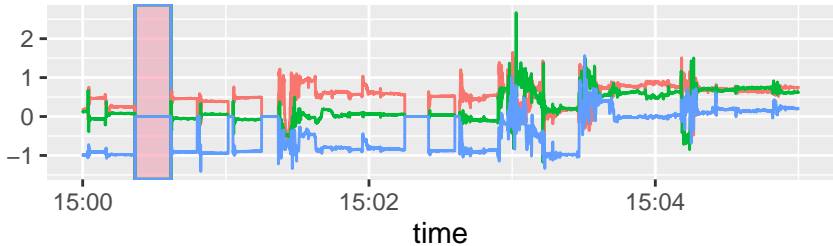


# With Zeroes

acceleration

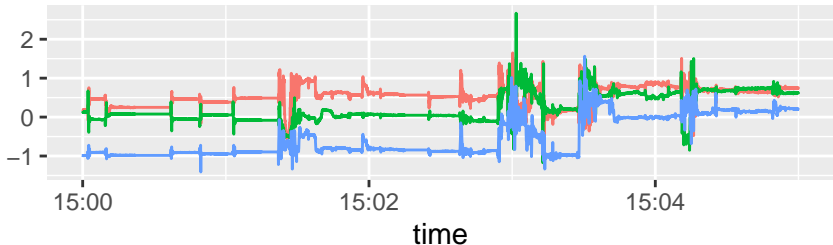


axis



# Filled LOCF

acceleration



axis

