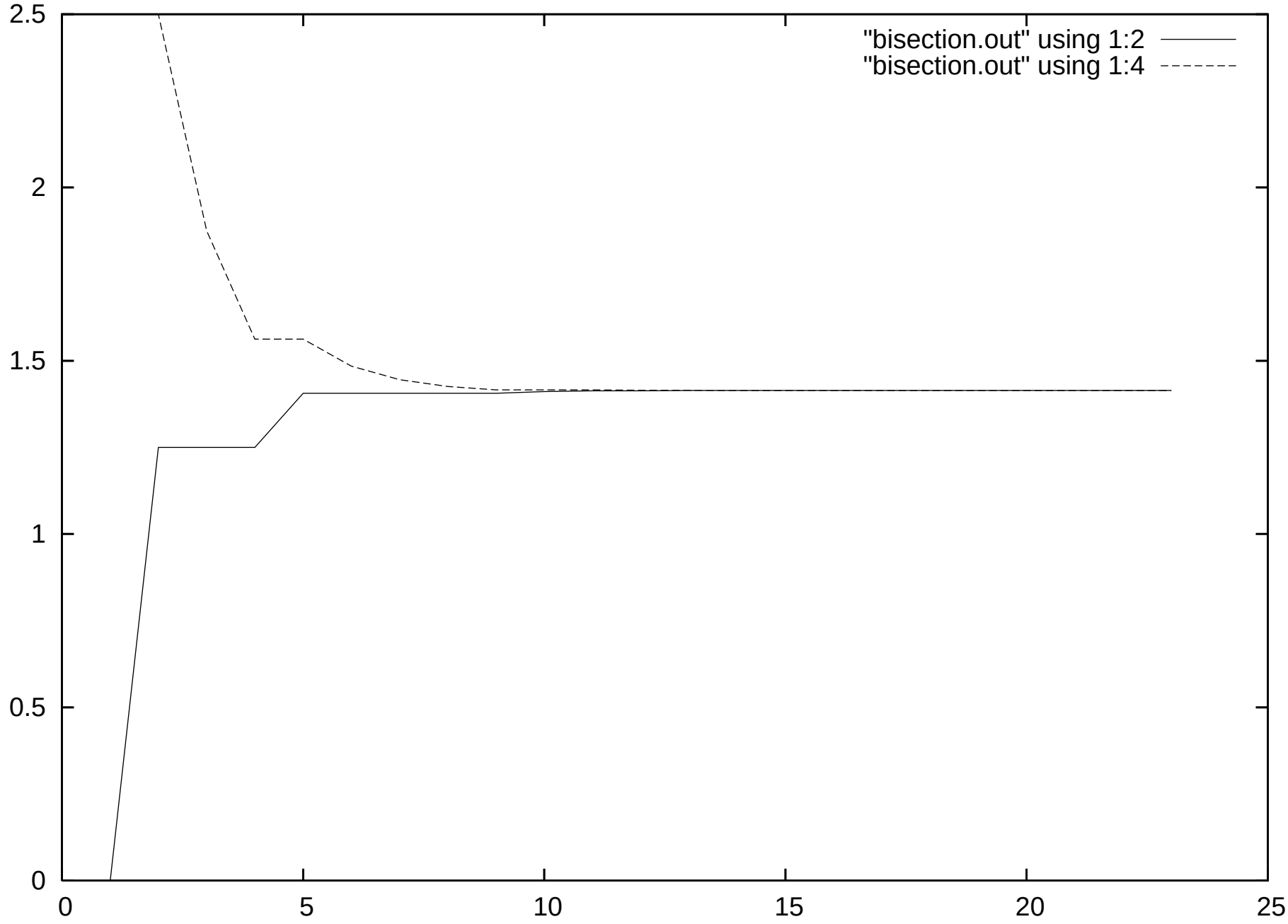
"bisection.out" using 1:2
"bisection.out" using 1:4
2.5
2
1.5
1
0.5
0
0
5
10
15
20
25