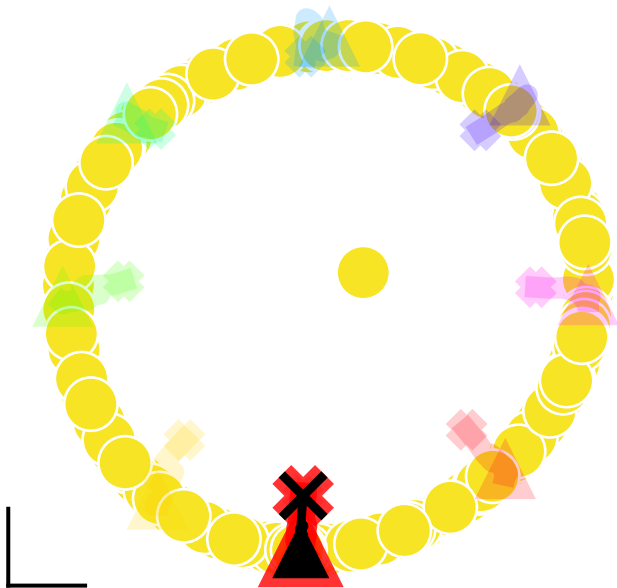


MemoryAnti

Response dynamics

MemoryAnti
Memory State PC2



MemoryAnti
Memory State PC1