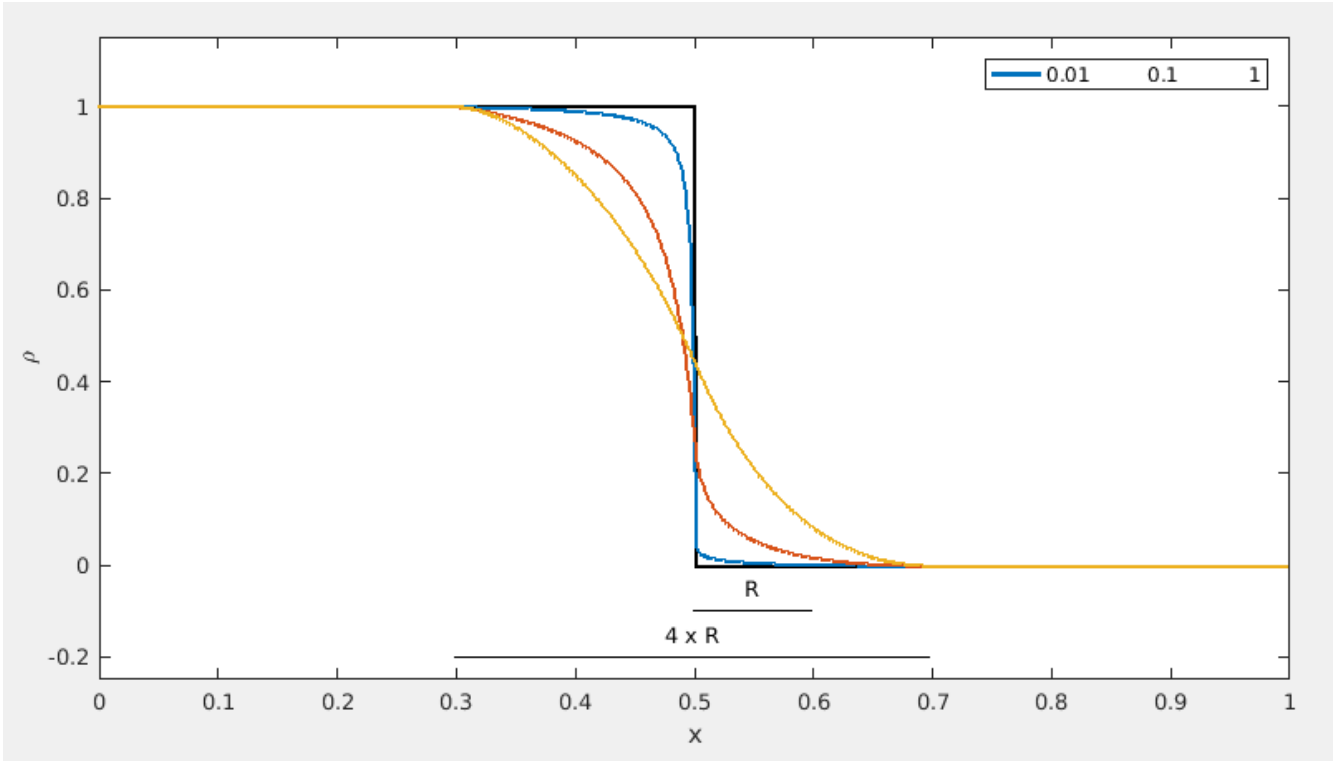
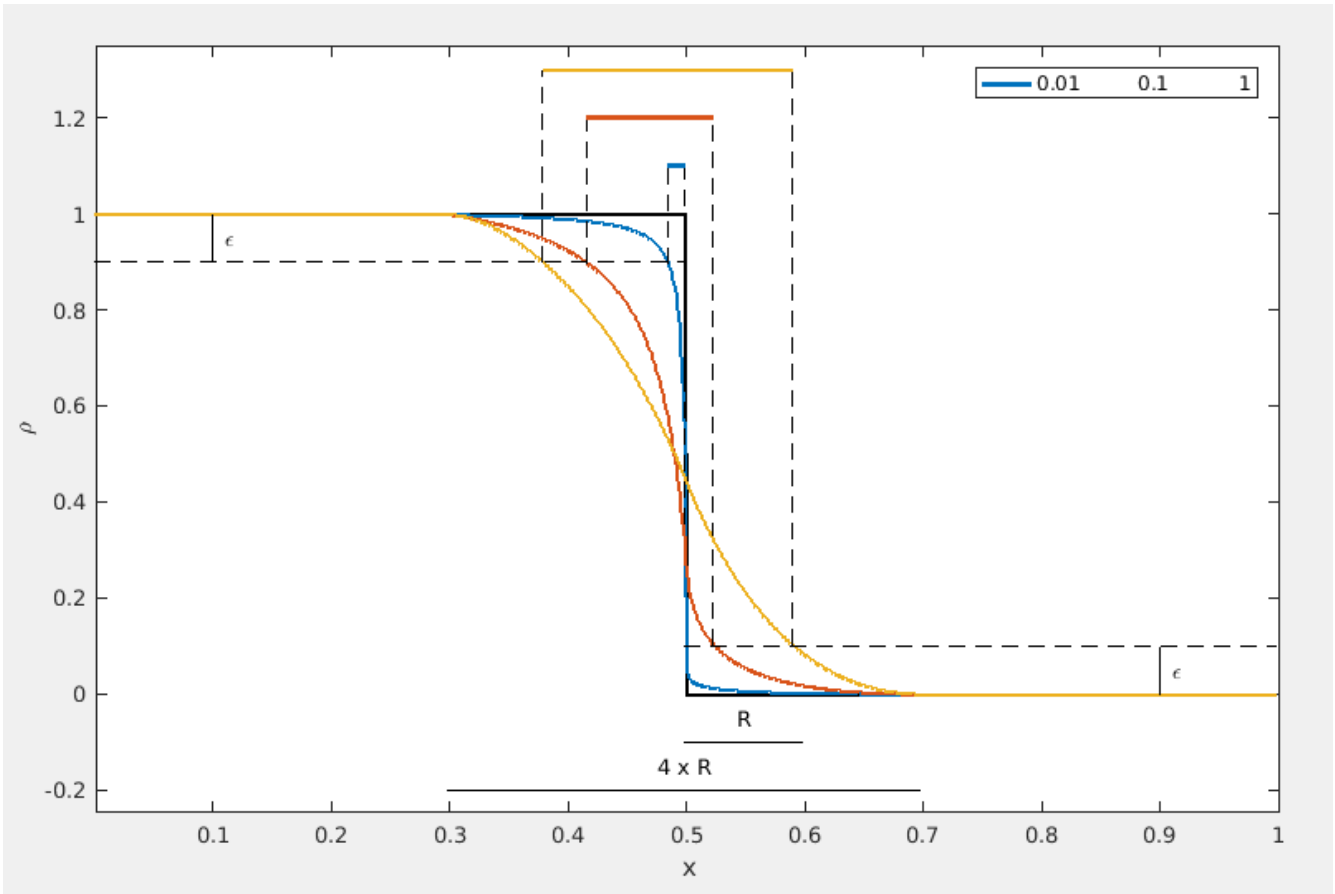
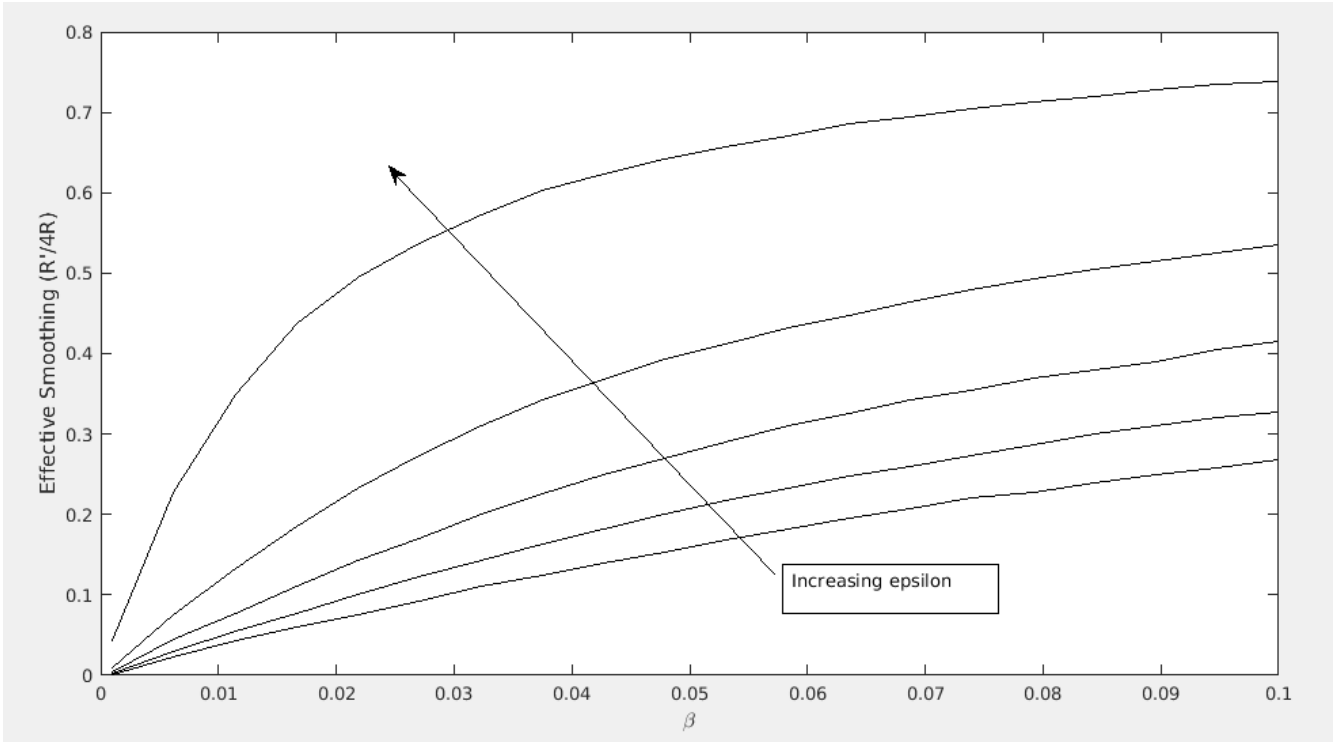

0.01
0.1
1
ρ
x
R
4 x R


0.01
0.1
1
ρ
x
R
4 x R
ϵ
ϵ


Effective Smoothing (R'/4R)
0.8
0.7
0.6
0.5
0.4
0.3
0.2
0.1
0
0
0.01
0.02
0.03
0.04
0.05
0.06
0.07
0.08
0.09
0.1
β
Increasing epsilon

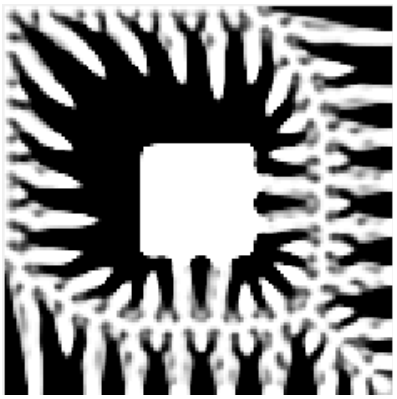
Scaled filter radius = 2

penalty parameter always incremented from 1:0.5:3

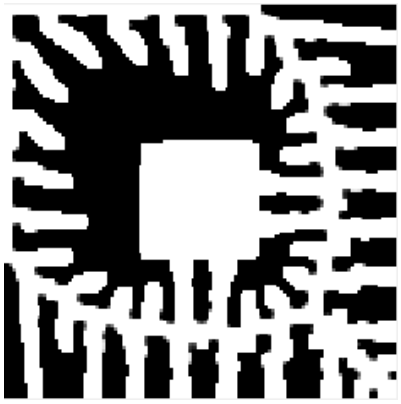
β

1E1

Obj = 6.2397E-2

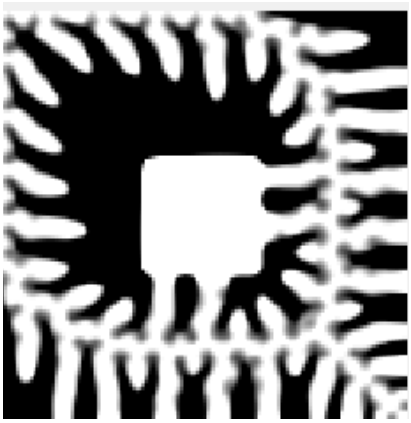


Obj = 1.2278E-1

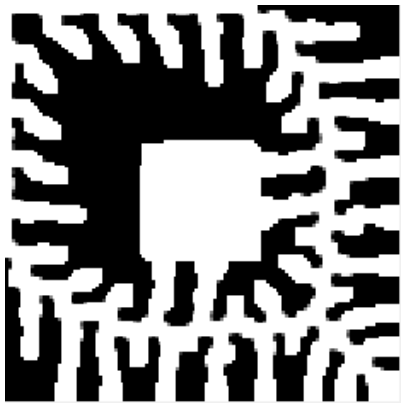


1E0

Obj = 6.6844E-2

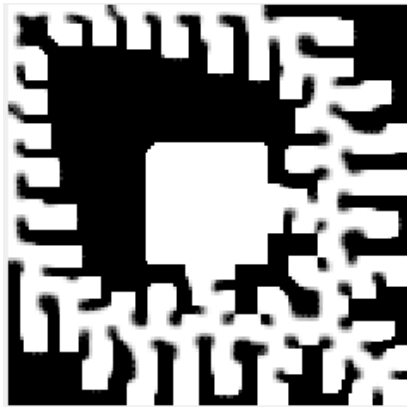


Obj = 1.1935E-1



1E-1

Obj = 9.322E-2



1E-4

Obj = 8.5748E-1

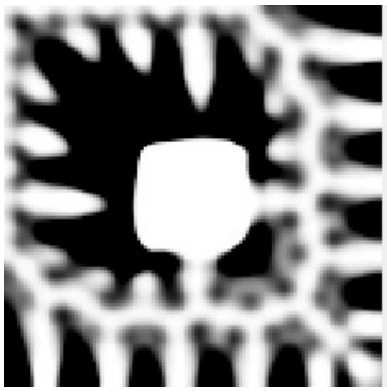
Scaled filter radius = 4

penalty parameter always incremented from 1:0.5:3

β

1E1

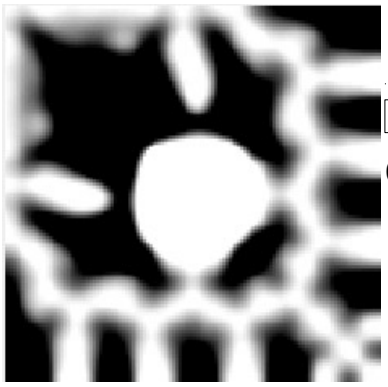
Obj = 7.6194E-2



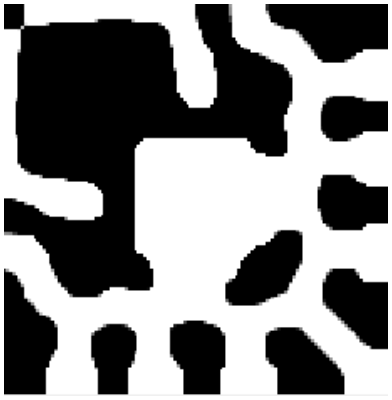
Obj = 1.2278E-1

1E0

Obj = 8.8622E-2



Obj = 1.1935E-1



1E-1

Obj = 1.9210E-1

1E-4

Obj = 1.0868E-0