1   **A feature-based network analysis and fMRI meta-analysis reveal three distinct types of**

2   **prosocial decisions**

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Abstract

Tasks that measure correlates of prosocial decision-making share one common feature: agents can make choices that increase the welfare of a beneficiary. However, prosocial decisions vary widely as a function of other task features. The diverse ways that prosociality is defined and the heterogeneity of prosocial decisions have created challenges for interpreting findings across studies and identifying their neural correlates. To overcome these challenges, we aimed to organize the prosocial decision-making task-space of neuroimaging studies. We conducted a systematic search for studies in which participants made decisions to increase the welfare of others during fMRI. We identified shared and distinct features of these tasks and employed an unsupervised graph-based approach to assess how various forms of prosocial decision-making are related in terms of their low-level components (e.g., task features like potential cost to the agent or potential for reciprocity). Analyses uncovered three clusters of prosocial decisions, which we labeled cooperation, equity, and altruism. This feature-based representation of the task structure was supported by results of a neuroimaging meta-analysis that each type of prosocial decisions recruited diverging neural systems. Results clarify some of the existing heterogeneity in how prosociality is conceptualized and generate insight for future research and task paradigm development.

Keywords: prosocial decision-making, meta-analysis, cooperation, equity, altruism

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Introduction

Prosocial decisions—choices that increase the welfare of others—are universal across

cultures (Henrich et al., 2005) and are integral for supporting interpersonal relationships at

multiple scales, including between dyads (Declerck et al., 2013; Rusbult & Van Lange, 2003),

among groups and social networks (de Waal, 2008; Fehr et al., 2002; Fehr & Camerer, 2007;

Fehr & Fischbacher, 2003; FeldmanHall, 2017; Fowler & Christakis, 2010), and within societies

(Nowak, 2006). And, while largely conserved across species (Burkart et al., 2014; de Waal, 2008;

Hare, 2017), the prevalence and variety of prosociality exhibited by humans is unique (Fehr &

Schurtenberger, 2018; Zaki & Mitchell, 2013). Although cognitive and neural processes

underlying various forms of prosociality have been studied extensively across disciplines

spanning psychology, neuroscience, economics, and biology, the heterogeneity of prosocial

decisions has led to inconsistencies in how they are operationalized and categorized (Batson &

Powell, 2003; de Waal, 2008; Declerck et al., 2013; Fehr et al., 2002; Fehr & Schmidt, 1999;

Marsh, 2016; Parnamets et al., 2020; Rand & Nowak, 2013; Rilling et al., 2002; Ruff & Fehr,

2014; Tricomi & Sullivan-Toole, 2015). This can create challenges when interpreting findings

across neuroimaging studies or when attempting to understand how different types of prosocial

decisions vary in terms of their underlying processes.

Derived from the Latin stem *pro* and root *socius*, signifying "for a companion", prosocial

decision-making refers to "decisions made for the benefit of another" (*The American Heritage*

Dictionary of the English Language, 2000). Laboratory tasks that measure correlates of prosocial

decision-making share one common feature: allowing deciding participants (or agents) to make

choices that increase the welfare of a beneficiary. However, prosocial decisions vary widely as a

function of other task features. For example, although choosing to forgo resources (usually

money) to alleviate the suffering of a stranger (in a charitable donation task) versus choosing to

contribute money to maximize equity among known members in a group (in a Public Goods

Game) both share a common prosocial core of increasing the welfare of others, these decisions

diverge along multiple other characteristics. In the first example, a prosocial agent sacrifices

resources in response to another person's distress with the understanding that they will not

receive anything in return—suggesting a likely role for empathic concern and planning for

prosocial action without any anticipation of reward. In the second example, all prosocial agents

are relying on the decisions of others and are hoping to increase the total pool of resources for

everyone involved. This suggests a role for monitoring the expected actions of others' decisions

and includes the anticipation of self-rewarding outcomes.

75   In addition to charitable donation tasks and Public Goods Games, other common

prosocial paradigms include Dictator Games, Prisoner's Dilemmas, and Trust Games. Such tasks

can be implemented with multiple variations, and the vast number of combinations of task

features is a major source of heterogeneity. This heterogeneity raises the question of whether

common mechanisms underlie all prosocial choices. One possibility is that prosocial decisions in

each distinct task are supported by distinct mechanisms. But it is more likely that taxonomic

clusters exist within the task-space of prosocial decision-making that reflect common underlying

neural processes (Cutler & Campbell-Meiklejohn, 2019). One way to identify such clusters

would be via a bottom-up approach aimed at characterizing the task structure of prosocial

decision-making by analyzing the way specific tasks cluster according to their low-level features.

In other words, developing one level of a formal representation (or ontology) of cognitive tasks

and their inter-relationships (Poldrack & Yarkoni, 2016; Turner & Laird, 2012). The first goal of

this paper was to clarify how different prosocial tasks are inter-related and how their low-level

features give rise to broad categories of prosocial decisions. Then, using this information across

various studies, we employed an unsupervised graph-based approach to generate a preliminary

characterization of the neuroimaging task-space comprised of the distinct and shared task

features of prosocial decision-making paradigms. Finally, we conducted an fMRI meta-analysis

to identify patterns of distinct and overlapping neural activation that correspond to the identified

clusters of prosocial processes.

Breaking prosocial decision processes down into their relevant task features may allow a

better understanding of how prosocial decisions are inter-related, and how they diverge. In

general, the features that distinguish these tasks involve those related to the *beneficiary* (Is the

beneficiary a real or imaginary person (or persons) or an organization like a charity? Is their

identity apparent to the agent? Is their need or distress known to the agent?), to the *interaction*

(Does the beneficiary also make decisions that will affect ultimate outcome? Will the agent and

beneficiary interact only once or more than once?), and to the *outcomes* of the agent's decision

(What is the magnitude of the benefit to the beneficiary? Will the decision result in rewarding

outcomes for the agent? Will it be costly? Will the decision conform to social norms, such as

equity? How certain is the outcome?). Multiple combinations of these features likely shape the

context, motivations, and outcomes of prosocial decisions, and thus should recruit diverging

neural systems.

Features related to the beneficiary. Various features related to the beneficiary of a

prosocial decision are known to influence such decisions. Beneficiaries can include specific

people, such as close or familiar others (Fareri et al., 2015; Hill et al., 2017; Schreuders et al.,

2018; Sharp et al., 2011; Telzer et al., 2011) or in-group members (Balliet et al., 2014; Hackel et

al., 2017; Telzer et al., 2015; Wills, Hackel, & Van Bavel, 2018), or can be hypothetical or even

non-human (e.g., computers) (Delgado et al., 2005; Fareri et al., 2012). Across contexts, agents

are typically more willing to help people than computers (Fareri et al., 2015), and are more

willing to help people close to them than strangers (Jones & Rachlin, 2006, 2009; Safin et al.,

2013; Strombach et al., 2015). Neural activation during decisions that affect real versus

imaginary beneficiaries (e.g., computer) is increased in regions important for theory of mind or

inferring the mental states of others such as the temporoparietal junction (TPJ) (FeldmanHall et

al., 2012).

118   In tasks that include real beneficiaries who are previously unknown to the agent, the

beneficiary may be another participant in study (Weiland et al., 2012), or an anonymous stranger

(Bault et al., 2014; Hutcherson et al., 2015; Strombach et al., 2015) who the agent may have

briefly met before the task (Abe et al., 2019; Shaw et al., 2018) or seen in a photograph

(Genevsky et al., 2013; Park et al., 2017). Receiving any identifying information about a

beneficiary generally increases prosociality, in line with the identifiable victim effect (Jenni &

Loewenstein, 1997; Kogut & Ritov, 2005; Lee & Feeley, 2016). This effect also results in greater

prosociality toward single individuals versus collectives (Kogut & Ritov, 2005; Lee & Feeley,

2016), including charitable organizations, whether predetermined (Greening et al., 2014), of the

agent's choosing (Kuss et al., 2013), or from a list of charities (Hare et al., 2010; Izuma et al.,

2010; Tusche et al., 2016). Increases in prosocial decision-making are particularly robust when

the need or distress of the beneficiary is salient (FeldmanHall et al., 2015; Genevsky et al., 2013;

Kuss et al., 2015; Tusche et al., 2016). Cues that signal need or distress typically elicit empathic

concern, which motivates the desire to alleviate it (Batson, 2011; de Waal, 2008; Marsh, 2016;

Preston & de Waal, 2002). This form of empathy is supported by activity in neural regions

including the anterior insula, ACC, and pre-supplementary motor area (pre-SMA) (Fallon et al.,

2020; Jauniaux et al., 2019; Kogler et al., 2020; Lamm et al., 2011; Schurz et al., 2020) and

empathic neural responding predicts prosocial decision-making both in and out of the laboratory

(Tusche et al., 2016; Vekaria et al., 2020).

137   **Features related to the interaction.** Aspects of the interaction between agents and

beneficiaries (or other agents) in prosocial tasks also influence agents' decisions, particularly

when agents can learn about those with whom they are interacting. In some interactions, only

one agent can influence the outcome. For example, in Dictator Games, agents unilaterally

allocate resources between themselves and a beneficiary (Engel, 2011). In others, multiple agents

can shape the outcome. For example, in social dilemmas or Trust Games, agents can choose to

cooperate with others in order to increase the total pool of available resources for everyone

involved, or can defect to obtain better outcomes for self (Balliet et al., 2011). Alternatively, in

ultimatum games, agents receive feedback about their decisions from beneficiaries, who can

accept or reject the offer (Güth et al., 1982).

147   Some prosocial decisions involve repeated interactions, which, unlike one-shot

interactions, provide opportunities to reciprocate or respond to feedback about prior choices

(Thielmann et al., 2020). When repeated interactions are expected, it typically motivates

cooperation, with agents motivated to pay short-term cooperation "costs" to increase future

reciprocity from a partner (Milinski et al., 2001; Rand & Nowak, 2013) and more willing to

cooperate with partners who have cooperated previously (Fehr & Schurtenberger, 2018). This

may be related to the ability to update expectations of others' likely behavior, a type of social

learning is supported by the subgenual anterior cingulate cortex (ACC) (Christopoulos & King-

Casas, 2014). During these repeated interactions, agents may also act to influence interaction

partners to reciprocate, for example, when a cooperative exchange is broken and partners coax

others back into cooperation via generosity (Bendor et al., 1921; King-Casas et al., 2008).

Features related to outcomes. Across interaction types, prosocial decisions are also

shaped by their anticipated outcomes. In some cases, prosocial decisions may benefit the agent

directly. In Prisoner's Dilemmas or Public Goods Games, for example, decisions to cooperate

increase the probability of future reciprocity. In such tasks, agents also take on the role of

beneficiaries (Chaudhuri, 2011; Rand & Nowak, 2013), and thus must arbitrate between their

own and others' rewards. These tasks often recruit neural systems that support subjective

valuation and reward expectancy, such as the ventromedial PFC and ventral striatum (Parnamets

et al., 2020; Wills, Hackel, & Van Bavel, 2018; Wills, Hackel, FeldmanHall, et al., 2018). These

tasks also carry an element of uncertainty (Bellucci et al., 2017), with the agent's outcome often

dependent on a beneficiary or trustee's choices (Mayer et al., 1995). Uncertainty during these

decisions may be reflected through activation in the dorsal ACC (Aimone et al., 2014).

Prosocial choices may also yield more abstract rewards, such as conformity to desirable

social norms like maximizing equity among multiple parties (via, for example, a 50-50 split of

resources) (Fehr & Schurtenberger, 2018; Krupka & Weber, 2013; López-Pérez, 2008). In some

cases, agents may choose to act prosocially and forgo resources to avoid deviating from desirable

norm, which is known as disadvantageous inequity aversion (Tricomi & Sullivan-Toole, 2015).

Equitable interpersonal decisions are thought to engage neural structures involved in computing

subjective value such as the medial PFC and ventral striatum, and thus may be motivated through

increased intrinsic value placed on the decision (Zaki & Mitchell, 2011), perhaps via their goal of

producing increased subjective happiness for agents and beneficiaries (Tabibnia et al., 2007;

Tabibnia & Lieberman, 2007). In tasks with repeated interactions, these decisions may also

reflect the maintenance of abstract, norm-based rules regarding fairness or reciprocity, in that

repeated interactions can enable norms to become established among the interacting parties and

maintained in dorsolateral PFC (Guroglu et al., 2014; van den Bos et al., 2009).

In other prosocial decision-making tasks (such as Dictator Games or charitable giving

tasks) agents can forgo resources (including money, time, effort, or safety) solely to benefit

others. In this case, prosocial choices are made despite certain concrete costs to the agent, often

to alleviate the beneficiary's distress or need. As described above, such decisions are thought to

be driven by activation in regions like anterior insula, which represent negative affective states

(e.g., pain or distress) of the beneficiary (FeldmanHall et al., 2015; Tusche et al., 2016). Such

choices also may yield indirect gains, including increases in mood or well-being (Aknin et al.,

2012; Curry et al., 2018; Dunn et al., 2008), possibly related to the vicarious reward of

improving the beneficiary's welfare (Mobbs et al., 2009); such vicarious reward may be

supported by activity in ventral striatum and ventromedial PFC.

Given the diversity of extant prosocial decision tasks, two recent meta-analytic studies

have been very valuable in describing the neural correlates of prosocial behaviors aggregated

across tasks that reflect divergent constellations of the above variables. Belluci and colleagues

(2020) aggregated across a wide range of tasks in which participants made decisions about

others, rated others' traits, or judged others' behaviors in an effort to find neural activation

overlap among prosociality, empathy, and mentalizing. They found four regions to be

preferentially engaged across the tasks they incorporated: dorsolateral PFC, ventromedial PFC,

dorsal posterior cingulate cortex (PCC), and middle cingulate cortex (MCC). Of these regions,

they found a conjunction in dorsal PCC activation during tasks involving prosocial behavior and

tasks involving mentalizing (understanding another person's needs and inferring goals across

contexts); they also found a conjunction in MCC activation across tasks involving prosocial

behavior and tasks involving empathy (resonating with another's needs) (Bellucci et al., 2020).

Activation during prosocial behavior in the dorsolateral PFC and ventromedial PFC did not

overlap with activation during mentalizing or empathy tasks. This work identified common

neural patterns underlying a range of behaviors related to prosociality, but by not considering key

differences among types of prosocial decisions, it was not able to identify whether they are

supported by distinct processes. Cutler and Campbell-Meiklejohn (2019) provided preliminary

evidence that distinct neural regions do indeed support different forms of prosocial decision-

making, finding diverging patterns of activation for prosocial behaviors that do not provide an

opportunity to gain extrinsic rewards (and thus likely are intrinsically motivated) versus those

with the probability of gaining an extrinsic reward. For example, extrinsically motivated

decisions recruited greater activity in striatal regions relative to intrinsically motivated decisions.

In contrast, intrinsically motivated decisions recruited increased activation in ventromedial PFC

relative to extrinsically motivated decisions. Activation in ventromedial PFC also differentiated

these types along a posterior (intrinsic) to anterior (extrinsic) axis.

However, the distinction between extrinsic and intrinsic motivation was determined in

advance, rather than being driven by objective features of the data. This is also only one of many

possible distinctions among forms of prosocial behavior. An alternative means of investigating

neural substrates of various prosocial decision tasks could instead take a more bottom-up

approach that identifies distinct clusters of tasks that emerge from statistical variation in their

objective features or outcomes. For example, a recent behavioral study analyzed the behavioral

outcomes of different economic prosocial tasks (such as the percentage of prosocial decisions

during each task, the ratio of other-regarding to self-regarding decisions in each, average

monetary donations, or summary scores of self-reported measures). Using factor analysis, they

determined that the prosocial tasks clustered into four factors that the authors termed:

altruistically motivated prosocial behavior, norm-motivated prosocial behavior, strategically

motivated prosocial behavior, and self-reported prosocial behavior (Böckler et al., 2016).

We sought to use a similar bottom-up approach to meta-analytically investigate the neural

correlates of prosocial decision-making during fMRI. We focused on objective features that

distinguish the tasks themselves, which included features related to outcomes of decisions, to the

beneficiaries of the decision, and to the interaction between agents and beneficiaries. We first

compiled data from 43 unique fMRI studies of prosocial decision-making (including 25 maps

and 18 coordinate tables across 1,423 participants). We then dummy-coded task features related

to the beneficiary, interaction, and outcome of each decision and employed a data-driven, graph-

based approach to identify clusters of studies based on their overlapping versus distinct task

features. As described in detail below, this approach indicated that the prosocial decision-making

task-space comprises three clusters, which we labeled cooperation, equity, and altruism. We next

used a meta-analytic approach that combined group-level statistical parametric images with

reported peak-coordinates to identify divergent neural activation patterns across these clusters of

studies. In so doing, the present study resolves some discrepancies in how prosocial decisions are

conceptualized, expands understanding regarding how prosocial decisions are related and

distinct, and generates insight for future research.

244   **Method**

Literature search and study selection

A literature search using PubMed identified research published prior to June 2019 using

keywords either ("fMRI" or "neur*") and one of the following: ("prosocial", "altruis*", "trust

game", "fairness", "reciproc*", "cooperat*", "charitable", "public goods", "dictator",

"ultimatum", "prisoner*")[†]. The search returned 201 articles. We removed 124 articles that did

not meet key criteria, such as non-neuroimaging studies, neuroimaging studies that did not use

functional magnetic resonance imaging (fMRI), and literature reviews or meta-analyses.

Independently, we identified 123 potential articles from the reference lists of the remaining 77

articles. After removing all duplicate titles from the combined lists, 146 articles remained. We

then selected only articles that reported novel whole-brain fMRI data (i.e., data only published

once) that were collected while participants made decisions that benefitted another individual

(prosocial decisions). We also limited our search to include only data from studies that were able

to examine differences in activation during prosocial decisions relative to decisions that

benefited the agent alone (selfish decisions). In some cases, this was a contrast between prosocial

choices and selfish choices within a task condition or parametric modulation of the amount

given. For other studies, the contrast was between decisions during a prosocial condition and a

self-only condition. We did not include contrasts involving alternate control conditions (e.g., rest,

visuomotor controls), even when these were available, due to significant variation in brain

activation (Cutler & Campbell-Meiklejohn, 2019). Upon review of the remaining 146 articles, 69

were identified that met our inclusion criteria.

265   We sent emails to the corresponding authors of all included studies to request

266   unthresholded, group-level t-statistic map(s) from the study that best fit our criteria. For studies

267   that included pharmacological manipulations or clinical populations, we requested data from

268   only the control group. If maps were not available, we requested coordinates for contrasts of

269   interests or extracted them from manuscripts. If a coordinate table reported Z-scores or Talaraich

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[†] After conducting this initial search, we conducted an additional PubMed search using the criteria (("fMRI" OR "neur*") AND "equity") and did not identify any studies published prior to 2019 that would have been eligible for the study and were not already included.

270   coordinates, peak values were transformed to *t*-statistics and MNI coordinates, respectively. If

271   the contrast of interest was reported in both directions (e.g. cooperate > defect and defect >

272   cooperate), the selfish contrast peaks were assigned as negative t-values. Ultimately, we obtained

273   the necessary data from 43 unique fMRI studies, including 25 maps and 18 coordinate tables that

274   included data from 1,423 subjects (Table 1).

Table 1. Descriptions of studies included in meta-analysis

Study	N	Proportion female	Map or peak	Task	T	FWHM	Program	Sig	Contrast selected	Cluster Label
(Abe et al., 2019)	19	9 / 19	map	Joint force-production task	3T	8mm^3	SPM12	Pcorr < 0.001	Joint performance vs single performance	C
(Aimone et al., 2014)	28	15 / 30 total	peak	Trust Game, one-shot, binary (investor)	3T	8mm^3	SPM8	Puncorr <.0001	Share vs keep	C
(Bault et al., 2014)	25	12 / 29 total	map	Public Goods Game	3T	5mm^3	FSL	Pcorr < 0.05 (FWE)	PM monetary choice	C
(Chen et al., 2016)	93	50 / 104 total	map	Prisoner's Dilemma, iterative	3T	5mm^3	FSL	Pcorr <0.05 (FWE)	Cooperation vs defect (placebo only)	C
(Decety et al., 2004)	12	6 / 12	peak	Cooperative Pattern Game	3T	4.5 x 4.5 x 6 mm	SPM2	Pcorr < 0.05	Cooperation vs competition	C
(Delgado et al., 2005)	12	6 / 14 total	peak	Trust Game, binary, iterative (investor)	3T	4mm^3	Brain Voyager	Puncorr < 0.001	Share vs keep	C
(Fareri et al., 2015)	26	14 / 26	map	Trust Game, binary, iterative (investor)	3T	4mm^3	Brain Voyager	N/A	Share vs keep (across all partners)	C
(FeldmanHall et al., 2012)	14	8 / 14	peak	Your Pain, My Gain Task	3T	8mm^3	SPM	Pcorr < 0.05	PM monetary choices, no covariates	A
(FeldmanHall et al., 2015)	17	11 / 17	peak	Your Pain, My Gain Task	3T	8mm^3	SPM5	Pcorr < 0.05 (FWE)	PM monetary choice	A
(Fermin et al., 2016)	33	18 / 33	map	Prisoner's Dilemma, one-shot	3T	8mm^3	SPM8	Puncorr <.005	Cooperation vs defect	C
(Fouragnan et al., 2013)	18	0 / 18	peak	Trust Game (with priors manipulation)	4T	8mm^3	SPM8	Pcorr < 0.005	Share vs keep	C
(Garbarini et al., 2014)	16	8 / 16	map	Trust Game, one-shot (responder)	1.5T	4mm^3	Brain Voyager	Pcorr < 0.05	Reciprocate vs defect	E
(Genevsky et al., 2013)	11	6 / 11	peak	Charitable donation task with identifiable victim	3T	4mm^3	AFNI	Puncorr < 0.005	Donation vs no donation	A
(Greening et al., 2014)	18	9 / 18	peak	Charity task	3T	4mm^3	AFNI	Pcorr < 0.05	Charity vs self	A
(Guroglu et al., 2014)	22	17 / 28 total	peak	Modified Dictator Game (self-maximizing inequity (SMI) game)	3T	8mm^3	SPM8	Puncorr < 0.005	Equal split vs unequal	E
(Hare et al., 2010)	22	22 / 22	map	Charitable donation task	3T	8mm^3	SPM5	Puncorr < 0.0005	PM monetary choice	A

(Hutcherson et al., 2015)	51	0 /51	map	Modified Dictator Game, with probable outcomes	3T	8mm^3	SPM8	Puncorr < 0.05	Prosocial choice vs self	A
(Izuma et al., 2010)	23	12 / 23	map	Charitable donation task in presence or absence of observer	3T	6mm^3	SPM5	Puncorr < 0.001	Donation vs no donation (no observers)	A
(Koban et al., 2014)	17	10 / 22 total	map	Modified Dictator Game, Sharing/keeping during conflict	3T	8mm^3	SPM8	Puncorr < 0.001	Equal split vs self during human interpersonal conflict	E
(Kuss et al., 2013)	33	14 / 33	map	Charitable donation task, with probable outcomes	3T	6mm^3	SPM8	Puncorr < 0.001	Costly donation vs self	A
(Lee et al., 2018)	16	0 / 16	map	Tetris-like game, with self, helping, and harming conditions	3T	8mm^3	SPM5	Pcorr < 0.05	Help vs self	A
(Lelieveld et al., 2013)	26	17 / 26	map	Dictator Game with emotional manipulation	3T	6mm^3	SPM5	Puncorr < 0.001	Equal split vs unequal split	E
(Morishima et al., 2012)	27	17 / 30 total	map	Dictator Game	3T	8mm^3	SPM8	Pcorr < 0.05 (FWE)	Donation vs self	A
(Park et al., 2017)	159	100 / 166 total	map	Dictator Game with Faces	3T	4mm^3	AFNI	Puncorr < 0.005	Giving vs not giving (offer only)	A
(Ramsøy et al., 2015)	30	14 / 30	peak	Prisoner's Dilemma, with belief prompts about partner's decision	3T	8mm^3	SPM8	Puncorr < 0.001	Cooperation vs defect	C
(Schneider-Hassloff et al., 2015)	164	78 / 164	map	Prisoner's Dilemma with measures of attachment style	3T	8mm^3	SPM8	Puncorr < 0.001	Cooperation vs defect	C
(Schreuders et al., 2018)	22	12 / 27 total	map	Modified Dictator Game (self-maximizing inequity game)	3T	8mm^3	SPM8	Pcorr < 0.05	Equal split vs self (across interaction partners)	E
(Schreuders et al., 2019)	39	29 / 50 total	map	Modified Dictator Game (self-maximizing inequity game)	3T	8mm^3	SPM8	Pcorr < 0.001	Equal split vs self (across interaction partners)	E
(Sharp et al., 2011)	20	0 / 20	map	Trust Game (investor)	3T	4mm^3	AFNI	Puncorr < 0.001	Share vs keep (controls)	C
(Shaw et al., 2018)	38	0 / 38	peak	Ultimatum Game (proposer)	3T	5mm^3	FSL (preproc) SPM12 (GLM)	Pcorr < 0.001 (FWE)	PM monetary choice (proposers only)	C

(Smith-Collins et al., 2013)	24	24 / 24	peak	Trust Game, iterative (investor)	1.5T	8mm^3	SPM8	Puncorr < .001	Cooperation vs defect	C
(Stanley et al., 2012)	40	22 / 40	map	Trust Game, one-shot (investor)	3T	6mm^3	SPM8	Pcorr < .05 (FWE)	PM monetary choices (only human partners)	C
(Strombach et al., 2015)	27	13 / 27	map	Modified Dictator Game with social distance manipulation	3T	8mm^3	SPM8	Pcorr < 0.005	Equal split vs self	E
(Telzer et al., 2011)	25	13 / 25	map	Family Assistance Task	3T	8mm^3	SPM5	Pcorr < 0.05	Costly donation vs self	A
(Telzer et al., 2015)	29	13 / 29	map	Modified Dictator Game with group membership manipulation	3T	8mm^3	SPM8	Pcorr < 0.05	Donation vs self	A
(Tusche et al., 2016)	23	15 / 33 total	map	Charitable donation task	3T	8mm^3	SPM8	Pcorr < .05 (FWE)	High donation vs low donation	A
(van den Bos et al., 2009)	18	9 / 18	peak	Trust Game, one-shot (responder)	3T	6mm^3	SPM2	Puncorr < 0.001	Reciprocate vs defect	C
(Watanabe et al., 2014)	48	N/A	peak	Pay-it-forward + reputation-based indirect reciprocity game	3T	8mm^3	SPM8	Pcorr < 0.05 (FWE)	Cooperation vs defect (pay-it-forward & reputation-based conditions)	C
(Weiland et al., 2012)	14	8 / 14	peak	Dictator Game	3T	8mm^3	Brain Voyager	Puncorr < 0.005	Fair split (6:6, 7:5) vs unfair (8:4, 9:3, 10:2, 11:1)	E
(Will et al., 2016)	43	17 / 43	map	Dictator Game after Cyberball	3T	8mm^3	SPM8	Puncorr < .001	Equitable choice vs inequitable	E
(Wills, Hackel, & Van Bavel, 2018)	42	32 / 47	peak	Public Goods Game	3T	6mm^3	SPM12	Pcorr < .05	Give vs keep	C
(Wittmann et al., 2016)	24	9 / 24	peak	Cooperation Task	3T	5mm^3	FSL	Pcorr < 0.05 (FWE)	Cooperation versus competition	C
(Zaki & Mitchell, 2011)	15	6 / 15	peak	Modified Dictator Game	3T	6mm^3	SPM	Pcorr < 0.005	Equitable choice vs inequitable	E

Note. Some studies only reported gender as a proportion of the total sample, but not the final analytic sample. Researcher labels: C=Cooperative; E=Equitable; A=Altruistic

Identifying task features across studies

We first reviewed the details of the methodologies of all available tasks and identified 13

distinct task features that varied among existing prosocial decision-making tasks across

neuroimaging studies (Figure 1). These task features can be broken down into those vary as a

function of the beneficiary, the interaction, and the outcome. Although in theory features related

to the agent can also vary, all participants included in the present study were healthy control

adults, and we did not identify consistent features related to these participants—for example,

consistent individual difference measures—in the available literature. Four independent raters

dummy coded ("present" or "absent") the 13 features during the prosocial decision phase for the

available contrast in each study with high initial agreement among coders (ICC=.82, $CI_{95\%}$=[.79,

.84]). Discrepancies in the initial coding were then resolved through a consensus agreement

across each of the four coders.

Identifying clusters within the task structure of prosocial decision-making

To assess differential clusters of prosocial decisions based on their task features, we next

applied an unsupervised, graph-based approach. Importantly, we selected an approach that

allowed us to identify potential clusters of studies among tasks that all shared a common feature

of "producing a rewarding outcome to the beneficiary" (a crucial criterion for inclusion in our

meta-analysis). Thus, we sought to construct a fully-connected, weighted graph with studies as

nodes and the degree of overlapping task features as weighted edges. To accomplish this, we first

used the identified features to construct a bipartite graph. This graph contained two sets of nodes:

nodes representing the 13 different task features and nodes representing the 43 different prosocial

decision study contrasts. In this graph, an edge exists between a feature node and a study node if

the study contrast contained the task feature (Figure 1 depicts this graph in matrix form). Next,

we projected this bipartite graph onto a weighted network of studies, where edge weights

between studies represented the Dice similarity coefficient (Dice, 1945) or the degree of

overlapping task features relative to the total possible task features (Figure 2). We then ran the

Louvain community detection algorithm (Blondel et al., 2008)—a common unsupervised

clustering algorithm used across the biological, psychological, and social sciences that detects

clustering of nodes in a fully-connected, weighted graph (Allegra et al., 2020; Gonzalez-Castillo

et al., 2019; Ito et al., 2017; Matthews et al., 2016; Miele et al., 2019; Paquola et al., 2019; Tian

et al., 2020; Wang et al., 2020). This approach assigned study nodes to clusters in two steps.

First, the algorithm finds small clusters of studies by optimizing local modularity. Second, it

aggregates studies of the same cluster in a hierarchical fashion and builds a new network whose

nodes are these clusters. These steps were repeated iteratively until the global modularity was

maximized (i.e., global modularity is achieved when the connections between studies within the

same clusters are strongest and connections between nodes in different clusters are weakest). The

resulting hierarchy of studies across clusters in the study network is depicted in Figure S1. To

assess the stability of the identified three-cluster solution, we implemented a Jackknife

sensitivity analysis, which exhaustively left-one-study-out prior to generating the study network

and applying Louvain community detection. We then computed (1) the percentage of iterations

that yielded the same number of clusters (three clusters) in the study network and (2) the

proportion of studies that switched to a different cluster.

Neuroimaging preprocessing and meta-analyses

We next conducted meta-analyses combining reported peak information (coordinates and

t-statistics) with original statistical parametric maps using the Anisotropic Effect Size Signed

Differential Mapping software (AES-SDM, version 5.141; Radua et al., 2014). We selected this

analytical technique rather than alternatives, such as coordinate-based activation likelihood

(Eickhoff et al., 2009; Turkeltaub et al., 2002), because this approach enabled the utilization of

precise, continuous estimates of effect sizes, assessment of between-study heterogeneity, and

identification of potential publication bias (Radua et al., 2012). Using AES-SDM, within-study,

voxel-level maps of effect sizes (*Hedge's g*) and their variances were re-created for each study.

When only reported coordinates and statistics were available for a study, we calculated the effect

size at each peak and estimated effect sizes in neighboring voxels based on the Euclidean

distance between voxels and the peak using a 20mm FHWM Gaussian function (Radua et al.,

2012, 2014). This method of estimation is similar to the estimation of activation likelihood used

in peak-probability meta-analytic methods, but the use of effect sizes in the calculation increases

the accuracy of estimation of the true signal (Radua et al., 2012). When the *t*-statistics of the

peak coordinates were unknown (one study: Delgado et al., 2005), we imputed the effect size

with the extent threshold reported in the study.

334   We conducted three random-effects models to compute a meta-analytic activation for

each prosocial category identified using the Louvain community detection algorithm. Each

individual study was weighted by the inverse sum of its variance plus the between-study variance

as obtained by the DerSimonian-Laird estimator of heterogeneity (DerSimonian & Laird, 1986).

Within this random-effects framework, studies with larger sample sizes or lower variability

contribute more and effects are assumed to randomly vary between study samples. To assess

statistical significance, we implemented a modified permutation test that empirically estimated a

null distribution for each meta-analytic brain map. We thus tested the hypothesis that each map's

true effect sizes were not the result of a random spatial association among studies within a

prosocial category. We applied a threshold of *p*<.005 as recommended by Radua et al. (2012) to

optimally balance specificity and sensitivity while yielding results approximately equivalent to

$p<.05$ corrected for multiple comparisons. Reported z-scores are specified as SDM-Z, as they do

not follow a standard normal distribution. We also conducted three pairwise comparisons of

activation maps across each of the three prosocial categories, which followed the same

procedures (see Supplemental Table S1).

349   The effect size maps were imported into AFNI (Cox, 1996) and a conjunction analysis

350   was conducted to examine the overlap of consistently activated regions across altruism,

351   cooperation, and equity. Conjunction was determined using 3dcalc by overlaying the thresholded

352   meta-analytic maps for each category to determine activation overlay.

353   **Results**

354   **Clustering tasks into categories of prosocial decision-making**

355   The Louvain clustering algorithm revealed three clusters of prosocial decision-making

tasks (Figure 2). Upon inspection, we labeled these clusters based on the task features (or lack of

features) shared among decisions within each cluster. Decisions in the first cluster (red; N=19; 8

maps, 11 coordinate tables) involved multiple agents acting prosocially to maximize resources.

These decisions were characterized by features like: outcomes depended on the decisions of

others and decisions in conditions of uncertainty. Tasks included Prisoner's Dilemmas, Public

Goods Games, Ultimatum Games played by proposers, Trust Games, and non-economic

cooperative tasks. We labeled this cluster: *cooperative decisions*. A second cluster of decisions

(yellow; N=10; 7 maps, 3 coordinate tables) were those in which unilateral decisions to

apportion resources equally were possible. These decisions were characterized by features like:

adherence to social norms such as producing equitable outcomes for the agent and beneficiary

and unilateral decisions made by a single agent (and that thus resulted in no uncertainty). Tasks

included Dictator Games in which 50-50 splits were possible. We labeled this cluster: *equitable*

decisions. Finally, a third cluster of decisions (N=14; 10 maps, 4 coordinate tables) were those in

which agents made unilateral decisions to forgo resources for others. These decisions were

characterized by losses without receiving anything in return and decisions that were made in

response to the need or distress of the beneficiaries. Tasks included charitable donation tasks,

Dictator Games in which 50-50 splits were not possible, Your Pain, My Gain tasks, and

assistance tasks. We labeled this cluster: *altruistic decisions*. We will refer to each cluster using

these terms, with the recognition that alternate descriptions for each cluster could also be

appropriate. For example, the cluster of tasks we labeled "cooperative" could alternately be

labeled "strategic" (Böckler et al., 2016). Crucially, sensitivity analyses (iteratively leaving one

study out prior to generating the network and applying community detection) revealed that 100%

of iterations yielded a three-cluster solution. The stability of these clusters was also high with

97.7% of nodes in the study network remaining in the same cluster; only one study (van den Bos

et al., 2009) out of the 43 studies ever switched from the cluster labeled "cooperative" to the

cluster labeled "equity".

Figure 1. Bipartite feature x study incidence matrix.

Note. Studies were labeled with task features to construct a bipartite graph where edges (black boxes in incidence matrix) exist between a feature node and study node if the study contrast contained the task feature. The final row in this matrix represents each of three clusters, which were labeled by the researchers as cooperative (red), equitable (yellow), and altruistic (blue) decisions based on the task features shared within each cluster.

Figure 2. Graph depiction of study network generated from overlapping task features.

Note. The bipartite graph was projected onto a weighted study network, where wider edge weights between studies represented a larger Dice similarity coefficient (or greater similarity according to task features). A community detection algorithm revealed three clusters of studies, which were then labeled by the researchers as cooperative (red), equitable (yellow), and altruistic (blue) decisions based on the task features shared within each cluster. For visualization purposes, the depicted graph was thresholded to only display edges with a Dice similarity coefficient greater than .70 (note that the actual graph was fully-connected).

Meta-analyses

Neural correlates of cooperative decisions. In the cooperative decision cluster,

prosocial decisions (in contrast to selfish decisions) were associated with increased activation in

right inferior frontal gyrus, bilateral subgenual ACC, left ventral striatum (including caudate

nucleus), bilateral insula, bilateral MCC, left supramarginal gyrus extending to superior temporal

gyrus, left lateral postcentral gyrus, bilateral ventral tegmental area (VTA), left thalamus, left

precuneus, right cerebellum lobule VIII, and bilateral occipital cortex. We did not find

significantly increased activation in any region during selfish versus cooperative decision-

making (Figure 3, Table 2).

Neural correlates of equitable decisions. In the equitable decision cluster, prosocial

decisions (in contrast to selfish decisions) were associated with increased activation in bilateral

orbital frontal cortex (OFC), bilateral ventrolateral PFC, bilateral dorsolateral PFC, bilateral

medial PFC including rostral ACC, bilateral ventral striatum and caudate, and left occipital

cortex. Activation was increased during selfish relative to equitable decisions in left dorsolateral

PFC, medial portion of left precentral gyrus, lateral portion of bilateral precentral gyrus, left

thalamus, bilateral supramarginal gyrus, left inferior temporal gyrus, bilateral posterior superior

temporal sulcus (STS), and bilateral occipital cortex (Figure 3, Table 2).

Neural correlates of altruistic decisions. In the altruistic decision cluster, prosocial

decisions (in contrast to selfish decisions) were associated with increased activation in several

regions including left ventromedial PFC, bilateral ACC and paracingulate gyrus, bilateral pre-

SMA, bilateral anterior insula, right ventrolateral PFC, left bilateral dorsolateral PFC, thalamus,

right ventral striatum, right precuneus, and bilateral interior parietal gyrus.

We also found increased activation during selfish decision-making, in contrast to

altruistic decision-making, in several regions including right dorsolateral PFC, right ventrolateral

PFC right putamen, bilateral posterior insula, bilateral precentral gyrus, right middle temporal

gyrus (MTG), superior temporal gyrus (STG), right STS left parahippocampal gyrus, right

superior parietal gyrus, bilateral middle occipital gyrus, and left cerebellum crus I and II (Figure

3, Table 2).

Pairwise meta-analytic map comparisons

Pairwise comparisons confirmed that the meta-analytic maps derived from each cluster of

studies were distinct from one another. When comparing activation for cooperative relative to

equitable decisions, we found increased activation in regions that included left ventrolateral PFC,

left SMA, right caudate, left hippocampus, bilateral thalamus, left VTA, left supramarginal

gyrus, and left superior parietal gyrus (Supplemental Figure S2a). We did not find increased

activity in any region for equitable relative to cooperative decisions. When comparing activation

for equitable relative to altruistic decisions, however, we found increased activation for equitable

relative to altruistic decisions in regions that included right ventrolateral PFC, bilateral posterior

insula, and right STG (Supplemental Figure S2b).

When comparing activation for altruistic relative to equitable decisions, we found

increased activation in regions that included dorsolateral PFC, bilateral pre-SMA, left anterior

insula, bilateral caudate, left thalamus, and left hippocampus (Supplemental Figure S2c). Finally,

when comparing activation for altruistic relative to cooperative decisions, we found increased

activation in regions that included left dorsolateral PFC, left SMA, left MTG, and left angular

gyrus (Supplemental Figure S2d). We did not find increased activity in any region for

cooperative relative to altruistic decisions. See Supplemental Table S1 for results.

Conjunction across meta-analytic maps

Conjunction analyses identified overlapping regions of activation for altruism ∩ equity

and cooperation ∩ equity. Overlapping activation for altruism ∩ equity was observed in bilateral

dorsolateral PFC (BA9/46; left: [-44, 34, 20], k=19; right: [46, 40, 24], k=24), left ventrolateral

PFC (BA10; [-42, 44, -4], k=32), and left visual cortex (BA18, [-20, -96, -8], k=34). Overlapping

activity for equity ∩ cooperation was observed in bilateral ventral striatum (left: [-2, 4, -8]; right:

[4, 4, -8]; k=4). We did not find overlapping activation for cooperation ∩ altruism nor across all

three clusters of studies.

Data availability

All thresholded and unthresholded meta-analytic activation maps are openly available on

the Open Science Framework at https://osf.io/3vu9w/.

Figure 3. Thresholded results from meta-analyses.

Note. Results from each of three mixed-effects models displaying the main effects of decision-making category (cooperative: red; equitable: yellow; altruistic: blue). SDM-Z maps are corrected using a threshold of *p*<.005 and *k*>10.

Table 2. Results from the meta-analyses.

Cooperative > selfish decisions (increased activity)

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Inferior frontal gyrus, triangular part extending to insula (R)	48	3.824	0.000581	11	34	24	10
Ventral striatum extending to caudate and subgenual cingulate (L)		4.682	0.000021	89	-6	16	-2
Subgenual anterior cingulate cortex extending to olfactory cortex (R)	25	3.65	0.001053	28	4	12	-10
Middle cingulate cortex extending to paracingulate gyri (L, R)	24	3.853	0.000523	45	-2	4	32
Insula (L)	48	3.497	0.001740	14	-38	-4	12
Hippocampus (L)		3.408	0.002305	11	-16	-12	-12
Ventral tegmental area (L)		4.102	0.000212	51	-10	-24	-28
Ventral tegmental area (R)	30	3.814	0.000600	30	12	-24	-22
Postcentral gyrus, lateral part (L)	3	3.861	0.000509	14	-50	-24	60
Supramarginal gyrus extending to superior temporal gyrus (L)	48	3.888	0.000464	95	-60	-26	22
Thalamus (L)	50	3.931	0.000400	42	-14	-28	-6
White matter (middle cerebellar peduncles)		3.614	0.001188	13	14	-30	-34
Precuneus (L)		3.744	0.000764	14	-14	-50	58
Cerebellum lobule VIII (R)		3.568	0.001378	15	8	-62	-34
Middle occipital gyrus (L)	19	4.292	0.000103	49	-22	-88	18
Middle occipital gyrus (L, R)	18	3.736	0.000785	11	-28	-98	-6

Equitable > selfish decisions (increased activity)

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Inferior frontal gyrus, triangular part (L)	45	2.366	0.000113	305	-48	42	8
Middle frontal gyrus (R)	45	2.093	0.000468	205	48	40	20
Middle frontal gyrus extending to superior orbital gyrus (R)	10, 11	2.391	0.000098	234	30	38	-12
Anterior cingulate cortex extending to paracingulate gyri (L, R)	11	2.731	0.000014	488	-2	32	-10
Inferior frontal gyrus, orbital part (L)	11	2.302	0.000158	24	-24	26	-16
Superior frontal gyrus, medial part (R)	8	1.957	0.000904	18	8	26	48
Inferior frontal gyrus, opercular part (R)	44	1.996	0.000748	36	60	16	14
Striatum (L)		1.994	0.000752	68	-6	-6	-8
Middle occipital gyrus (L)	18	2.39	0.000099	113	-18	-98	-2

Equitable < selfish decisions (decreased activity)

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Middle frontal gyrus (L)	46	-2.534	0.000820	125	-22	42	26
Rolandic operculum (L)		-2.341	0.001943	36	-52	0	16
Inferior temporal gyrus (L)	20	-2.548	0.000771	15	-48	-2	-32
Precentral gyrus (R)	6	-2.533	0.000827	32	48	-4	40
Supplementary motor area (L)	6	-2.831	0.000197	252	-6	-4	68
Precentral gyrus (L)	6	-2.546	0.000778	27	-50	-8	52
Precentral gyrus (L)	6	-2.518	0.000883	17	-38	-12	40
Caudate nucleus (R)		-3.431	0.000007	91	18	-16	24
Precentral gyrus (L)	6	-2.355	0.001822	34	-30	-18	60
Inferior temporal gyrus (L)	20	-2.449	0.001206	12	-44	-18	-24
Thalamus extending to caudate (L)		-3.007	0.000079	288	-14	-20	20
Posterior insula (R)		-3.078	0.000054	27	32	-28	18
Supramarginal gyrus (R)	48	-2.651	0.000474	70	54	-36	28
Posterior cingulate cortex, ventral portion (R)	30	-2.347	0.001894	10	14	-38	6

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Posterior superior temporal sulcus (R)	39	-3.021	0.000073	65	48	-40	-2
Supramarginal gyrus (L)	48	-2.581	0.000663	84	-50	-40	28
Inferior temporal gyrus (L)	20	-3.117	0.000043	105	-42	-44	-10
Posterior superior temporal sulcus (R)	39	-2.428	0.001329	11	44	-48	12
Postcentral gyrus (L)	5	-2.937	0.000113	182	-20	-52	64
Posterior superior temporal sulcus (L)	39	-2.592	0.000627	27	-40	-60	12
Extrastriate cortex extending to parahippocampal gyrus (R)	36	-3.239	0.000021	211	30	-62	6
Primary visual cortex (L)	17	-2.488	0.00101	57	-24	-68	8

Altruistic > selfish decisions (increased activity)

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Middle orbital gyrus (L)		3.397	0.000130	200	-38	44	0
Middle frontal gyrus (R)	45	2.827	0.001091	31	46	40	28
Anterior cingulate cortex extending to paracingulate gyri and pre-supplementary motor area (L, R)	32	3.871	0.000021	1278	10	36	22
Gyrus rectus, ventromedial (L, R)	11	2.564	0.002750	10	-2	30	-18
Middle frontal gyrus (L)	44	3.761	0.000031	568	-40	24	32
Anterior insula (L)	48	3.961	0.000014	203	-34	20	8
Anterior insula (R)	48	2.923	0.000773	64	30	18	6
Inferior frontal gyrus, orbital part (L)	38	2.982	0.000624	12	-24	12	-24
Ventral striatum (R)		3.15	0.000331	50	14	2	-8
Thalamus (L)		2.814	0.001146	40	-6	-6	0
Thalamus (L)		2.803	0.001191	23	-14	-30	16
Inferior parietal (excluding supramarginal and angular) gyri (L)	40	3.917	0.000017	705	-40	-54	50
Inferior parietal (excluding supramarginal and angular) gyri (R)	40	3.105	0.000394	219	42	-56	52

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Precuneus (L)	7	2.83	0.001082	13	-4	-60	38
Precuneus (R)	7	2.96	0.000673	26	6	-70	44
Middle occipital gyrus (L)	18	2.761	0.001381	194	-22	-96	0
Inferior occipital gyrus (R)	18	2.594	0.002483	65	24	-96	-6

Altruistic < selfish decisions (decreased activity)

Region	Brodmann Area	SDM-Z	P	Voxels	MNI-x	MNI-y	MNI-z
Superior frontal gyrus, dorsolateral (R)	9	-2.602	0.002379	13	18	50	30
Inferior frontal gyrus, pars triangularis part (R)	48	-3.033	0.000539	104	48	34	6
Rolandic operculum (L)	6, 48	-3.372	0.000147	38	-56	0	8
Posterior insula (L)	84	-2.627	0.002198	15	-42	0	8
Anterior superior temporal sulcus (R)		-3.524	0.000080	69	48	-2	-14
Putamen (lenticular nucleus) (R)	48	-2.541	0.002913	10	30	-8	2
Posterior insula (R)	48	-3.902	0.000016	780	42	-10	2
Superior frontal gyrus, dorsolateral (R)	6	-3.119	0.000394	13	18	-10	72
Posterior insula (L)	48	-4.006	0.000010	70	-38	-14	6
Inferior temporal gyrus (L)	20	-3.238	0.000252	12	-42	-14	-28
Middle temporal gyrus (R)	21	-4.377	0.000002	232	58	-24	-8
Inferior temporal gyrus extending to parahippocampal gyrus (L)	20	-3.175	0.000317	32	-42	-26	-18
Postcentral gyrus, medial (R)	3	-2.787	0.001283	15	32	-34	50
Postcentral gyrus, medial (L)	3	-3.018	0.000567	18	-36	-38	56
Fusiform gyrus (L)	37	-3.181	0.000311	88	-22	-44	-18
Middle temporal gyrus (R)		-3.156	0.000342	195	48	-48	0
Superior parietal gyrus (R)	5	-3.479	0.000096	195	14	-50	70
Middle temporal gyrus (L)	37	-4.052	0.000008	764	-44	-68	6
Middle temporal gyrus (R)	37	-3.774	0.000029	136	42	-70	14
Cerebellum, crus I extending to crus II (L)		-2.648	0.002050	11	-22	-82	-30

Discussion

Using data from 43 unique fMRI studies that included 25 statistical maps and 18

coordinate tables across 1,423 subjects, we identified 13 features that distinguish prosocial

decisions tasks. We used these features to generate a feature-based representation of prosocial

decision tasks that classified prosocial decisions into three sub-clusters that we subsequently

labeled cooperation, equity, and altruism. That the feature-based structure we generated identifies

conceptually and motivationally coherent categories of prosocial decisions was supported by the

results of our fMRI meta-analysis, which found evidence suggesting that each category of

decision recruits diverging neural systems. The first cluster of decisions (which we labeled as

cooperative) primarily recruited regions such as dorsal and ventral striatum, VTA, and subgenual

ACC. A second cluster of decisions (which we labeled as *equitable*) recruited neural regions such

as ventral striatum, dorsolateral PFC, and ventromedial PFC. A third cluster of decisions (which

we labeled as *altruistic*) recruited neural regions such as ventral striatum, dorsolateral PFC,

ventromedial PFC, pre-SMA, dorsal ACC, and anterior insula.

Our approach demonstrates that the dozens of tasks that have been used to assess the

neural correlates of prosocial decisions generally cluster together according to specific shared

features. These tasks are adaptations of those used in studies of prosocial decision making

outside the scanner and more broadly. We identified key features that distinguish prosocial

decisions, including features related to the identity of the beneficiary, the nature of the interaction

between agents and beneficiaries, and various outcomes associated with the decision. Then,

using an unsupervised graph-based approach, we identified three clusters of tasks that tend to

share common core features. For example, cooperative decisions included outcomes that

depended on the decisions of others (e.g., "beneficiaries make choices that affect the outcome")

and decisions in conditions of uncertainty. Features shared by equitable decisions included

adherence to social norms such as producing equal outcomes and unilateral decisions made by a

single agent and that thus resulted in no uncertainty. Features shared by altruistic decisions

included outcomes that did not produce any benefit to the deciding agent and unilateral decisions

that were made in response to the need or distress of the beneficiaries. Of note, the prosocial

decision-making tasks included in this meta-analysis were described by the original authors

using at least 10 different terms that did not consistently correspond to the features of the tasks

being used—including cooperation, collaboration, reciprocity, trust, equity, fairness, prosocial

behavior, interpersonal behavior, charitable behavior, and altruism—reinforcing the value of a

clearer and more consistent prosocial decision-making task-space.

491   Supporting the identified task structure, the clusters yielded by our approach map closely

onto the results of a previous behavioral characterization of prosocial paradigms that applied

factor analysis to the behavioral outcomes of these paradigms (Böckler et al., 2016). These

outcomes included the percentage of prosocial decisions during tasks, the ratio of other-regarding

versus self-regarding decisions, average monetary donations, or summary scores of self-reported

measures. Using a similar bottom-up, but otherwise completely distinct approach across 329

participants who completed multiple tasks assessing prosocial behavior, the authors identified

clusters of prosocial tasks that correspond to those we identified: altruistically motivated

prosocial behavior (corresponding to the cluster labeled as *altruistic* decisions), norm-motivated

prosocial behavior (corresponding to the cluster labeled as *equitable* decisions), and strategically

motivated prosocial behavior (corresponding to the cluster labeled as *cooperative* decisions).

They also identified self-reported prosocial behavior (a category not included in our meta-

analysis) as comprising a fourth distinct cluster.

Our findings also extend this work by showing that tasks cluster similarly even when

completed by different participants across tasks. This suggests task features are crucial in

determining the category of a prosocial decision and has implications for comparing results

across different tasks, such as in previous meta-analyses. In addition, our findings suggest that

even within a type of task, specific features may determine the category of prosocial decision at

hand. For example, Dictator Games that offered an option to split available resources equally

(50-50) clustered with equitable decisions, whereas Dictator Games with the option to make

other prosocial splits clustered with altruistic decisions. The existence of strong norms related to

equity may explain why 50-50 is the most common non-selfish split across Dictator Games when

this choice is available (Engel, 2011). Future analyses of Dictator Game tasks, particularly those

conducted using fMRI, could benefit from considering that there may be something unique about

the decision to split resources equally (50%) rather than it simply existing as an option on a

parametric continuum between 49% and 51%.

Our approach also yielded several important observations about the neural substrates of

prosocial decisions. Notably, all three clusters of prosocial decisions recruited the striatum, but

each category of decisions elicited activation in different regions within the striatum. We found

that cooperation recruited the left caudate and bilateral ventral striatum, equity recruited right

caudate and bilateral ventral striatum, and altruism recruited right ventral striatum. Previous

work suggests these differences may be explained by how tasks in the three clusters vary in value

and uncertainty. Activity in the striatum has been consistently found to encode action value

during learning and decision-making (Daw & Doya, 2006; Guitart-Masip et al., 2014). In some

tasks (primarily cooperative and equitable decisions), prosocial decisions increased the agent's

own welfare. In other tasks (primarily altruistic and equitable decisions), prosocial decisions

meant forgoing resources. Importantly, in economic games involving simultaneous decisions by

multiple agents, cooperative decisions are usually made with some uncertainty about the ultimate

outcome. It is possible that the striatal activity observed during cooperative decisions also

reflects the uncertainty of decisions, which is recruited during decision-making under risky or

uncertain conditions (Farrar et al., 2018; Krain et al., 2006; Lopez-Paniagua & Seger, 2013). The

only overlap of striatal activation we identified occurred in a small volume of four voxels during

both cooperative and equitable decisions. This conjunction may reflect the fact that cooperative

and equitable decisions benefit both agents and beneficiaries, which may be recapitulated in

ventral striatal activity.

536   This suggests the possibility of an additive effect of striatal activity—an interpretation

consistent with observations of a parametric effect of striatal activation and reward magnitude for

self (Miller et al., 2014). Ventral striatum is also preferentially engaged in response to rewarding

social stimuli relative to rewarding nonsocial stimuli, for instance, when participants cooperate

with a human partner relative to a computer partner despite identical monetary gains (Rilling et

al., 2002, 2004). This also might explain why we did not observe any consistent regions that

were more active during selfish decisions than cooperative decisions. Cooperative decisions,

which yield outcomes benefiting both the agent and other beneficiaries, are also potentially more

rewarding than decisions that only yield self-rewarding outcomes. Cooperative decisions also

uniquely recruited activity in bilateral VTA, which projects dopamine to the ventral striatum in

response to positive prediction errors and reward cues (D'Ardenne et al., 2008), and activity in

which likely reflects the anticipation of both the self- and social-rewards gained from

cooperating with others.

Striatal activation to anticipatory reward cues occurs within a larger subjective valuation

system, which consistently involves activity in the medial PFC during reward-based decision-

making (Bartra et al., 2013) and prosocial decision-making (Bellucci et al., 2020; Cutler &

Campbell-Meiklejohn, 2019). As has been previously found (Cutler & Campbell-Meiklejohn,

2019), we observed activation in more anterior portions of the ventromedial PFC (including the

rostral ACC) during equitable decisions which produce self-enhancing, norm-based outcomes

and activation in more posterior portions during altruistic decisions. These results are consistent

with a hypothesized spatial gradient of activation along the medial PFC during prosocial

decision-making (Sul et al., 2015), which may integrate information about self and others to

encode an overall value during a prosocial decision (Hutcherson et al., 2015).

Activation in both ventral striatum and medial PFC did not overlap between altruistic

decisions and cooperative decisions. In contrast to altruistic decisions, which recruited the

lingual gyrus portion of left ventromedial PFC, we found activation in bilateral subgenual ACC

during tasks that require agents to cooperate with others to achieve a common goal. This

suggests that altruistic and cooperative decision represent distinct processes, despite frequent

conflation these two categories of decisions in the literature, for example, when altruistic

behavior (choosing to benefit others without any self-gain) is labeled "cooperation" (Balliet et

al., 2014; Declerck et al., 2013; Gintis, 2014; Peysakhovich et al., 2014; Yang et al., 2019).

Because the subgenual ACC supports prosocial learning computations (Christopoulos & King-

Casas, 2014; Lockwood et al., 2016) as well as preferences for socially rewarding outcomes

(Smith et al., 2010), it may also play a role in updating expectations of others' actions or the

value of others' outcomes during iterative cooperative decision-making.

In addition to a subjective-valuation sub-system, altruistic decisions seemed to recruit

two other distinct sub-systems underlying goal-directed behavior and empathy, respectively. The

goal-directed sub-system included regions typically implicated in controlling action and directing

goal-directed behaviors, including the lateral PFC (Hoshi & Tanji, 2004; Kaller et al., 2011;

Morris et al., 2014). Importantly, activation for equitable and altruistic decision-making

overlapped in dorsolateral PFC, involved in modulating subjective value representations

(Carlson & Crockett, 2018; Tusche & Hutcherson, 2018) and in making norm-related decisions

(Baumgartner et al., 2011; Knoch et al., 2006). Thus, it may play an important role in guiding

prosocial action in accordance with abstract, social rules during social decision-making tasks

(Bellucci et al., 2020).

The second sub-system comprised regions commonly involved in representing and

empathizing with the distress of others, and included the dorsal ACC, pre-SMA, and anterior

insula (Ashar et al., 2017; Decety & Lamm, 2006; Lamm et al., 2011). Activation in these

regions emerged only during altruistic decisions, consistent with the theory that affective

resonance with others' distress give rise to empathic concern and altruistic motivation, which is a

primary motivator of prosocial behavior in the absence of cooperative or equity-maintaining

goals (Batson, 2009, 2011; Brethel-Haurwitz et al., 2018; Decety et al., 2016; O'Connell et al.,

2019). This finding was likely driven by eight out of the fourteen identified altruistic studies

including stimuli that depicted or implied the need or distress of beneficiaries. We also found

activation in the precuneus—a key node of the mentalizing system (Koster-Hale et al., 2017)—

during altruistic decisions. This region has also been found to be active in response to observing

emotional suffering (Immordino-Yang et al., 2009; Masten et al., 2011; Meyer et al., 2013).

Although some hypothesize the right TPJ—another core region of the mentalizing system—to be

recruited during prosocial decision-making (Chakroff & Young, 2014; Parnamets et al., 2020),

we did not find differential activation in this region across prosocial relative to selfish decisions.

It is possible that we did not observe differences in mean activation because both selfish and

prosocial decisions require the maintenance of others' beliefs and intentions, whereas studies

finding TPJ activation usually contrast decisions pertaining to other people with hypothetical

decisions pertaining to imaginary people (or computers) (FeldmanHall et al., 2012) (for further

evidence regarding the role of TPJ during domain-general social versus self-specific decision-

making, also see: Lockwood et al., 2018, 2020).

602   **Limitations and Future Directions**

603   These results should be considered in light of some limitations. We could not obtain

complete data from a number of potentially relevant studies. At least 69 studies would have been

eligible for the analysis if we had been able to retrieve the necessary data. In addition, while the

13 features we identified captured the distinctions across the tasks included in our analysis, they

may not be representative of all features that could potentially overlap across tasks. With access

to more data, future work could test how clustering algorithms such as the one we employed can

generalize to unseen tasks with different combinations of features, or even generate new tasks

with unique sets of task features. Another limitation of our approach is that we used a binary

coding for our features (1=present, 0=absent), which did not make any prior assumptions about

the features (e.g., no assumption that features were parametrically weighted). Therefore, we were

unable to test how strongly each feature contributed to the three-cluster solution (since they were

all weighted equally).

615   We identified how tasks were inter-related using a bottom-up feature-based approach

(assuming equally important features), and how these inter-relationships give rise to overarching

prosocial categories. This is in contrast to the more top-down approaches based on expert-models

that have been used to map cognitive constructs like creativity (Kenett et al., 2020), cognitive

control (Lenartowicz et al., 2010), or theory of mind (Schurz et al., 2020) onto tasks. Future

work could combine these approaches to generate a finer-grained task-space for prosocial

decision-making including all possible levels of its cognitive ontology: the categories identified

in the present study, finer-detailed sub-categories, task paradigms and their features weighted

according to their relative importance, and contrast estimates. In so doing, we could go further in

solving discrepancies within the prosocial decision-making literature, such as delineating more

specific categories of prosocial decision-making within the identified task-space, which may

only reflect the top level of a prosocial decision-making hierarchy. Our data show evidence of

such a prosocial decision hierarchy across clusters of studies (see Figure S1). However, future

work, with an adequate number of studies on prosocial decisions, will be needed to demonstrate

such a hierarchy can be recapitulated using meta-analytic brain maps (see Schurz et al., 2020)

(especially with increasing availability of other studies that prompt prosocial decisions). Other

categories of decisions likely also exist within this hierarchy. For example, active decisions to

forgive (Fourie et al., 2020), norm-enforcing decisions (i.e., social influence on agreements or

valuation) (Chang & Sanfey, 2013; Wu et al., 2016; Yang et al., 2019; Zinchenko & Arsalidou,

2018), and third-party altruistic punishment decisions for norm violations (Buckholtz et al.,

2008; David et al., 2017; Fehr et al., 2004; Jordan et al., 2016) were not considered in this study

because we sought to only examine decisions that directly benefited another person, but may

reflect more specific prosocial decisions under the umbrella of the identified categories.

638   As with many neuroimaging tasks, prosocial decision-making tasks adapted for

neuroimaging are tightly controlled, and often designed to minimize variability and maximize

the statistical power of detecting effects. However, they are not designed with high ecological

validity and may not map onto the contexts of real-world prosocial decisions such as holding a

door open, splitting a meal, volunteering, or donating blood or an organ. Instead, they are

primarily monetary in nature, repetitive, and may increase behaviors related to social desirability

in the laboratory (Richman et al., 1999). Recent work has focused on making neuroimaging

paradigms more "naturalistic," such as viewing or listening to narratives or interacting in real-

time with another person in the laboratory (Hasson & Frith, 2016; Redcay & Moraczewski,

2019; Redcay & Schilbach, 2019; Wheatley et al., 2019) or in the real-world (Dikker et al.,

2019). Other work has concentrated on characterizing the behavioral and neural features of

individuals who engage in extreme forms of real-world prosociality (Brethel-Haurwitz et al.,

2018; Marsh et al., 2014; O'Connell et al., 2019; Vekaria et al., 2020). Understanding the

neurobiology underlying more ecologically-valid altruistic decisions will be crucial for

understanding the broader picture of prosocial decision-making.

Related to this, we were not able to consider how individual differences in phenotypic

traits may contribute to the neural activity patterns observed across prosocial decision-making

tasks due to the limited number of studies that collect or report consistent data on participant

characteristics, yet this remains an open question. Finally, we only considered univariate maps

that contrasted prosocial versus selfish decisions (or assessed a parametric increase). Due to the

high variability of contrasts across studies, this allowed us to generate consistent neuroimaging

contrasts that only indexed activation during the decision phase across studies. This approach is

distinct from other meta-analytic work compiling coordinate-based maps across any contrasts in

prosocial tasks (Bellucci et al., 2020; Yang et al., 2019), which run the risk of creating

dependence across experiment maps that negatively impacts the validity of meta-analytic results

(Müller et al., 2018). Ideally, future work would incorporate neural activation maps derived from

computational modeling of behavior (Charpentier & O'Doherty, 2018; Lockwood et al., 2020;

Lockwood & Klein-Flügge, 2020; Suzuki & O'Doherty, 2020; Tognoli et al., 2017), which holds

promise for understanding individual differences in social learning and decision-making (Patzelt

et al., 2018). For example, computational modeling of decisions can identify latent subjective

states (e.g., mood, anxiety), beliefs about others (e.g., trust, morality), or other subjective biases

about agents that are not directly observable from behavior. Thus, mapping these latent

parameters onto the task features that give rise to them and their neural representations will be a

necessary next step in characterizing a cognitive ontology of prosociality.

672   **Conclusion**

673   Despite limitations, the present study provides a framework for understanding how

prosocial decisions are inter-related and distinct, and can be applied to a variety of experimental

task paradigms. Using a bottom-up approach, we identified a feature-based representation of the

task-space underlying prosocial decisions. Results revealed that three clusters of prosocial

decisions identified this way—cooperative, equitable, and altruistic decisions—recruit neural

systems that diverge in ways that shed light on the key motivations and mechanisms that support

each category of prosocial decision compared to selfish decisions. These findings clarify some of

the existing heterogeneity in how prosociality is conceptualized and generate insight for future

research in task paradigm development and the improvement of formal cognitive ontologies.

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