

Trace

0 50 100 150

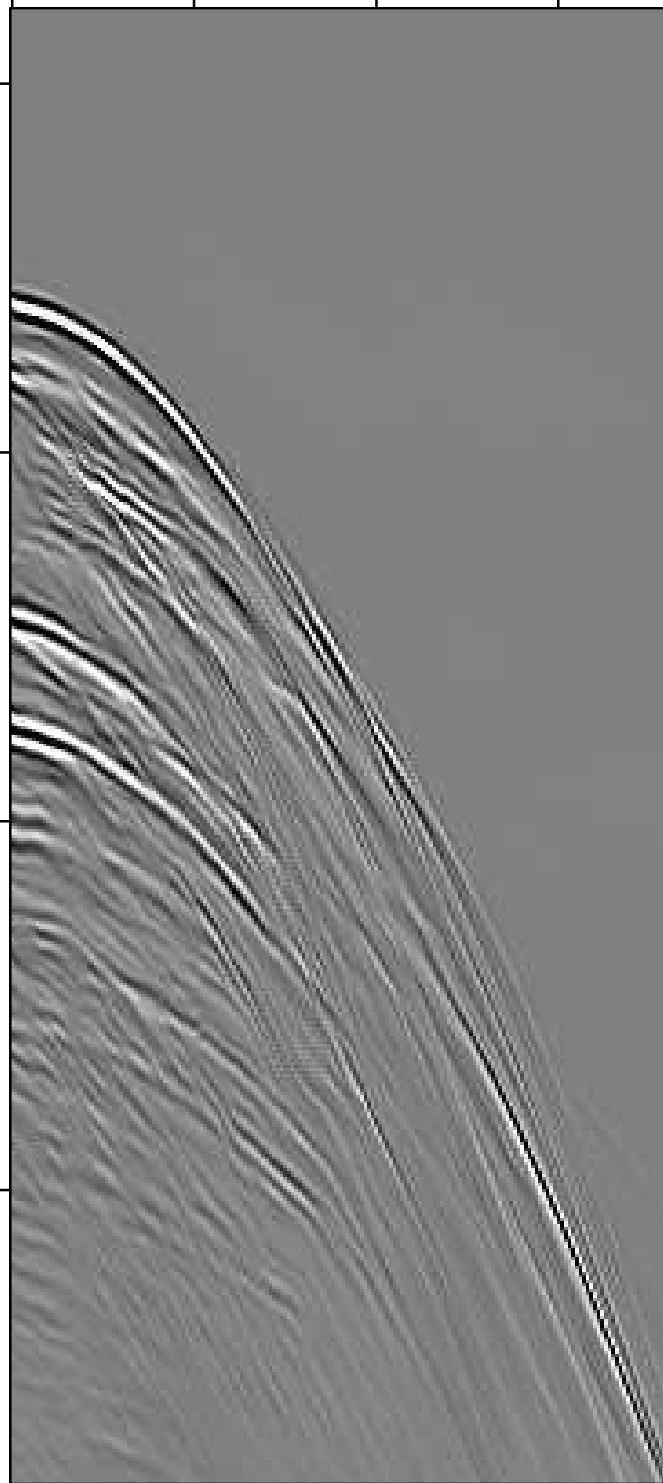
2

2.5

3

3.5

Time (s)



Component 1

Trace

0 50 100 150

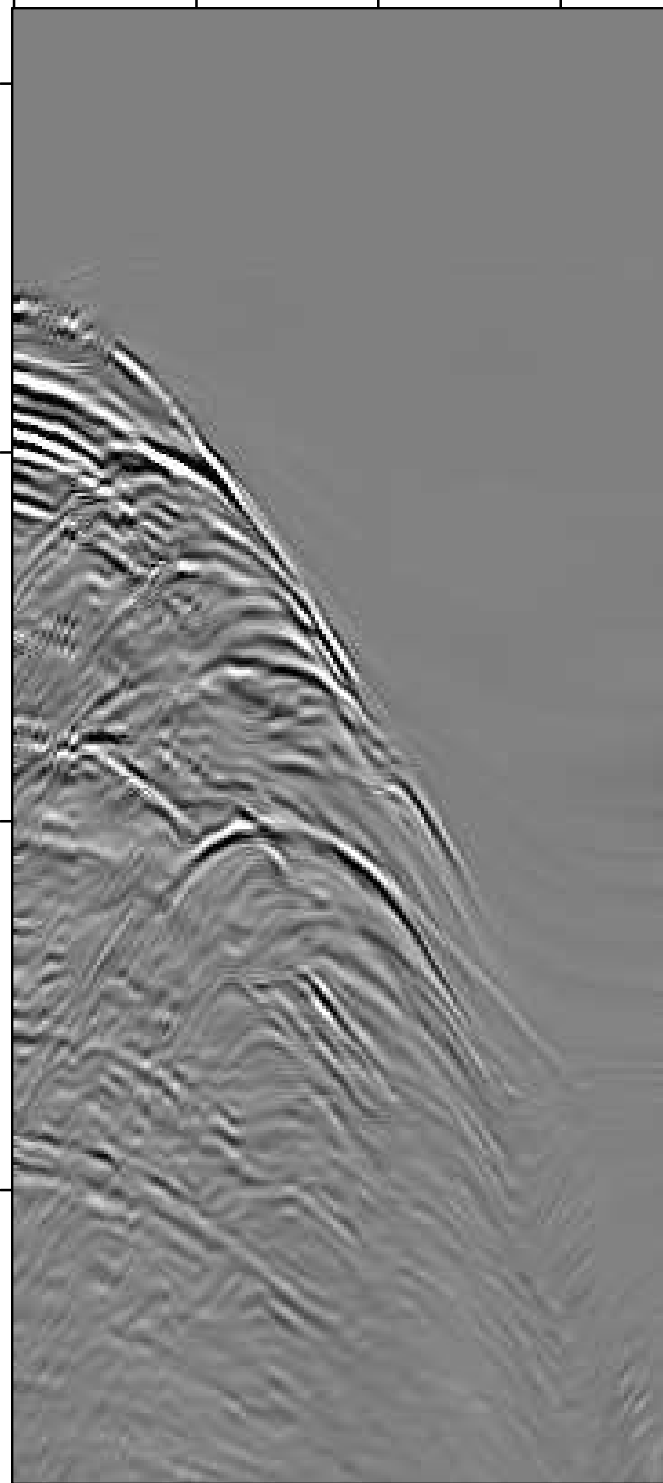
2

2.5

3

3.5

Time (s)



Component 2

Trace

0 50 100 150

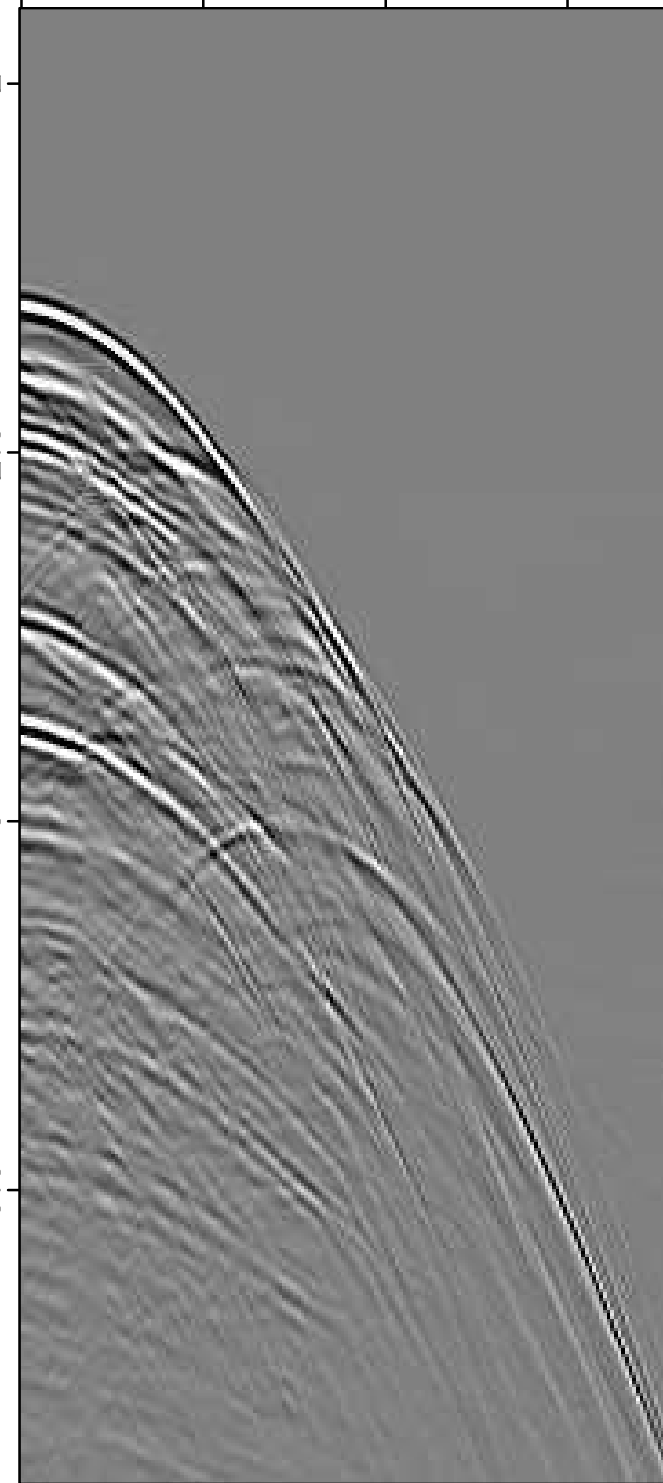
2

2.5

3

3.5

Time (s)



Interpolated