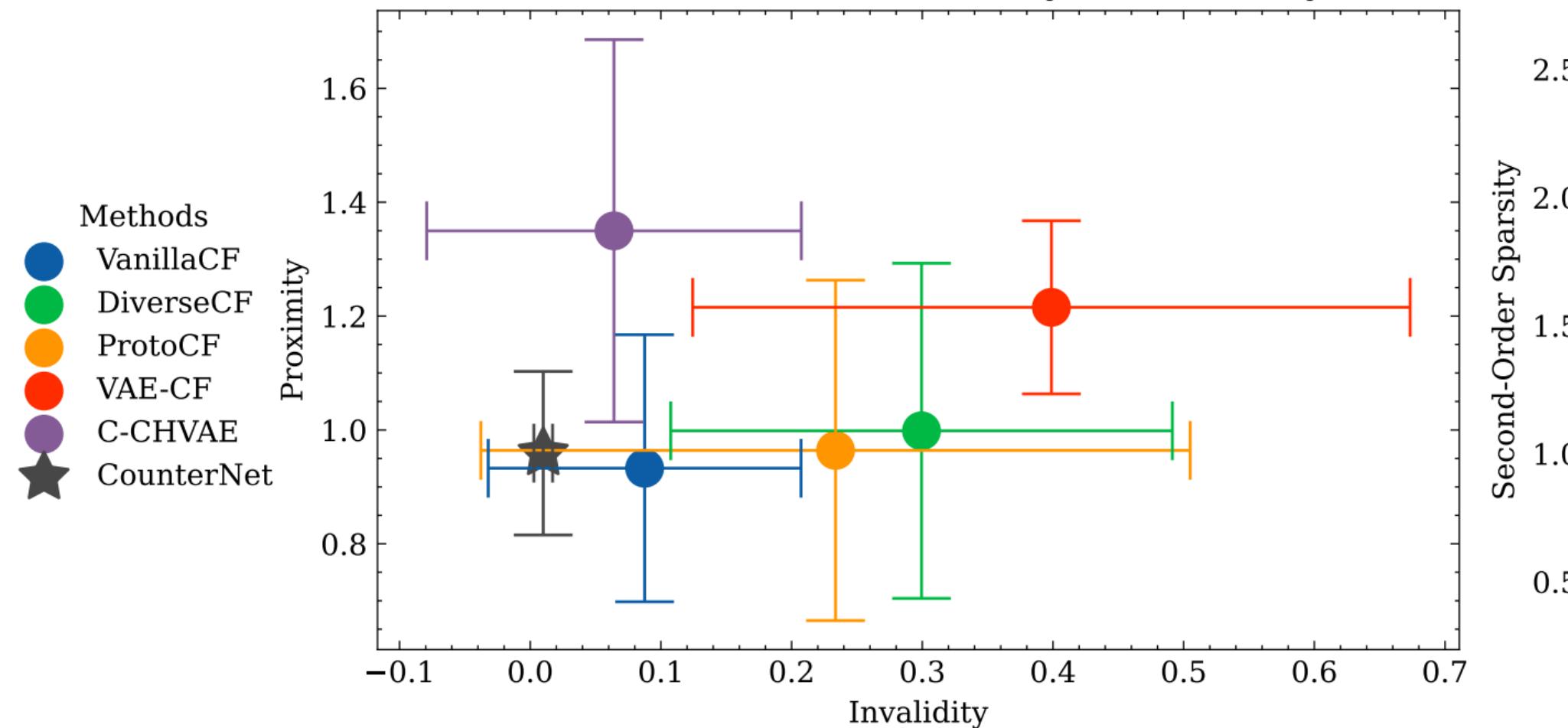


(a) Tradeoff between Invalidity and Proximity



(b) Tradeoff between Second-Order Invalidity and Sparsity

