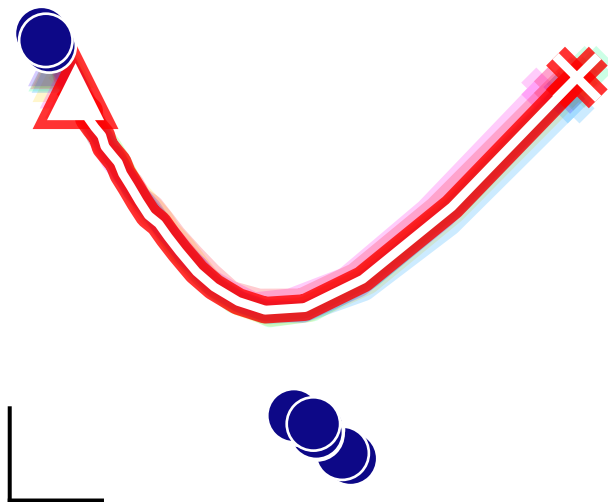


# MemoryAnti

## Context dynamics

**MemoryAnti**  
Context State PC2



**MemoryAnti**  
Context State PC1