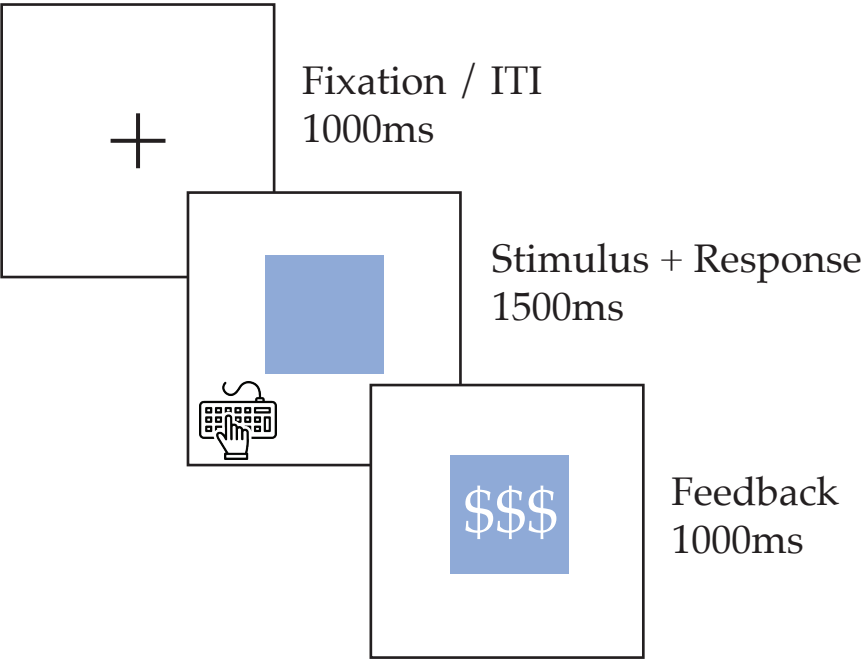
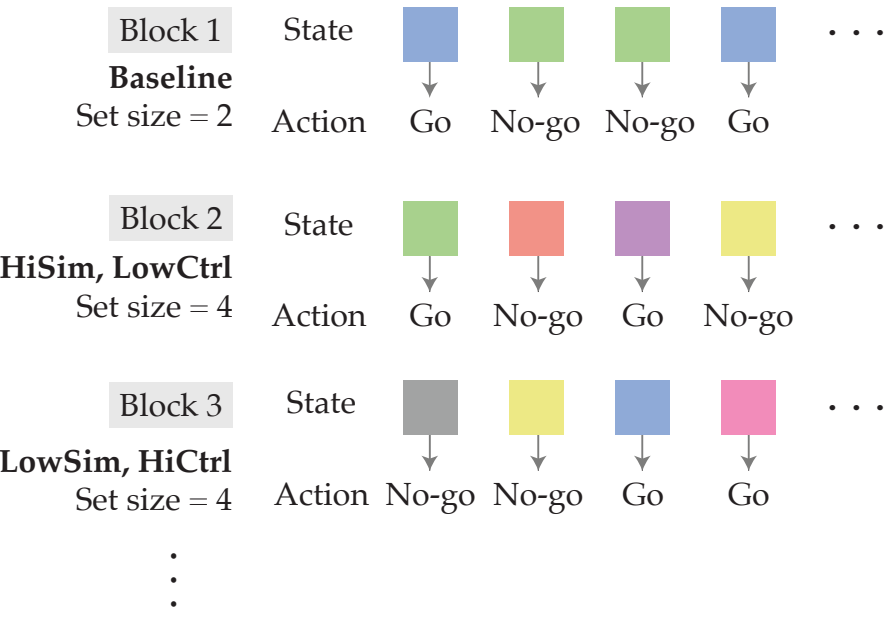








Go/No-Go Task



States = {         }



Reward Conditions

Set size = 2			Set size = 4																							
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													
State		<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2		<table border="1"><tr><td>0.6</td><td>0.4</td></tr></table>	0.6	0.4	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2	<table border="1"><tr><td>0.8</td><td>0.2</td></tr></table>	0.8	0.2
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			<table border="1"><tr><td>0.4</td><td>0.6</td></tr></table>	0.4	0.6	<table border="1"><tr><td>0.2</td><td>0.8</td></tr></table>	0.2	0.8	<table border="1"><tr><td>0.4</td><td>0.6</td></tr></table>	0.4	0.6	<table border="1"><tr><td>0.4</td><td>0.6</td></tr></table>	0.4	0.6	<table border="1"><tr><td>0.4</td><td>0.6</td></tr></table>	0.4	0.6	<table border="1"><tr><td>1</td><td>0</td></tr></table>	1	0	<table border="1"><tr><td>1</td><td>0</td></tr></table>	1	0			
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