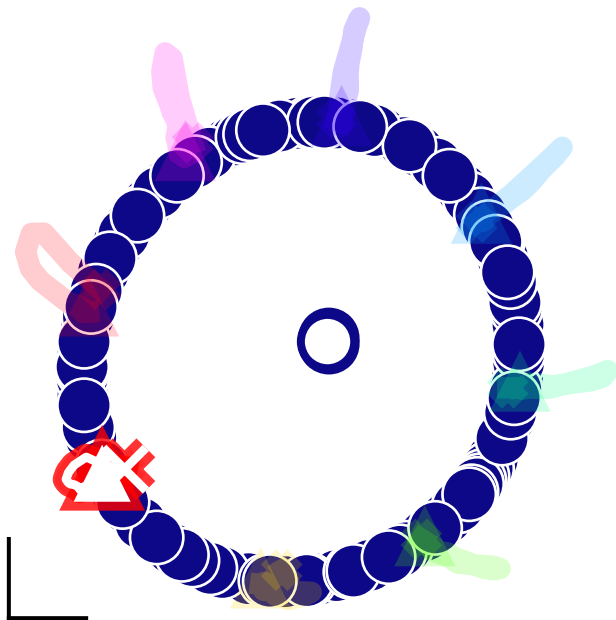


MemoryAnti

Response dynamics

MemoryAnti
Response State PC2



MemoryAnti
Response State PC1