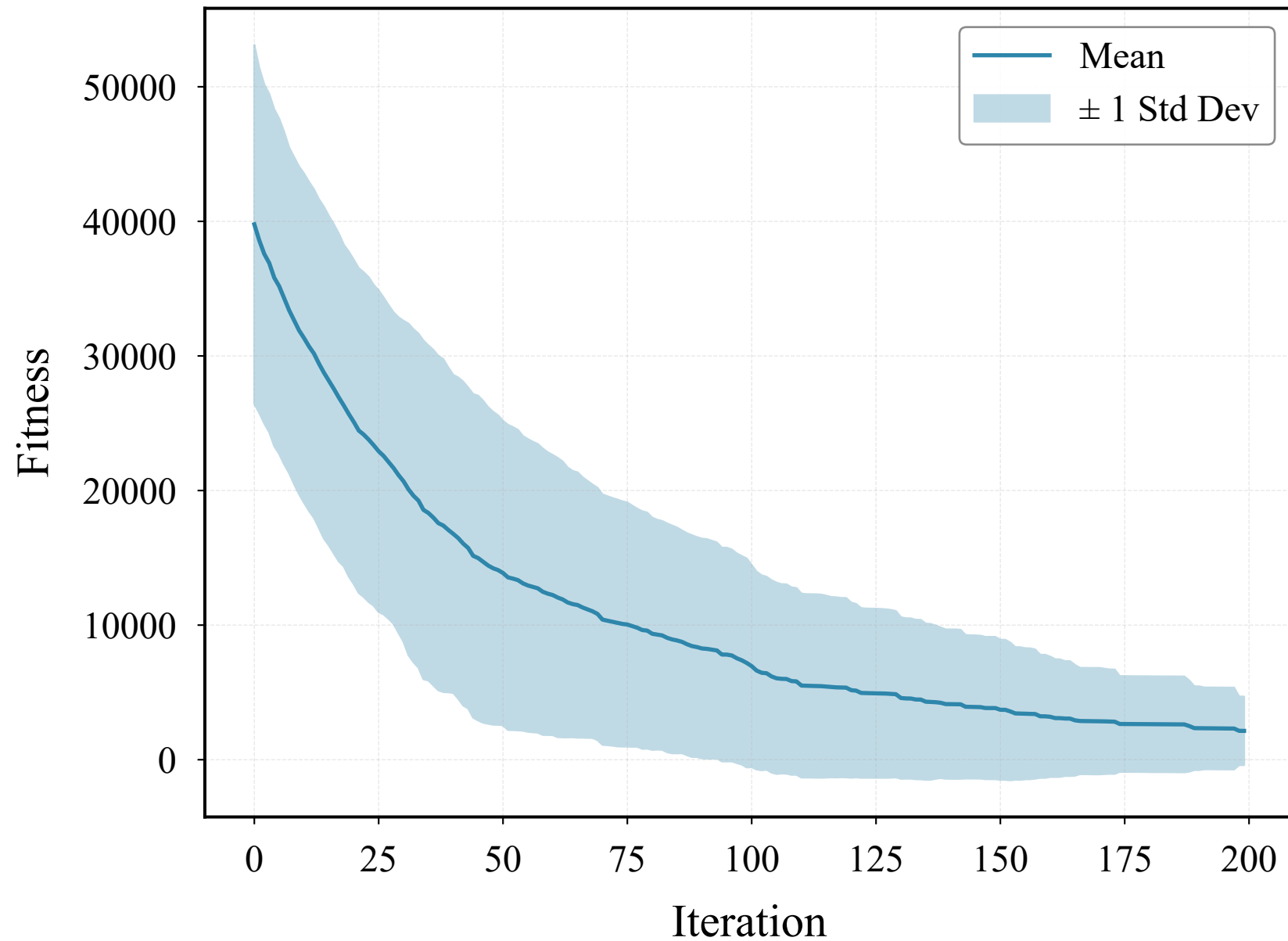


Convergence: Random vs Greedy

Random Initialization



Greedy Initialization

