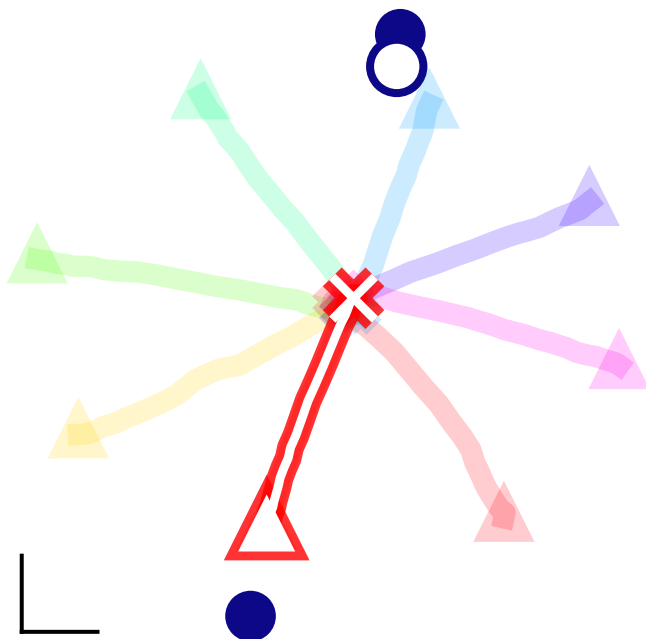


MemoryAnti

Stimulus dynamics

MemoryAnti
Memory State PC1



MemoryAnti
Memory State PC2