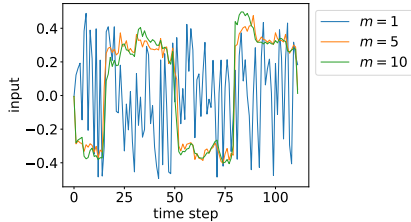
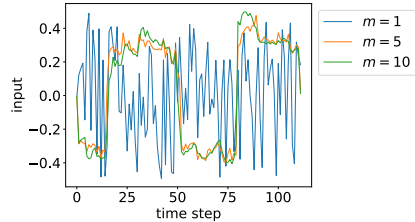


(a) control input u_x



(b) control input u_y



(c) control input u_z