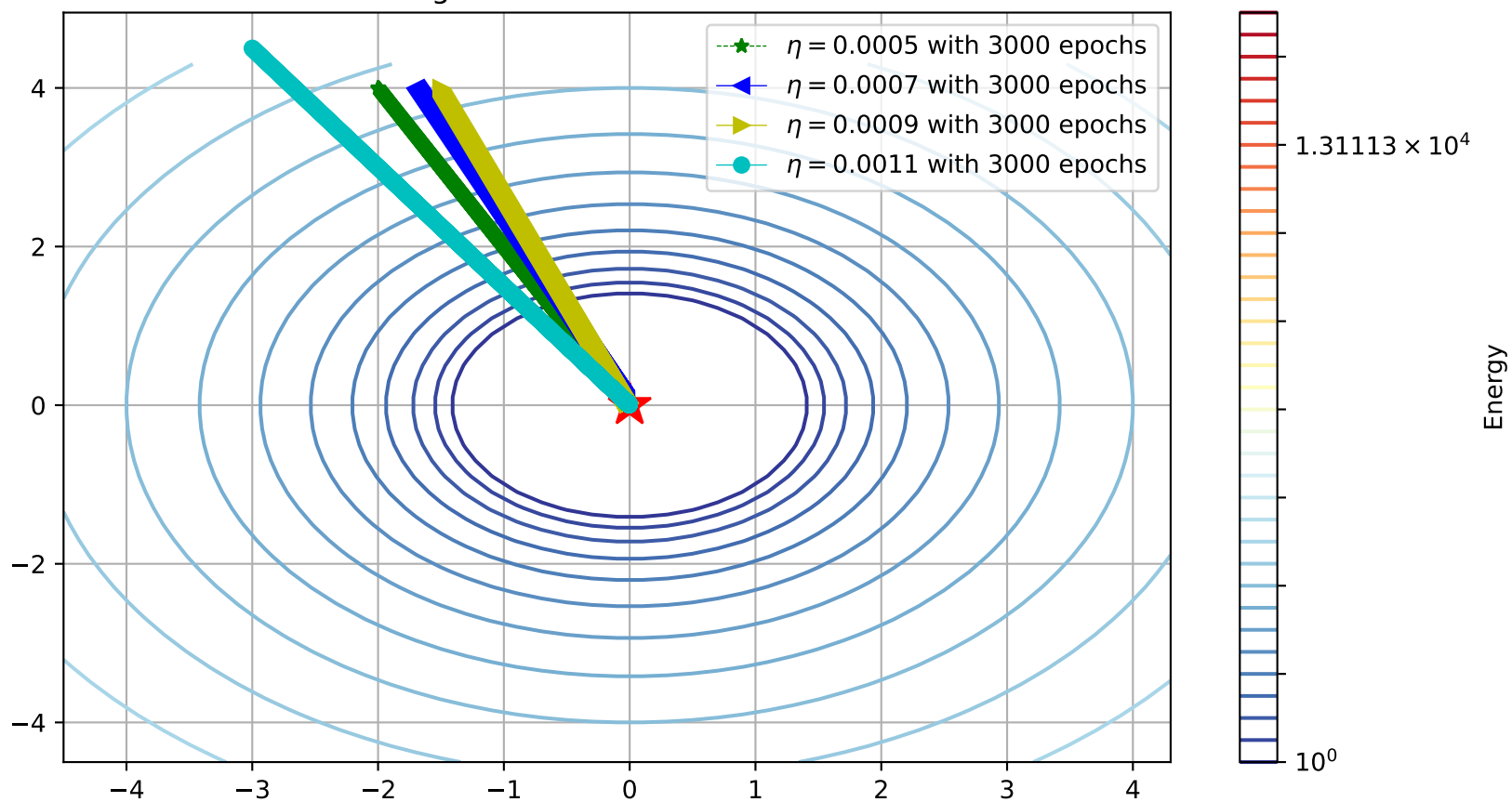


GD Algorithm with  $a=1.0$  and  $b=1.0$ GD Algorithm with  $a=1.0$  and  $b=1.0$ 