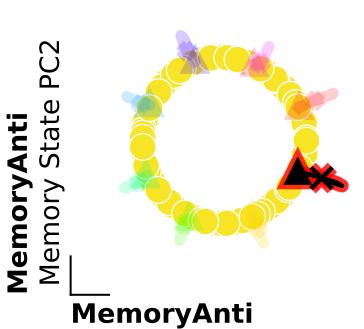
## **MemoryAnti**Response dynamics



MemoryAnti
Memory State PC1