A
Outcome coding (increasing)
B
Outcome coding (decreasing)
C
Identity & outcome coding
D
Location & outcome coding
Trial number
Block 2
Block 1
Firing rate (Hz)
5
0
20
0
40
0
20
0
-1
0
1
2
Time from cue onset (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