



Target On

Saccade

Loc 1 (135°)
Mean Spike Rate (sp/s)

Loc 2 (225°)
Mean Spike Rate (sp/s)

Loc 3 (315°)
Mean Spike Rate (sp/s)

Loc 4 (45°)
Mean Spike Rate (sp/s)

L1:Tar

L1:Sac

L1:Rew

L2:Tar

L2:Sac

L2:Rew

L3:Tar

L3:Sac

L3:Rew

L4:Tar

L4:Sac

L4:Rew

Reward
Mean Spike Rate (sp/s)

Silence
Mean Spike Rate (sp/s)

Probability
Mean Spike Rate (sp/s)

Identity
Mean Spike Rate (sp/s)

High/Face

Low/Non-face