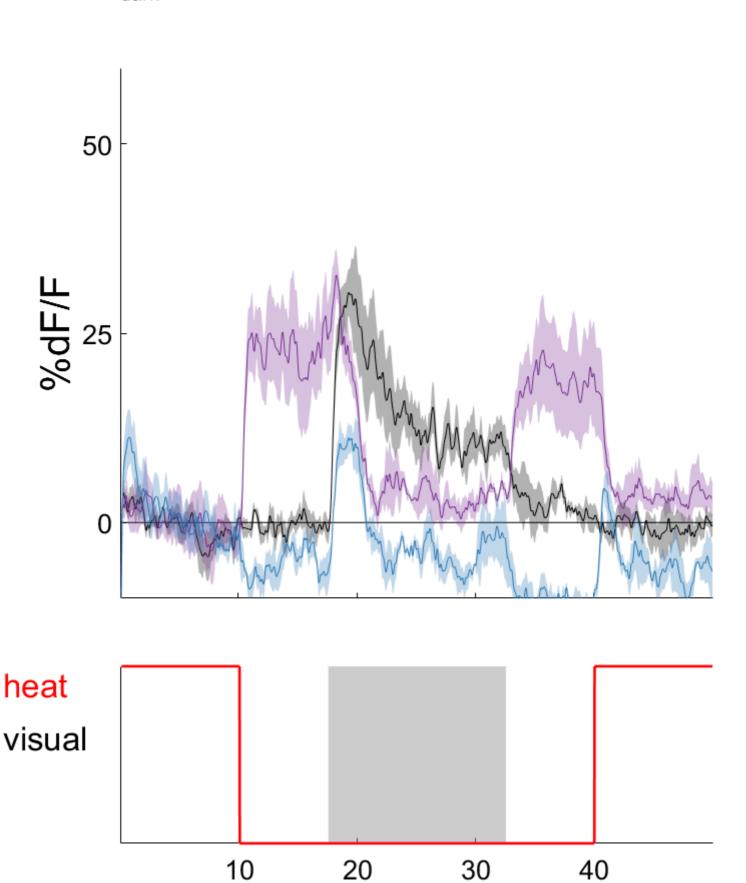
environment: closed-loop motion

environment: open-loop motion

environment: static

light

dark



time (sec)