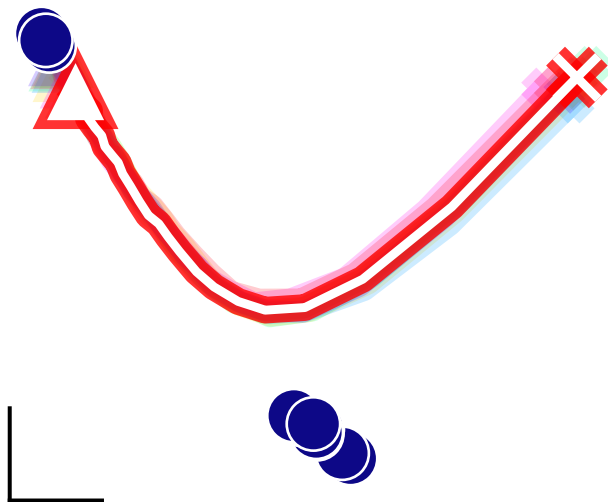


MemoryAnti

Context dynamics

MemoryAnti
Context State PC2



MemoryAnti
Context State PC1