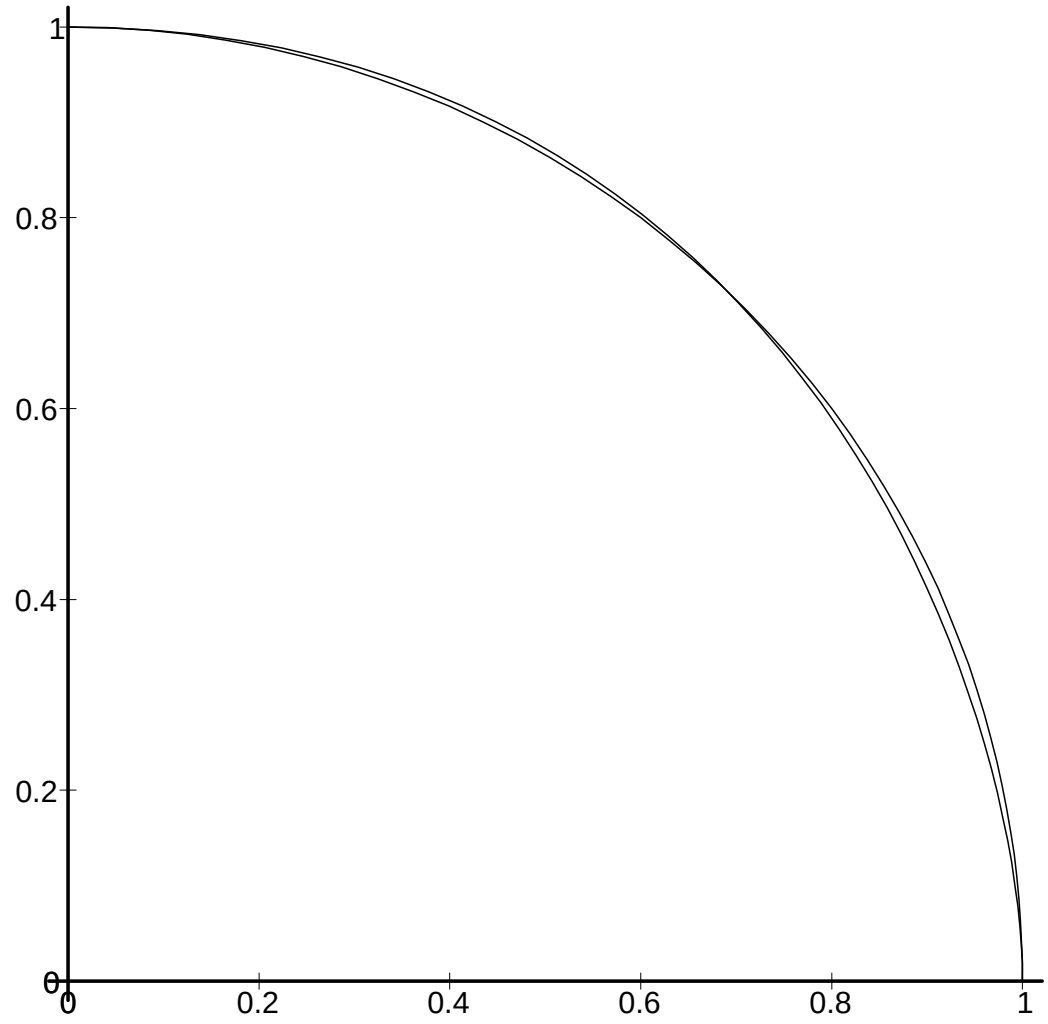Optimal Cubic Bezier Approximation to Circle