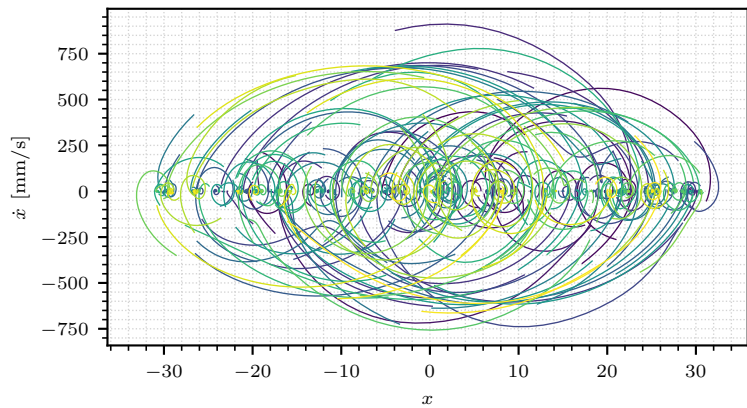


Phase Portrait x



Phase Portrait z

