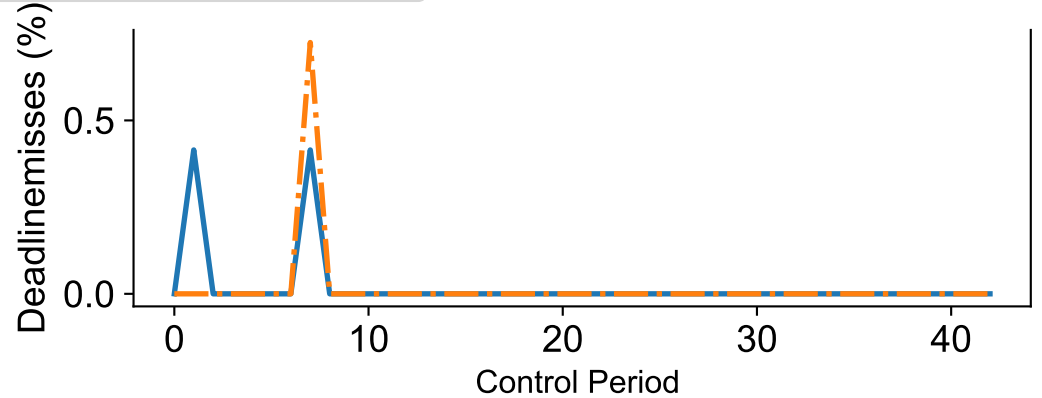


(a) Closed-loop (RTR)



(b) FC-GPU (Deadline)