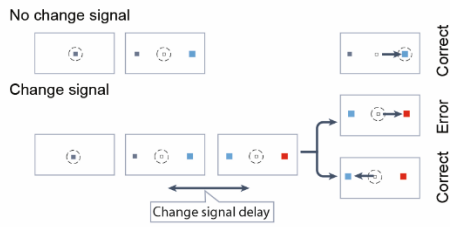
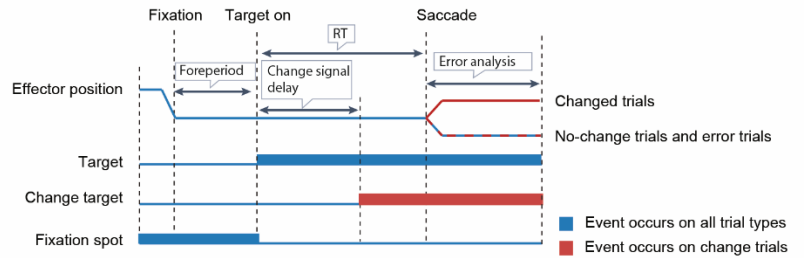


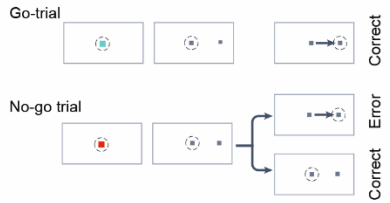
a Change signal task



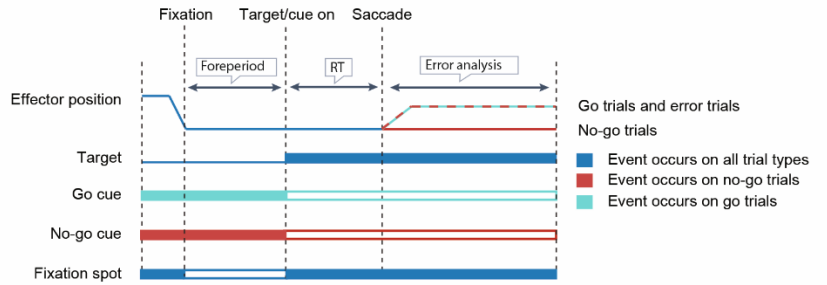
b



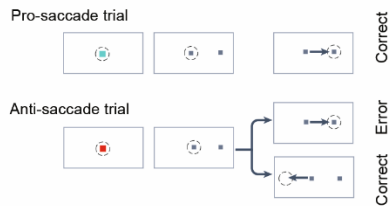
c Go/no-go task



d



e Anti-saccade task



f

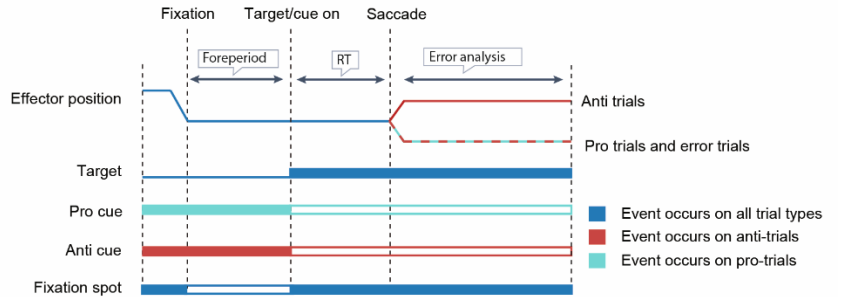


Fig. S1 | Further tasks for studying performance monitoring in macaques and humans.

This figure shows the three commonly used tasks not covered in Fig. 4. For each task, the sequence of screens shown to the subject (left side) and the timing of critical events during a trial (right side) are shown. (a,b) Change signal task, which requires subjects to modify a planned movement when the red cue is shown. (c,d) Go/no-go task, which requires subjects to either make or not make a movement depending on a cue. (e,f) Anti-saccade task, which requires subjects to make a saccade to the opposite side of the cue when prompted.