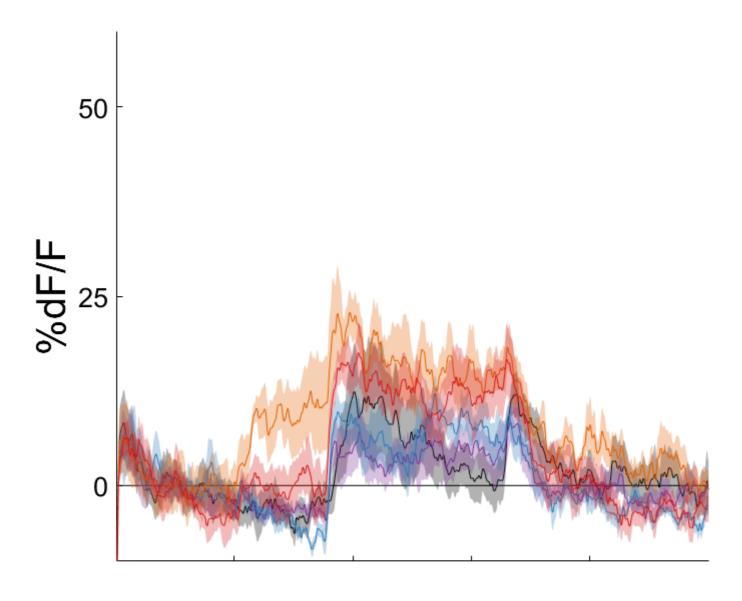
environment: closed-loop motion

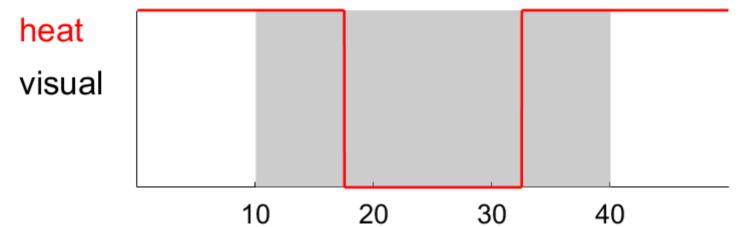
environment: open-loop motion

environment: static

light

dark





time (sec)