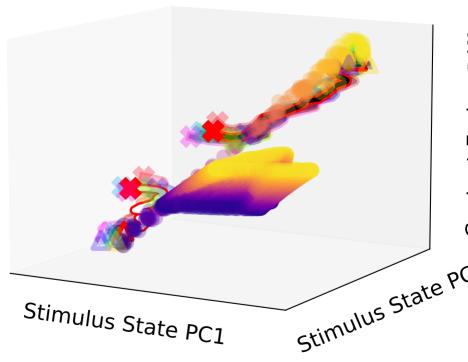**MemoryAnti** vs. **MemoryPro**
Context dynamics

Stimulus State PC1

Stimulus State PC