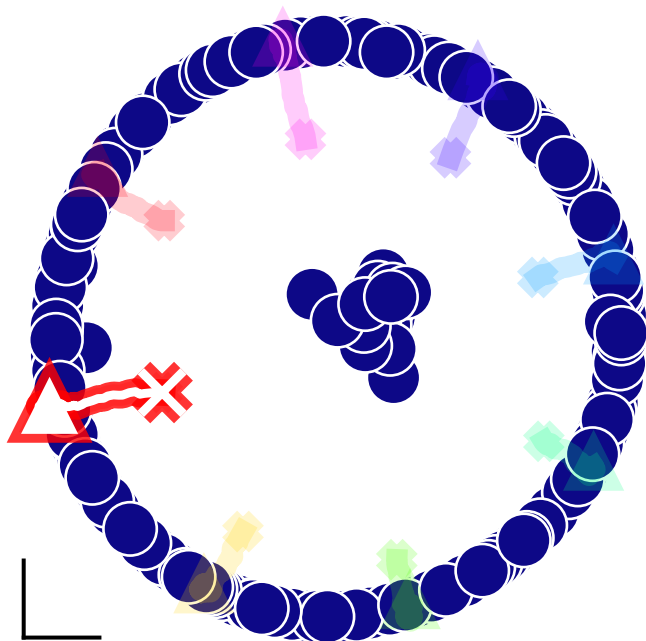


MemoryAnti

Memory dynamics

MemoryAnti
Memory State PC2



MemoryAnti
Memory State PC1