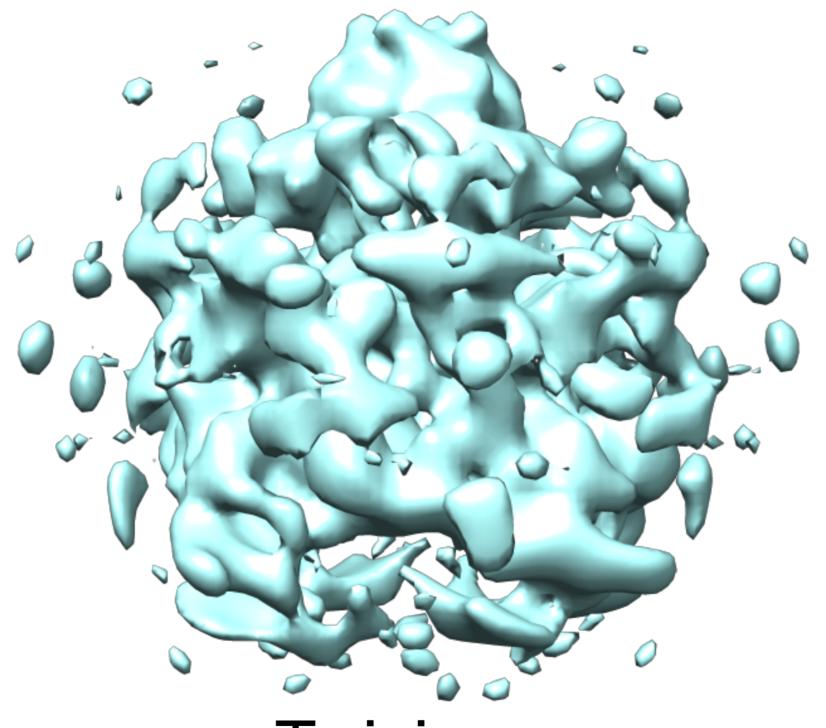
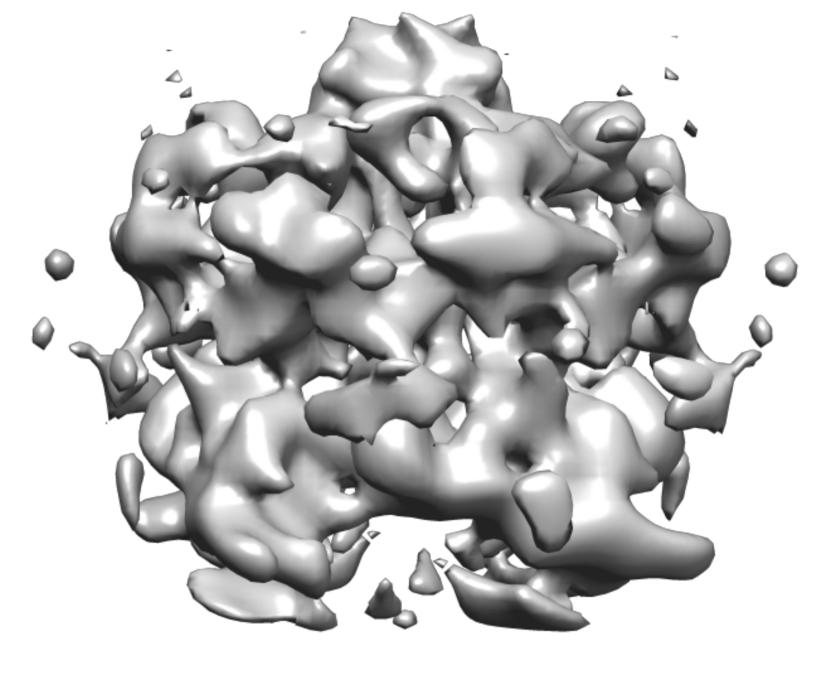


Least Squares (a)



Twicing (b)



Anisotropic Twicing (c)