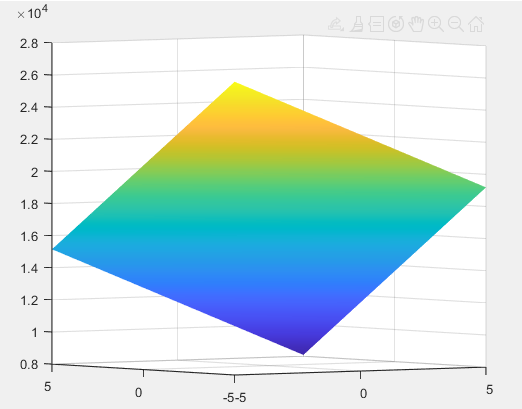
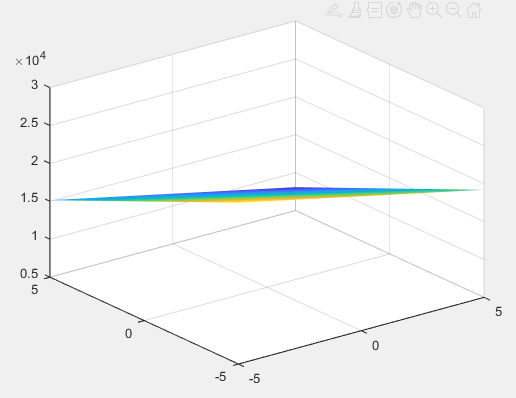
Steepest descent method

Point (0,0)



Point (-1,0)

