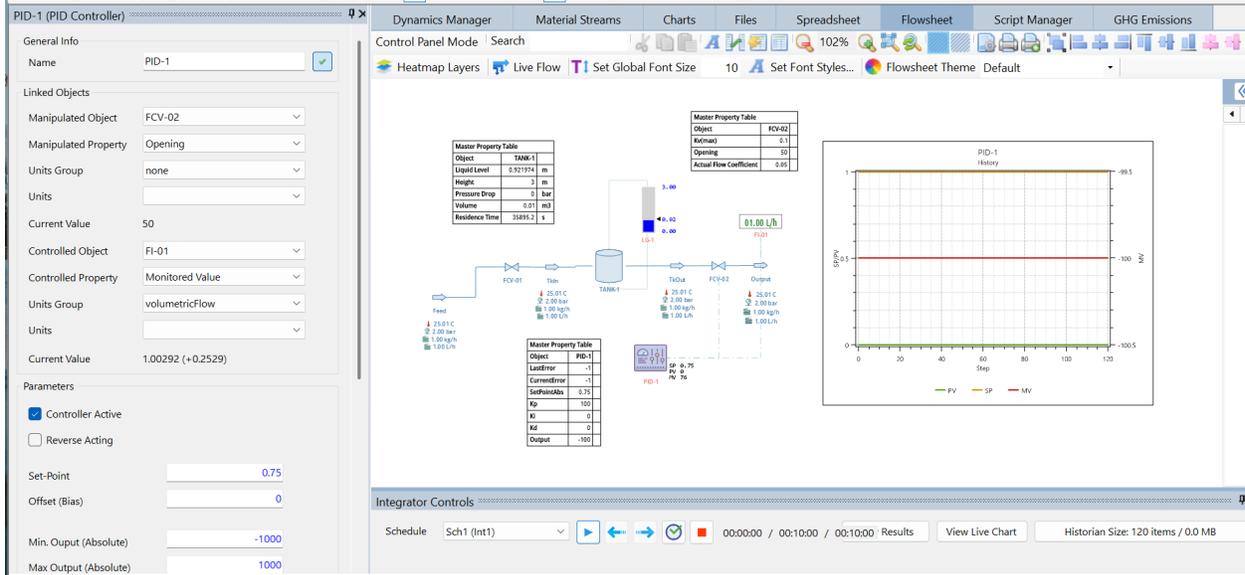


## Steady-state solution:



## After dynamic simulation:

