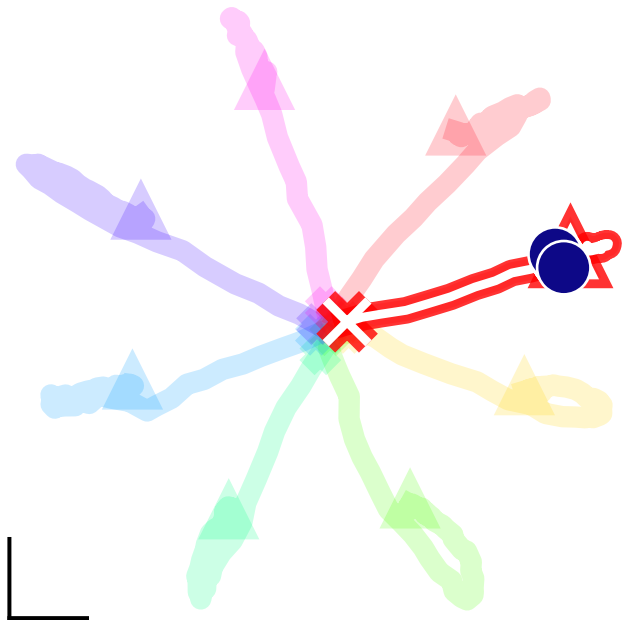


DelayAnti

Stimulus dynamics

DelayAnti
Stimulus State PC2



DelayAnti
Stimulus State PC1