Top-Down effects

Bottom-Up effects

cP = 0.2;   dPz = 0.2;   dP + dPz = 0.8
aP = 0.25;   eP = 1.5;   BDofP = 0

initial = 100;   sh = 1000
resTD: 27.05   16.07   8.036   0.601
resBU: 16.08   7.986   4.945   1.555