A. Experimental data from IT recordings

Firing rate [Hz]

Time from cue onset [s]
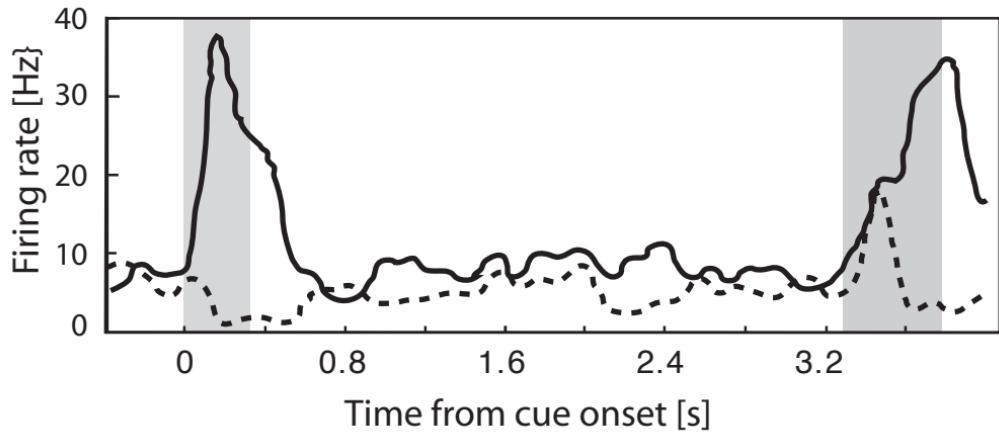
B. Dynamic neural field simulations

Rate

Time from cue onset [s]