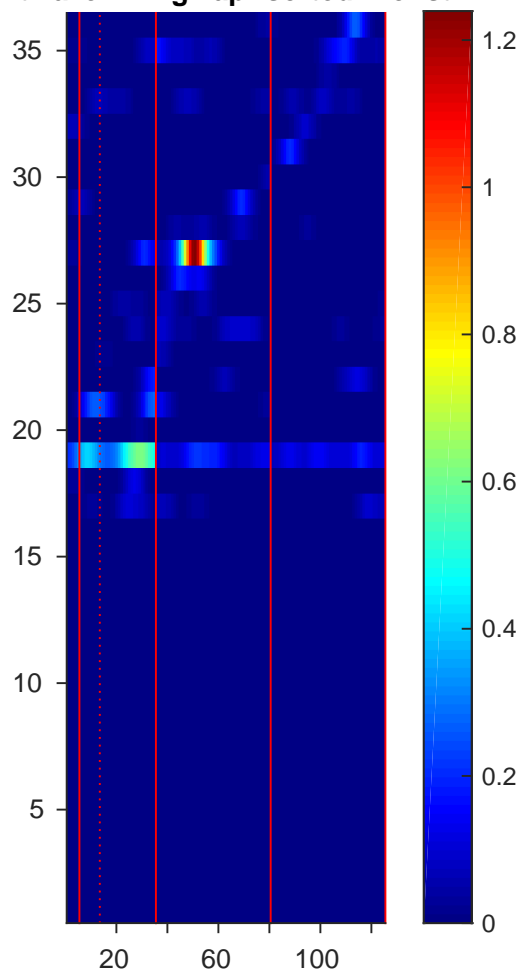


DG_a II₅--sorted--nonstim-vs-stim--GranuleEightMaze-FiringMap--SpeedThreshold

GranuleEightMaze-FiringMap--sorted--nonstim



GranuleEightMaze-FiringMap--sorted--stim

