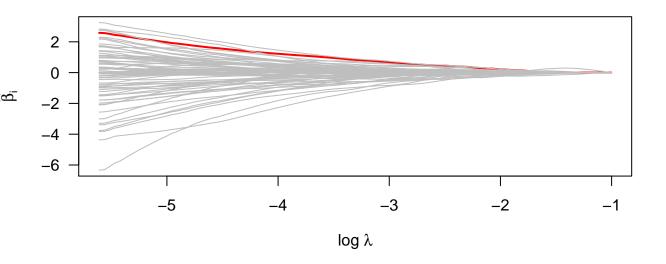
## **Penalization Path**



## **Stability Path**

