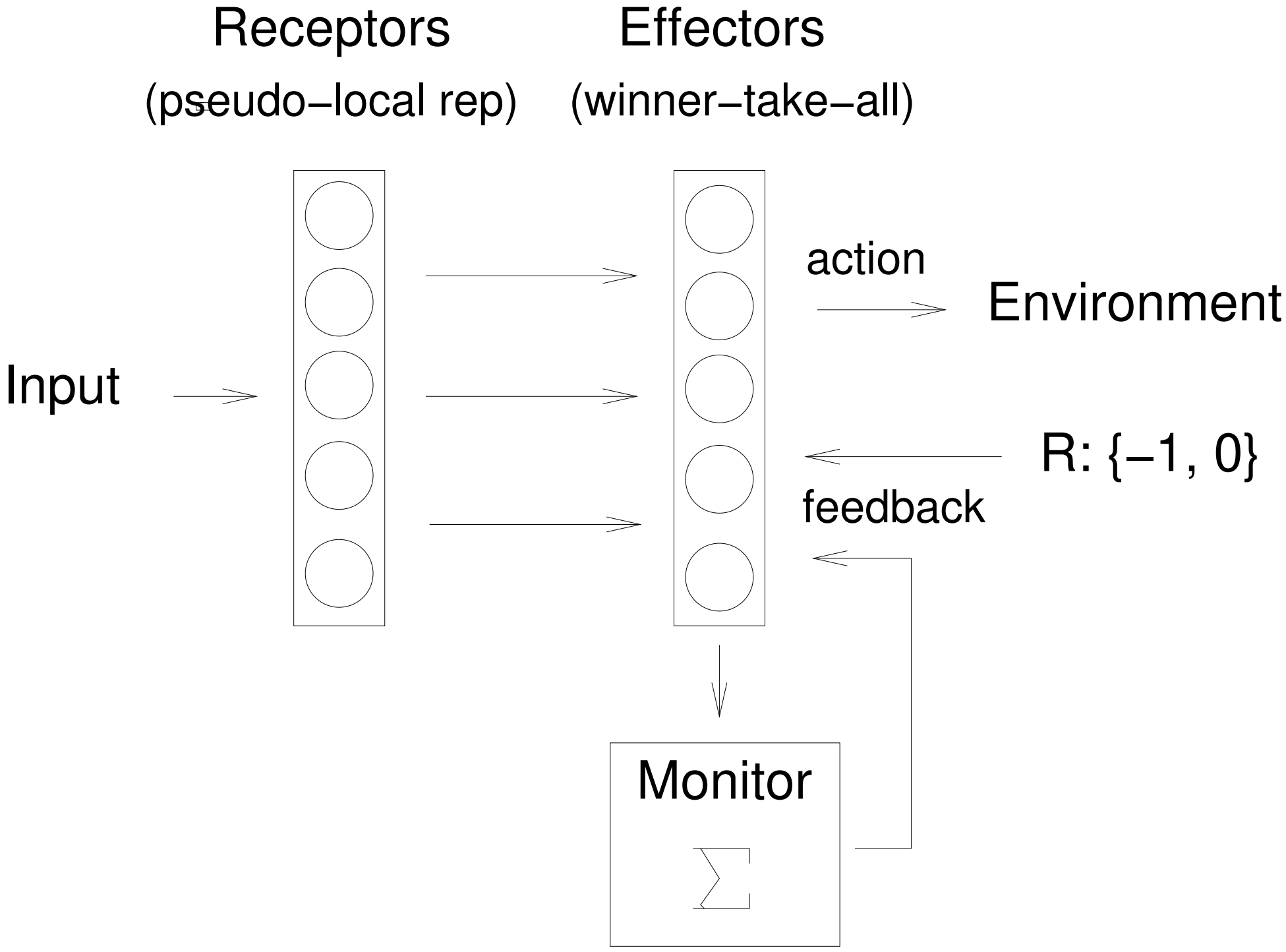
Receptors
(pseudo–local rep)
Effectors
(winner–take–all)
Input
action
Environment
R: {–1, 0}
feedback
Monitor
Σ