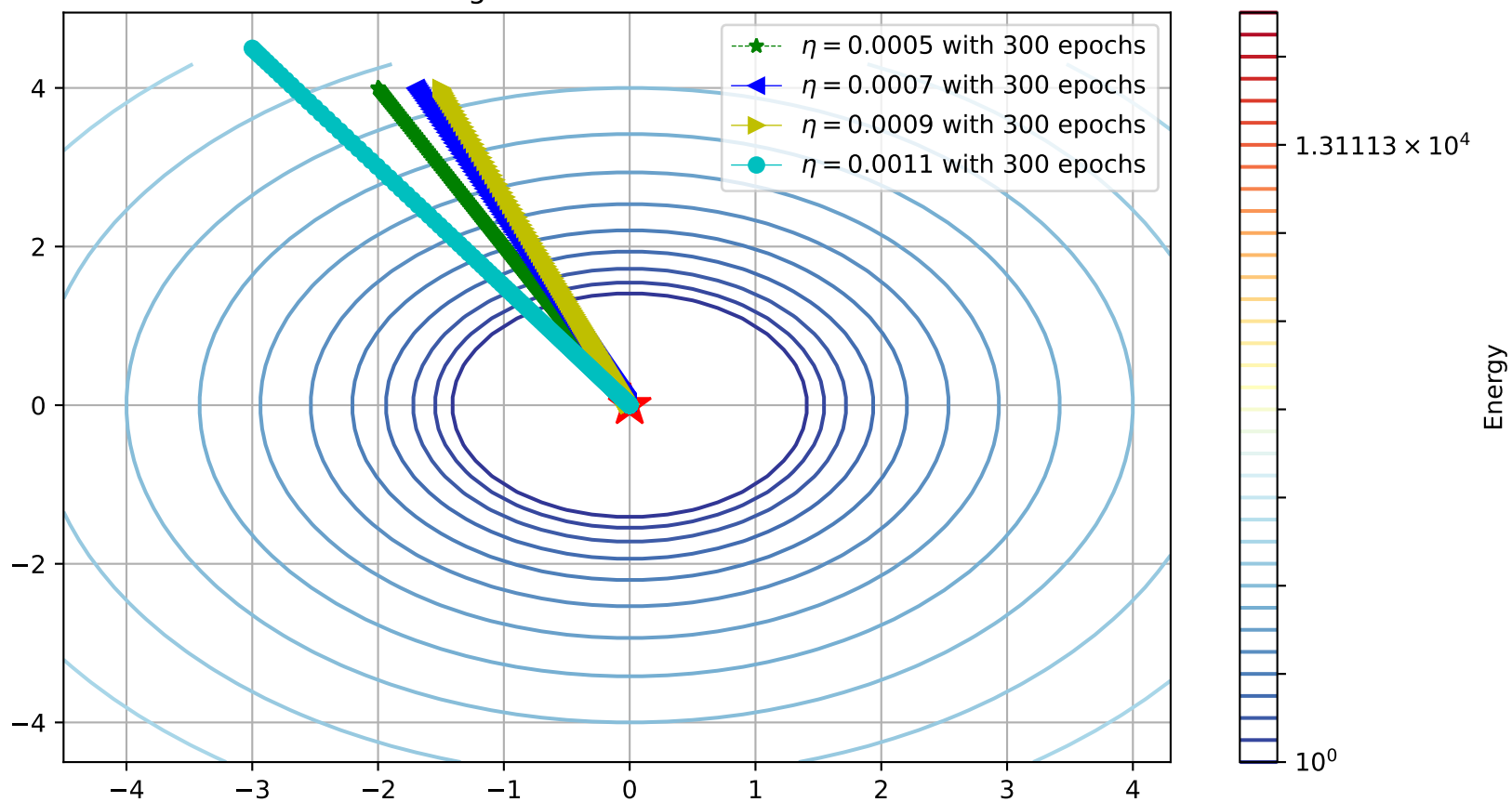


GDMom Algorithm with $a=1.0$ and $b=1.0$ GDMom Algorithm with $a=1.0$ and $b=1.0$ 