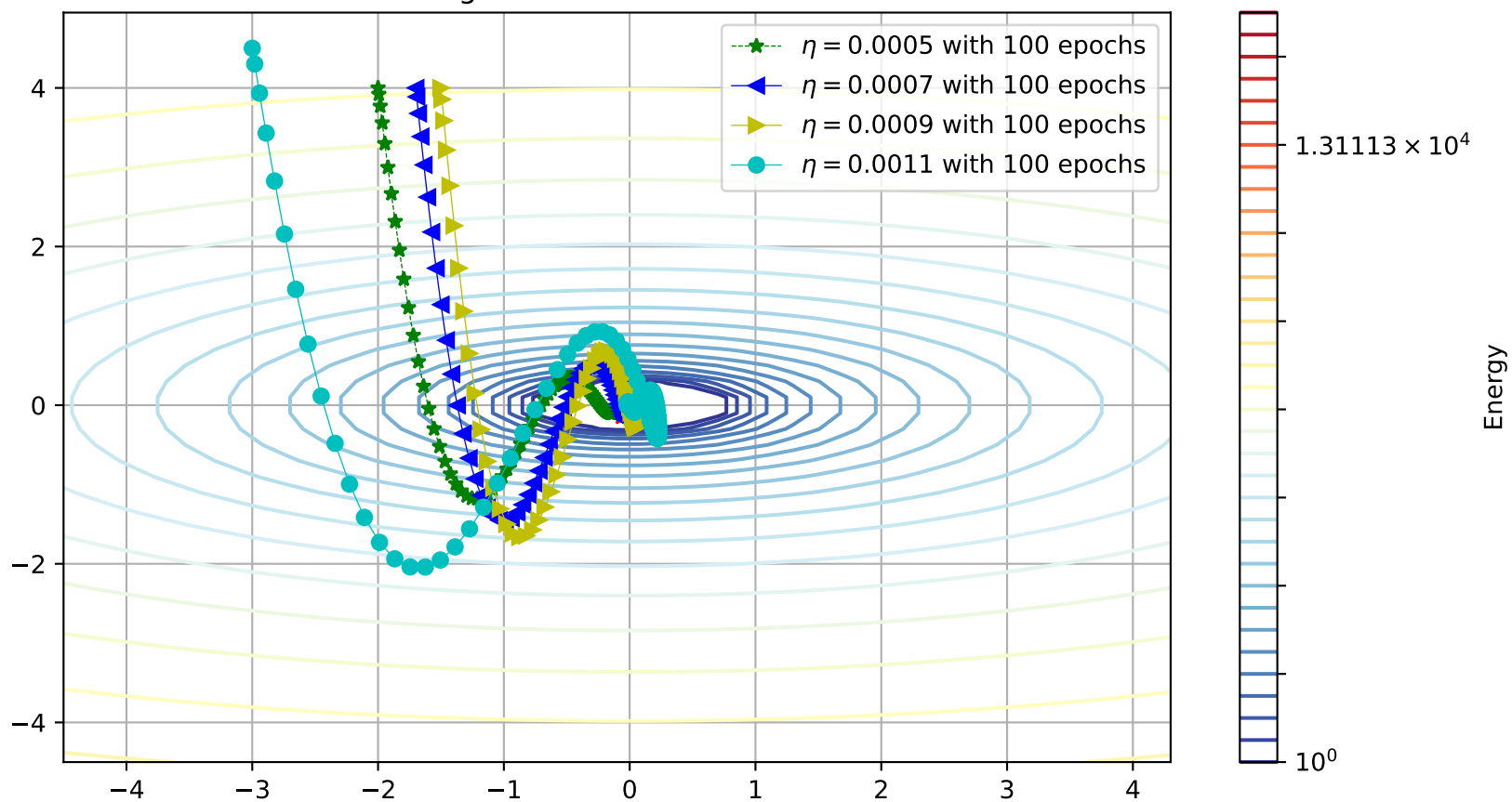


GDMom Algorithm with  $a=3.0$  and  $b=20.0$



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

