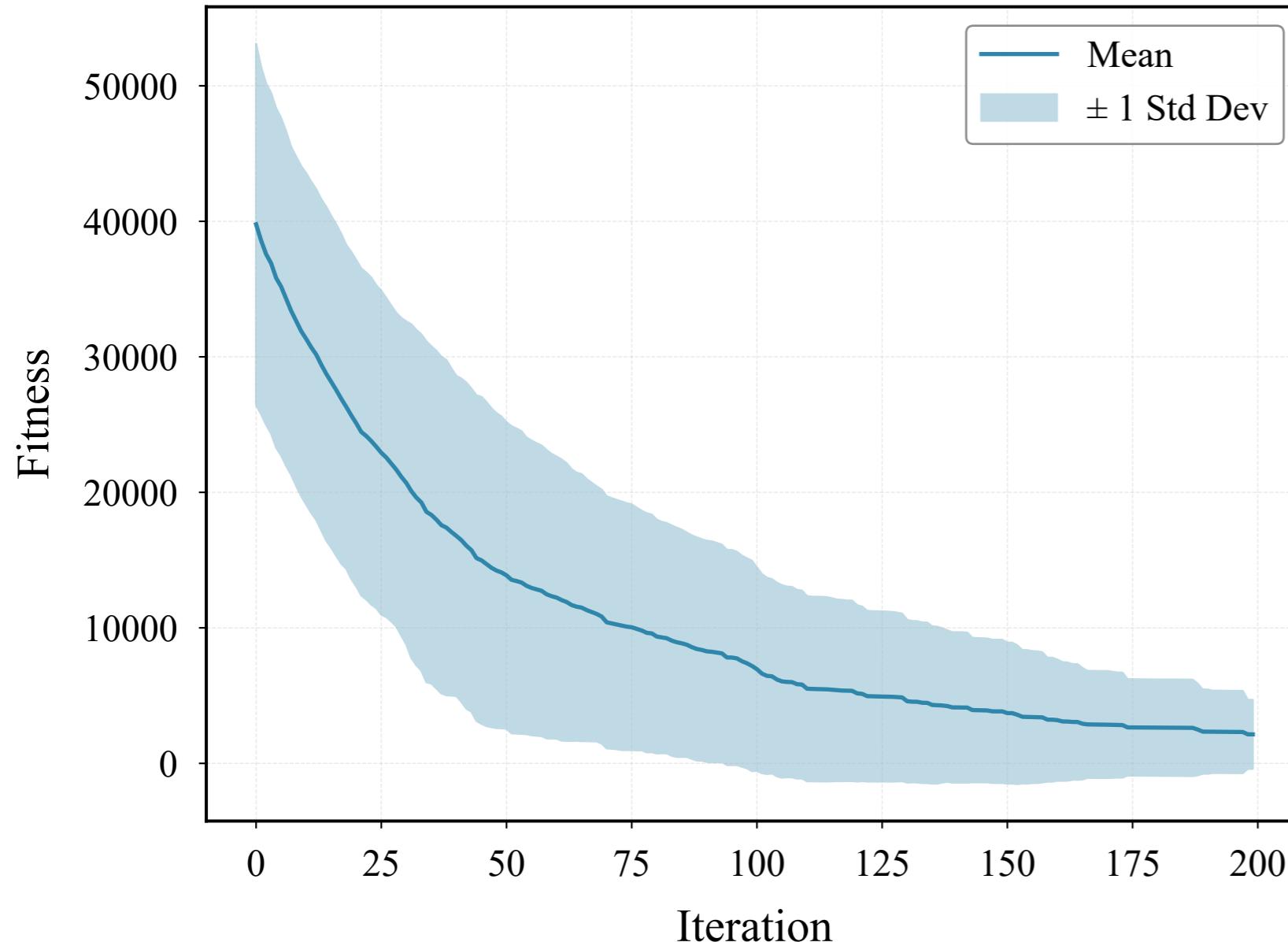


# Convergence: Random vs Greedy

## Random Initialization



## Greedy Initialization

