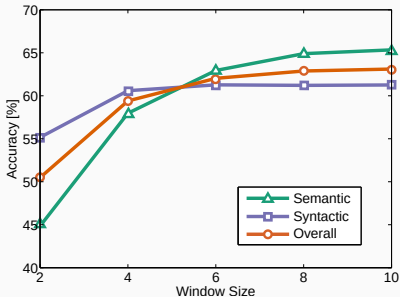
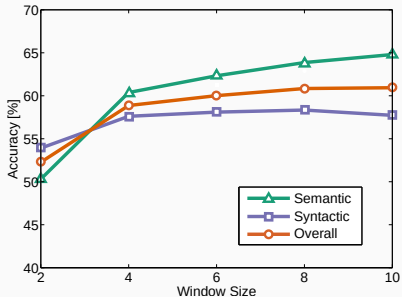


# Accuracy vs Window Size



**Left:** Symmetric window, **Right:** Asymmetric window