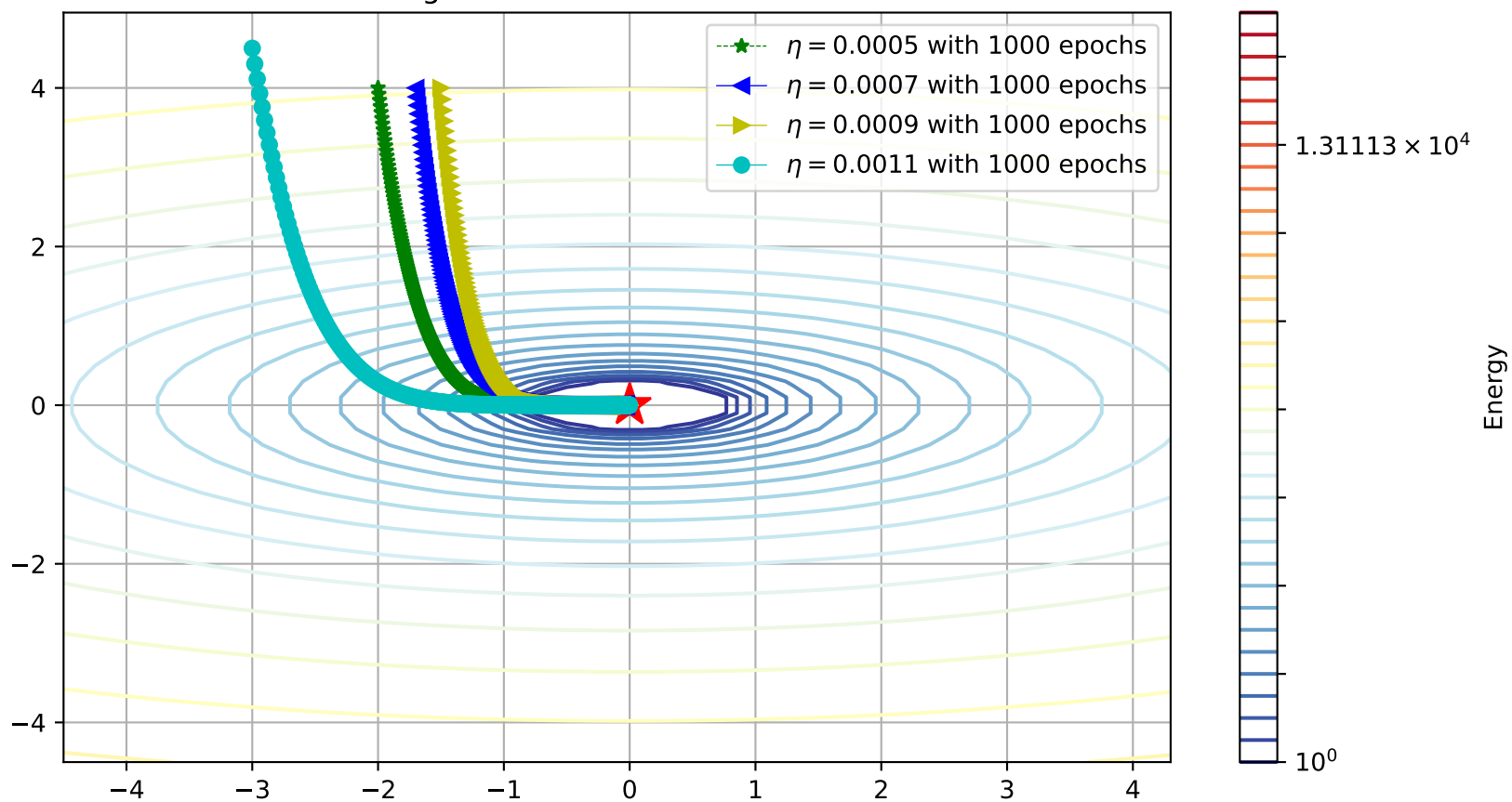


GD Algorithm with  $a=3.0$  and  $b=20.0$ GD Algorithm with  $a=3.0$  and  $b=20.0$ 