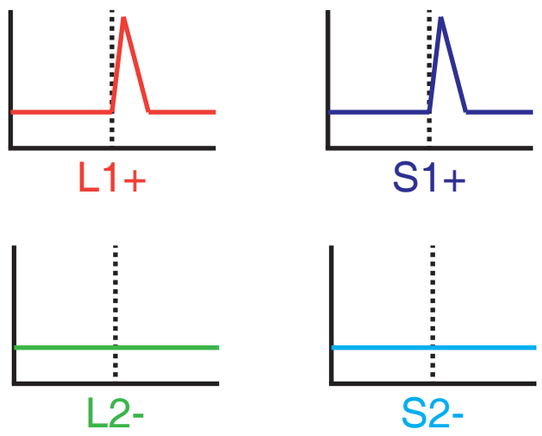
A Presence of cue feature coding

Cue outcome:

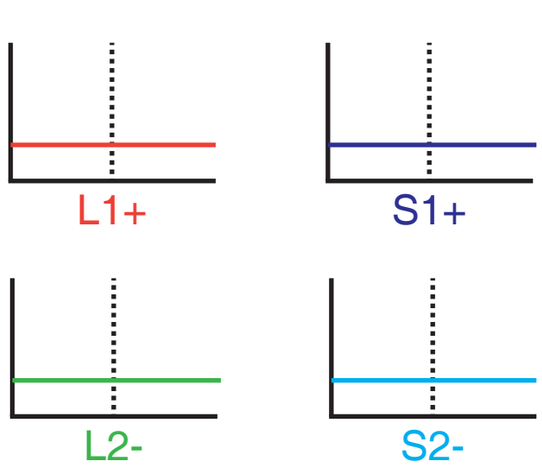
Cue identity:

Identity not coded

Unit A:

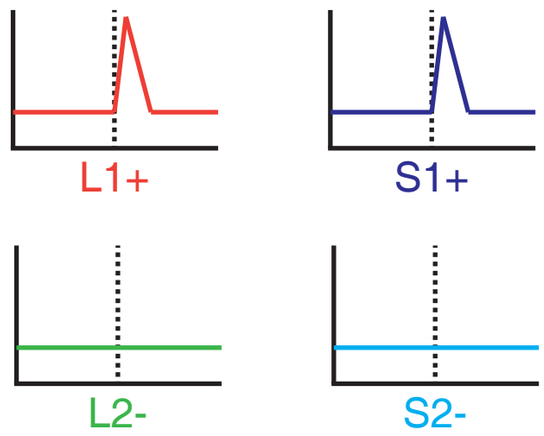


Unit B:

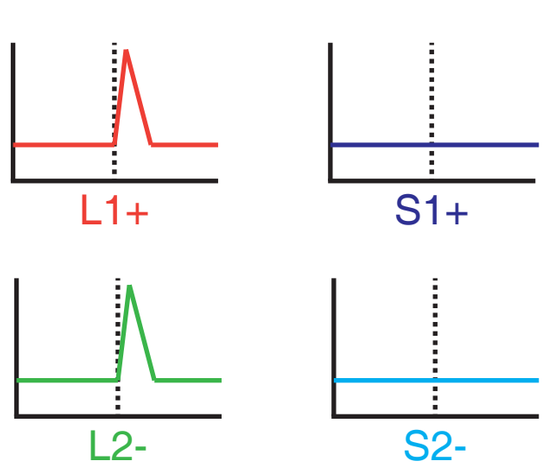


Separate populations

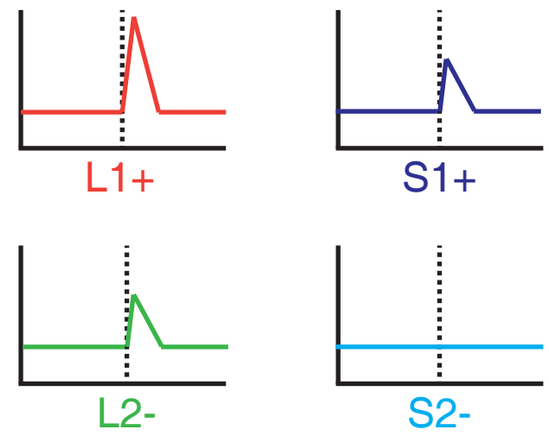
Unit A:



Unit B:



Overlapping populations



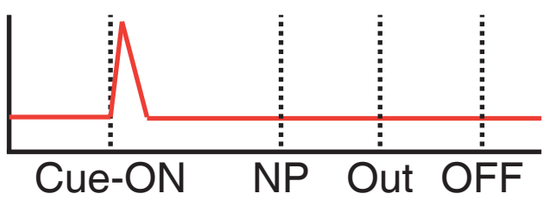
Cues used:

L1+: light reward-available
L2-: light reward-unavailable
S1+: sound reward-available
S2-: sound reward-unavailable

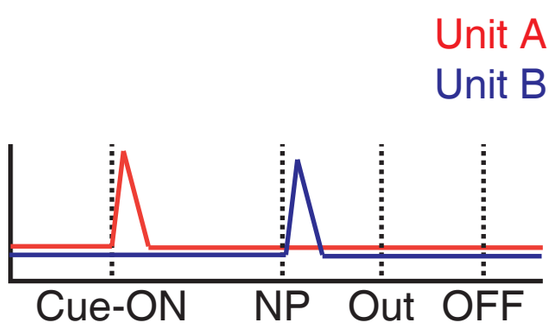
B Persistence of cue feature coding

Cue identity:

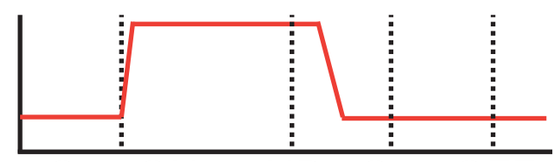
Transient coding



Separate populations

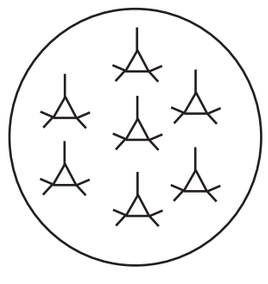


Overlapping populations



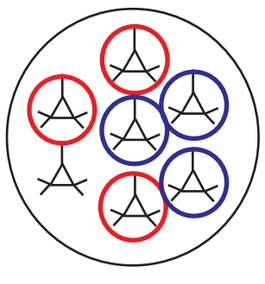
C Quantification of coding across units and time epochs

Null comparison



r = N/A

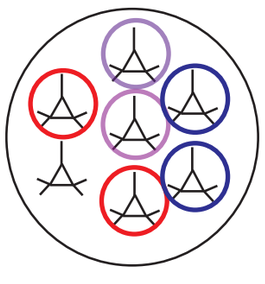
Separate populations



r < 0

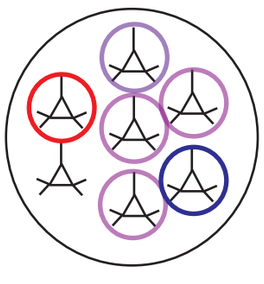
Overlapping populations

independent



r = 0

joint



r > 0