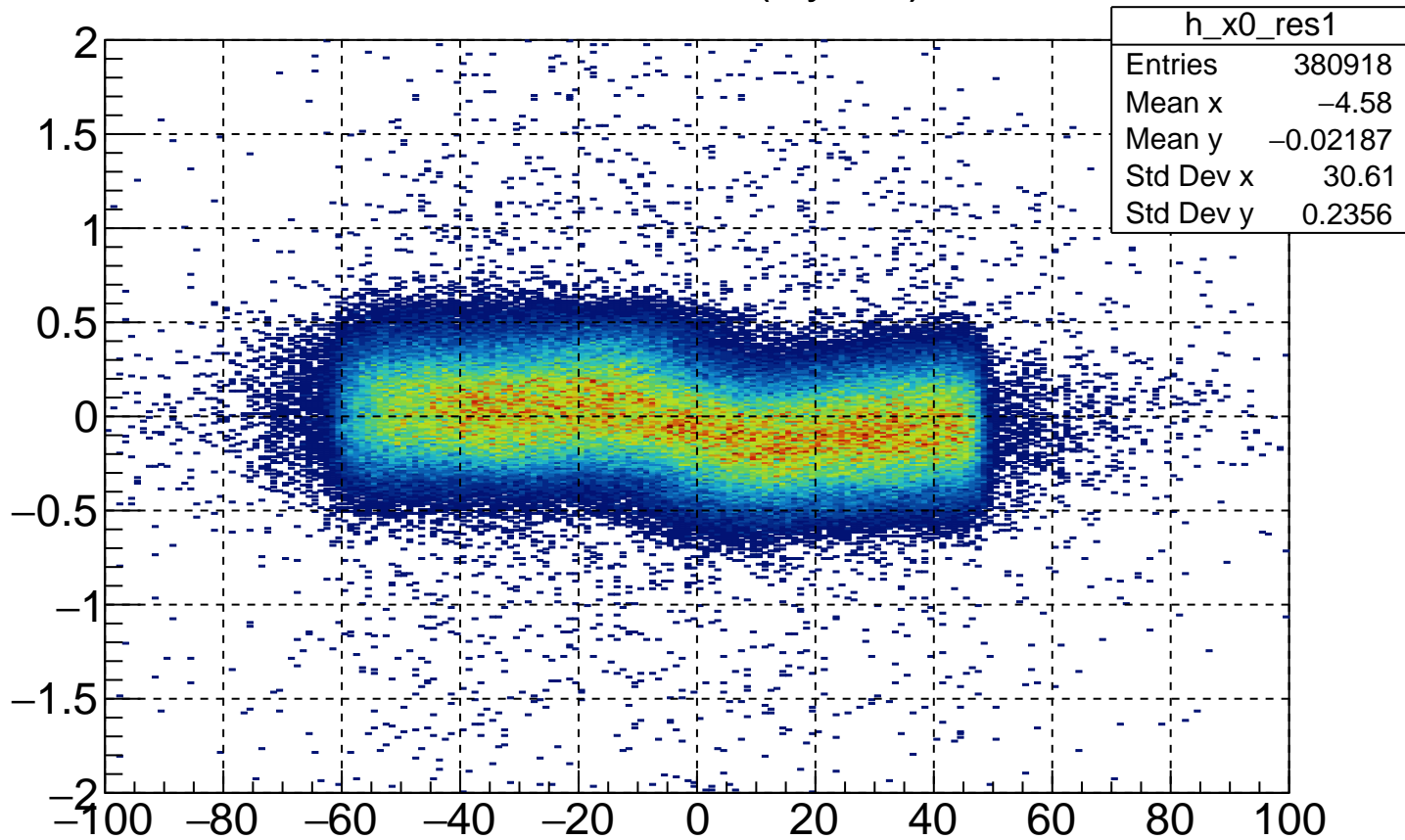
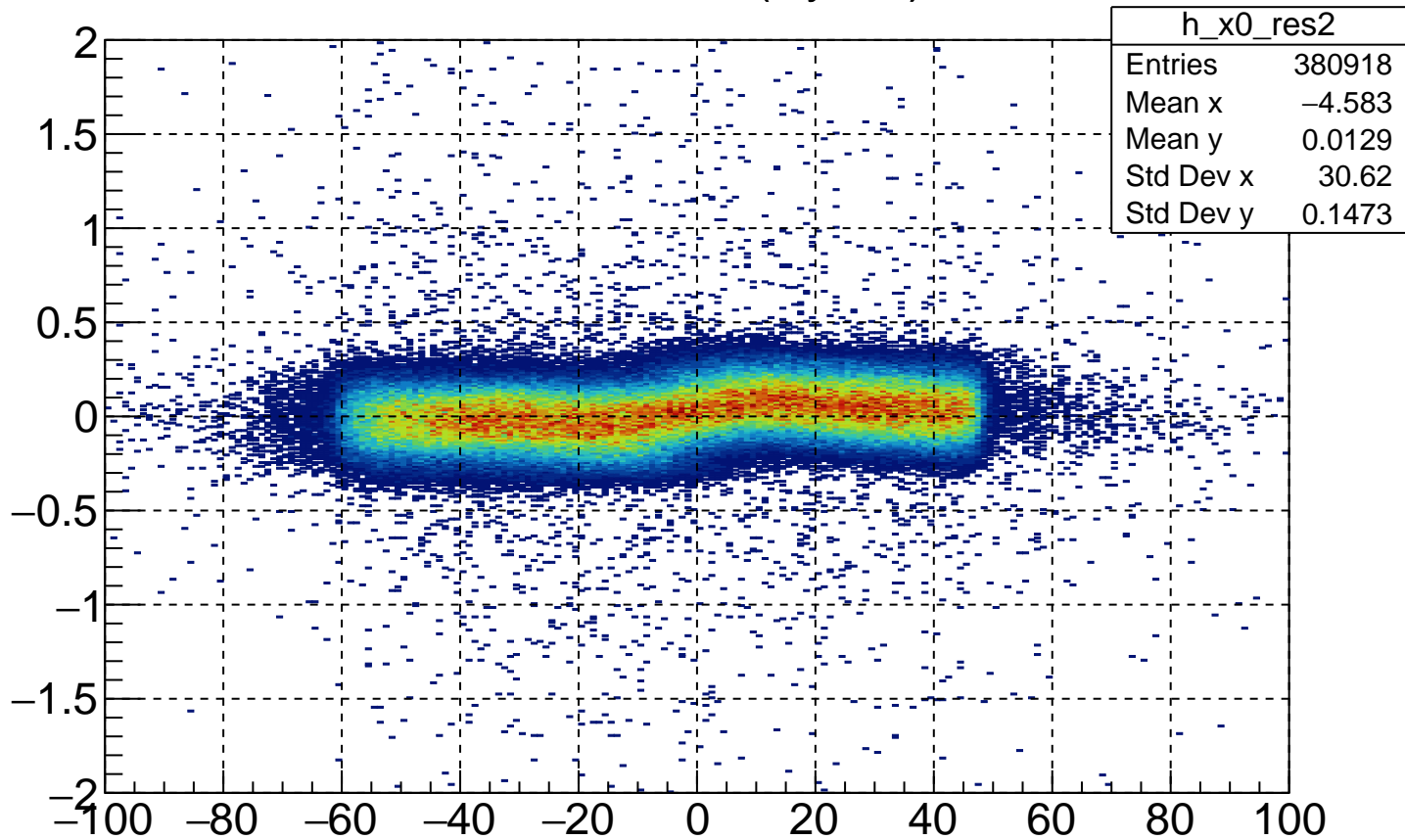




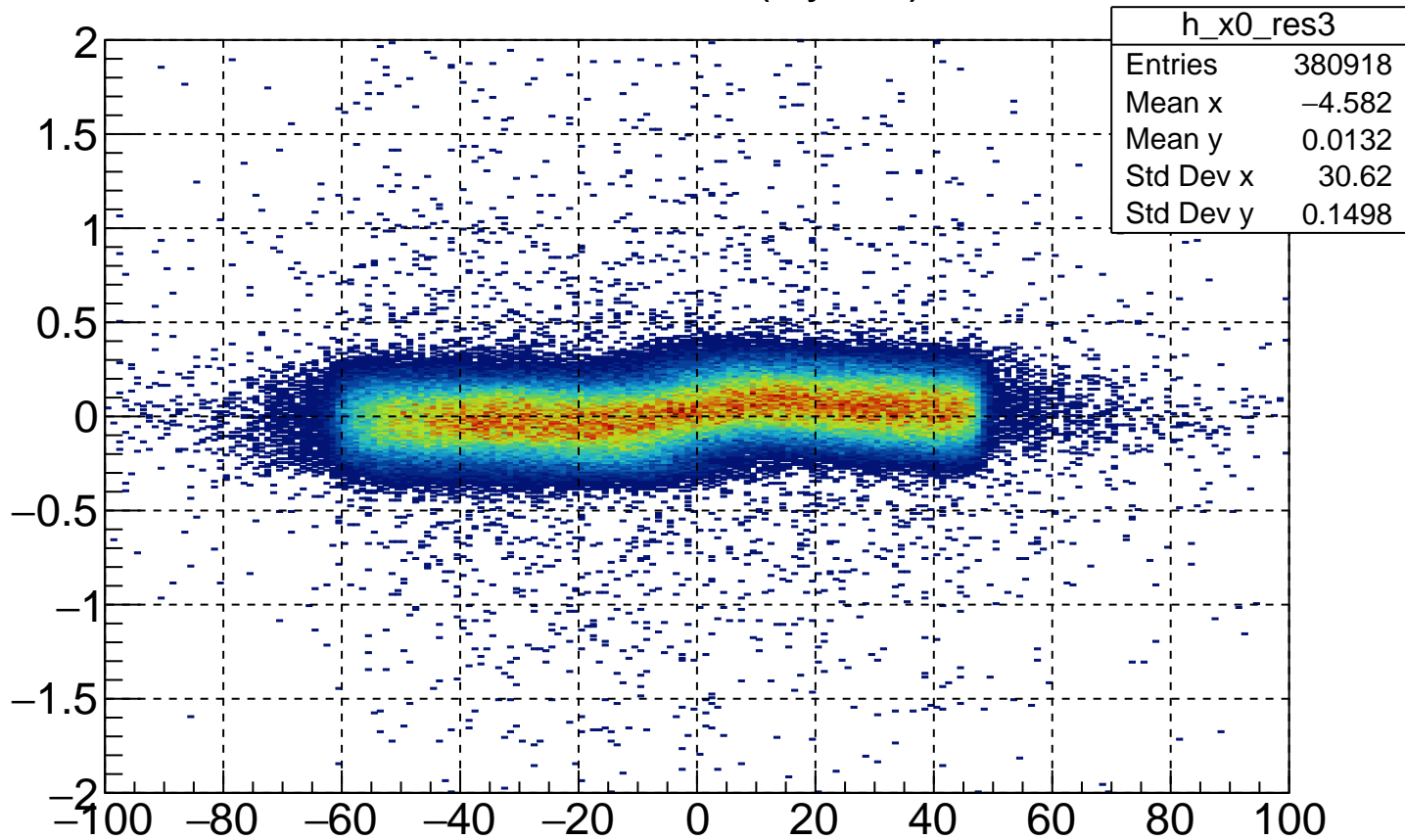
x0 vs residual(layer 1)



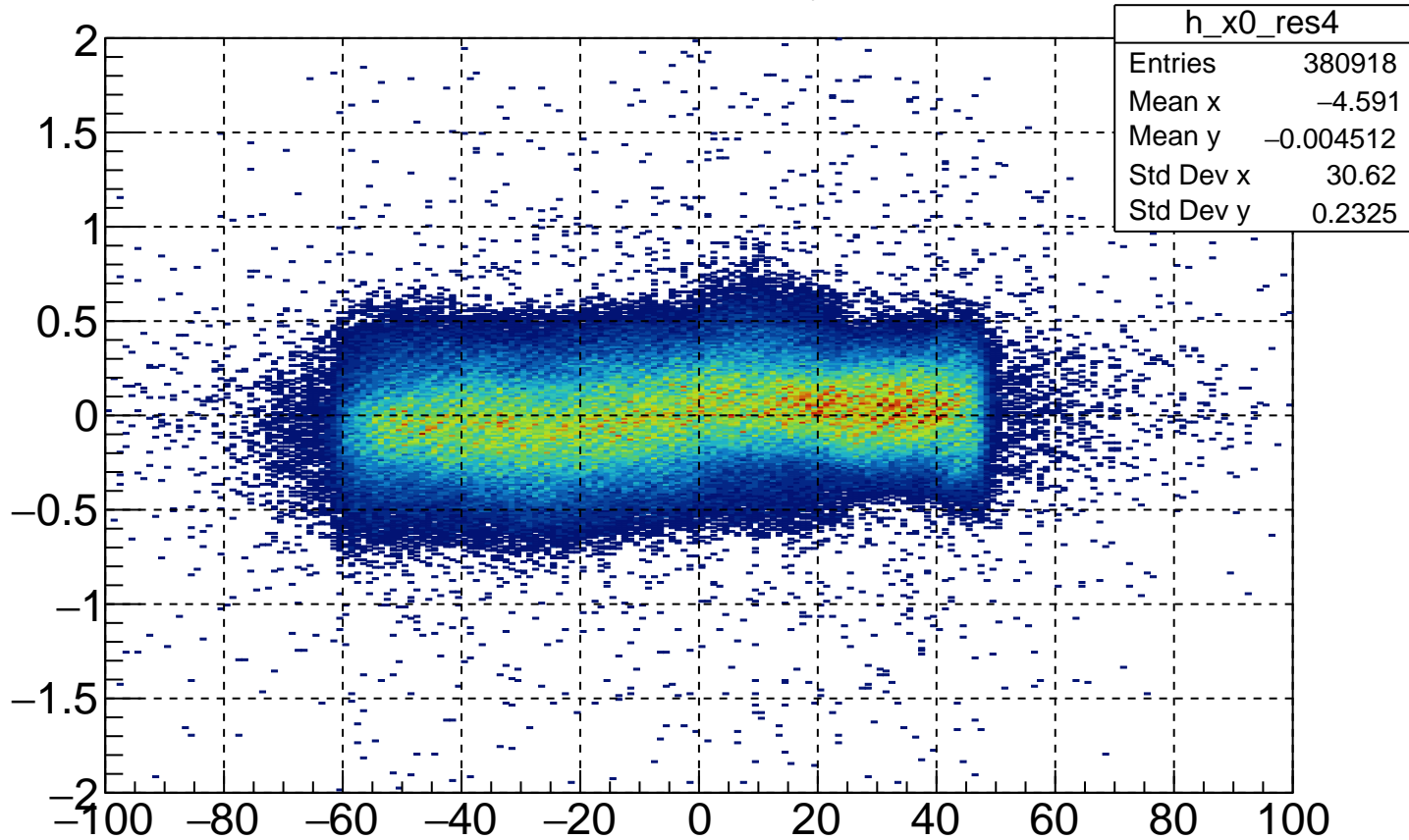
x0 vs residual(layer 2)



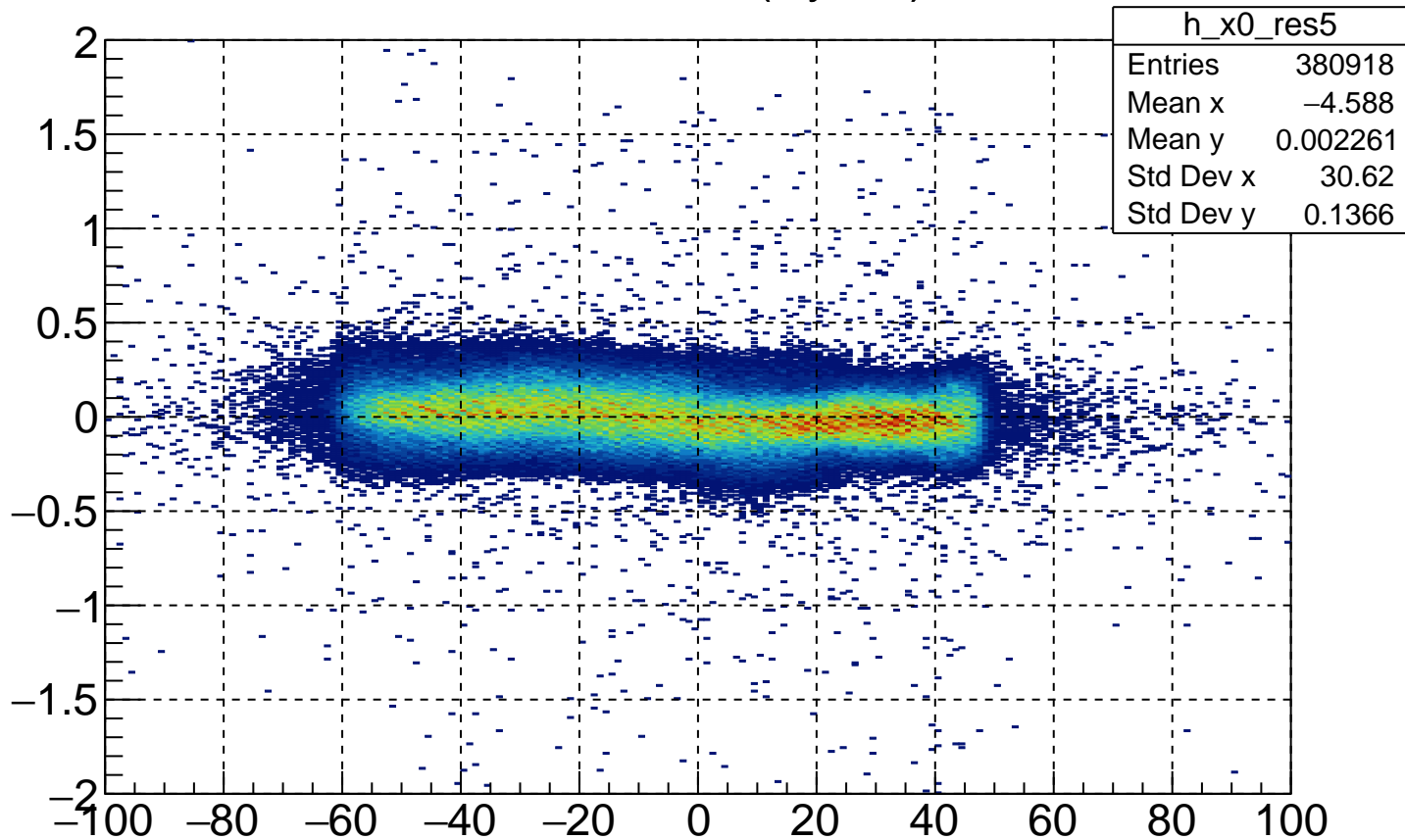
x0 vs residual(layer 3)



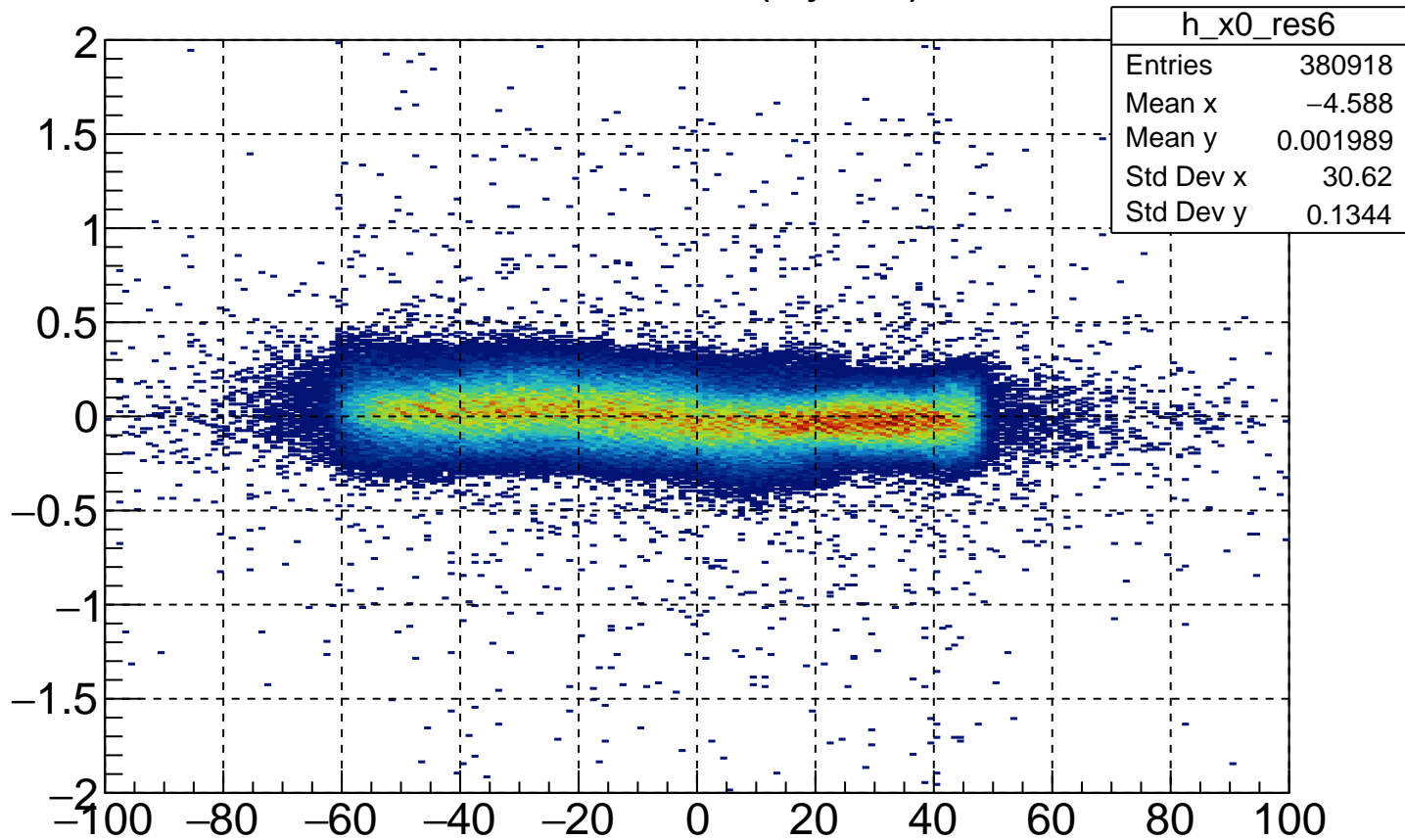
x0 vs residual(layer 4)



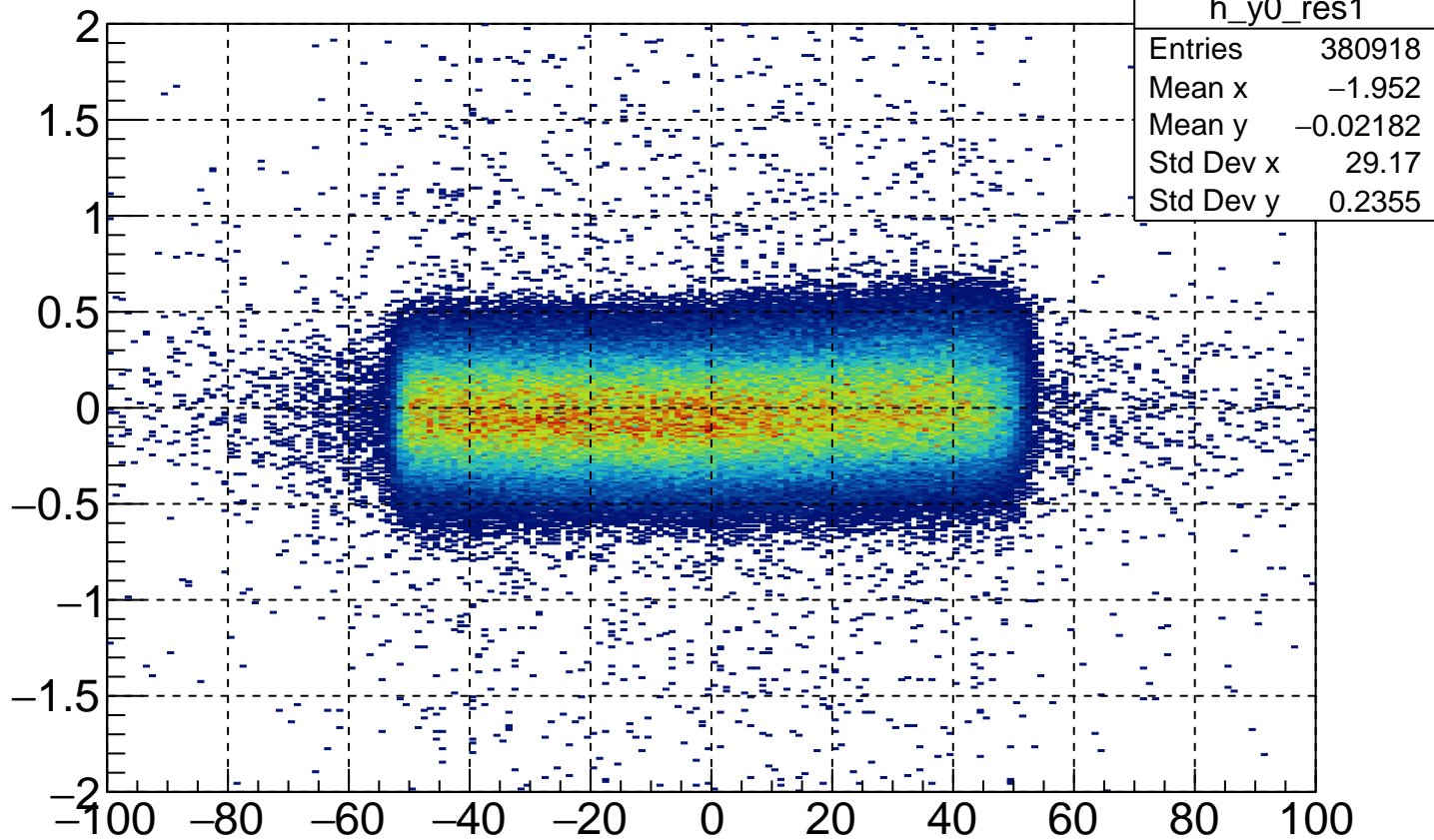
x0 vs residual(layer 5)



x0 vs residual(layer 6)

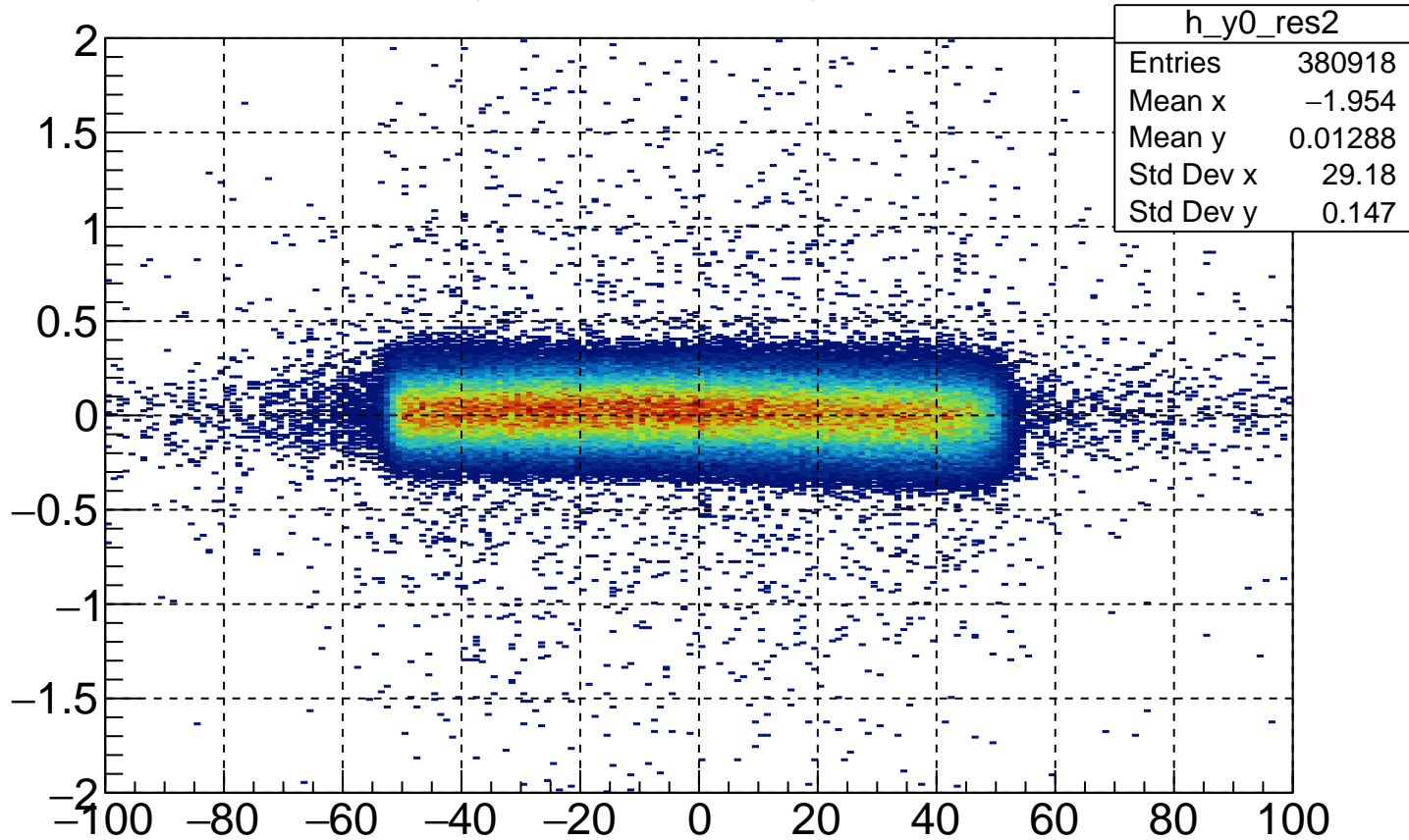


y0 vs residual(layer 1)

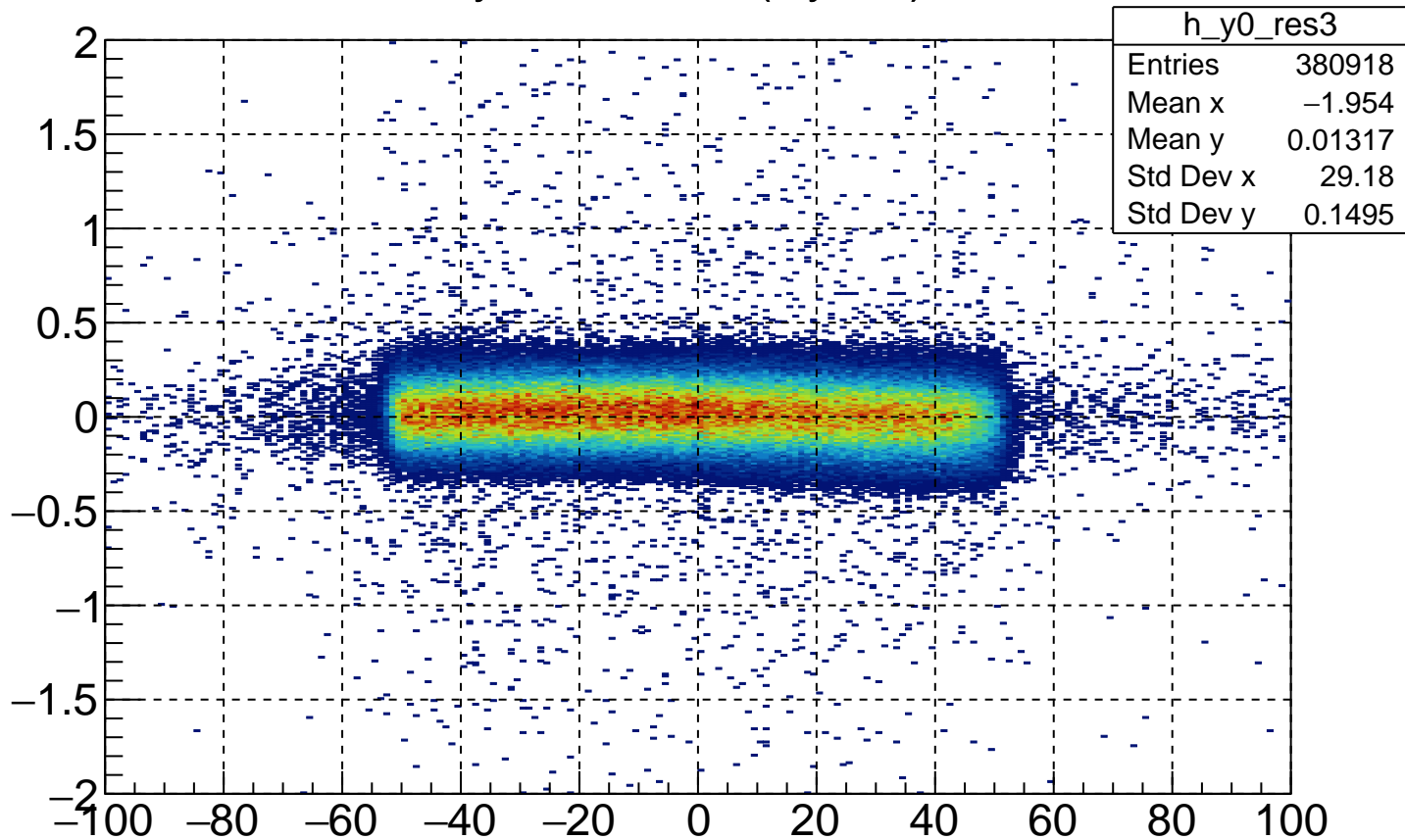




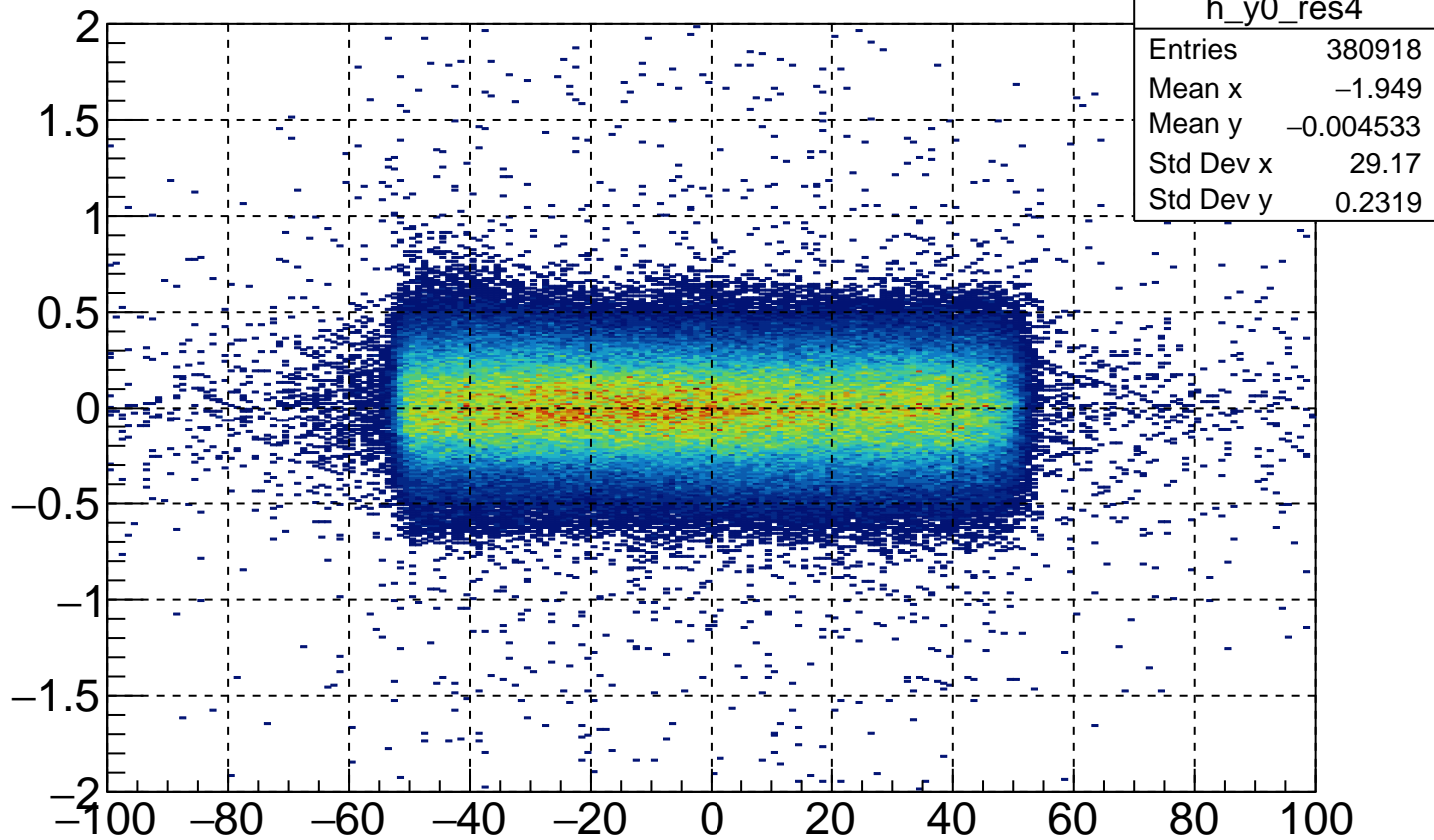
y0 vs residual(layer 2)



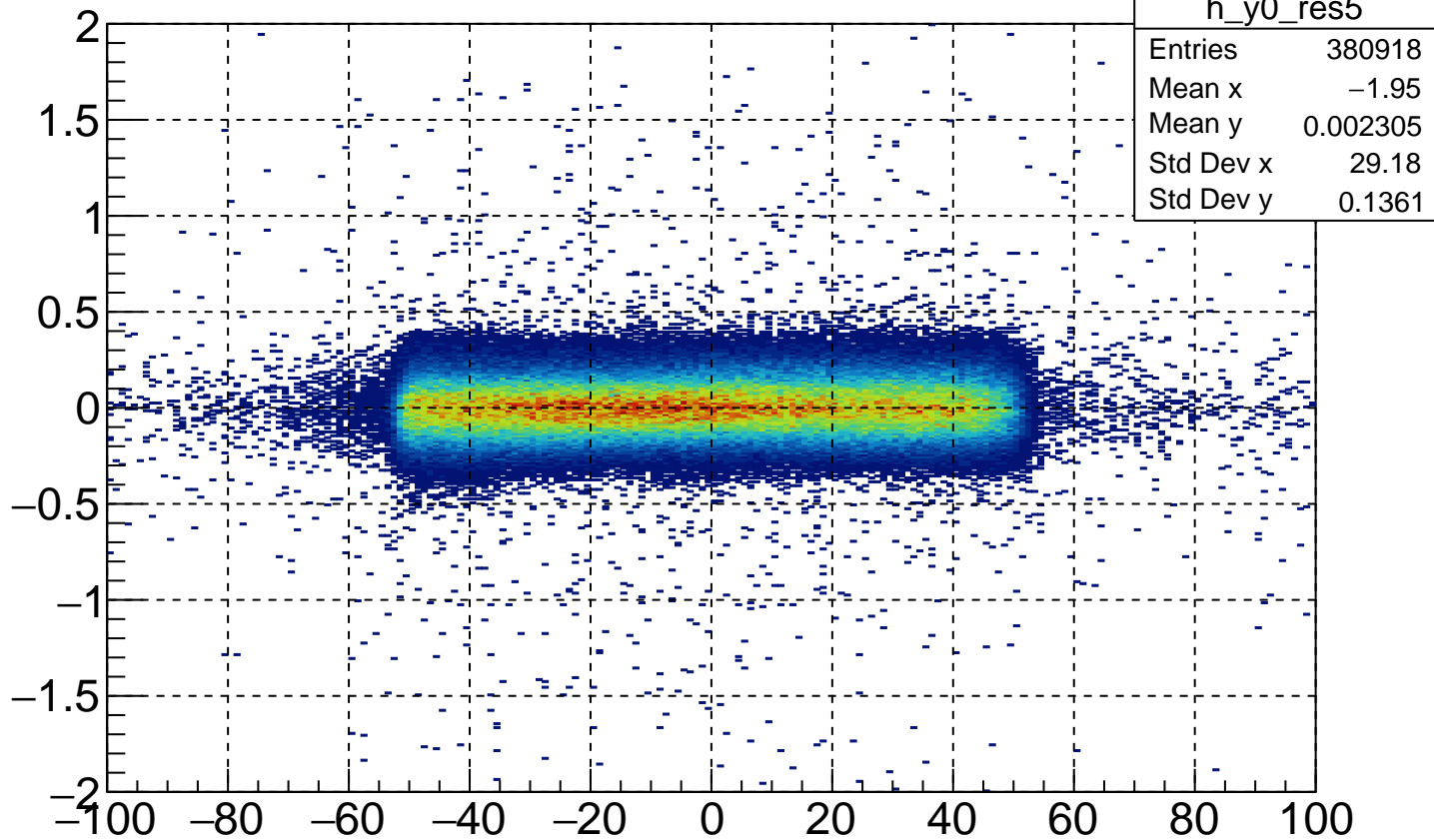
y0 vs residual(layer 3)



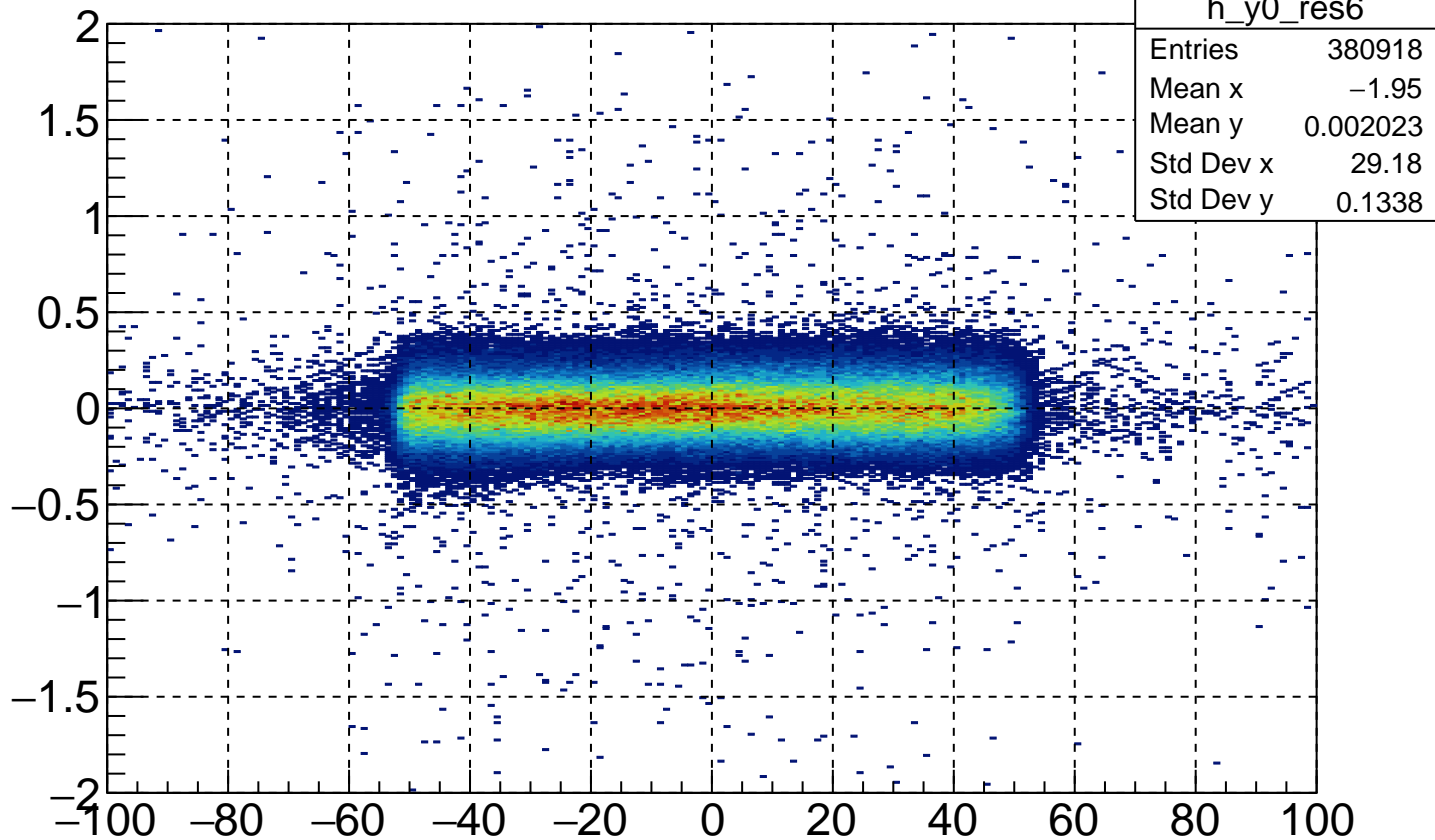
y0 vs residual(layer 4)



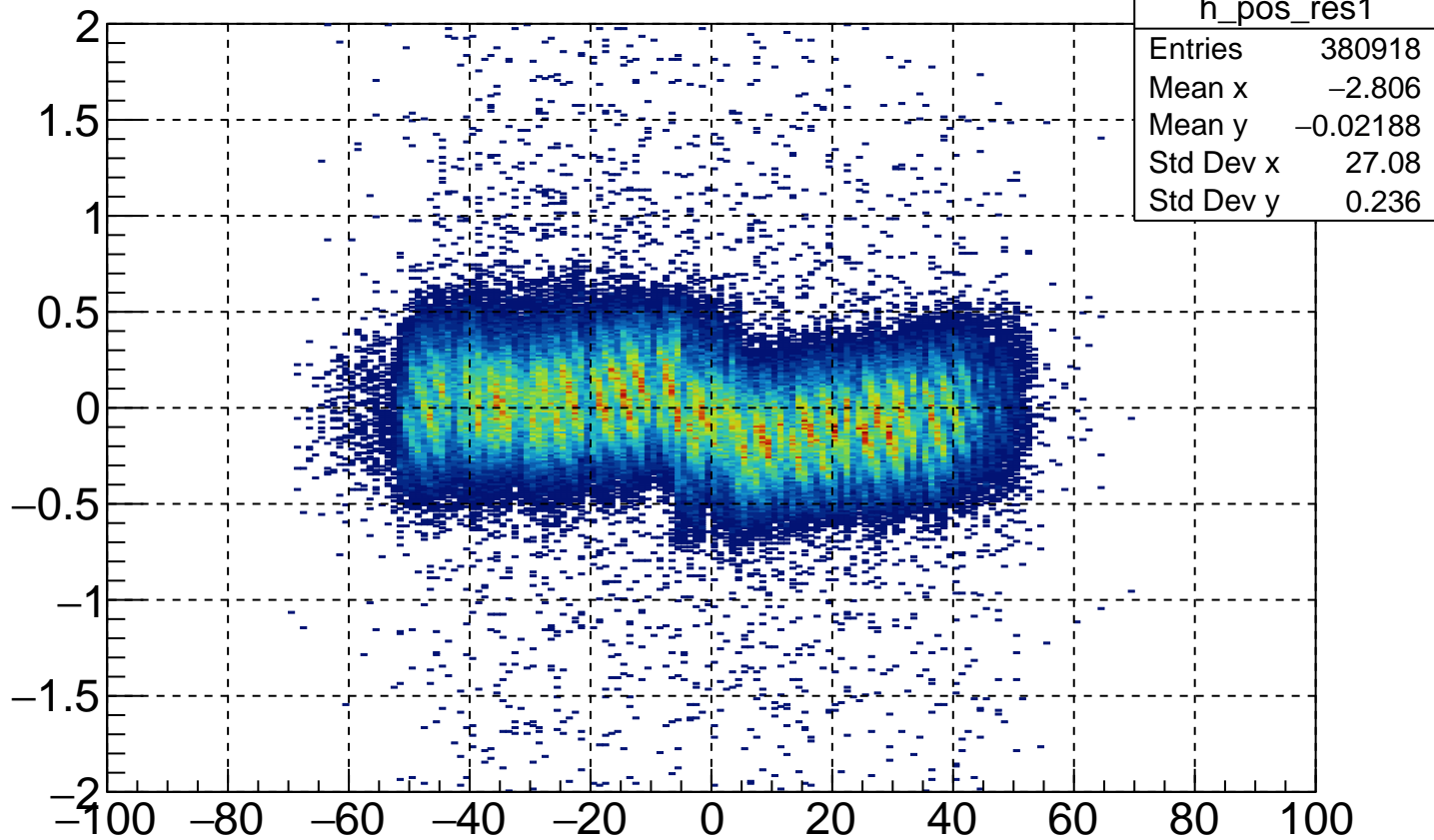
y0 vs residual(layer 5)



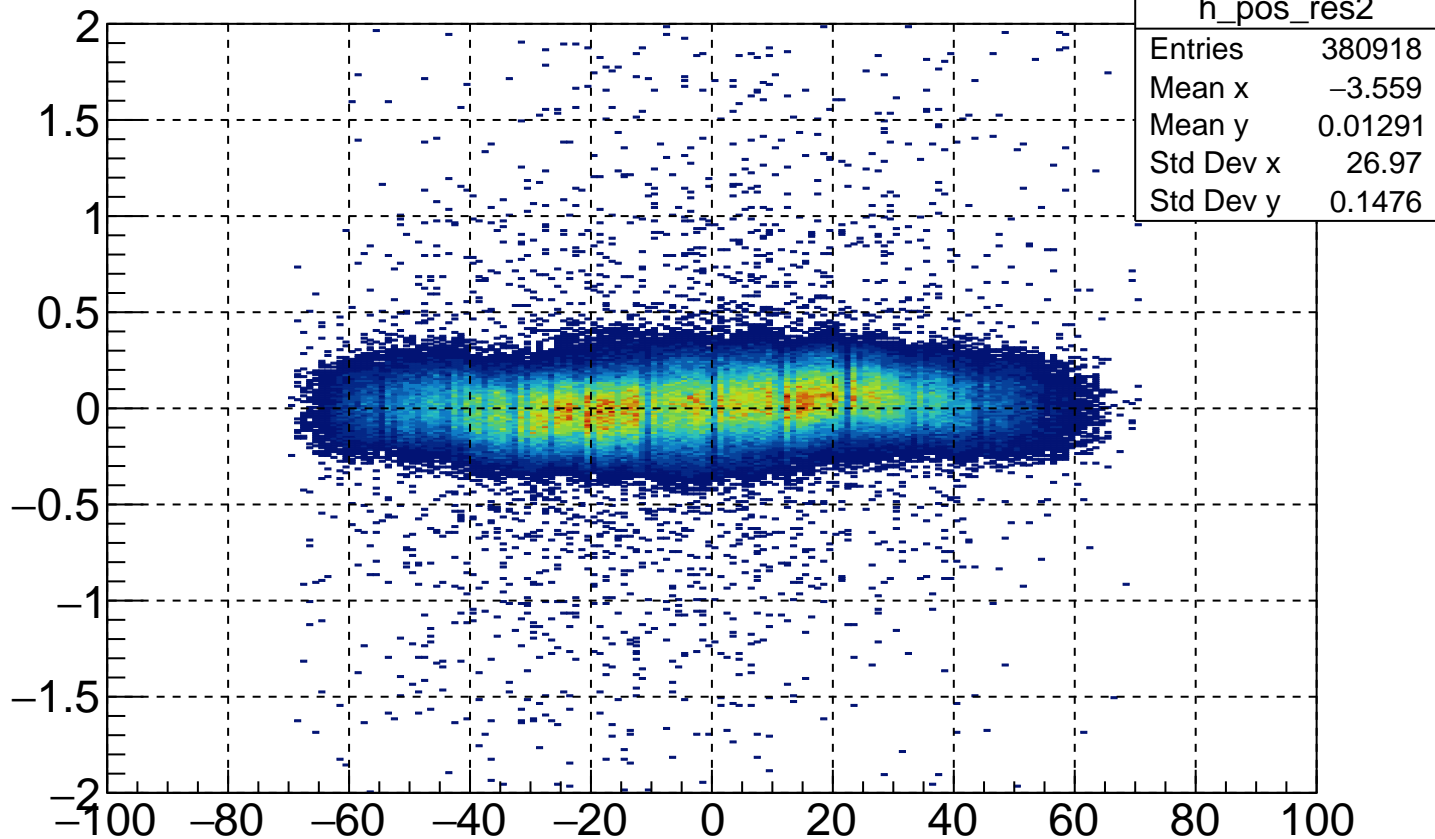
y0 vs residual(layer 6)



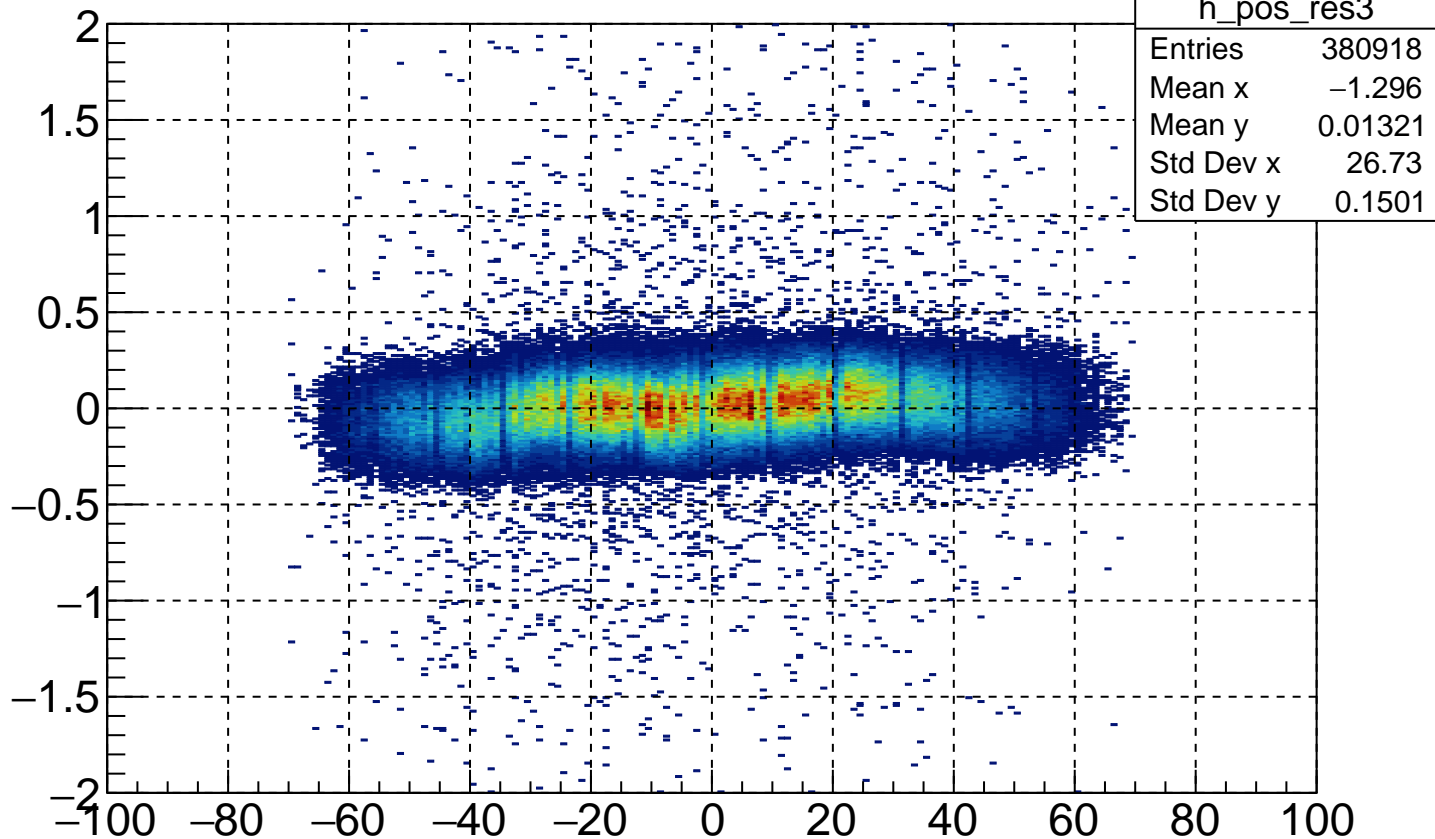
hit position vs residual(layer 1)



hit position vs residual(layer 2)

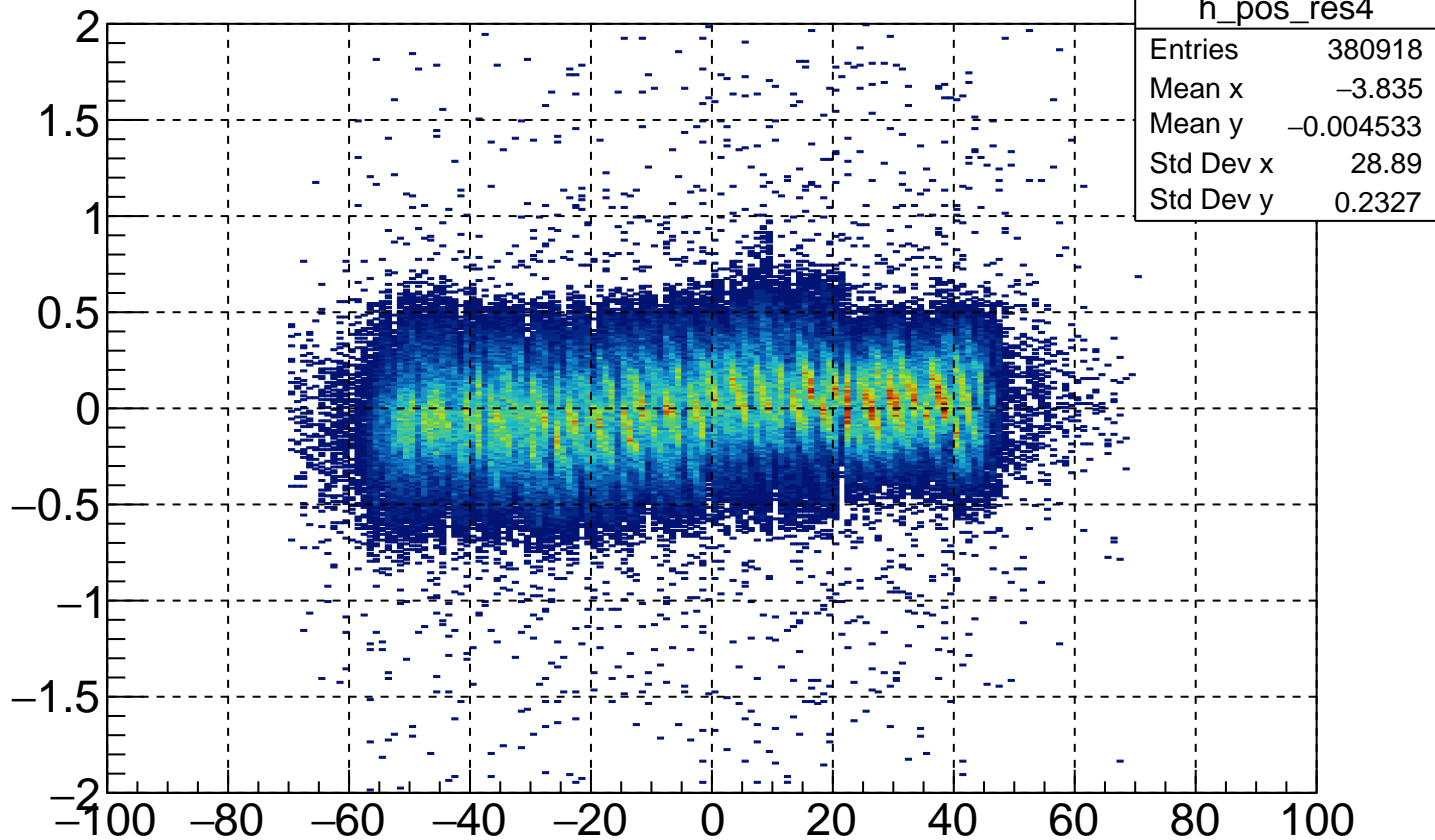


hit position vs residual(layer 3)

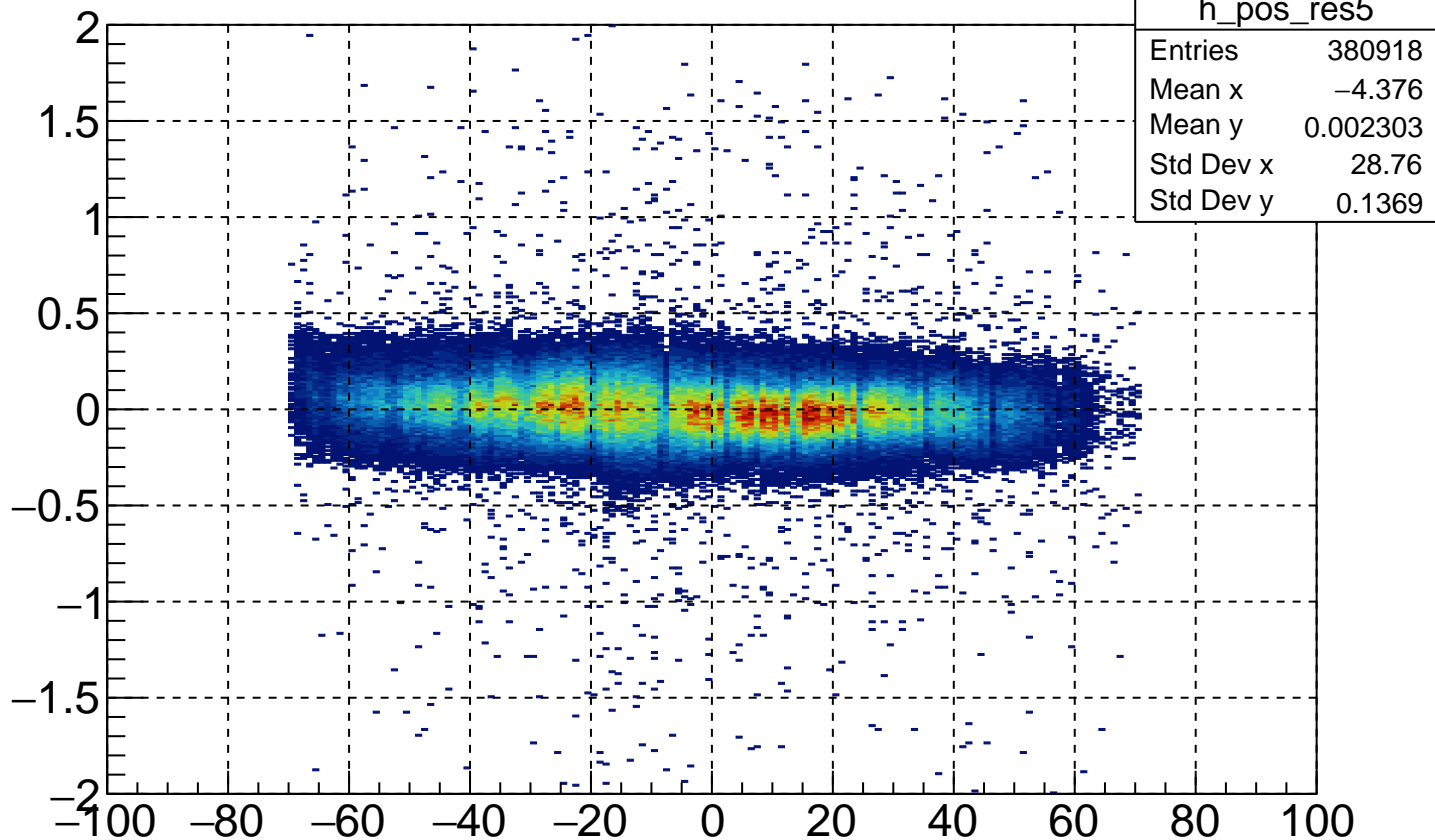




hit position vs residual(layer 4)



hit position vs residual(layer 5)



hit position vs residual(layer 6)

