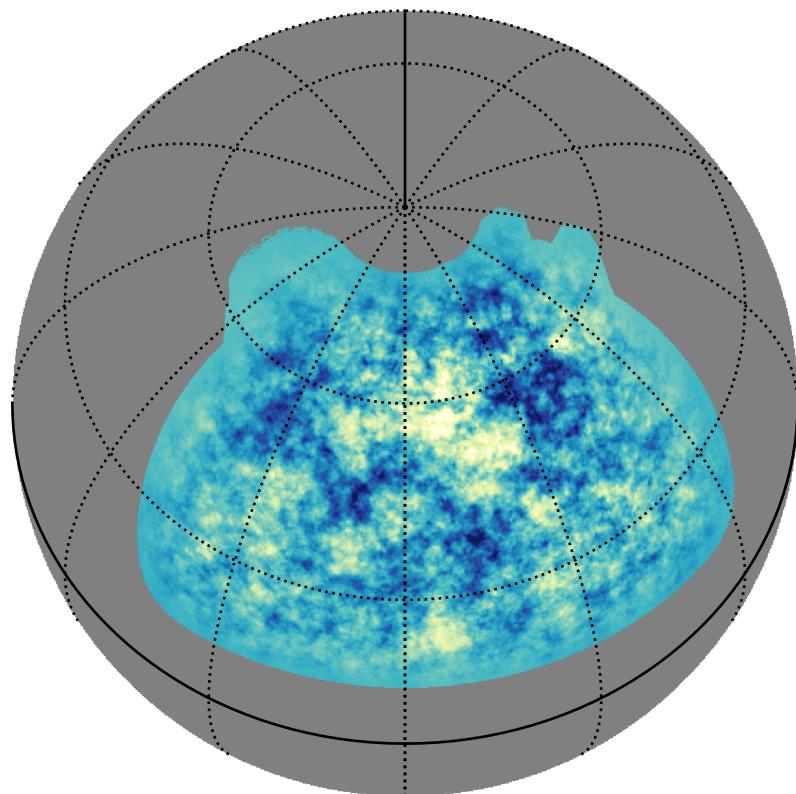


reconstructed deflection



-0.0024

0.0024