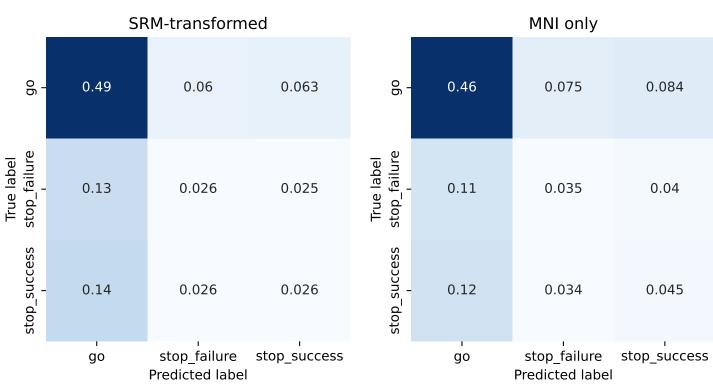
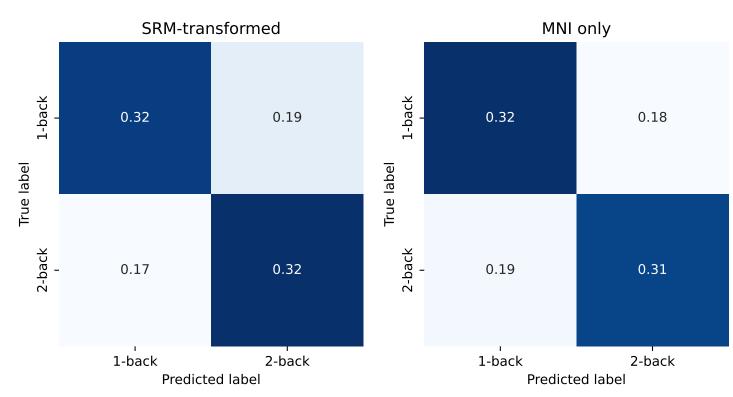
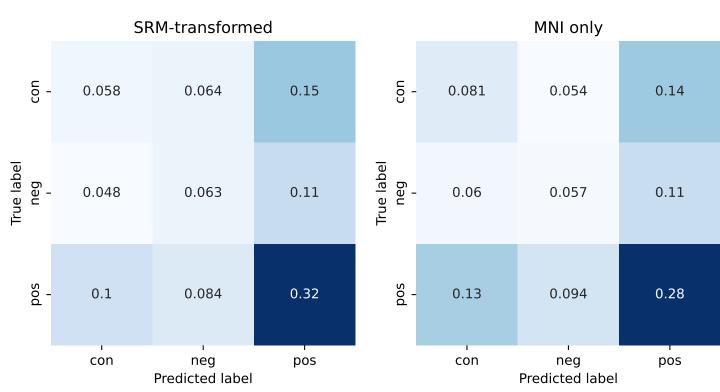
# Confusion matrix, stopSignal



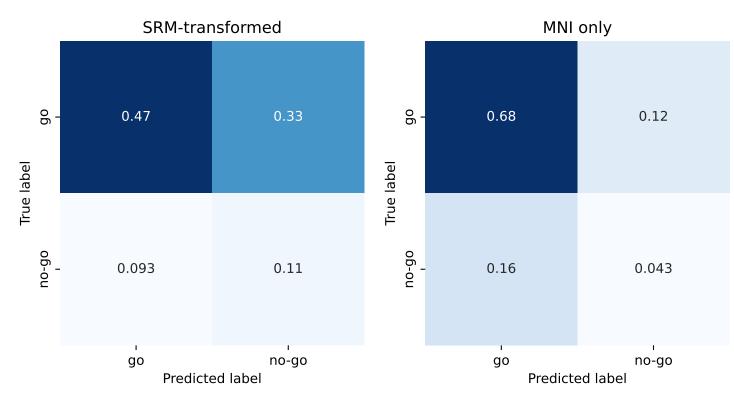
### Confusion matrix, nBack



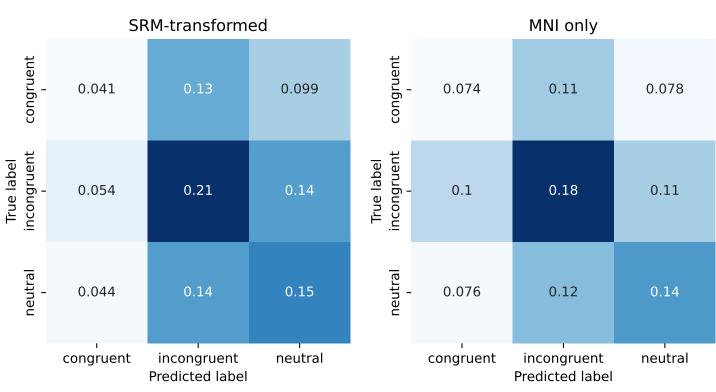
### Confusion matrix, directedForgetting



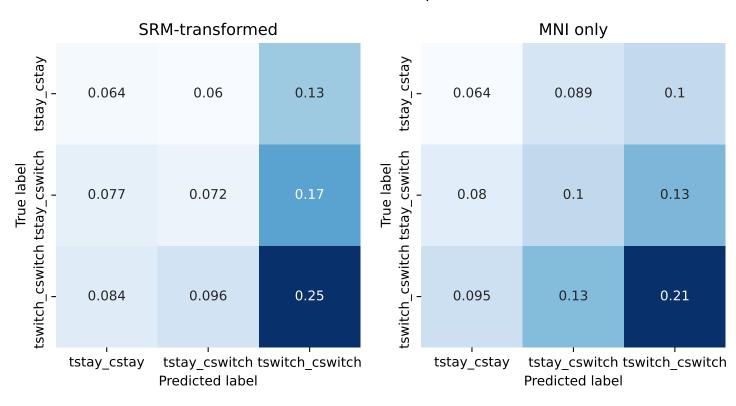
## Confusion matrix, goNogo



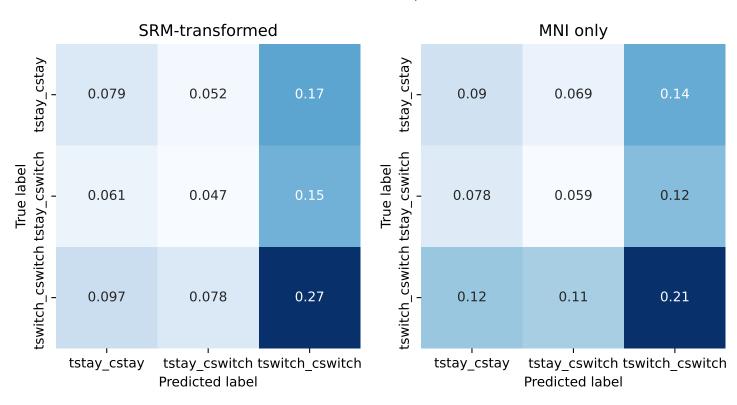
## Confusion matrix, shapeMatching



#### Confusion matrix, spatialTS



#### Confusion matrix, cuedTS



### Confusion matrix, flanker

