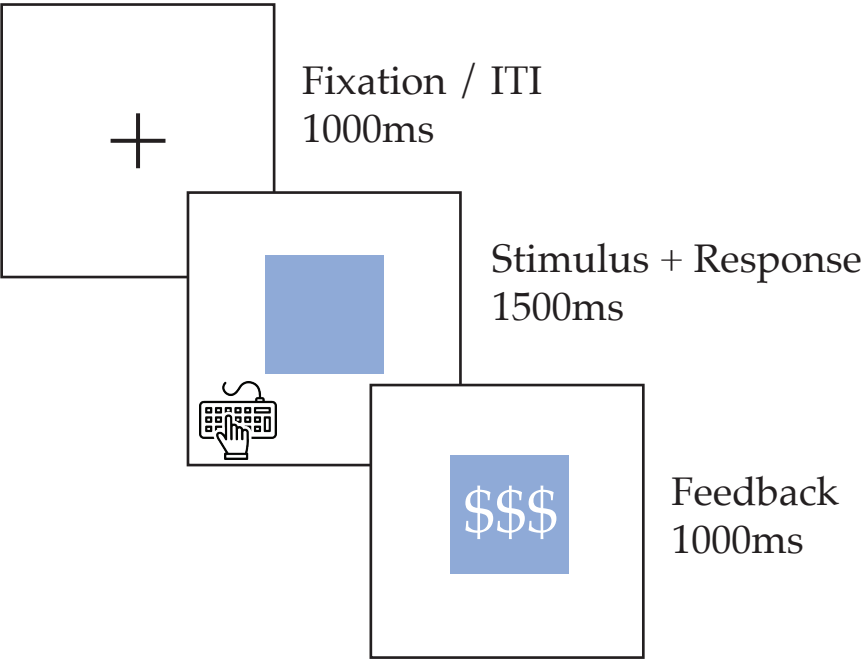
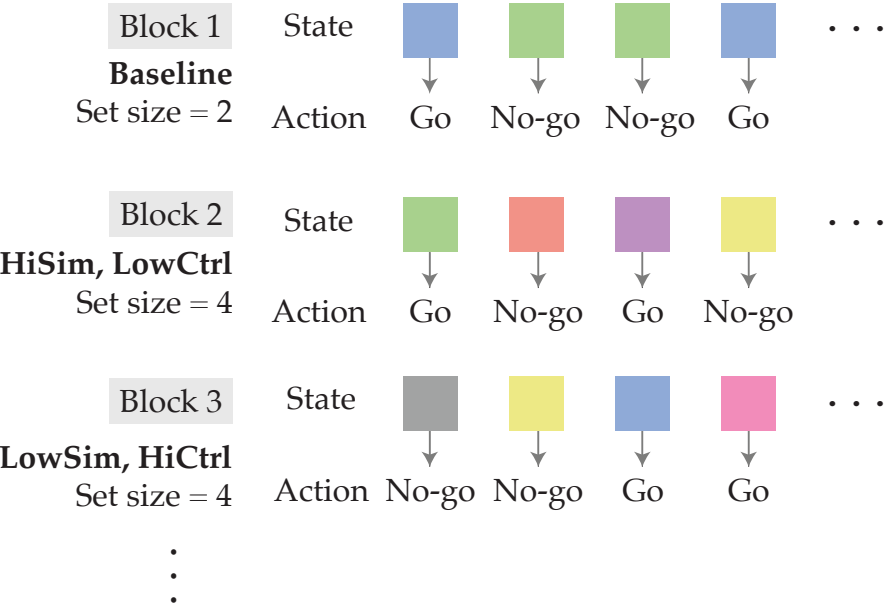


Go/No-Go Task



States = {         }



Block 2

HiSim, LowCtrl

Set size = 4

State



...

Action

GoNo-goGoNo-go

Block 3

LowSim, HiCtrl

Set size = 4

State



...

Action

No-goNo-goGoGo

⋮

Reward Conditions

Set size = 2			Set size = 4								
State	<div><div></div><div></div></div>	Baseline		High similarity Low control		High similarity High control		Low similarity Low control		Low similarity High control	
		Action									
		Go	No-go	Go	No-go	Go	No-go	Go	No-go	Go	No-go
		0.8	0.2	0.6	0.4	0.8	0.2	0.8	0.2	0.6	0.4
		0.2	0.8	0.4	0.6	0.2	0.6	0.2	0.8	0.4	0.6
				0.6	0.4	0.8	0.2	0.6	0.4	0.6	0.4
				0.4	0.6	0.2	0.8	0.4	0.6	0.4	0.6

		Controllability	
		Low	High
Similarity	High	HiSim LowCtrl	HiSim HiCtrl
	Low	LowSim LowCtrl	LowSim HiCtrl