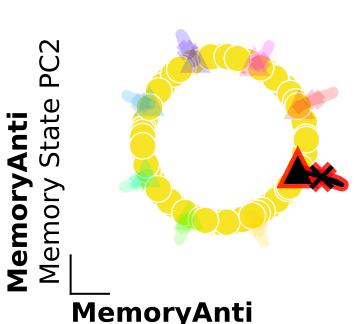
MemoryAntiResponse dynamics



MemoryAnti Memory State PC1