A
Identity coding (same)
B
Location coding (same)
C
Outcome coding (same)
Trial number
Block 2
Block 1
Firing rate (Hz)
10
0
5
0
20
10
0
-1
0
1
2
Time from nosepoke (s)
Light reward-available
Light reward-unavailable
Sound reward-available
Sound reward-unavailable
Light block
Sound block
Arm 1
Arm 2
Arm 3
Arm 4
Reward-available
Reward-unavailable