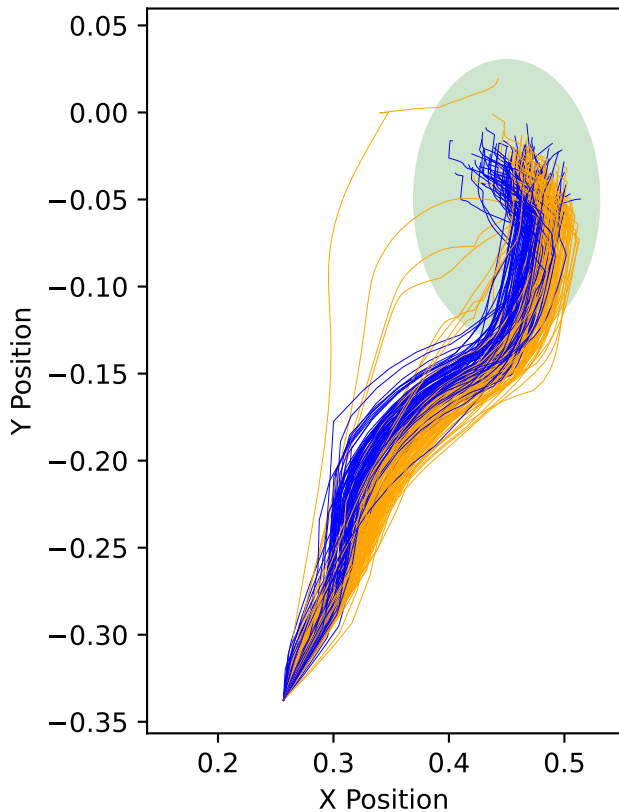


Original dynamics



Perturbed dynamics

