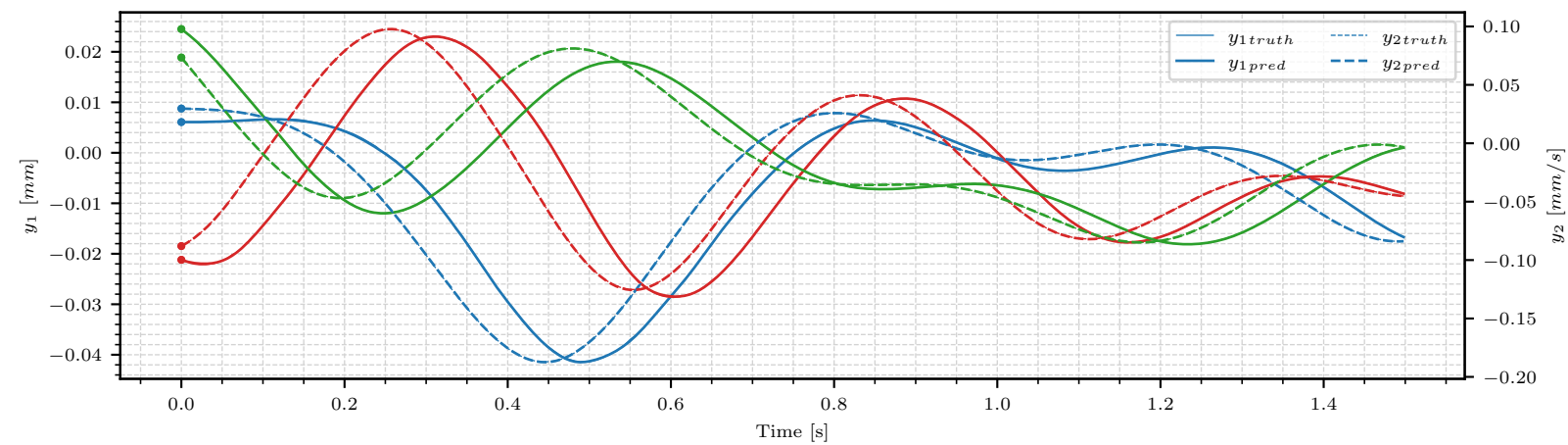
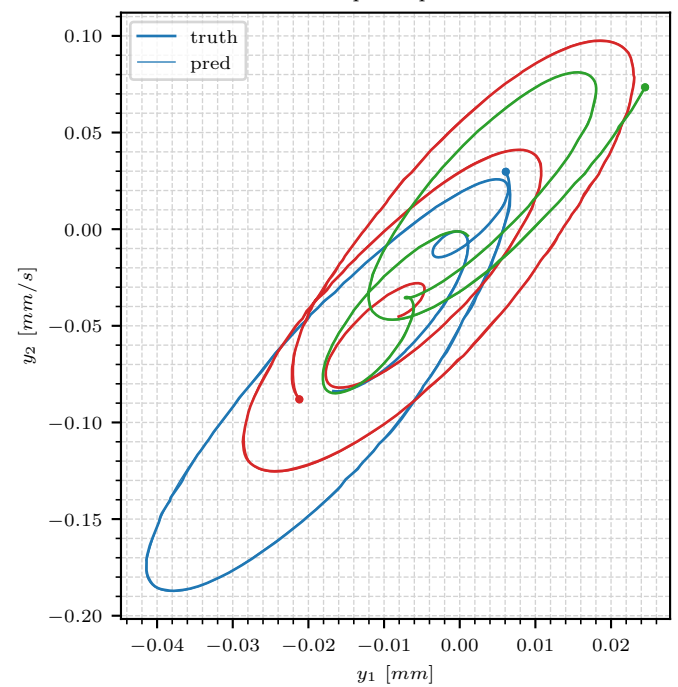


States vs time



State phase portrait



Inputs vs time

