A
Identity coding (increasing)
B
Identity coding (decreasing)
C
Location coding (increasing)
D
Location coding (decreasing)
Trial number
Block 2
Block 1
Firing rate (Hz)
5
0
20
0
40
0
85
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