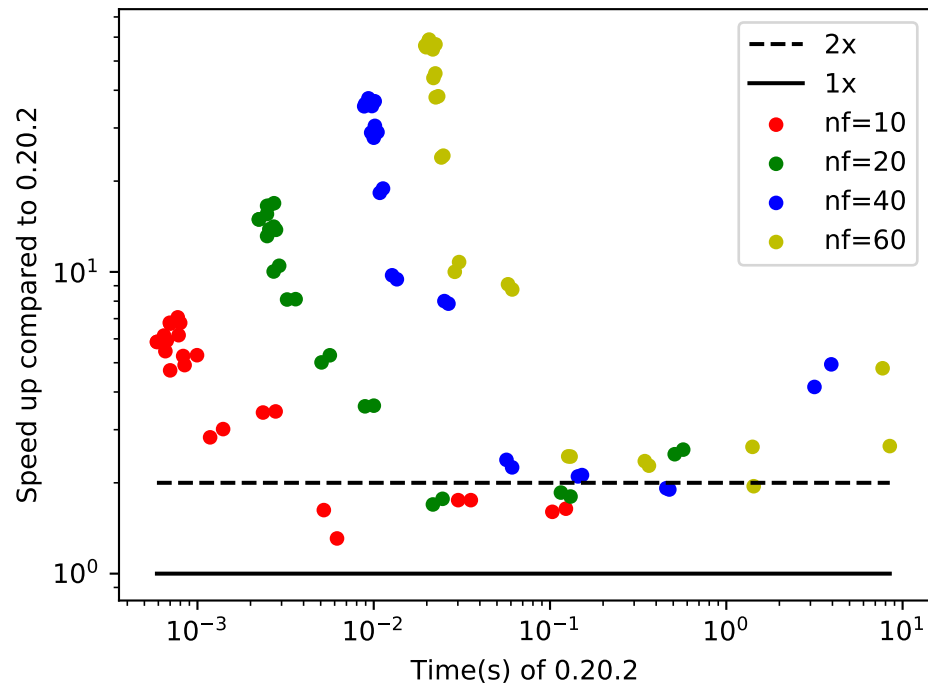


Acceleration / original time  
degree == 2



Acceleration / original time  
degree == 2

