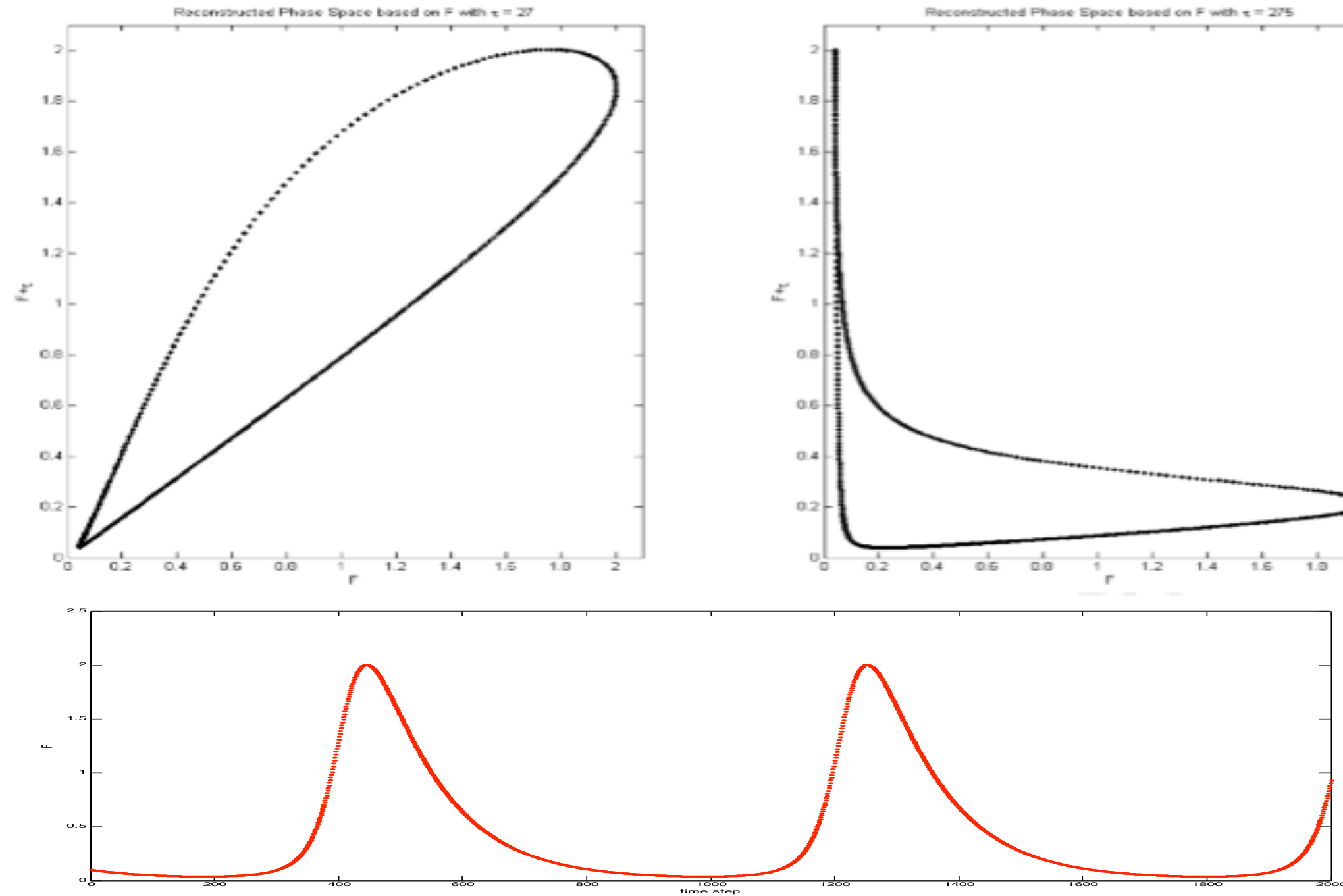


Another familiar example: Predator-Prey dynamics

Embedding lag = 27 / 275 Embedding dimensions = 2



Another familiar example: Predator-Prey dynamics

