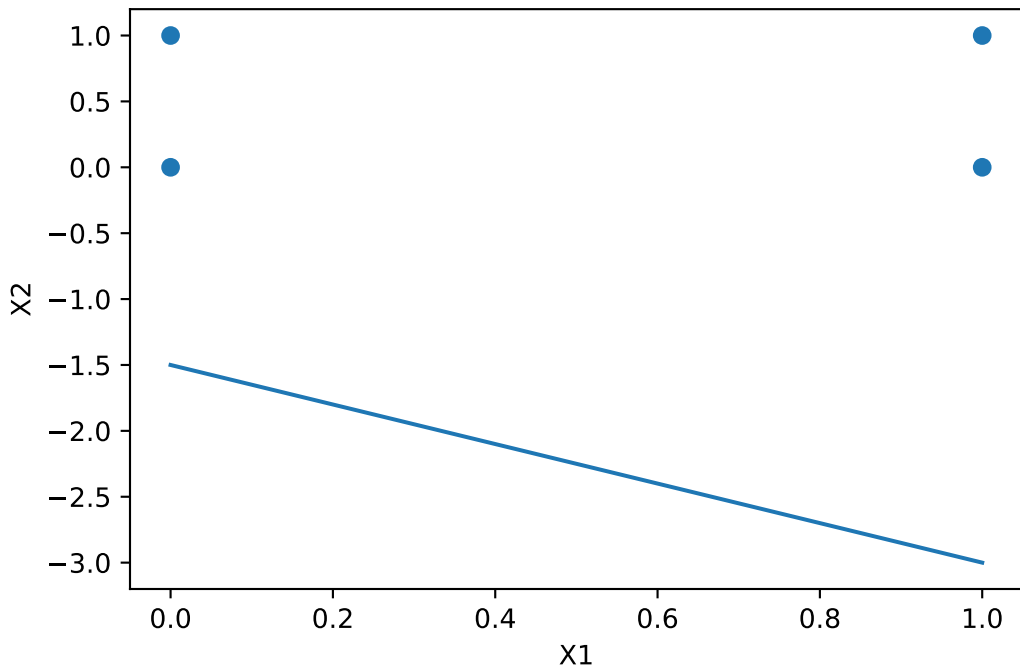
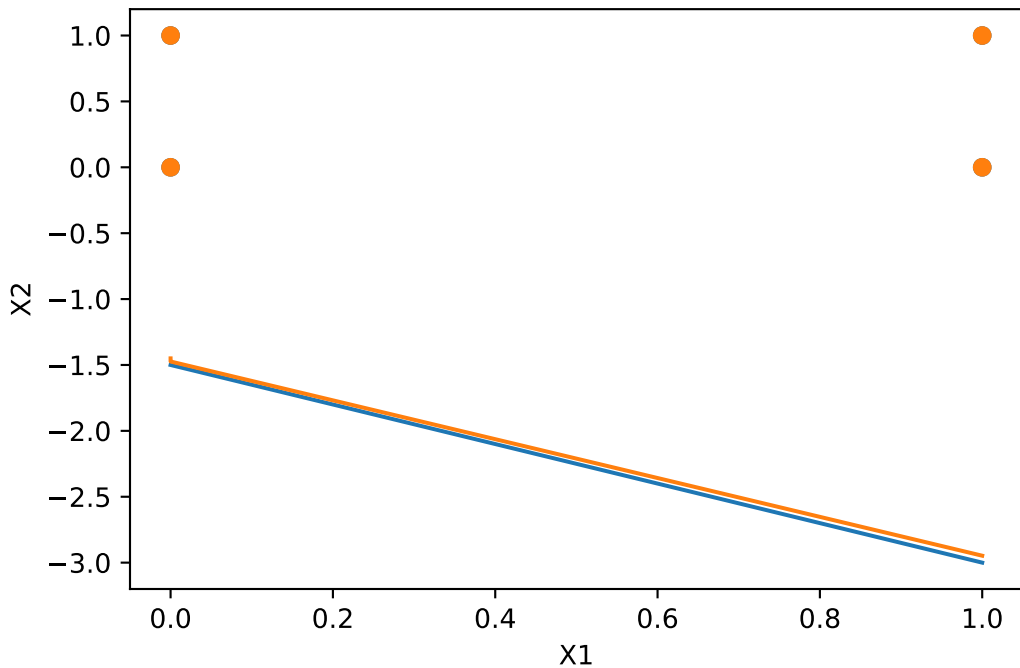


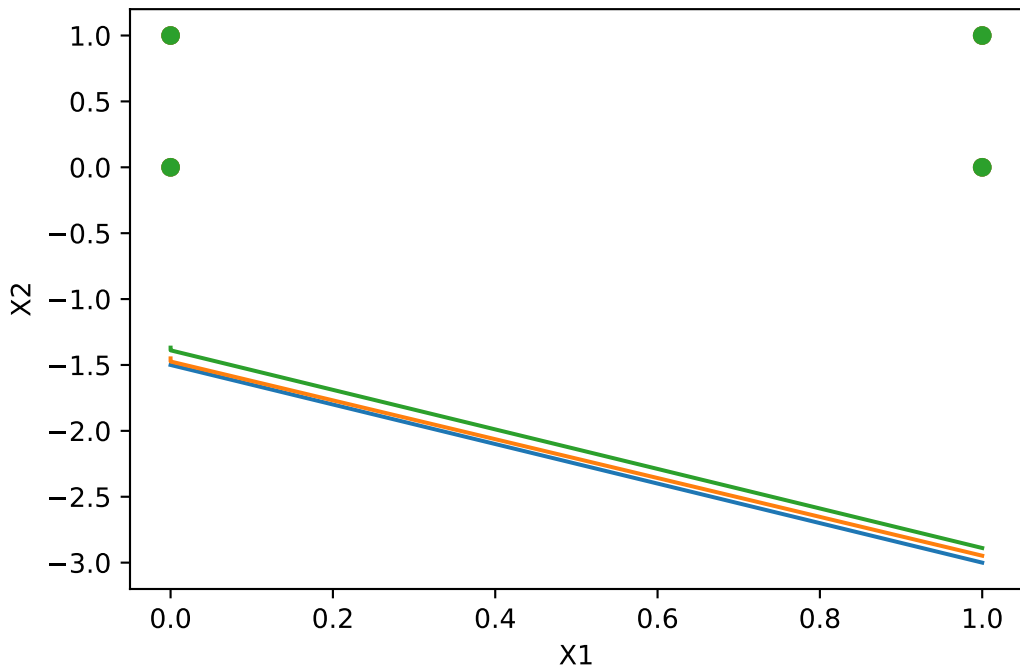
Initial Boundary with randomized initial weights



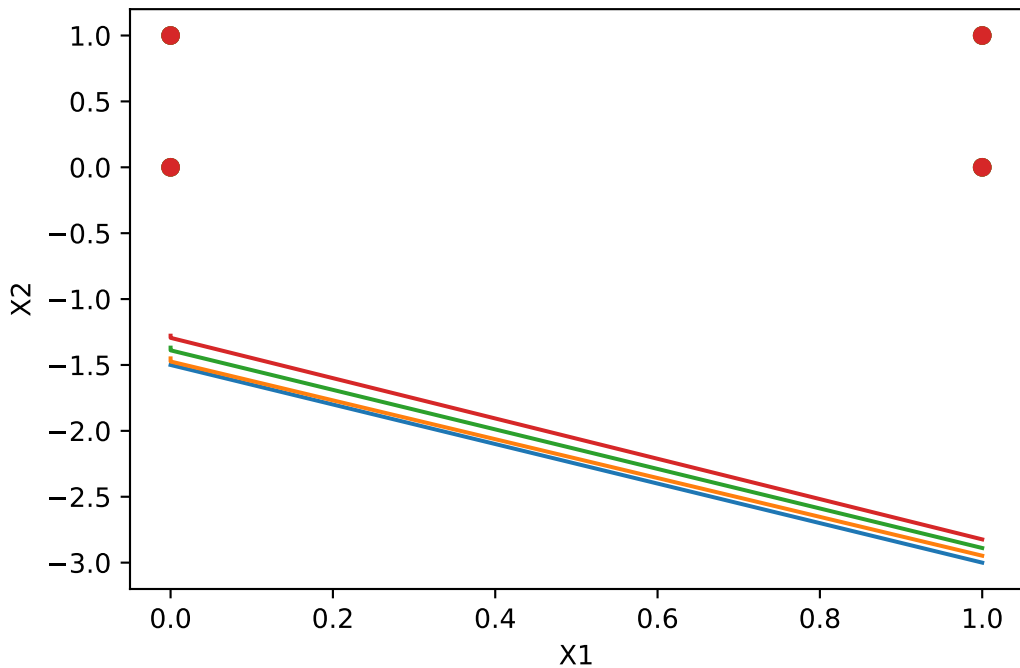
Boundary progression with updated weights



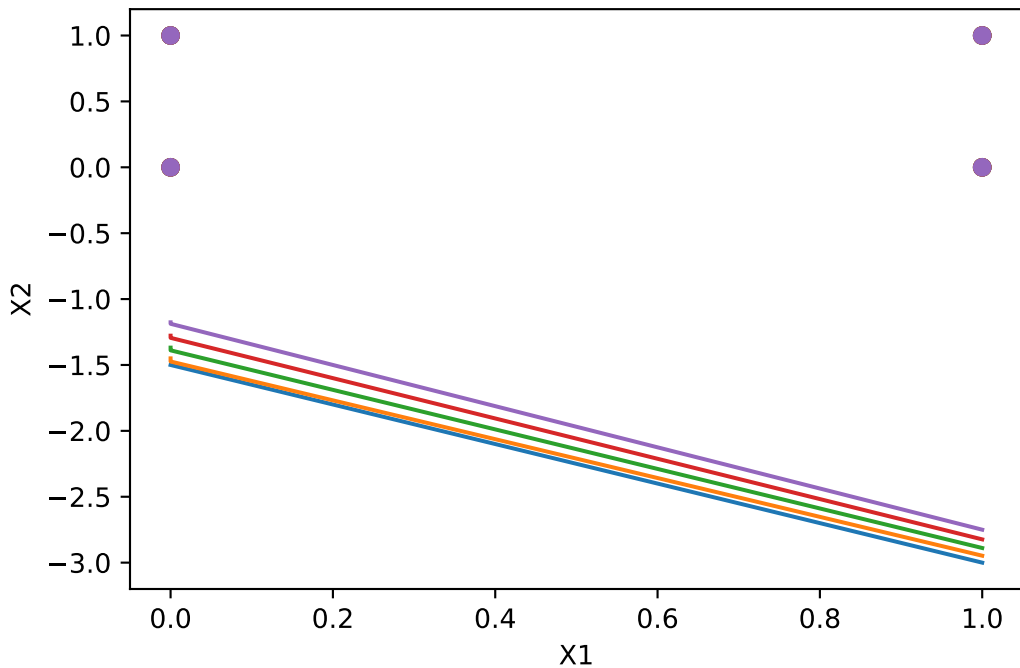
Boundary progression with updated weights



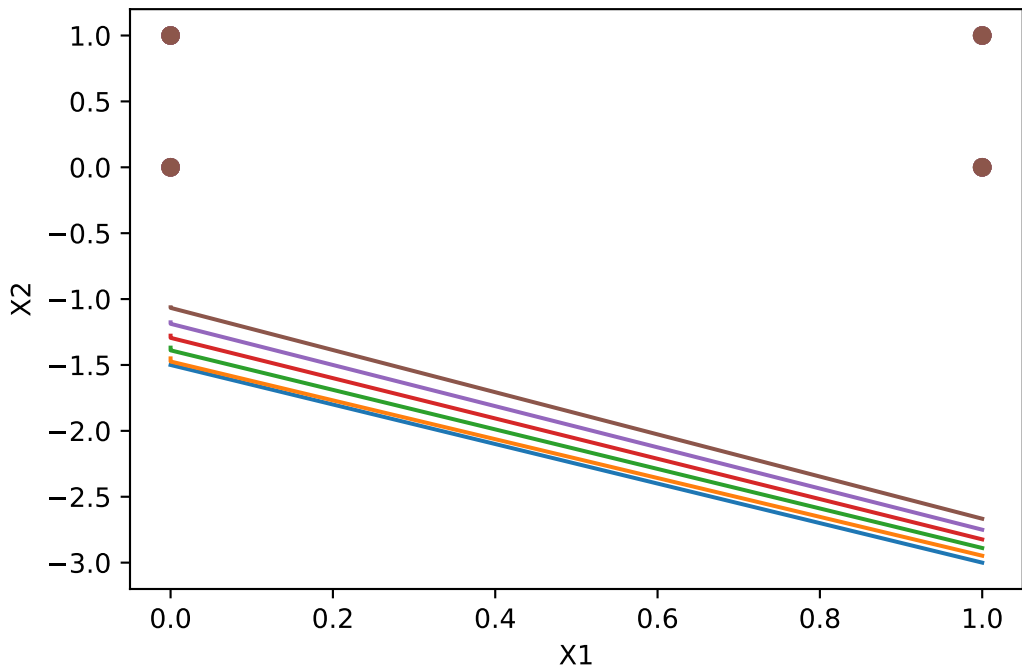
Boundary progression with updated weights



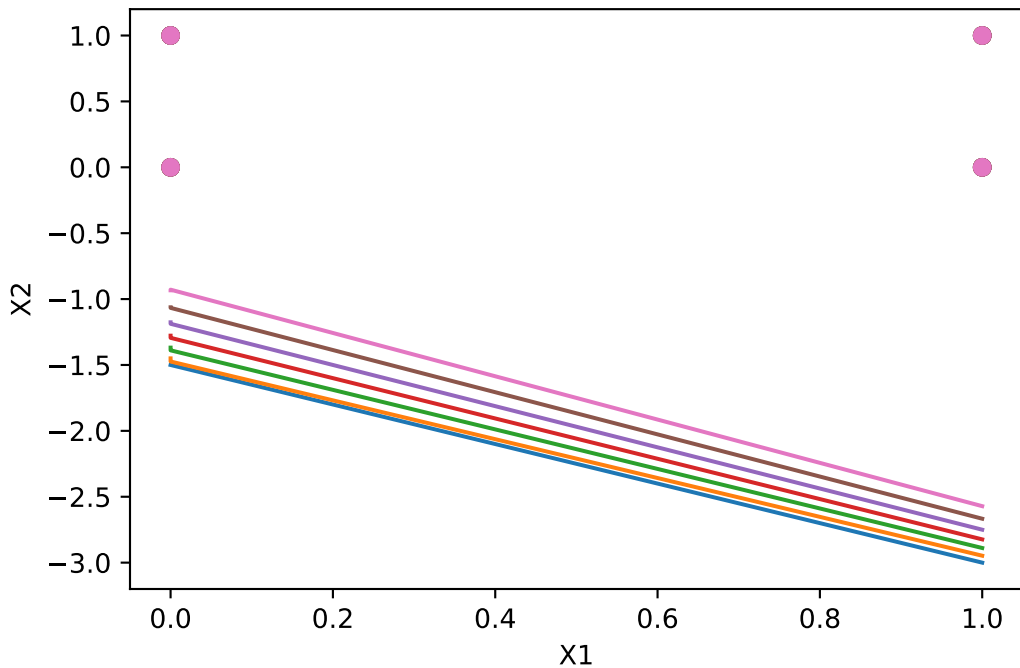
Boundary progression with updated weights



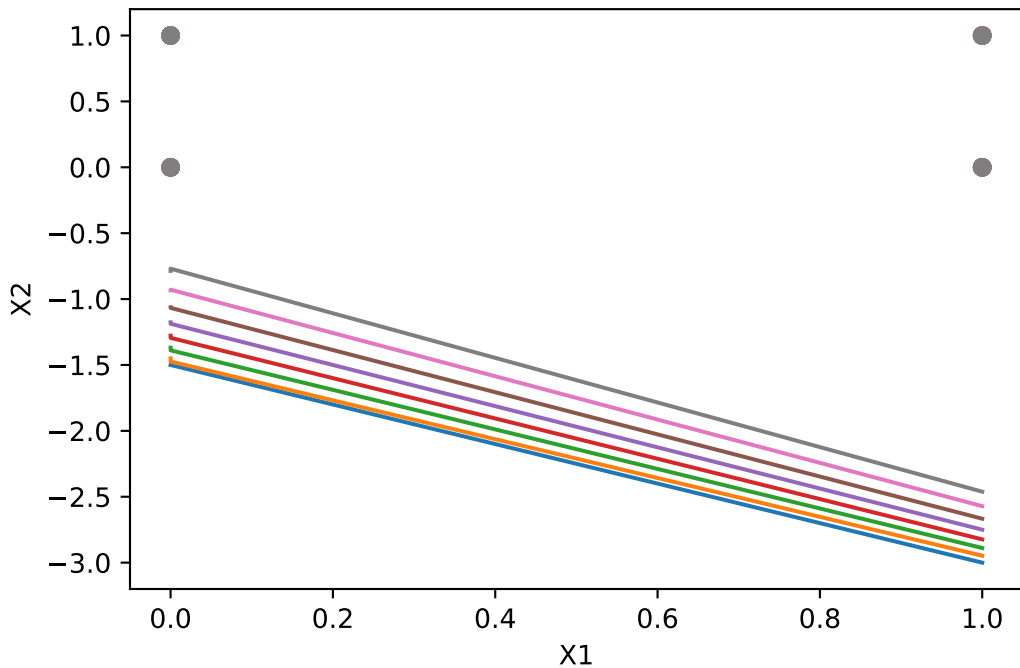
Boundary progression with updated weights



Boundary progression with updated weights

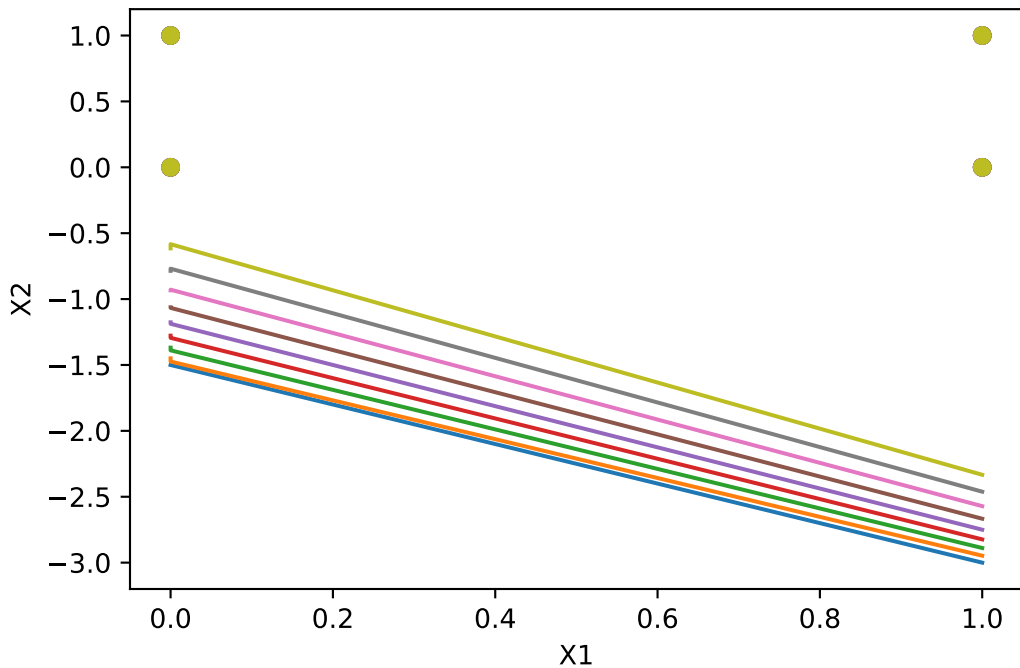


Boundary progression with updated weights

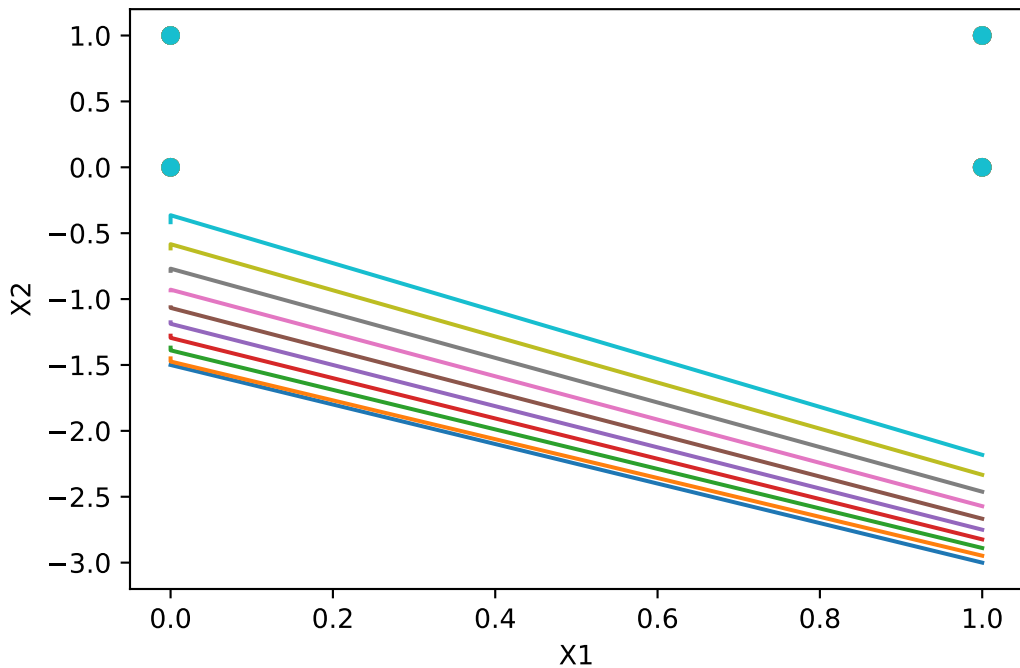




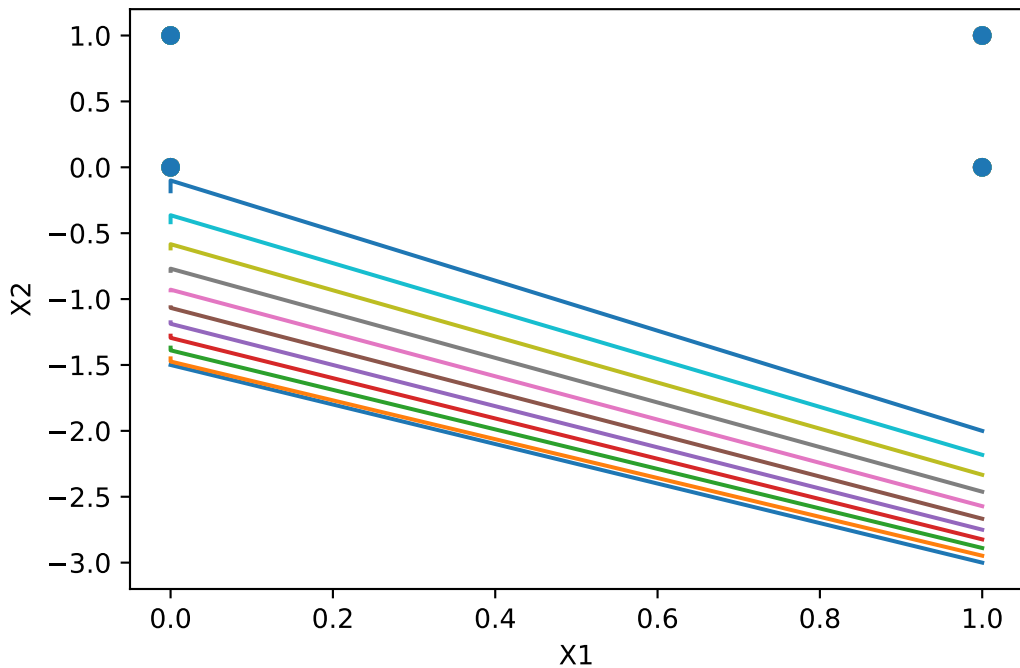
Boundary progression with updated weights



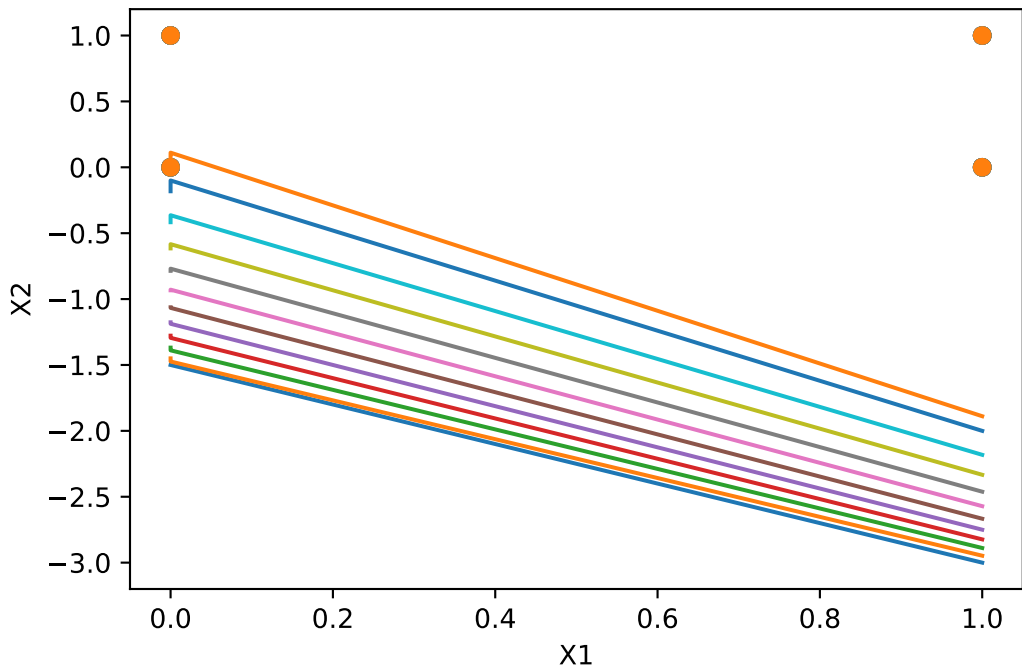
Boundary progression with updated weights



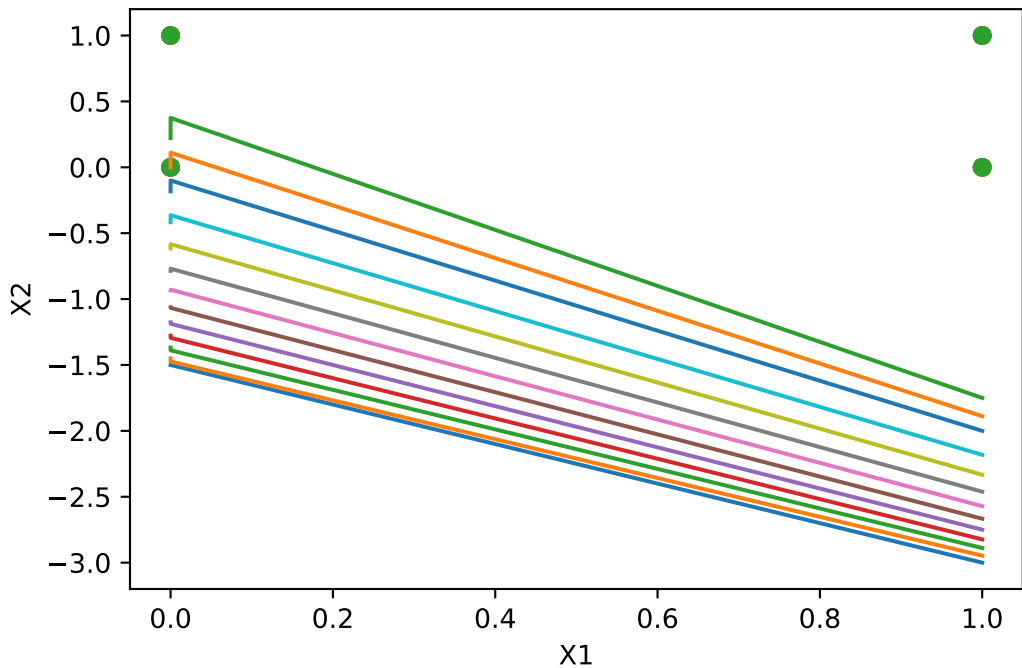
Boundary progression with updated weights



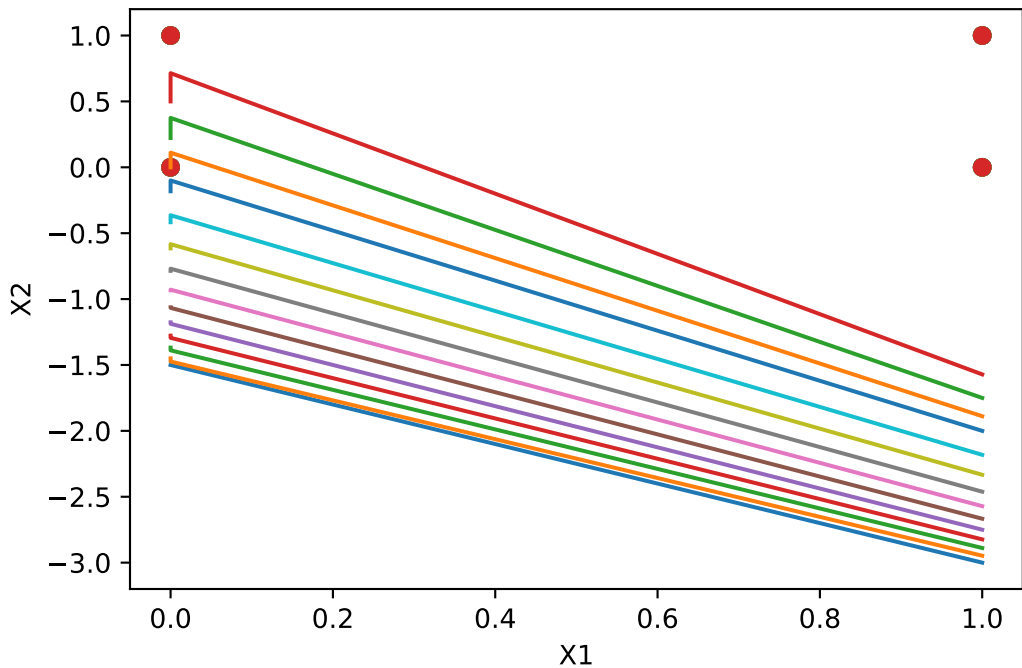
Boundary progression with updated weights



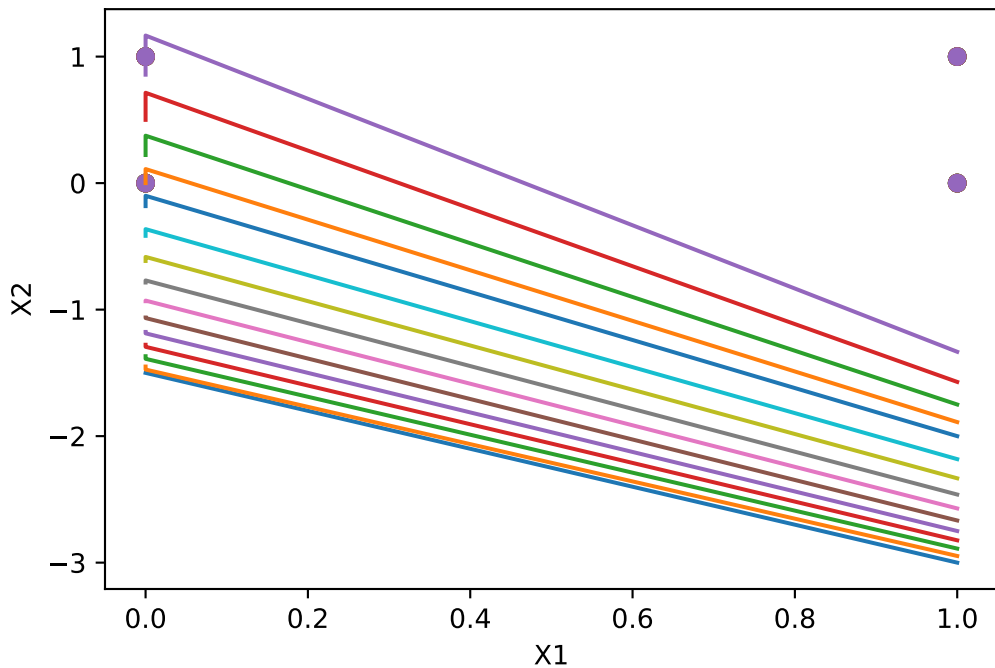
Boundary progression with updated weights



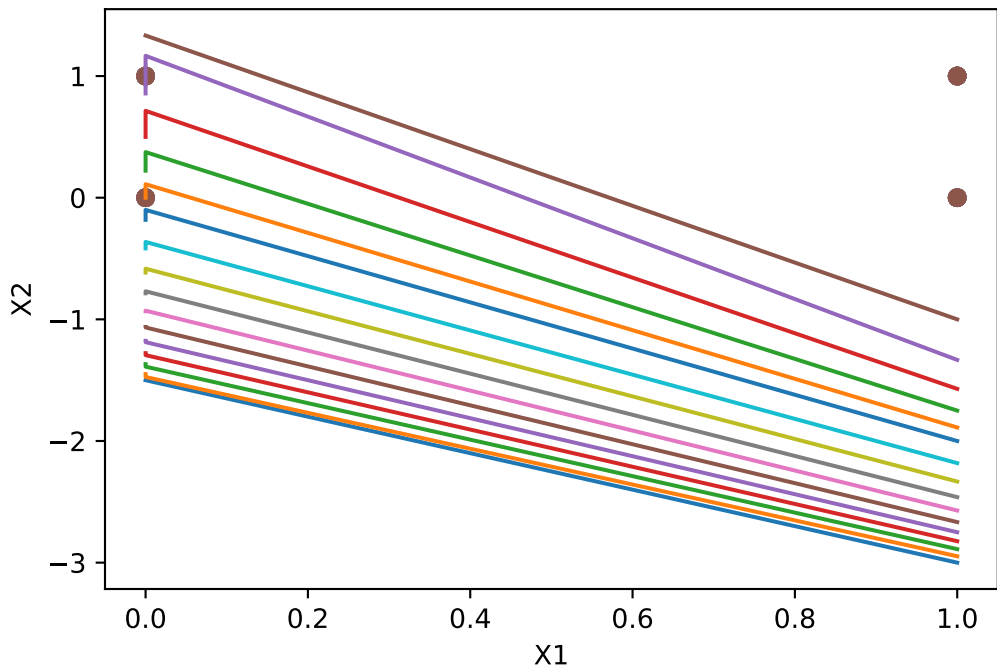
Boundary progression with updated weights



Boundary progression with updated weights

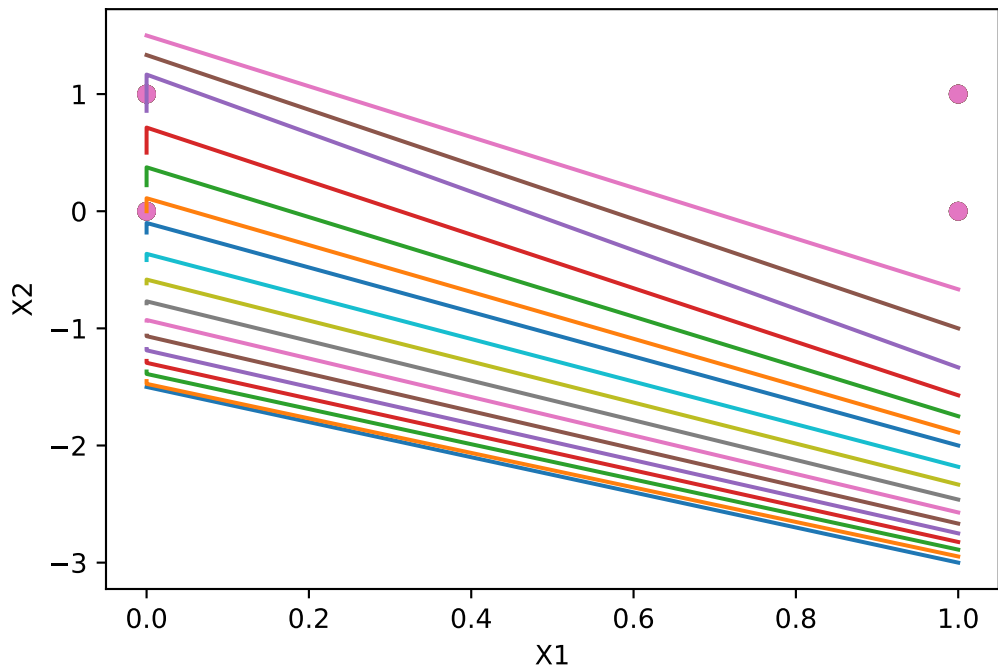


Boundary progression with updated weights

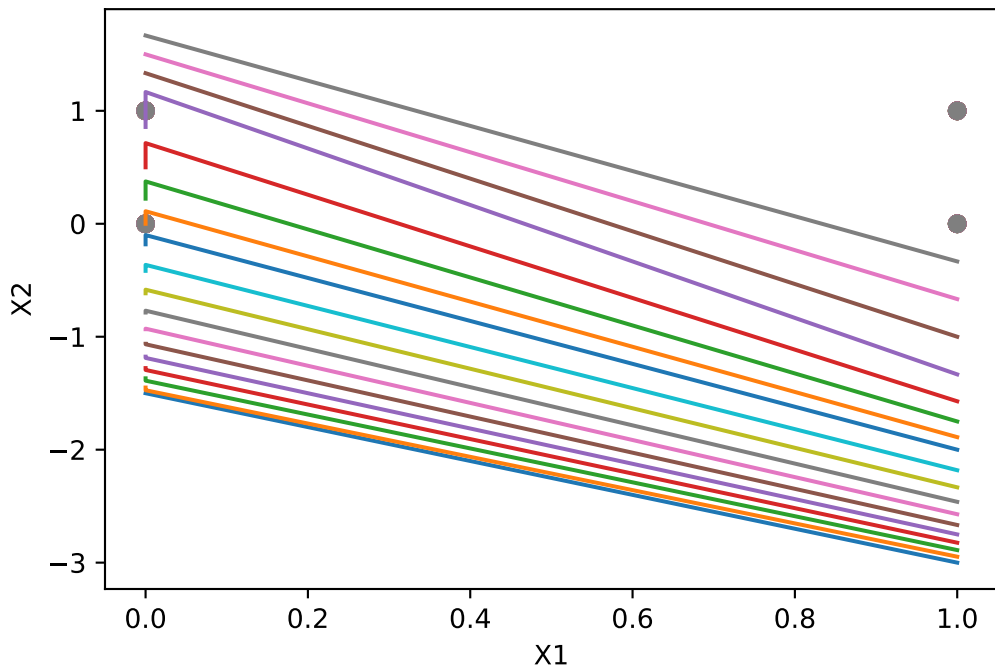




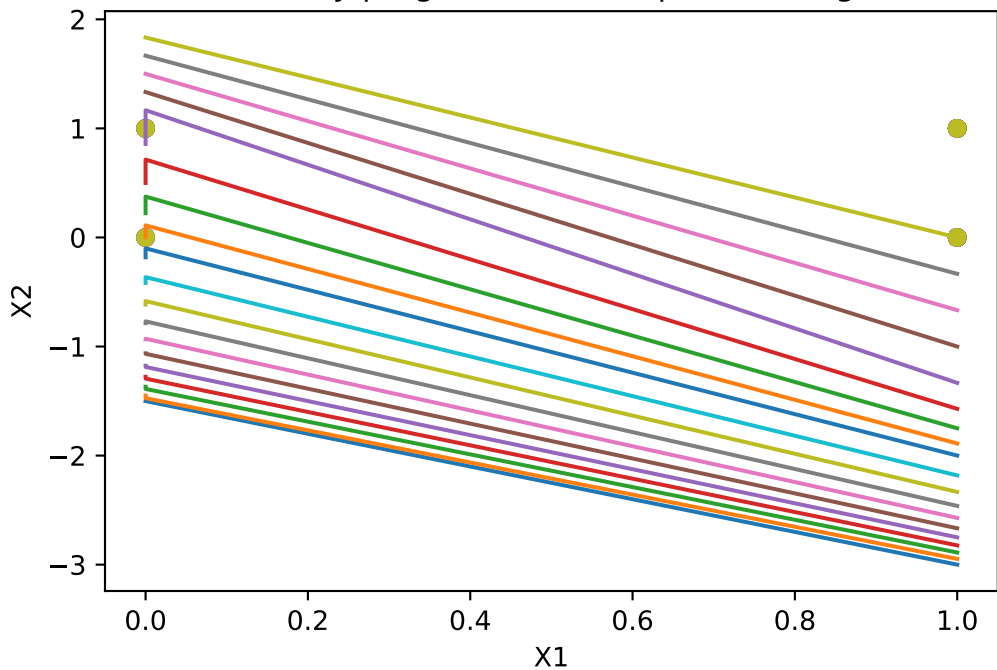
Boundary progression with updated weights



Boundary progression with updated weights



Boundary progression with updated weights



Boundary progression with updated weights

