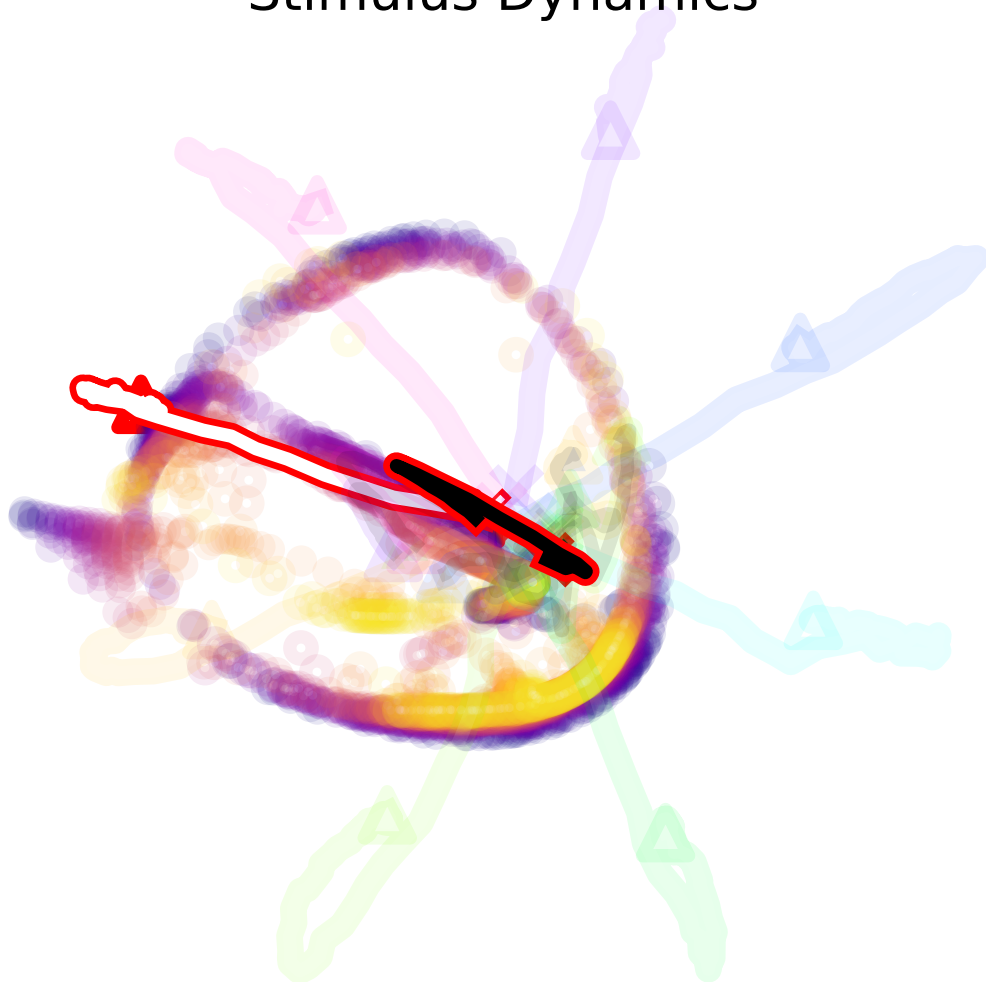


DelayAnti vs. ReactPro

Stimulus Dynamics

DelayAnti
Stimulus State PC1



Rule Input α