

**A**

**re(R): sample retrodiction-matched recall**

Rob calls Beth and tells Beth Rob has to meet a client for a drink. Beth drives to diner in the rain. Beth sees rob in the diner. April and rob kiss. Beth is upset.

**u-R: sample uncued retrodiction #2**

Beth goes to the diner where she finds Rob kissing April. Upset, Beth leaves after watching Rob and April interact with each other for a few minutes.

**Precision**  
median semantic similarities  
to matched recall responses

**Convergence**  
mean semantic similarities  
to same-condition responses

**Target events (in annotation)**

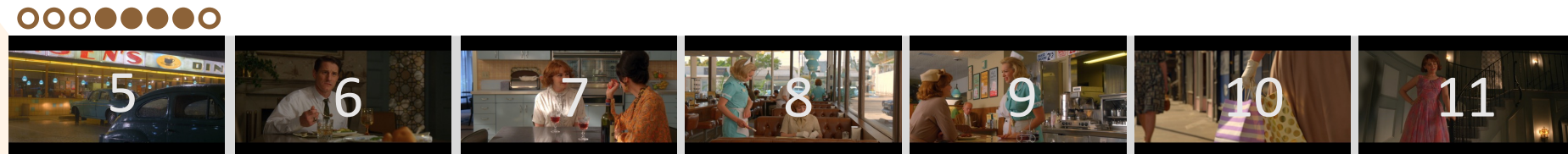
Beth makes dinner.	○
Rob calls on Beth and informs her that he'll be "meeting with a client".	○
Beth decides to spy on Rob.	○
Beth drives to the diner.	●
Rob flirts and kisses a waitress.	●
Beth sees Rob flirting and kissing a waitress.	●
Beth breaks down.	●
Beth goes back to the car.	○

**Target event hit rate**

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**u-R: sample uncued retrodiction #1**

Sheila tells Beth that Rob is cheating on her with April. Sheila tells Beth the name of the diner.  
Beth goes to see for herself and sees Rob kiss April. Beth breaks down. Beth goes home and makes Rob dinner but adds pimentos to the meatloaf secretly hoping he'll choke.

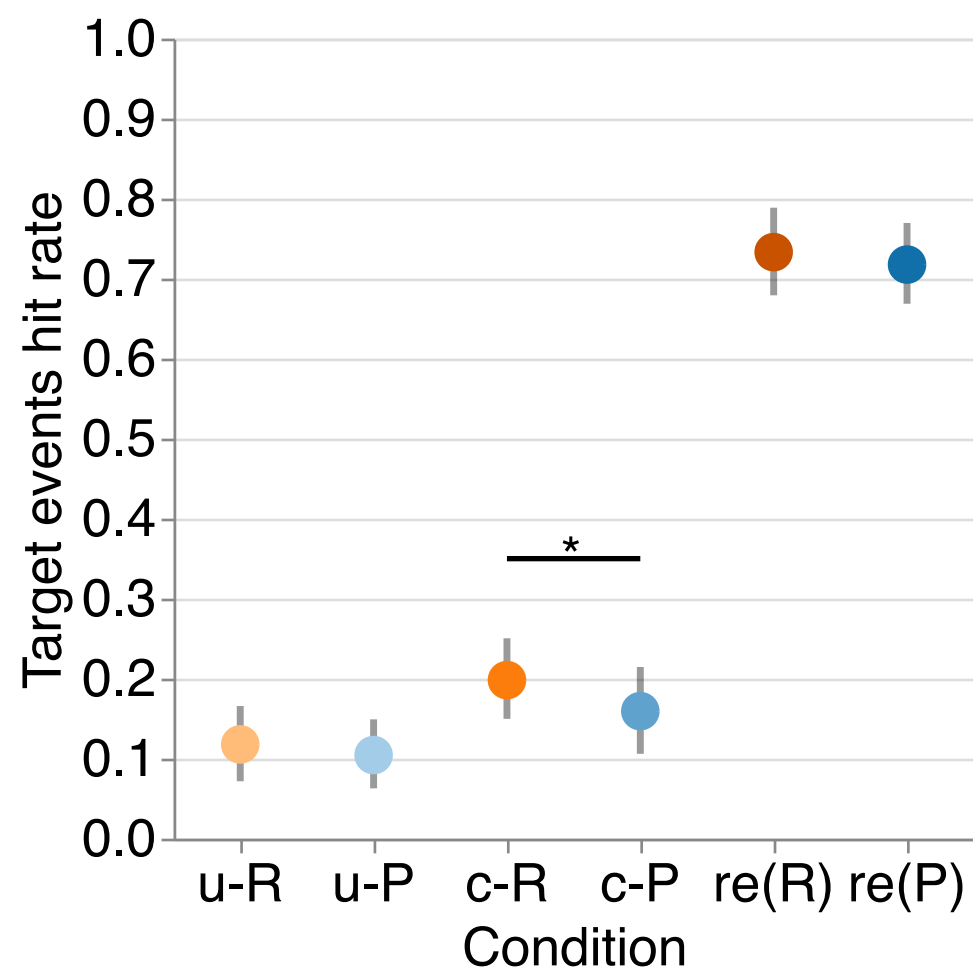


(target segment)

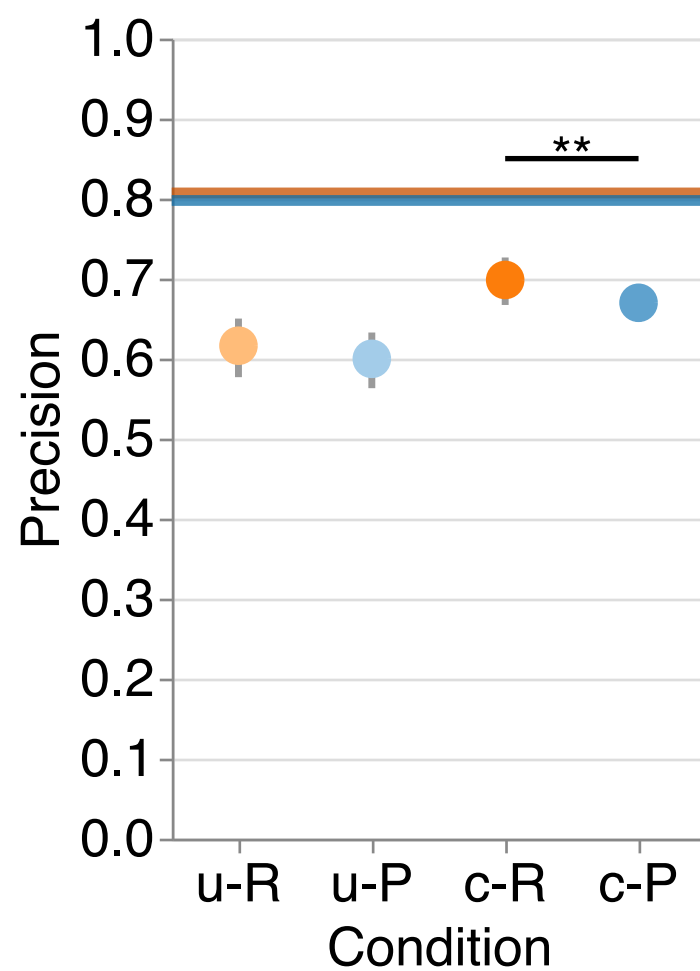
**Watch**  
**u-R: uncued retrodiction**  
**re(R): retrodiction-matched recall**

○ Event: Miss  
● Event: Hit

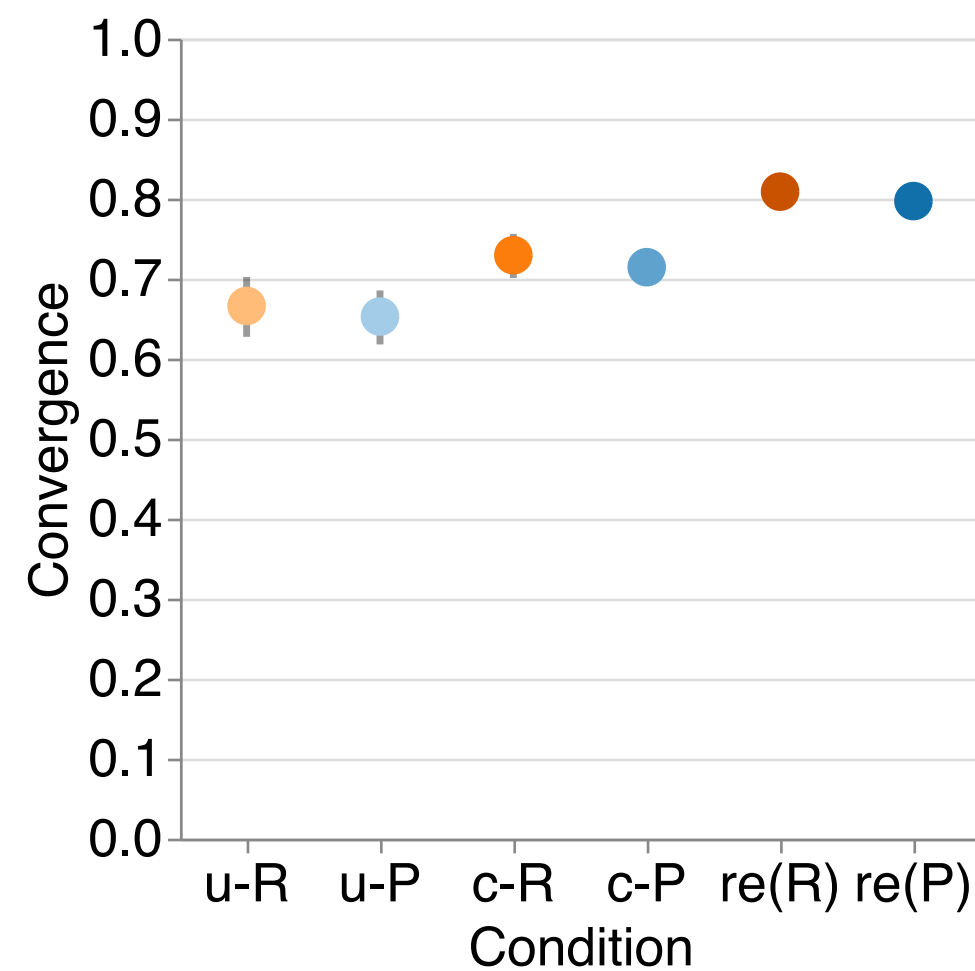
**B**



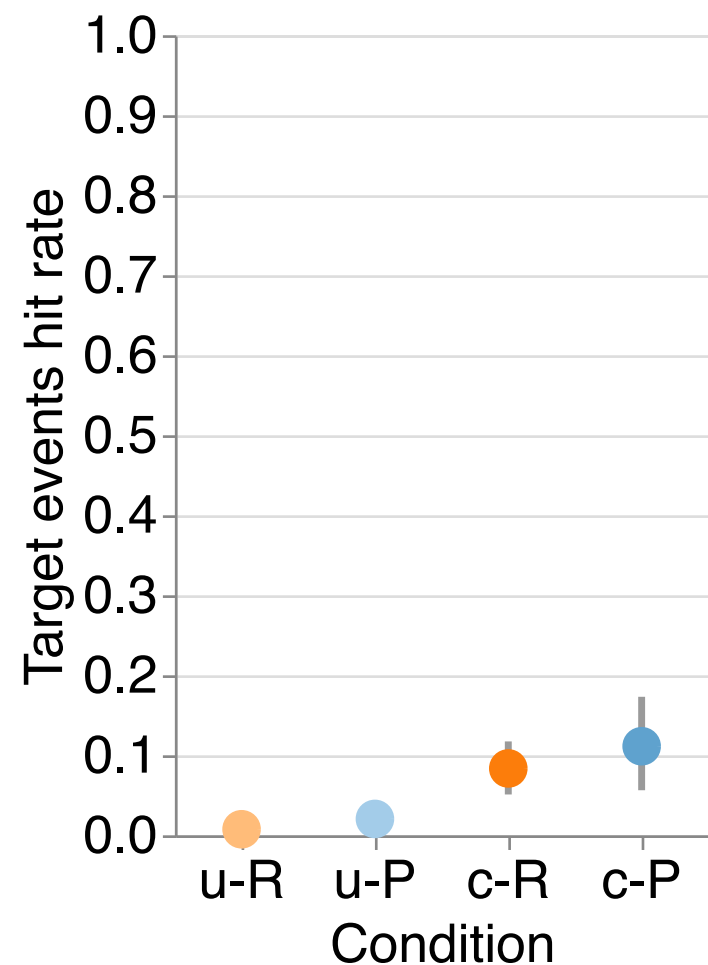
**C**



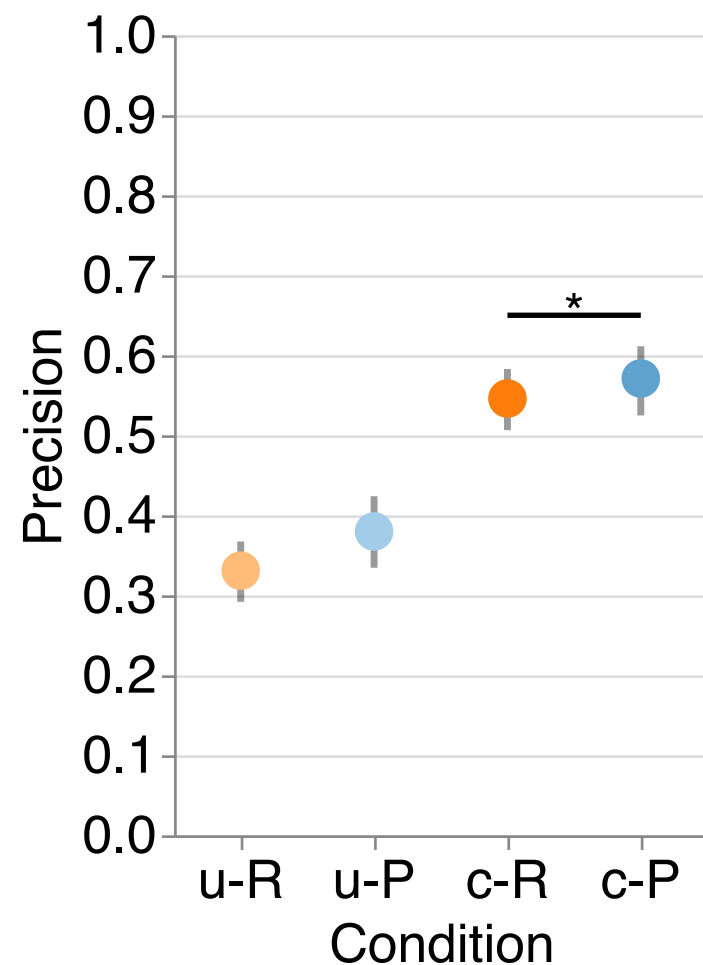
**D**



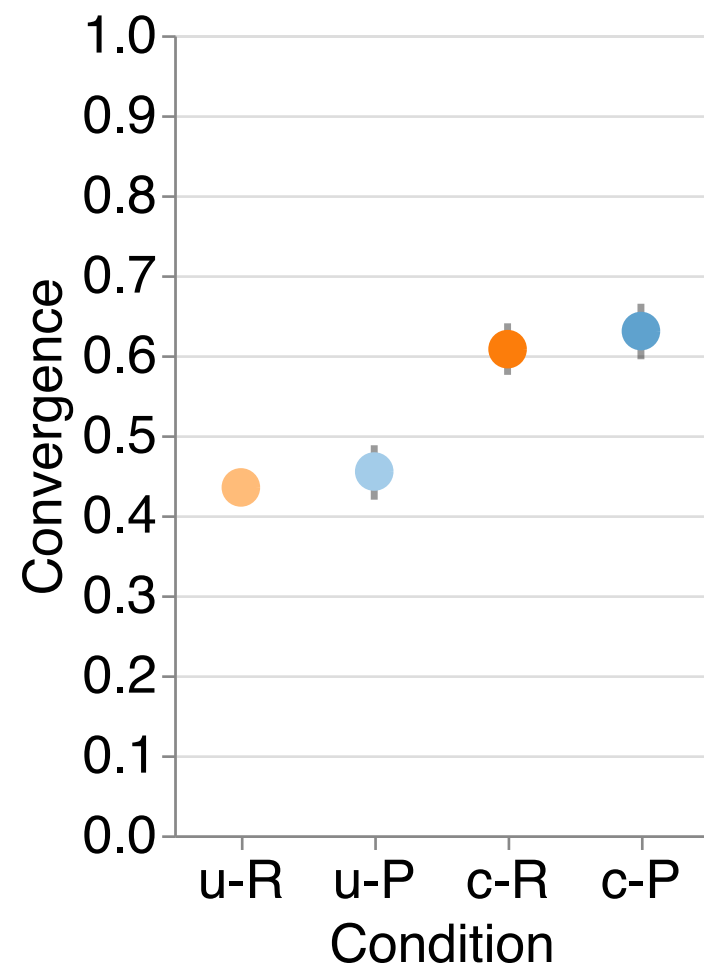
**E**



**F**



**G**



**Condition**

○ u-R: uncued retrodiction  
○ u-P: uncued prediction  
● c-R: character-cued retrodiction  
● c-P: character-cued prediction  
● re(R): retrodiction-matched recall  
● re(P): prediction-matched recall