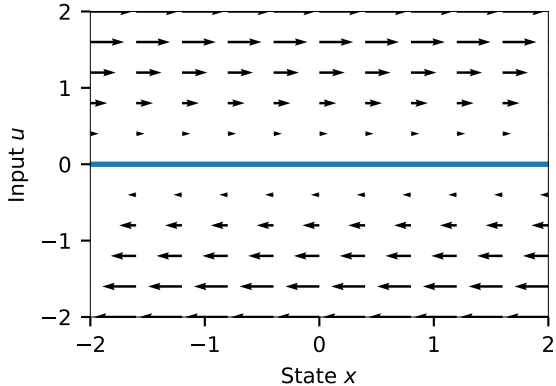


**Phase portrait (optimal)**



**Phase portrait (neural)**

