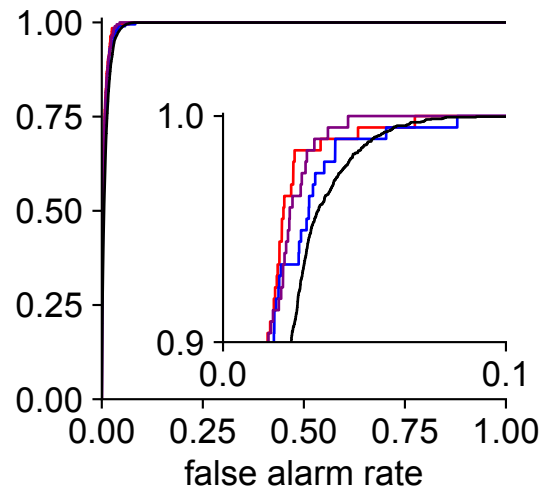
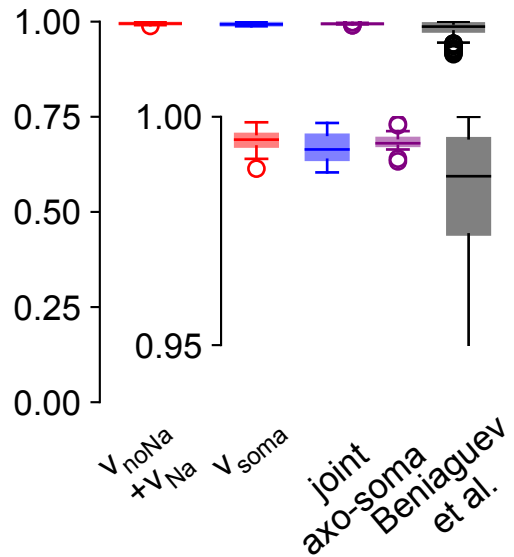


hit rate



ROC AUC



spike rate (hz)

