Top-Down effects

Bottom-Up effects

cP = 0.2;   dPz = 0.3;   dP + dPz = 0.9
aP = 0.15;   eP = 1.5;   BDofP = 1

initial = 100;   sh = 1000
resTD: 21.91   13.15   8.08   3.998
resBU: 10.04   6.629   7.35   7.12