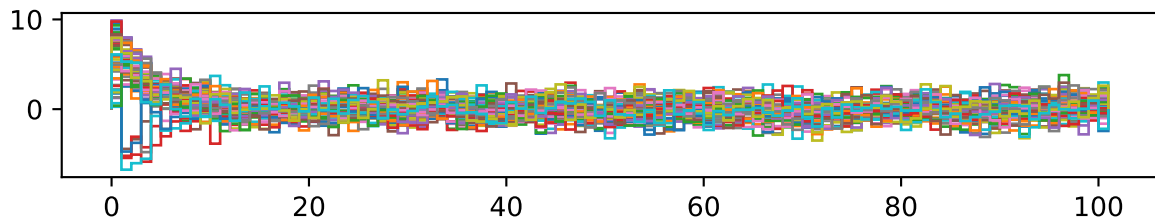
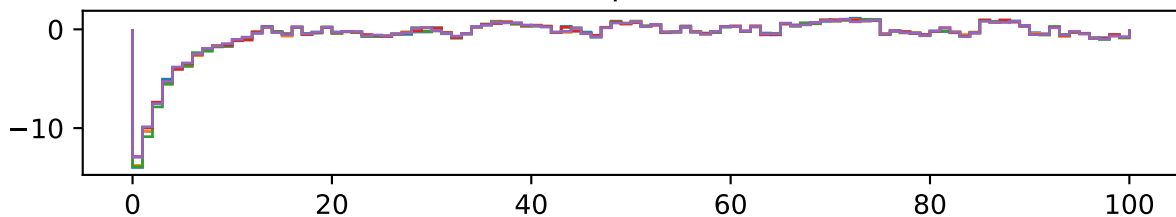


Run-time greedy actuators and gain with state information

States



Inputs



Actuator positions

