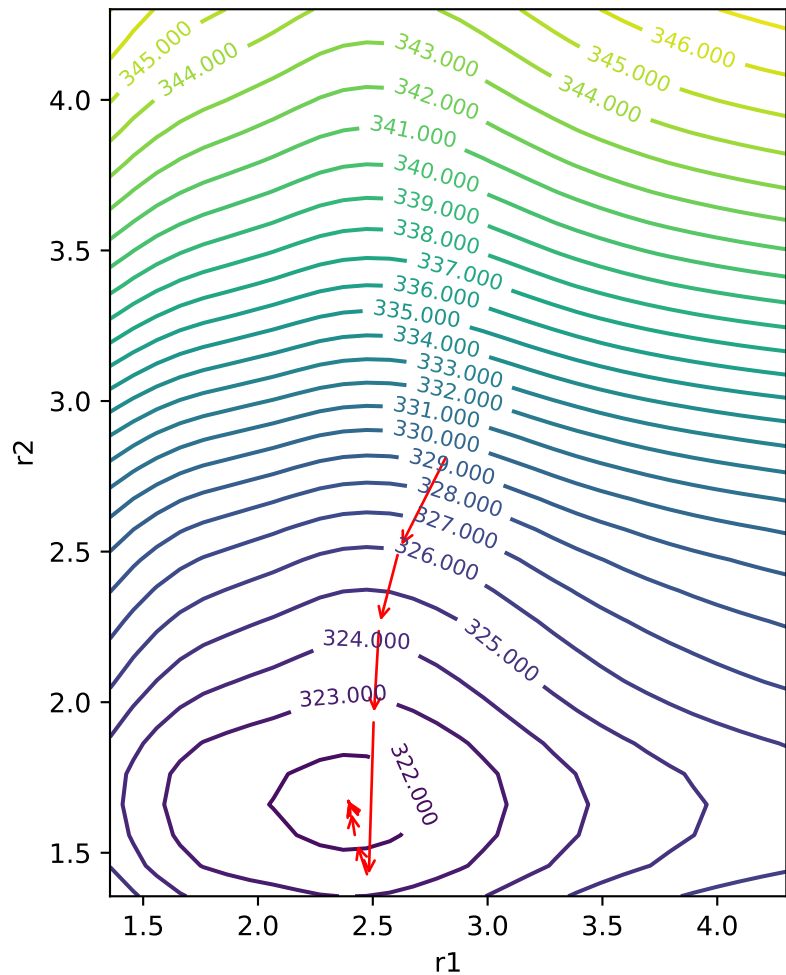


Newton (hess True , alpha 1)



Newton (hess True , alpha 0.5)

