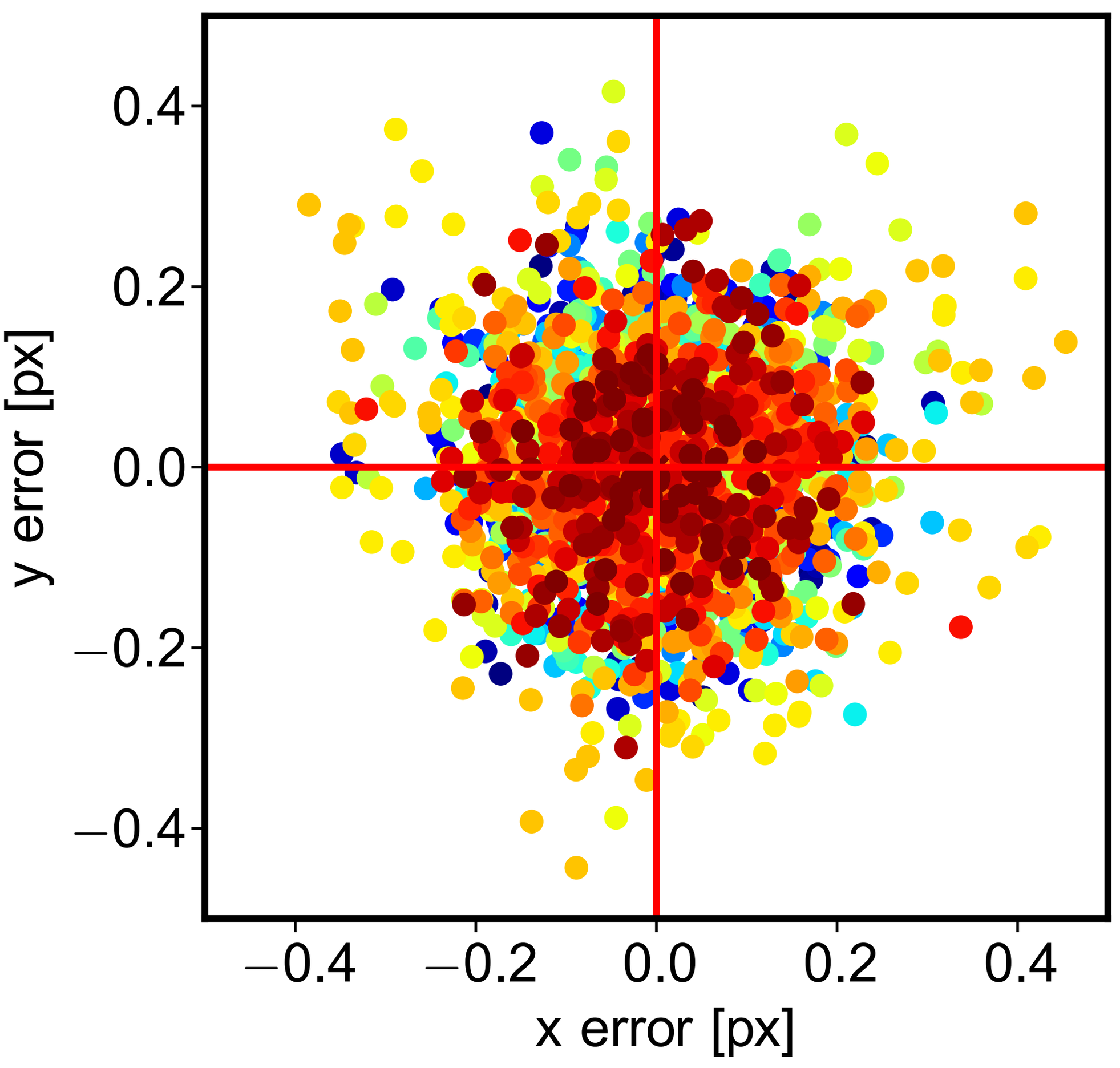
0.4
0.2
0.0
−0.2
−0.4
y error [px]
−0.4
−0.2
0.0
0.2
0.4
x error [px]