English

You will be given a target letter.

A set of letters will appear on the screen. Search for the target letter.

If the target letter is on the screen, press ‘W’

If the target is not present, press ‘R’

Both the color and identity of the letter must match the target.

The target is the same as the target of the Psychomotor Vigilance Task.

The response from this task will be used as a cue for how to respond in the decision-making task

ACE

There are some keys.

p:W is a key.

p:R is a key.

There is one screen.

There is a target. The target is a letter.

Some letters appear on the screen.

If the target is on the screen then p:W is pressed.

If the target is not on the screen then p:R is pressed.

All letters have a color and have an identity.

If a letter matches the target then the color of the letter must be equal to the color of the target and the identity of the letter must be equal to the identity of the target.

araphrase

There are at least 2 keys.

W is a key.

R is a key.

There is a screen.

There is a target X1.

The target X1 is a letter.

There are at least 2 letters X2.

The letters X2 appear on a screen X3.

If the target X1 is on the screen X3 then W is pressed.

If it is false that the target X1 is on the screen X3 then R is pressed.

If a letter X4 matches the target X1 then there is a color X5 of the letter X4 and there is an identity X6 of the letter X4 and it is necessary that the color X5 is equal to a color of the target X1 and it is necessary that the identity X6 is equal to an identity of the target X1.

Every letter has a color and has an identity.

DRS

[A,B,C,D,E,F,G,H,I,J,K,L]

object(A,key,countable,na,geq,2)-1/4

object(B,key,countable,na,eq,1)-2/6

predicate(C,be,named(W),B)-2/4

object(D,key,countable,na,eq,1)-3/6

predicate(E,be,named(R),D)-3/4

object(F,screen,countable,na,eq,1)-4/4

object(G,target,countable,na,eq,1)-5/4

object(H,letter,countable,na,eq,1)-6/5

predicate(I,be,G,H)-6/3

object(J,letter,countable,na,geq,2)-7/2

object(L,screen,countable,na,eq,1)-7/6

predicate(K,appear,J)-7/3

modifier\_pp(K,on,L)-7/4

[M]

predicate(M,be,G)-8/4

modifier\_pp(M,on,L)-8/5

=>

[N,O]

property(N,pressed,pos)-8/13

predicate(O,be,named(W),N)-8/12

[]

NOT

[P]

predicate(P,be,G)-9/4

modifier\_pp(P,on,L)-9/6

=>

[Q,R]

property(Q,pressed,pos)-9/14

predicate(R,be,named(R),Q)-9/13

[S]

object(S,letter,countable,na,eq,1)-10/2

=>

[T,U,V,W]

object(T,color,countable,na,eq,1)-10/5

predicate(U,have,S,T)-10/3

object(V,identity,countable,na,eq,1)-10/9

predicate(W,have,S,V)-10/7

[X,Y]

object(X,letter,countable,na,eq,1)-11/3

predicate(Y,match,X,G)-11/4

=>

[Z,A1]

relation(Z,of,X)-11/10

object(Z,color,countable,na,eq,1)-11/9

MUST

[B1,C1,D1]

relation(D1,of,G)-11/19

object(D1,color,countable,na,eq,1)-11/18

object(G,target,countable,na,eq,1)-11/21

property(B1,equal,pos)-11/15

predicate(C1,be,Z,B1)-11/13

modifier\_pp(C1,to,D1)-11/16

relation(A1,of,X)-11/25

object(A1,identity,countable,na,eq,1)-11/24

MUST

[E1,F1,G1]

relation(G1,of,G)-11/34

object(G1,identity,countable,na,eq,1)-11/33

object(G,target,countable,na,eq,1)-11/36

property(E1,equal,pos)-11/30

predicate(F1,be,A1,E1)-11/28

modifier\_pp(F1,to,G1)-11/31