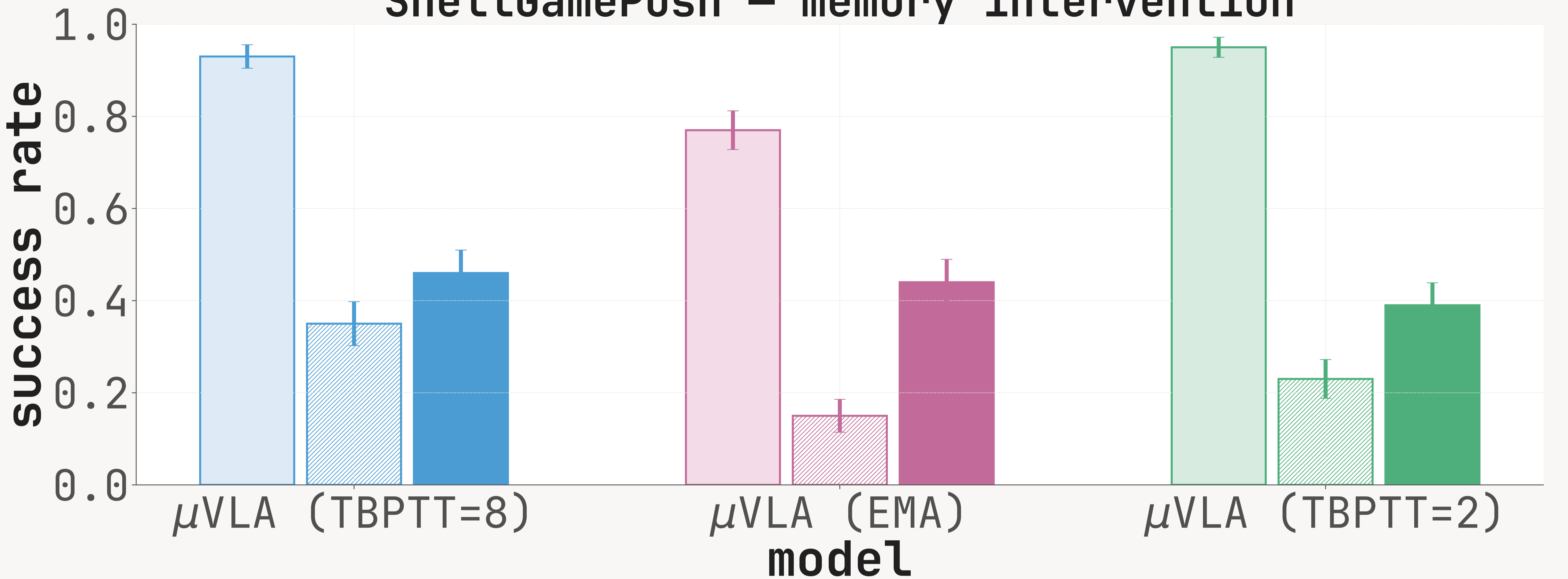


ShellGamePush – memory intervention



μ VLA (TBPTT=8)

μ VLA (TBPTT=2)

noise

μ VLA (EMA)

baseline

freeze first