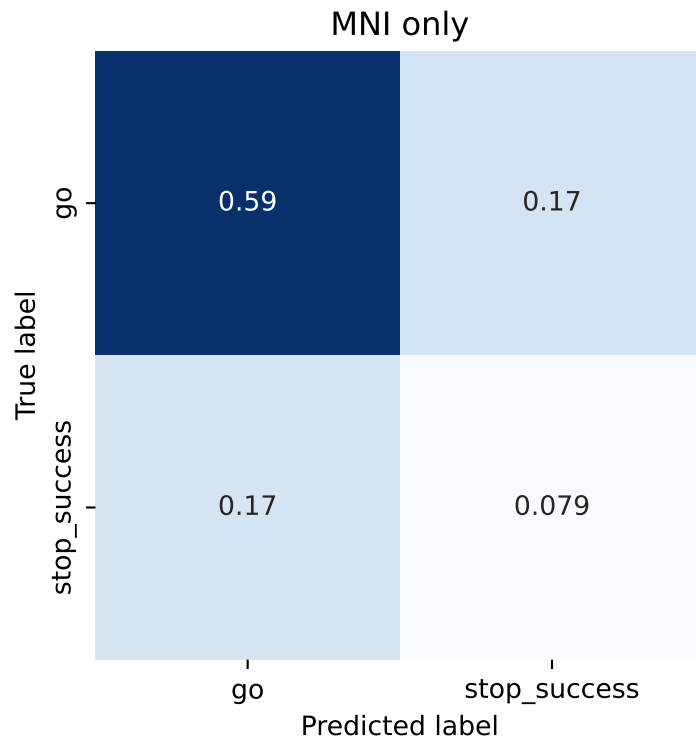
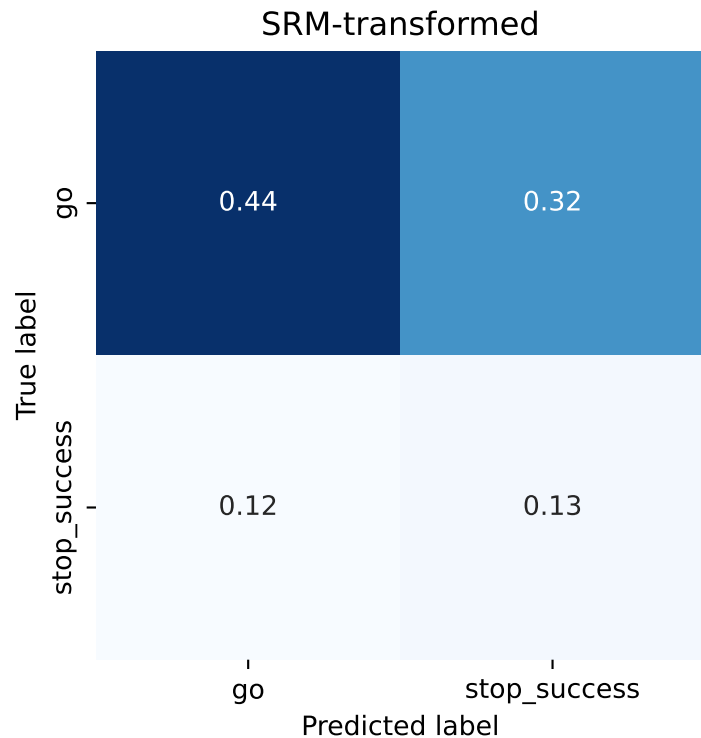
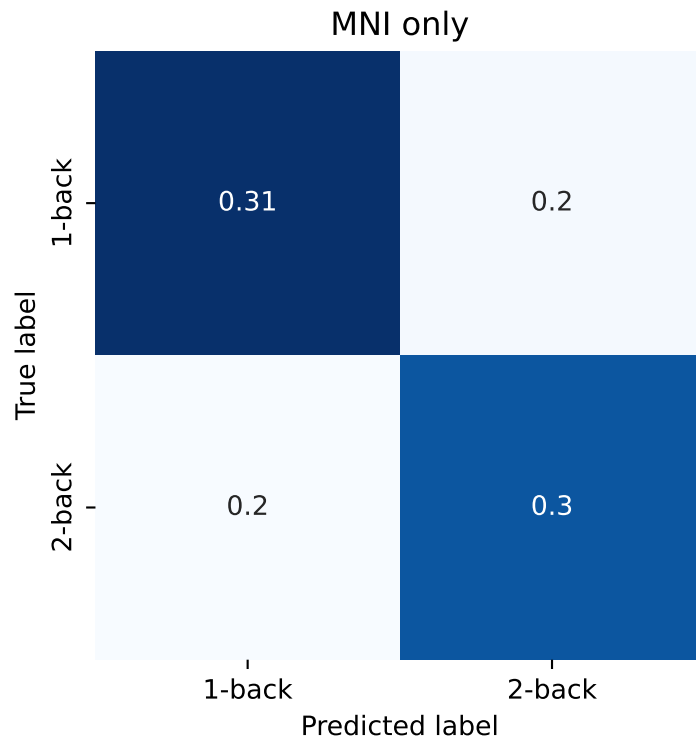
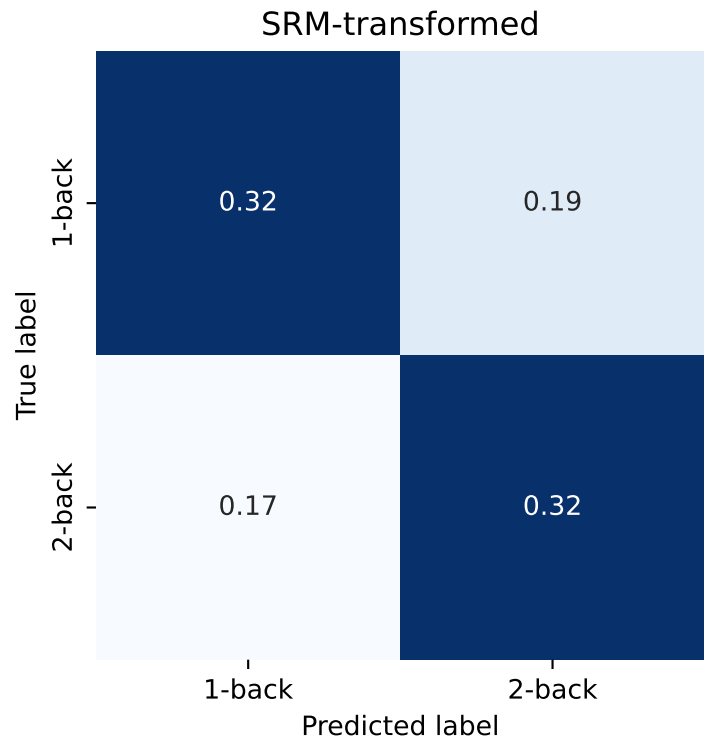


Confusion matrix, stopSignal

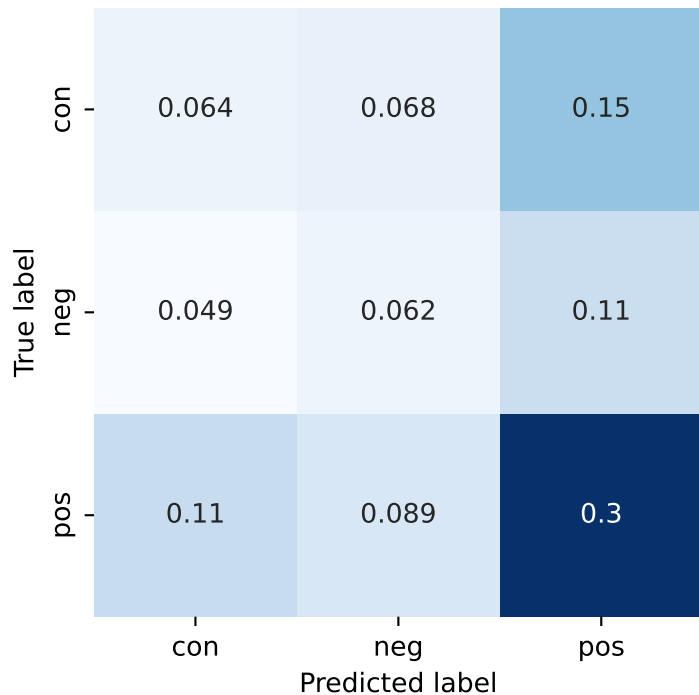


Confusion matrix, nBack

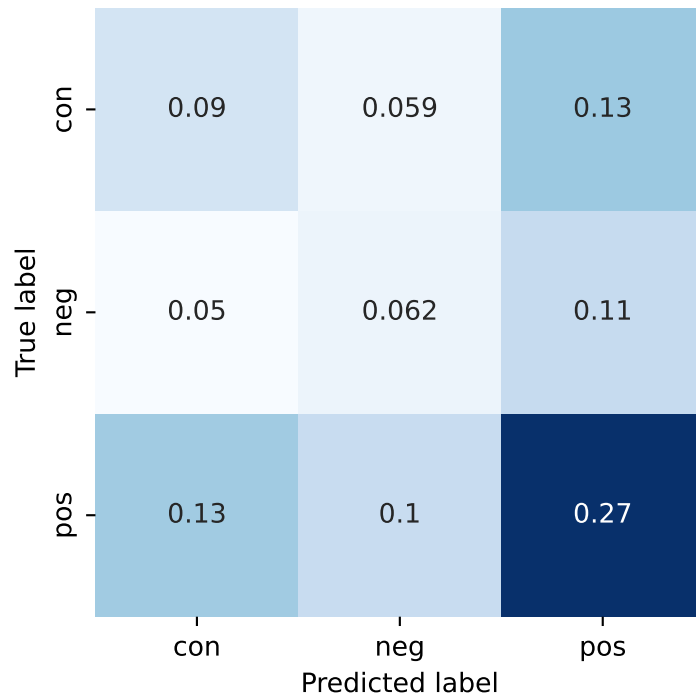


# Confusion matrix, directedForgetting

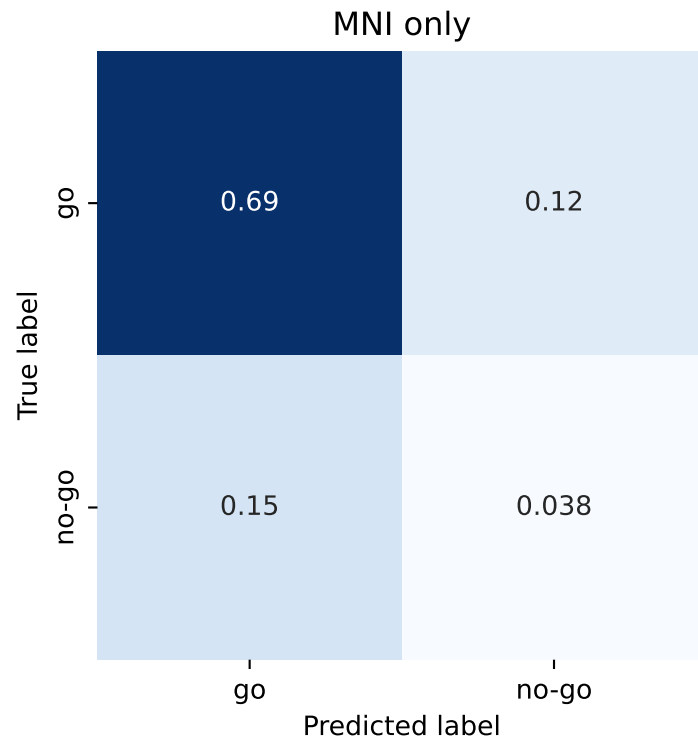
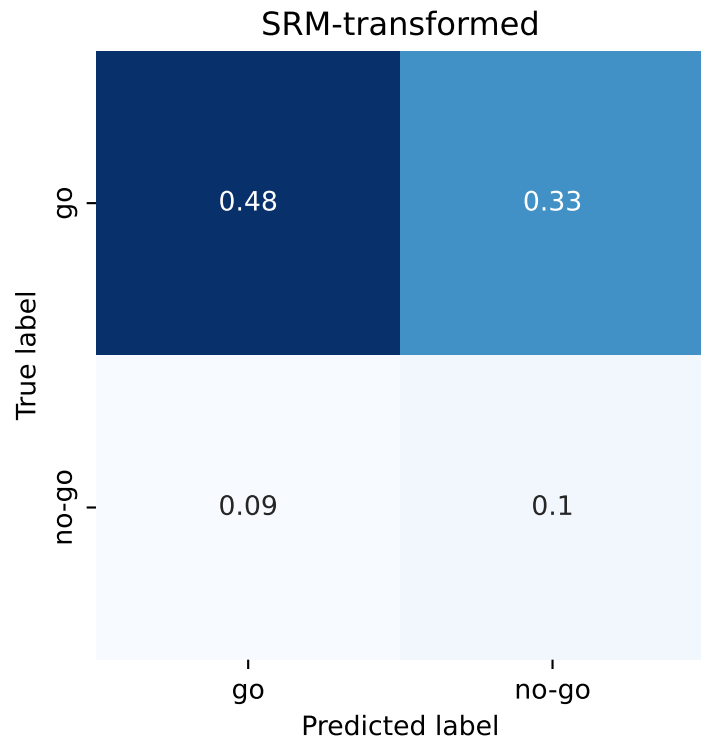
## SRM-transformed



## MNI only

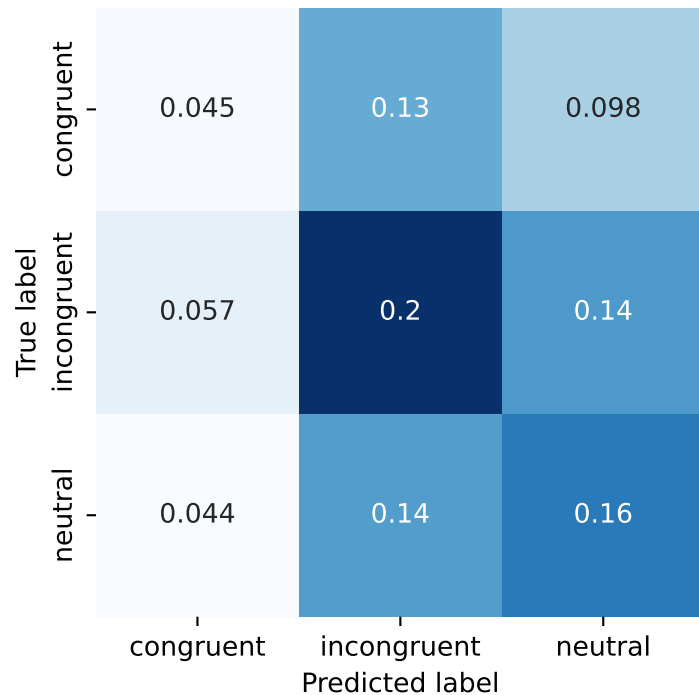


Confusion matrix, goNogo

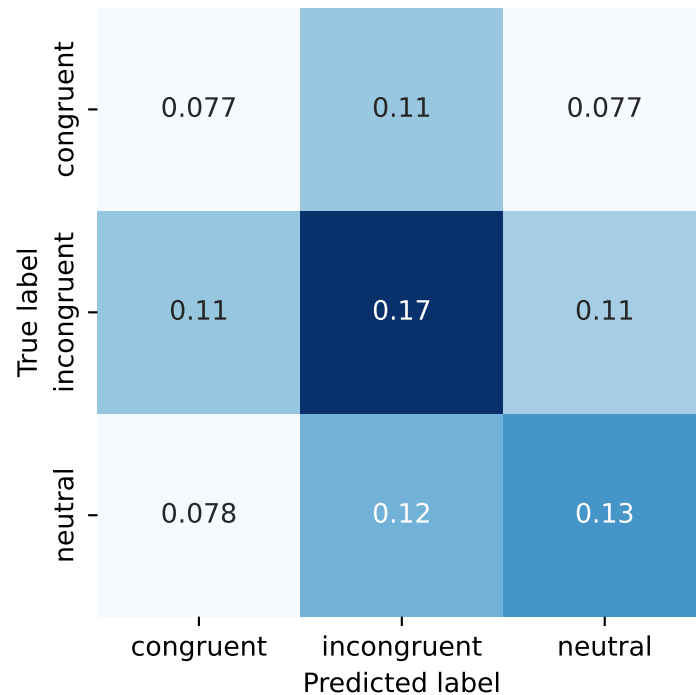


## Confusion matrix, shapeMatching

### SRM-transformed

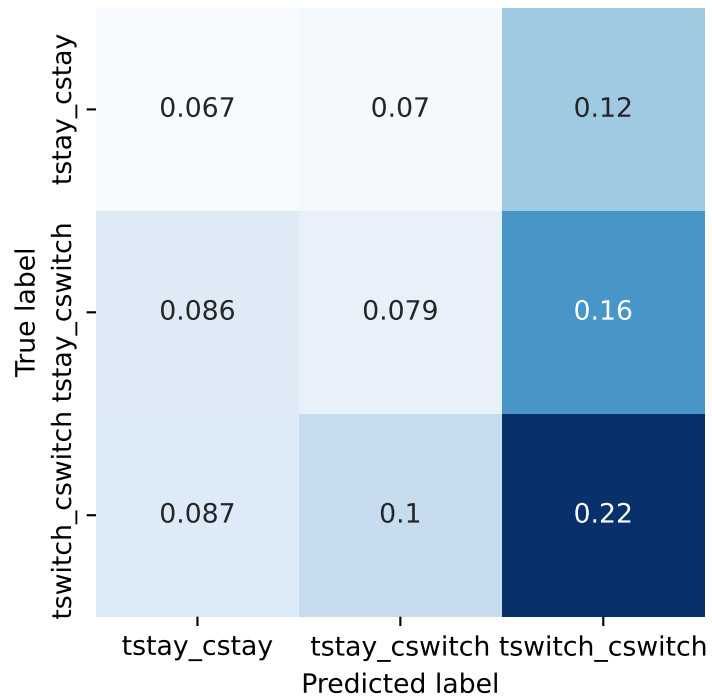


### MNI only

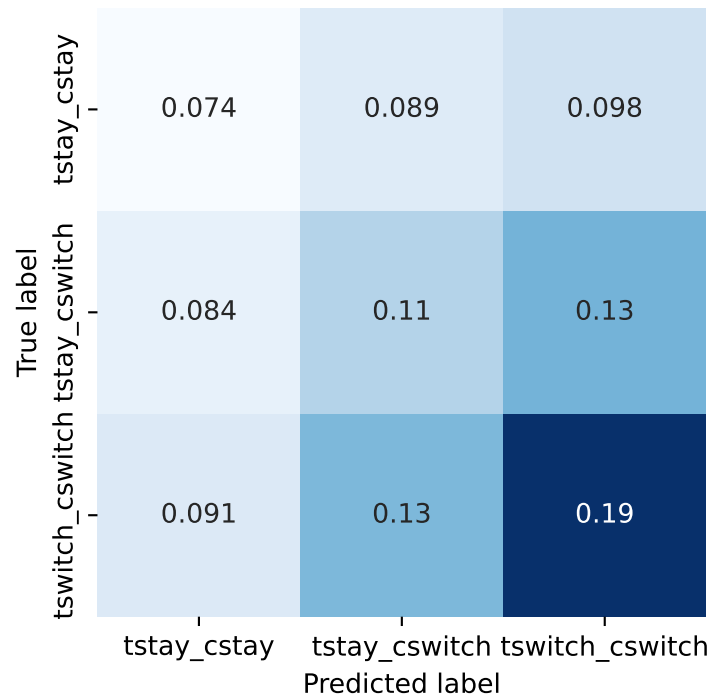


# Confusion matrix, spatialTS

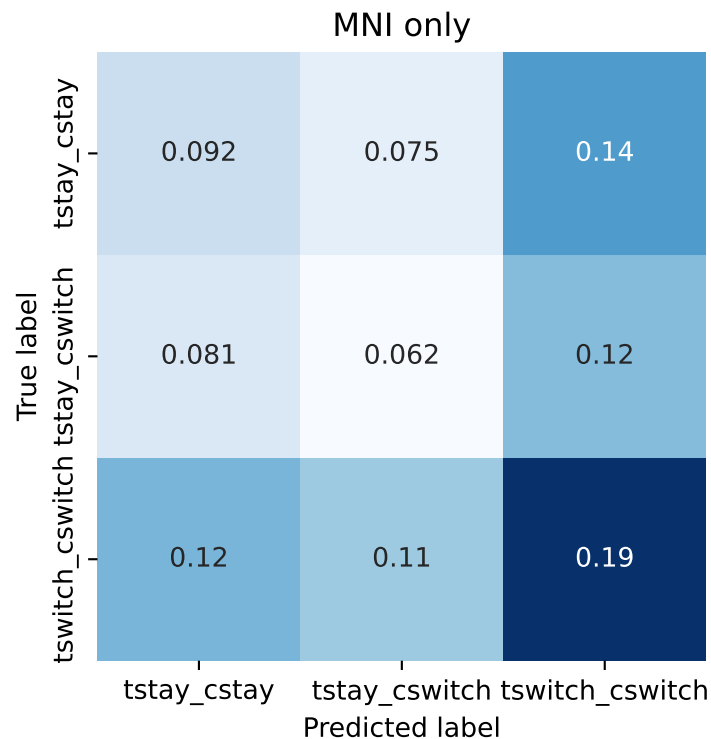
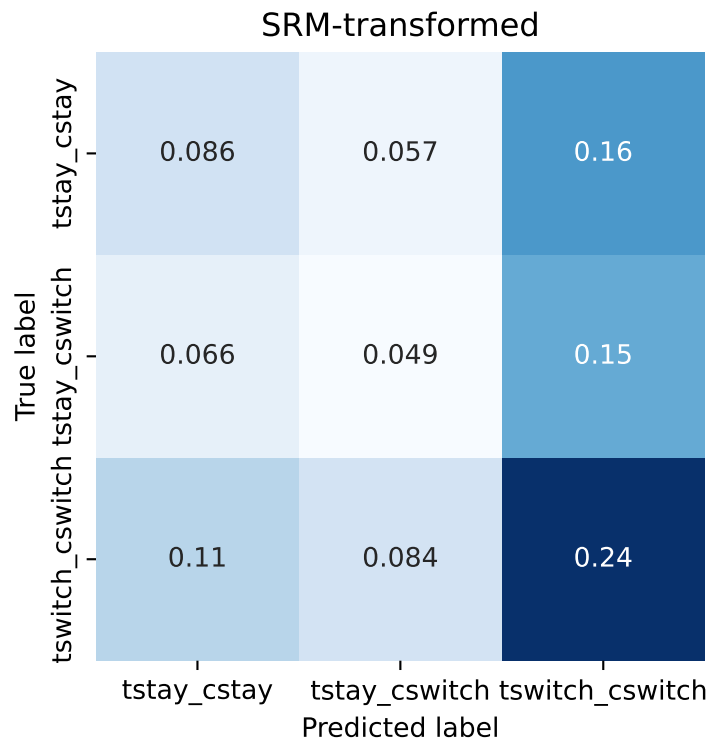
## SRM-transformed



## MNI only

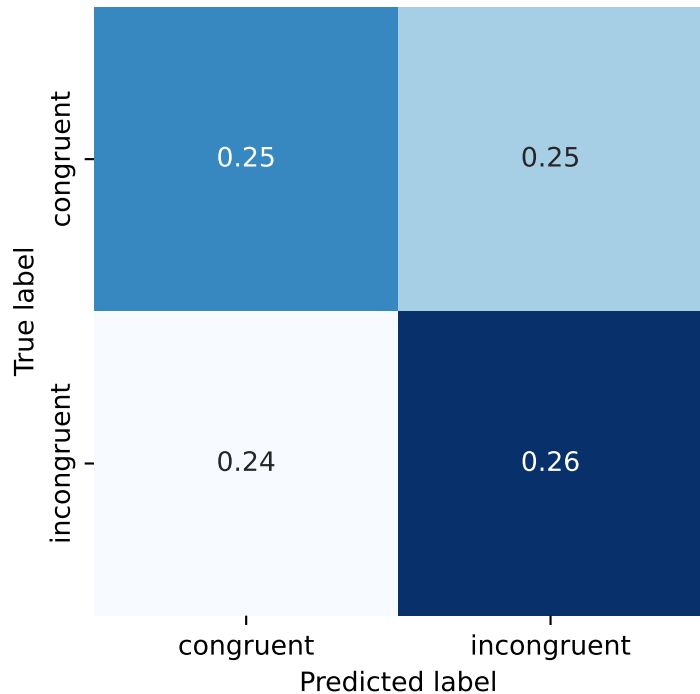


Confusion matrix, cuedTS



# Confusion matrix, flanker

## SRM-transformed



## MNI only

