

RDT D2/

Block\_Choice Time (s)/

1.0/

2.0/

3.0/

Block\_Learning Strategy\_Choice Time (s)/

(1.0, 'Win Stay')/

(2.0, 'Lose Omit')/

(2.0, 'Lose Shift')/

(2.0, 'Win Stay')/

(3.0, 'Lose Omit')/

(3.0, 'Lose Shift')/

(3.0, 'Win Stay')/

Block\_Omission\_Choice Time (s)/

(1.0, 'ITI')/

(2.0, 'ITI')/

(2.0, 'Omission')/

(3.0, 'ITI')/

(3.0, 'Omission')/

Block\_Reward Size\_Choice Time (s)/

(1.0, 'Large')/

(1.0, 'Small')/

(2.0, 'Large')/

(2.0, 'Small')/

(3.0, 'Large')/

(3.0, 'Small')/

Block\_Reward Size\_Shock Occurred\_Choice Time (s)/

(1.0, 'Large', False)/

(1.0, 'Small', False)/

(2.0, 'Large', False)/

(2.0, 'Large', True)/

(2.0, 'Small', False)/

(3.0, 'Large', False)/

(3.0, 'Large', True)/

(3.0, 'Small', False)/

Block\_Shock Occurred\_Choice Time (s)/

(1.0, False)/

(2.0, False)/

(2.0, True)/

(3.0, False)/

(3.0, True)/

Block\_Trial Type\_Choice Time (s)/

(1.0, 'Forced')/

(1.0, 'Free')/

(2.0, 'Forced')/

(2.0, 'Free')/

(3.0, 'Forced')/

(3.0, 'Free')/

Block\_Trial Type\_Omission\_Choice Time (s)/

(1.0, 'Forced', 'ITI')/

(2.0, 'Forced', 'ITI')/

(2.0, 'Free', 'Omission')/

(3.0, 'Forced', 'ITI')/

(3.0, 'Free', 'Omission')/

Block\_Trial Type\_Reward Size\_Choice Time (s)/

(1.0, 'Forced', 'Large')/

(1.0, 'Forced', 'Small')/

(1.0, 'Free', 'Large')/

(2.0, 'Forced', 'Large')/

(2.0, 'Forced', 'Small')/

(2.0, 'Free', 'Large')/

(2.0, 'Free', 'Small')/

(3.0, 'Forced', 'Large')/

(3.0, 'Forced', 'Small')/

(3.0, 'Free', 'Large')/

(3.0, 'Free', 'Small')/

Block\_Trial Type\_Shock Occurred\_Choice Time (s)/

(1.0, 'Forced', False)/

(1.0, 'Free', False)/

(2.0, 'Forced', False)/

(2.0, 'Forced', True)/

(2.0, 'Free', False)/

(2.0, 'Free', True)/

(3.0, 'Forced', False)/

(3.0, 'Forced', True)/

(3.0, 'Free', False)/

(3.0, 'Free', True)/

Block\_Trial Type\_Win or Loss\_Choice Time (s)/

(1.0, 'Free', 'Win')/

(2.0, 'Free', 'Loss')/

(2.0, 'Free', 'Win')/

(3.0, 'Free', 'Loss')/

(3.0, 'Free', 'Win')/

Block\_Win or Loss\_Choice Time (s)/

(1.0, 'Win')/

(2.0, 'Loss')/

(2.0, 'Win')/

(3.0, 'Loss')/

(3.0, 'Win')/

Learning Strategy\_Choice Time (s)/

Lose Omit/

Lose Shift/

Win Stay/

Omission\_Choice Time (s)/

ITI/

Omission/

Reward Size\_Choice Time (s)/

Large/

Small/

Shock Occurred\_Choice Time (s)/

False/

True/

Trial Type\_Choice Time (s)/

Forced/

Free/

Trial Type\_Reward Size\_Choice Time (s)/

('Forced', 'Large')/

('Forced', 'Small')/

('Free', 'Large')/

('Free', 'Small')/

Trial Type\_Shock Occurred\_Choice Time (s)/

('Forced', False)/

('Forced', True)/

('Free', False)/

('Free', True)/

Win or Loss\_Choice Time (s)/

Loss/

Win/