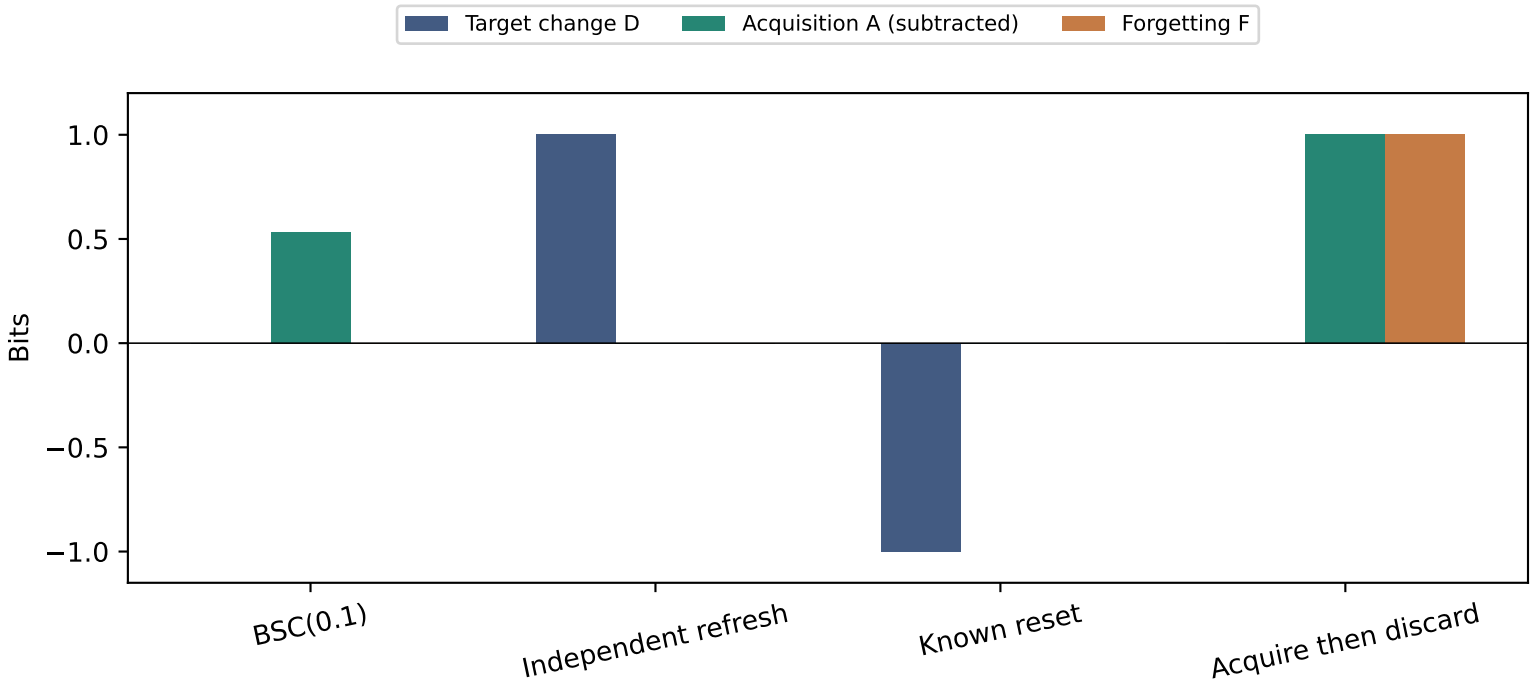

Target change D
Acquisition A (subtracted)
Forgetting F
Bits
1.0
0.5
0.0
−0.5
−1.0
BSC(0.1)
Independent refresh
Known reset
Acquire then discard