Top-Down effects

Bottom-Up effects

cP = 0.2;   dPz = 0.3;   dP + dPz = 0.9
aP = 0.35;   eP = 1.5;   BDofP = 1

initial = 100;   sh = 1000
resTD: 16   12.24   7.794   5.398
resBU: 7.909   4.802   5.327   5.037