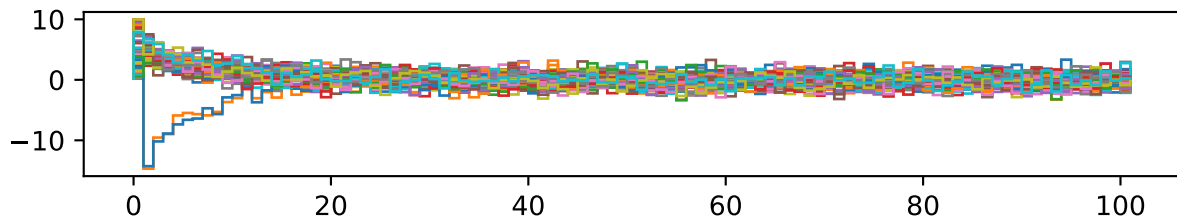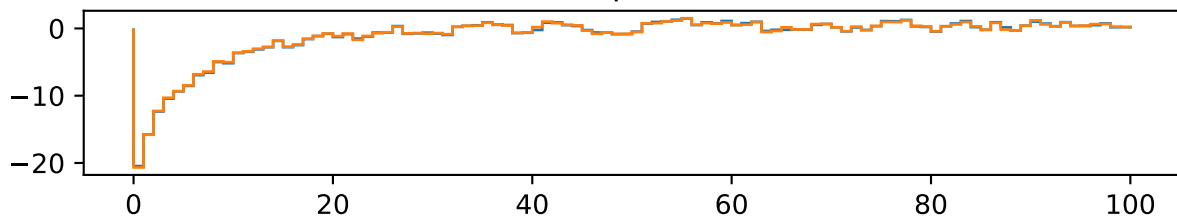Run-time greedy actuators and gain with state information

States

Inputs

Actuator positions