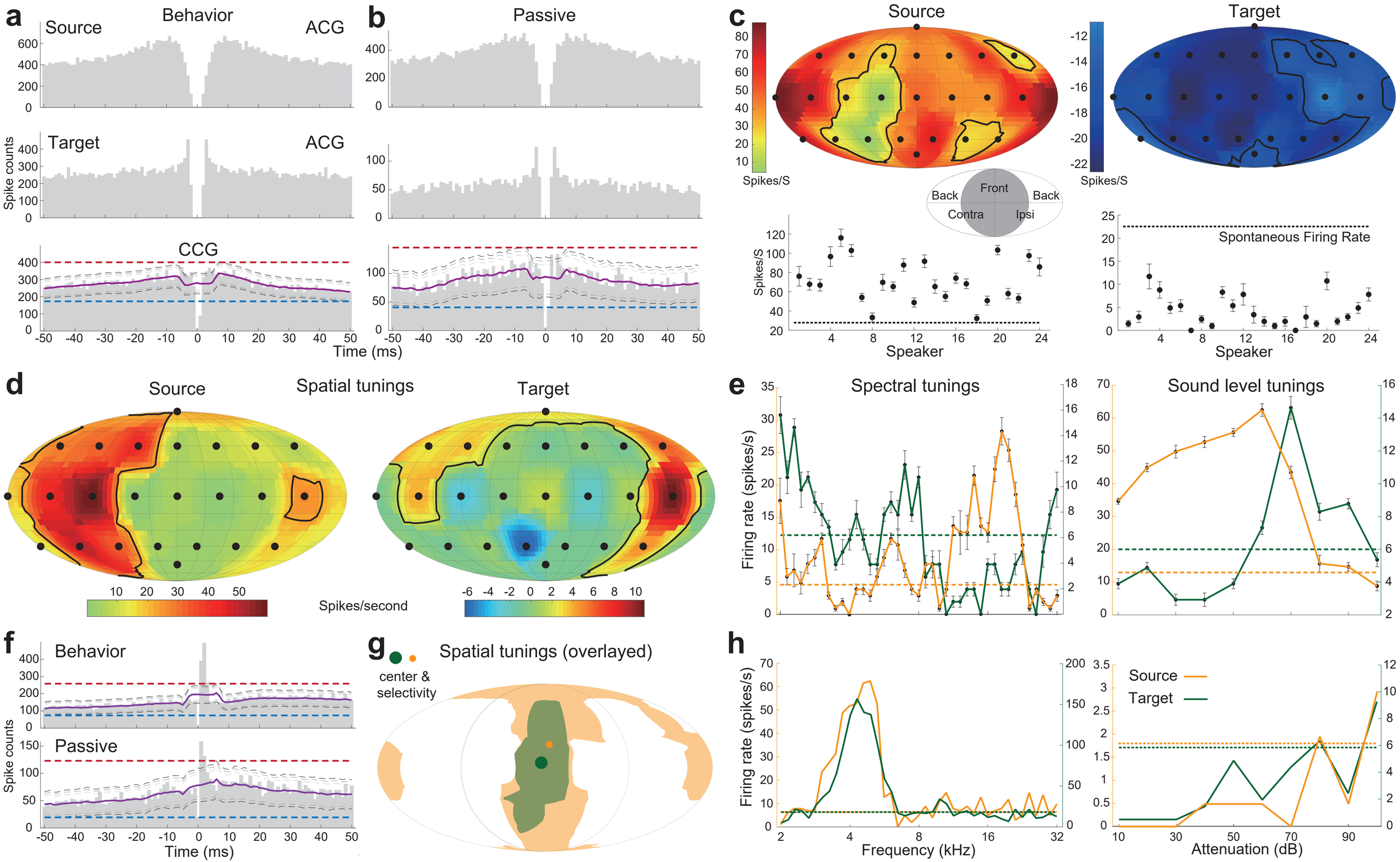
a
Behavior
Source
ACG
Target
ACG
CCG
Spike counts
Time (ms)
b
Passive
c
Source
Target
Spikes/S
Back
Front
Back
Contra
Ipsi
Spikes/S
Speaker
Spontaneous Firing Rate
Speaker
d
Source
Spatial tunings
Target
Spikes/second
e
Spectral tunings
Sound level tunings
Firing rate (spikes/s)
f
Behavior
Passive
Spike counts
Time (ms)
g
Spatial tunings (overlayed)
center &
selectivity
h
Firing rate (spikes/s)
Frequency (kHz)
Source
Target
Attenuation (dB)