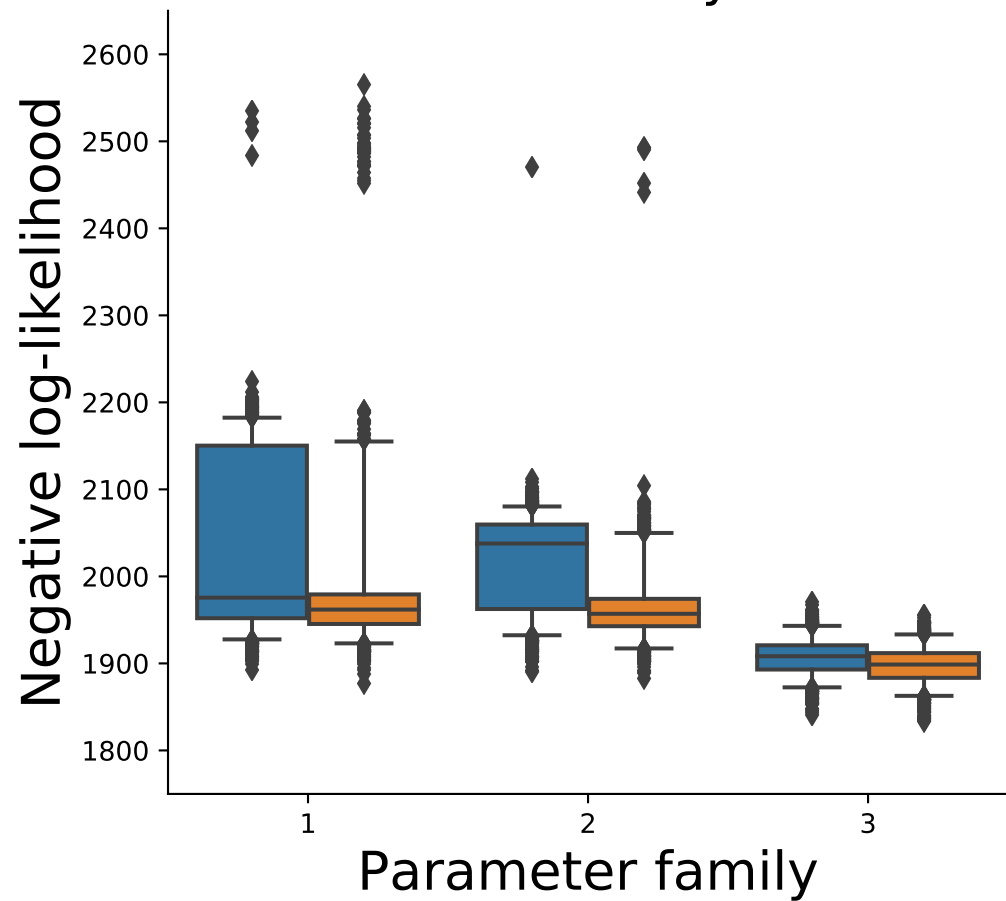


Initialisation barycenter



Initialisation 2v1

