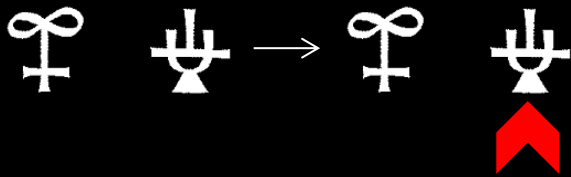
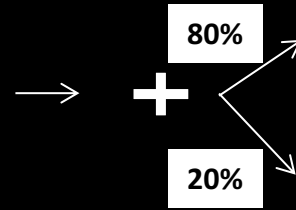


### Gain trial



Cue presentation and selection – 2.5s



ISI (Jitter) - 0.5 -5.5s



OR

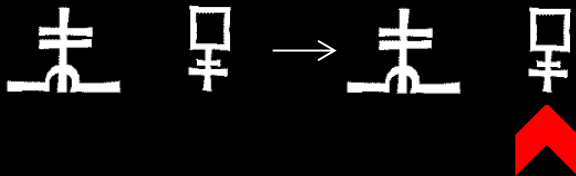
Nothing



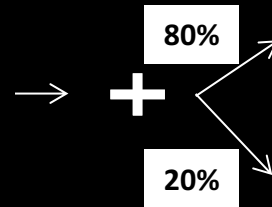
Feedback – 1.5s

ITI (Fixed)- 0.5s

### Loss trial



Cue presentation and selection – 2.5s



ISI (Jitter) - 0.5 -5.5s



OR

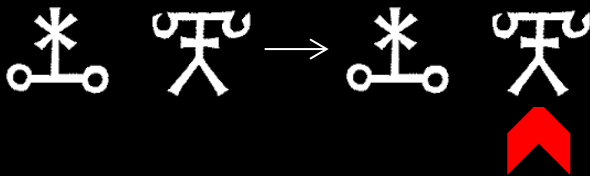
Nothing



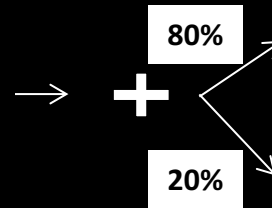
Feedback – 1.5s

ITI (Fixed)- 0.5s

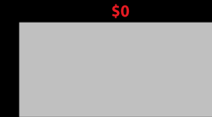
### Neutral trial



Cue presentation and selection – 2.5s



ISI (Jitter) - 0.5 -5.5s



OR

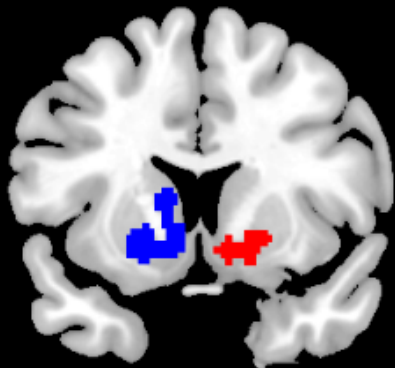
Nothing



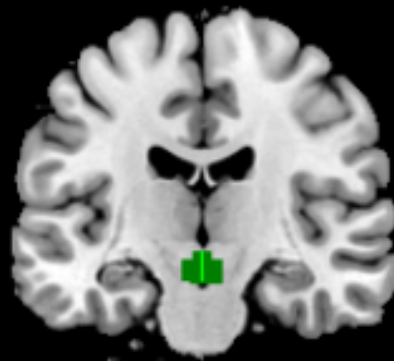
Feedback – 1.5s

ITI (Fixed)- 0.5s

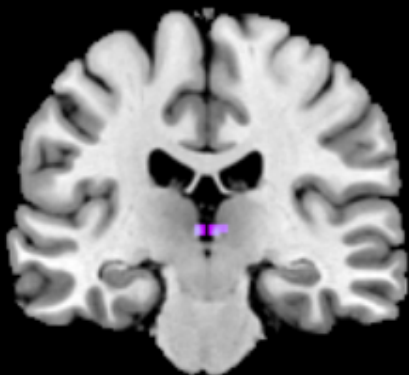
A. Striatal ROIs



B. Ventral Tegmental Area



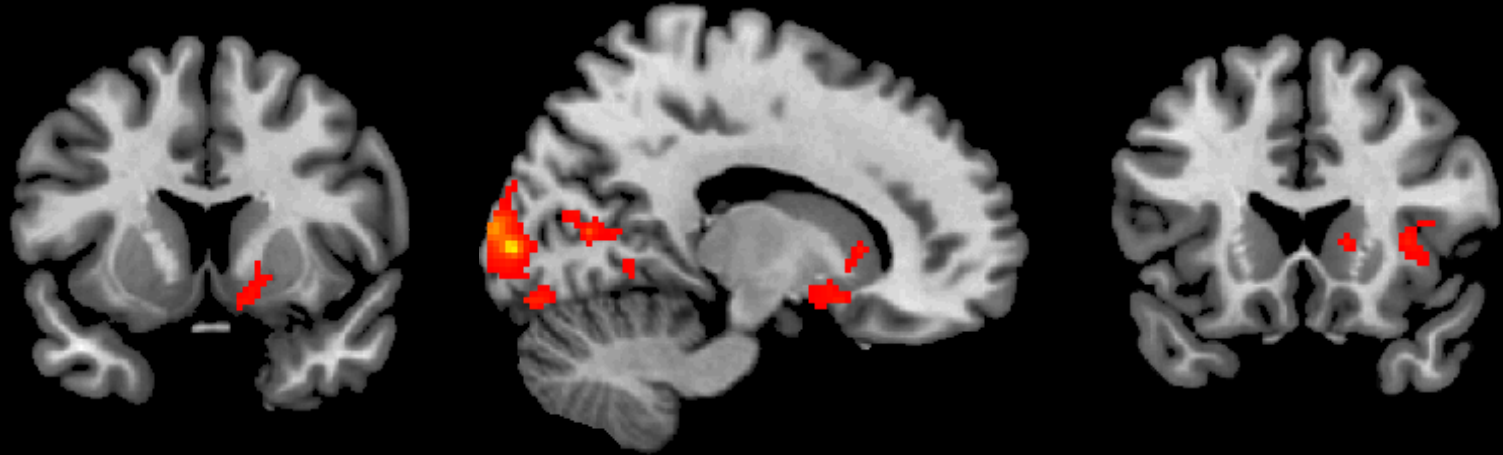
C. Habenula



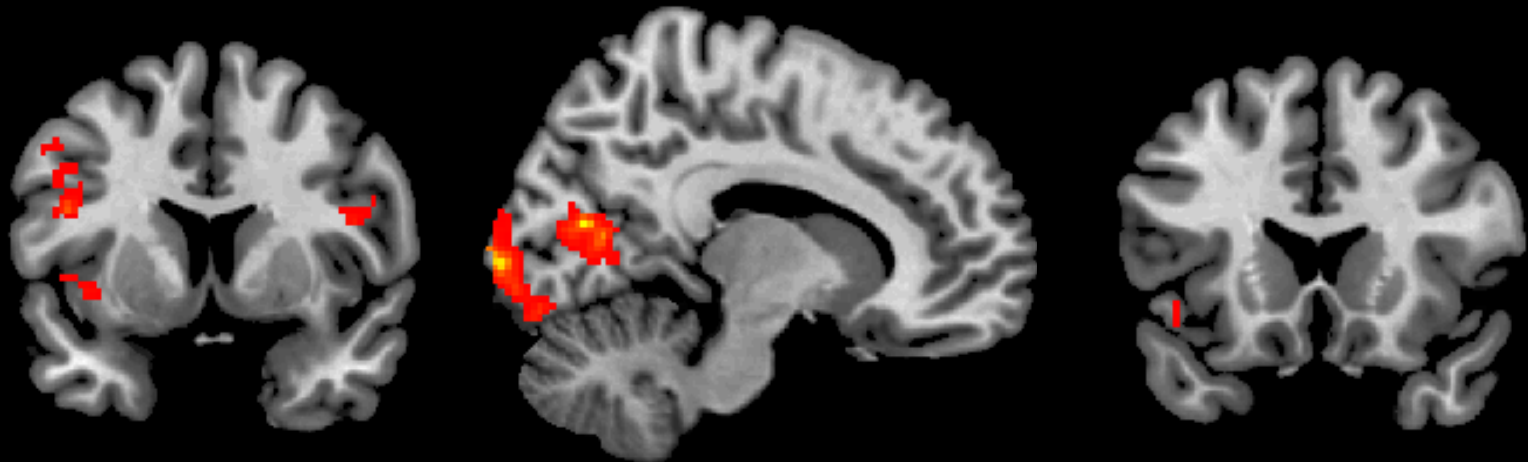
D. Right Insula



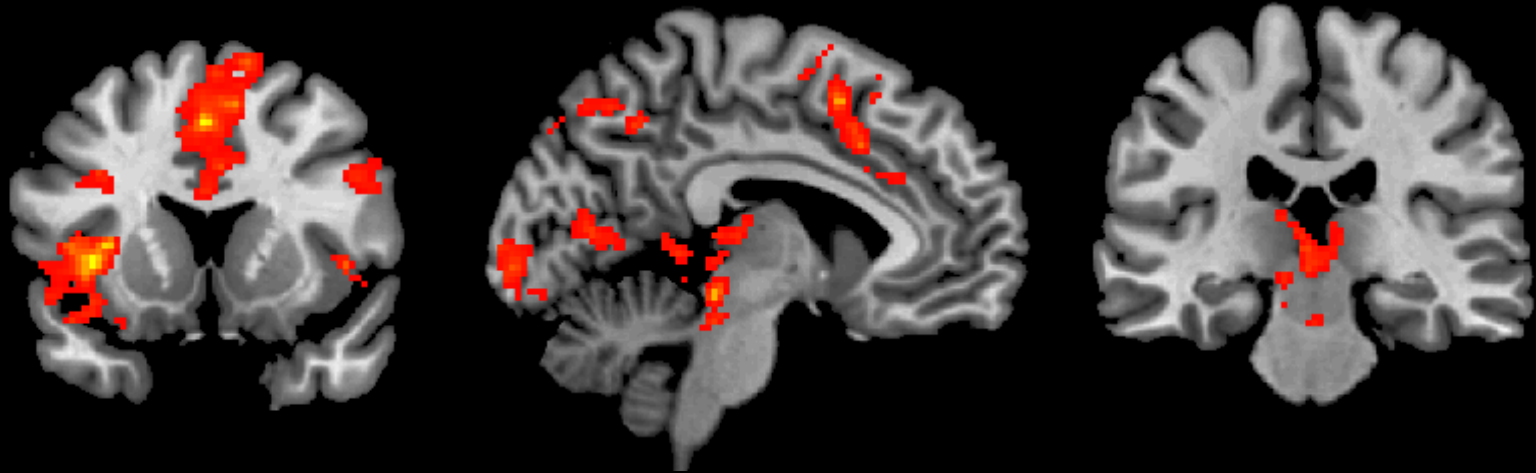
**A. Reward Prediction Error – Healthy Controls  
Group Fixed Learning Rate**



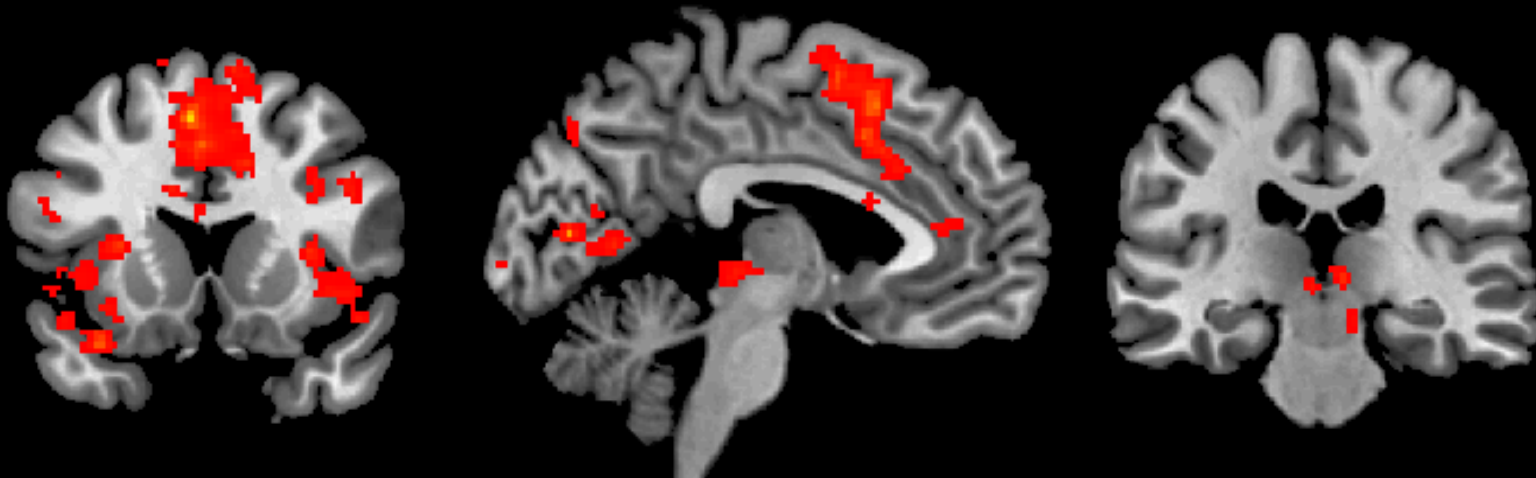
**B. Reward Prediction Error – MDD  
Group Fixed Learning Rate**

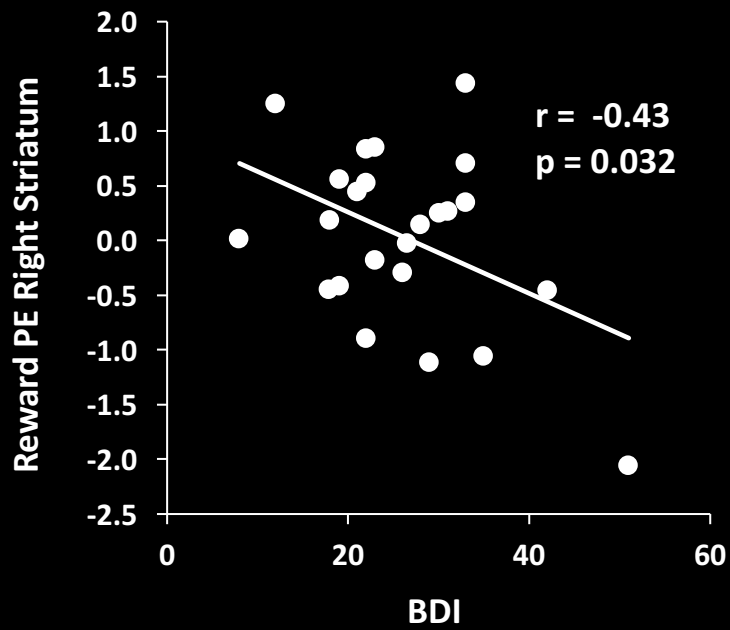


**A. Punishment Prediction Error – Healthy Controls  
Group Fixed Learning Rate**

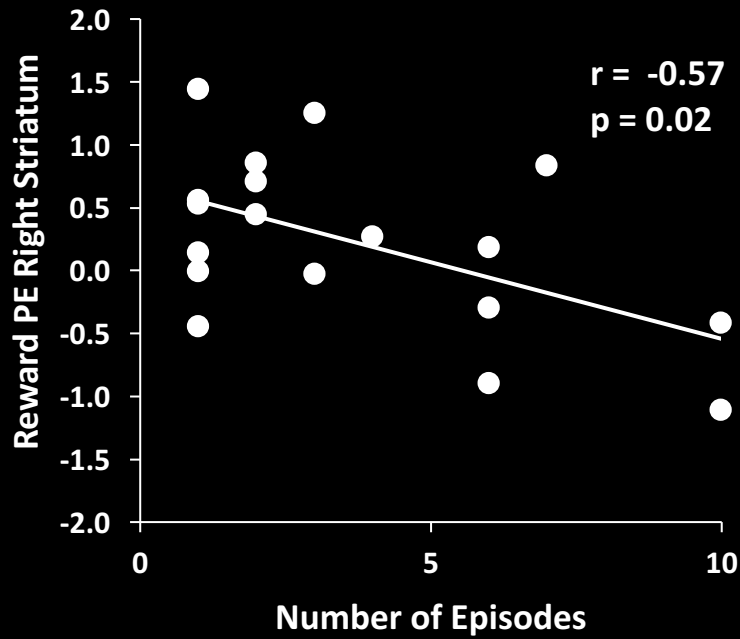


**B. Punishment Prediction Error – MDD  
Group Fixed Learning Rate**

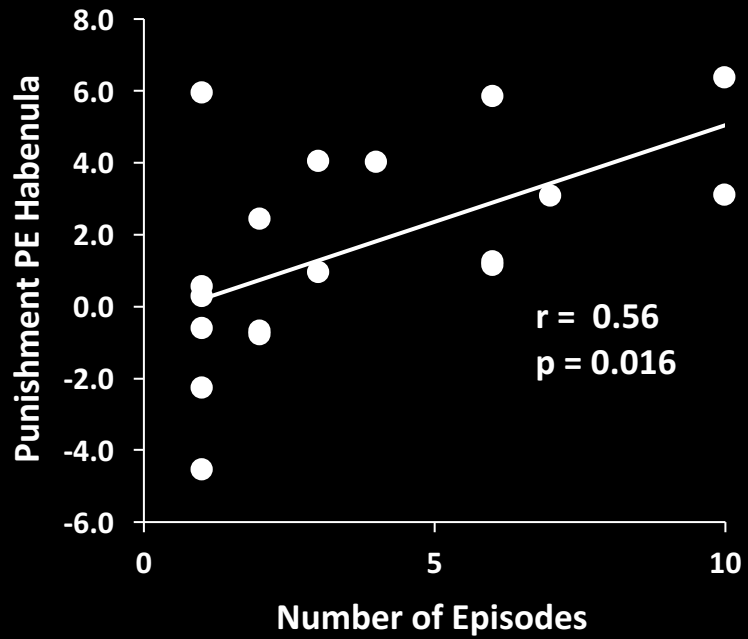


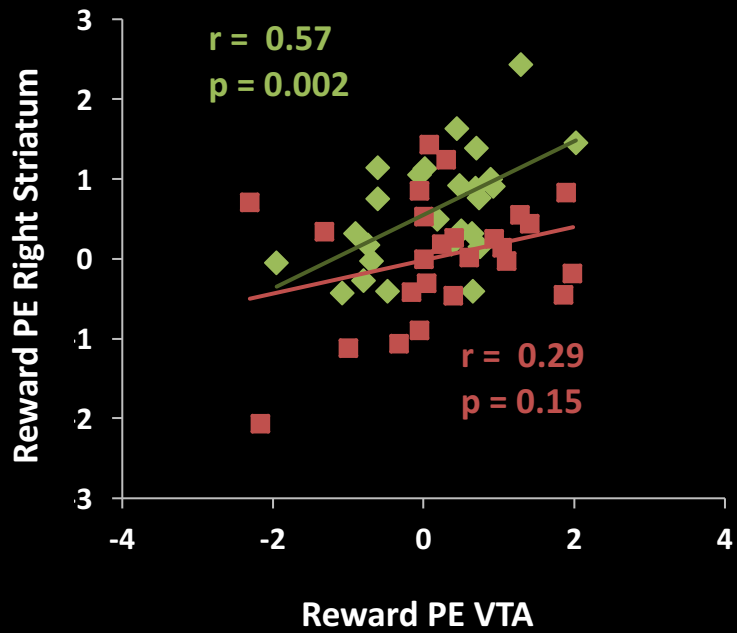


**A. RPE Right Striatum and Number of Episodes**



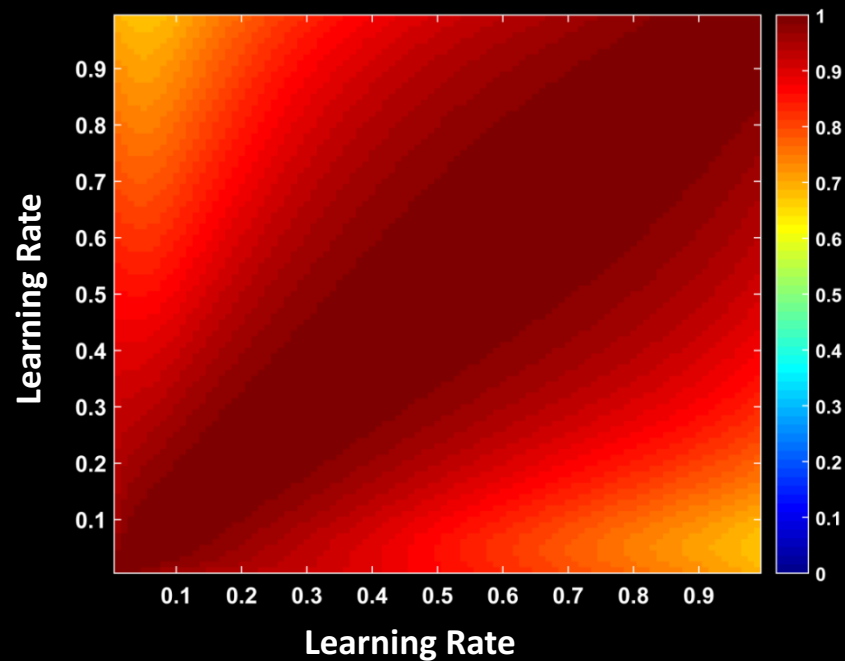
**B. PPE Habenula and Number of Episodes**



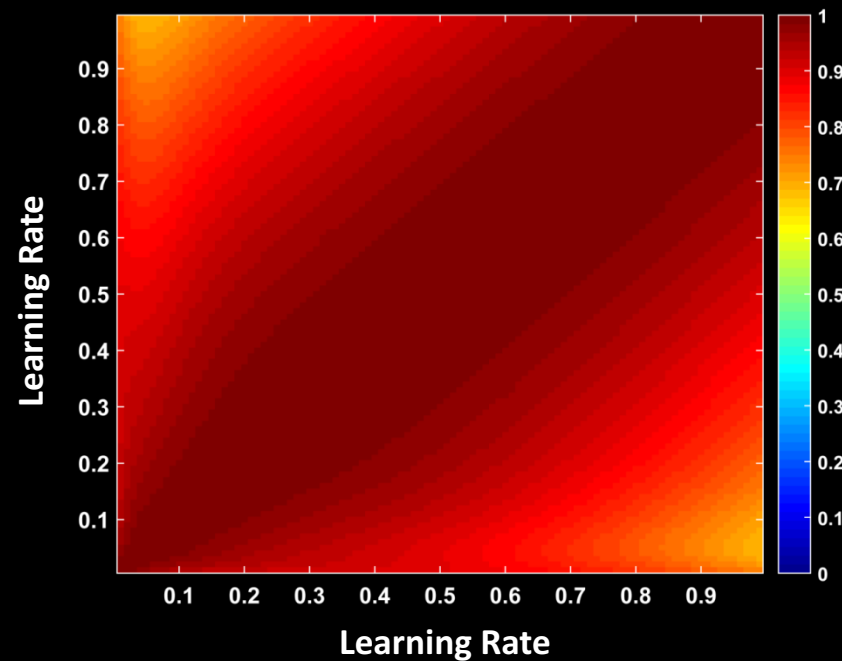


■ MDD    ◆ Controls

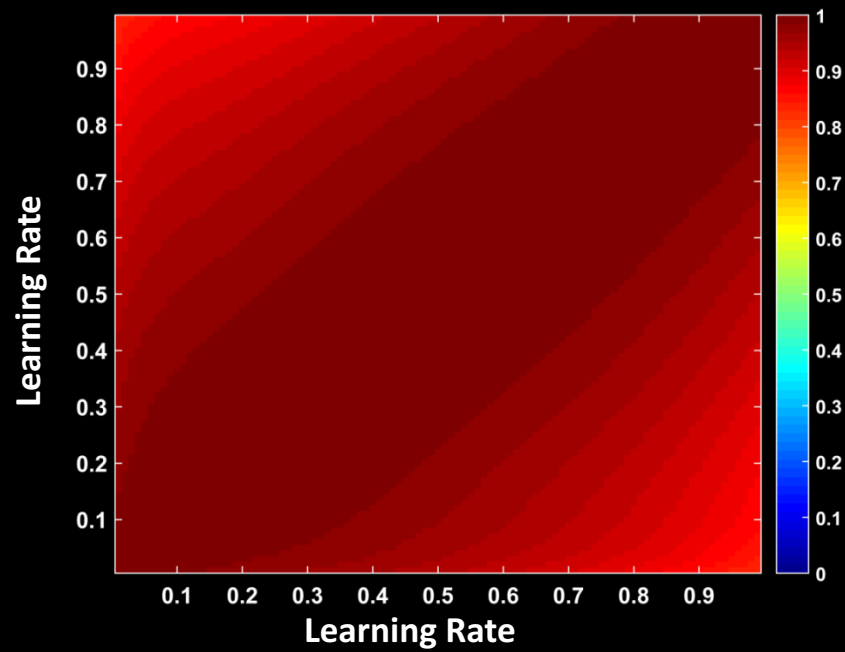
A. Right Striatum HC RPE



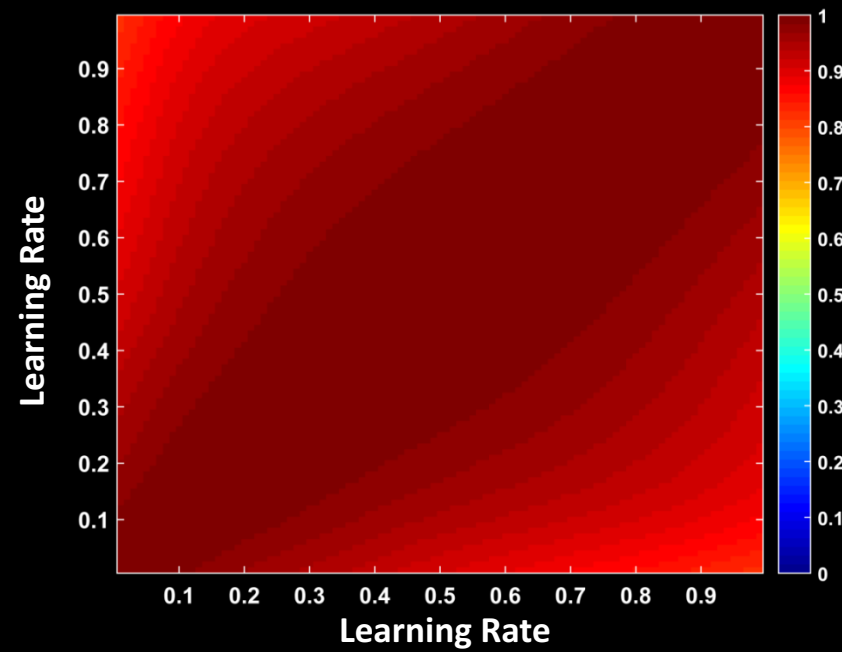
B. Right Striatum MDD RPE



C. Right Striatum HC PPE

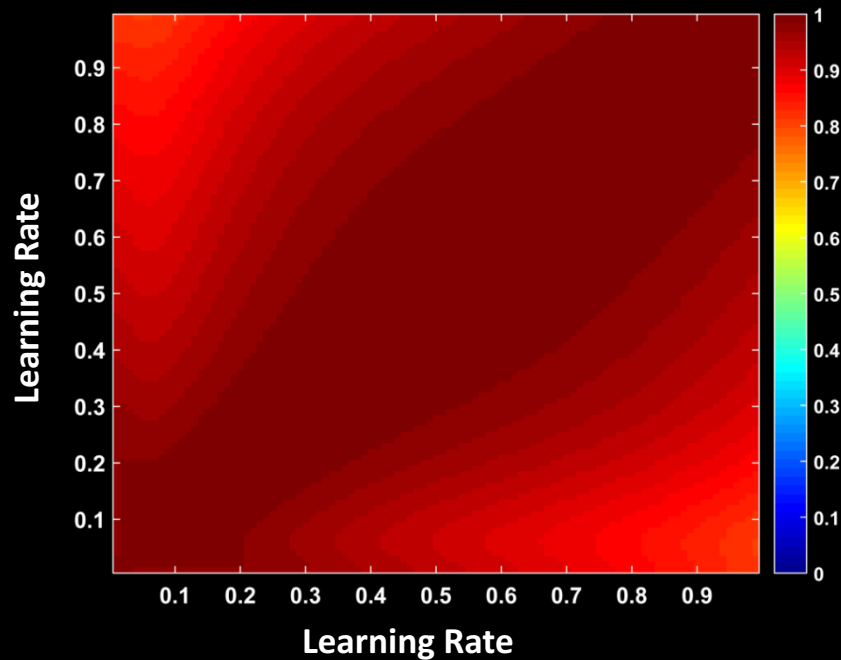


D. Right Striatum MDD PPE

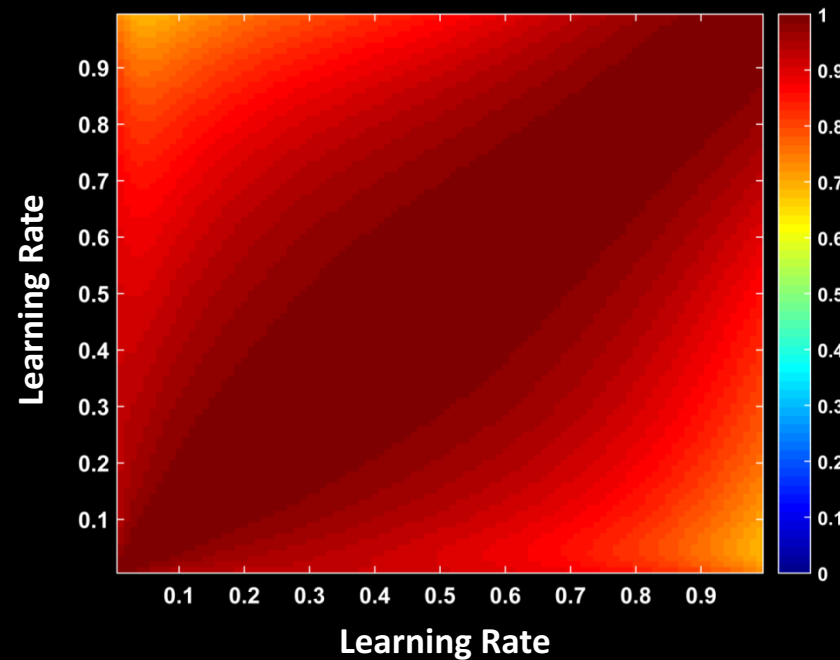




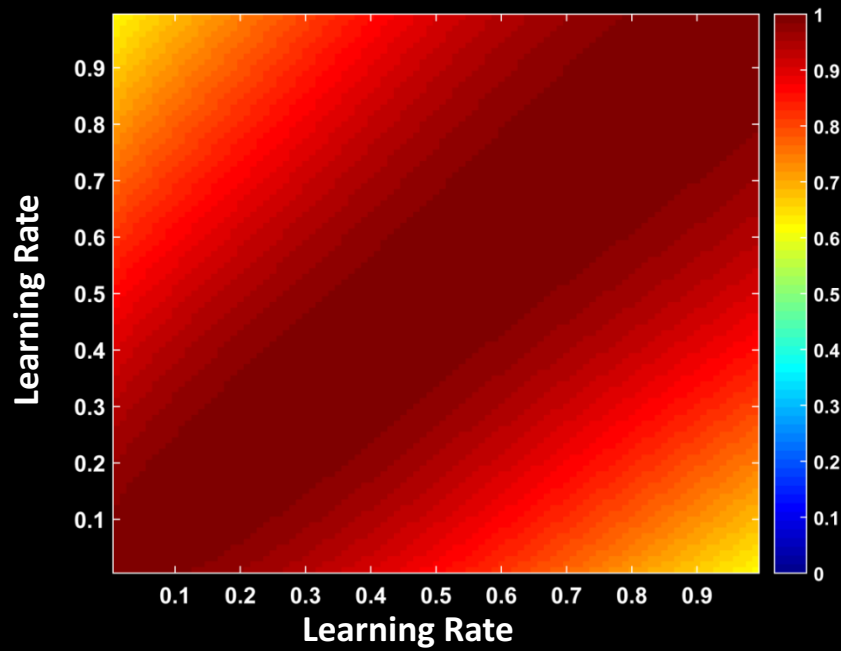
A. Right Insula HC RPE



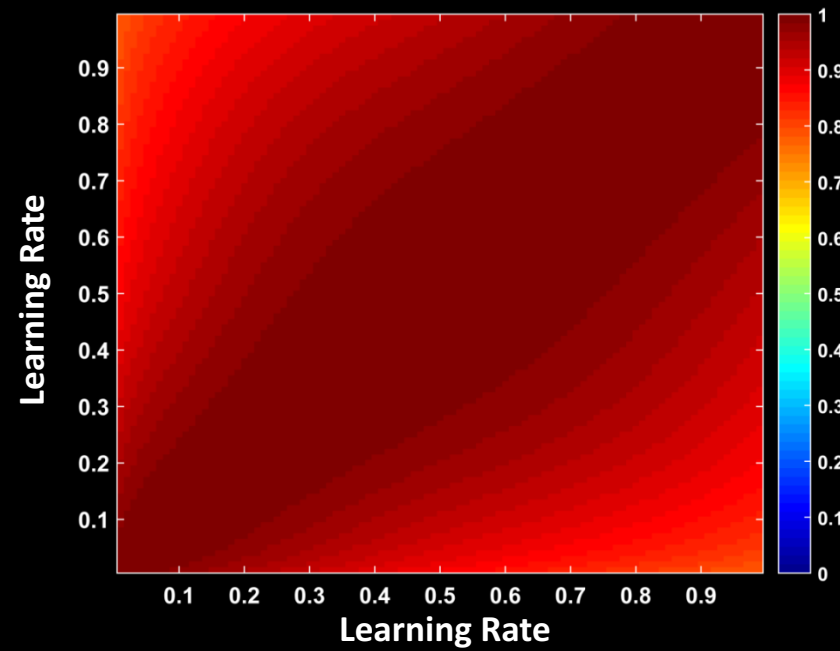
B. Right Insula MDD RPE



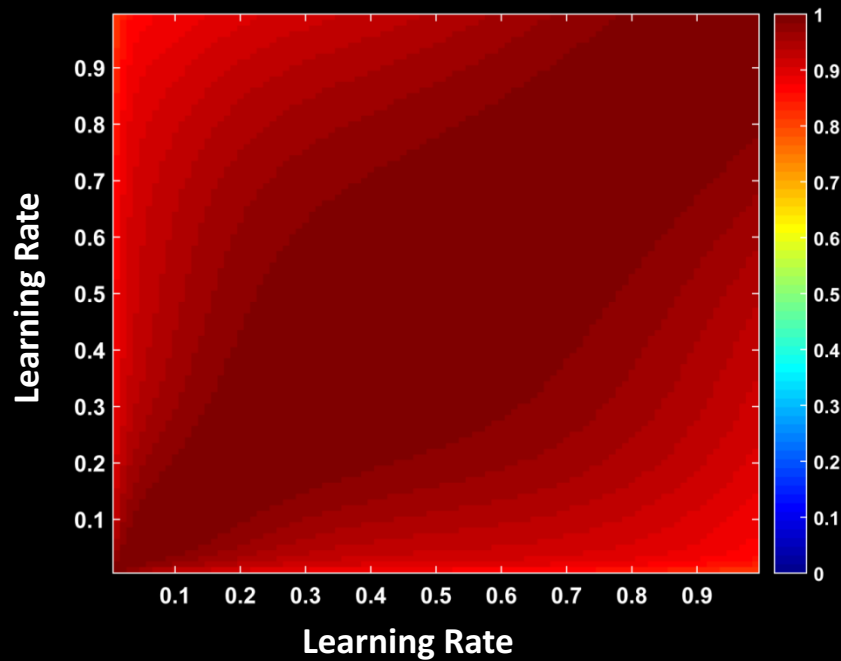
C. Right Insula HC PPE



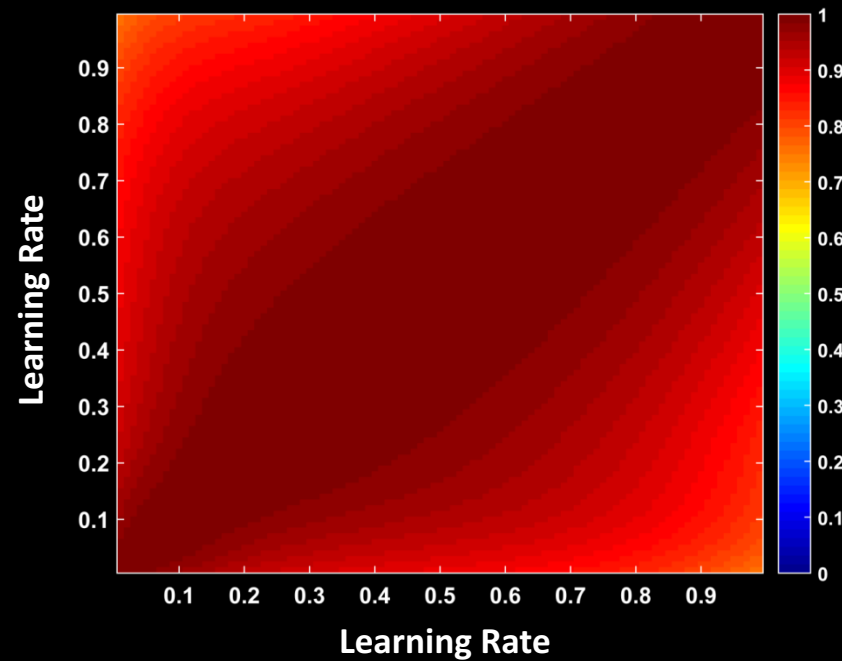
D. Right Insula MDD PPE



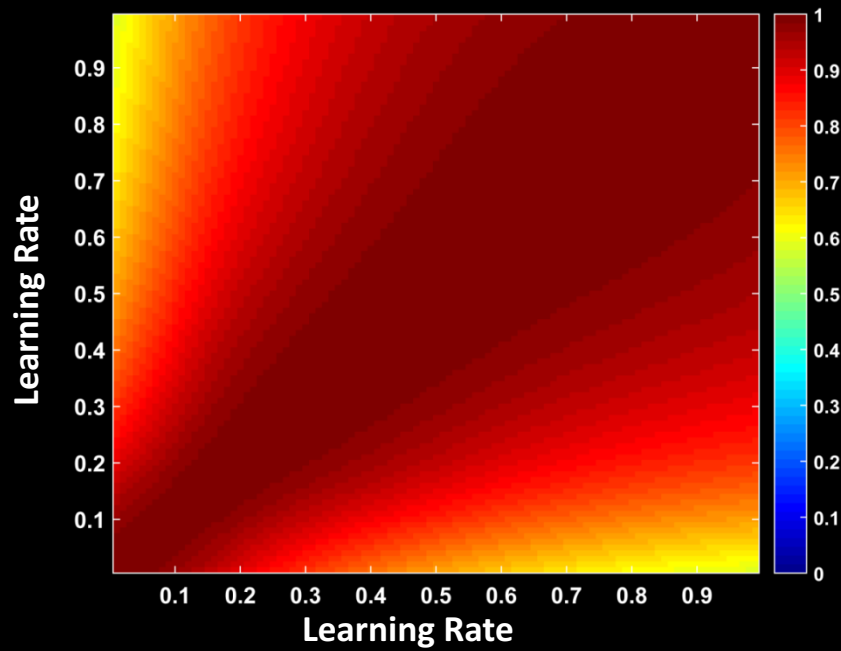
A. VTA HC RPE



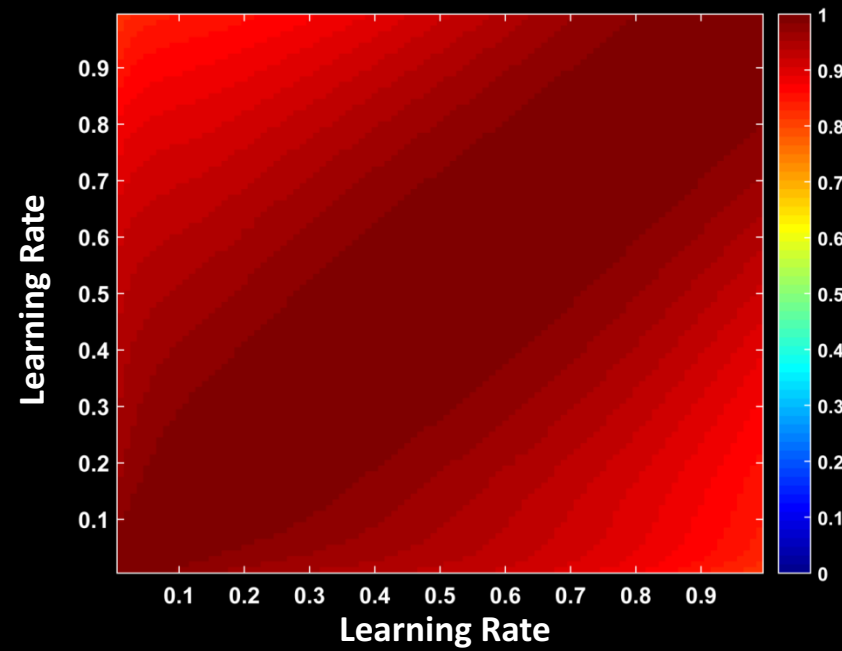
B. VTA MDD RPE

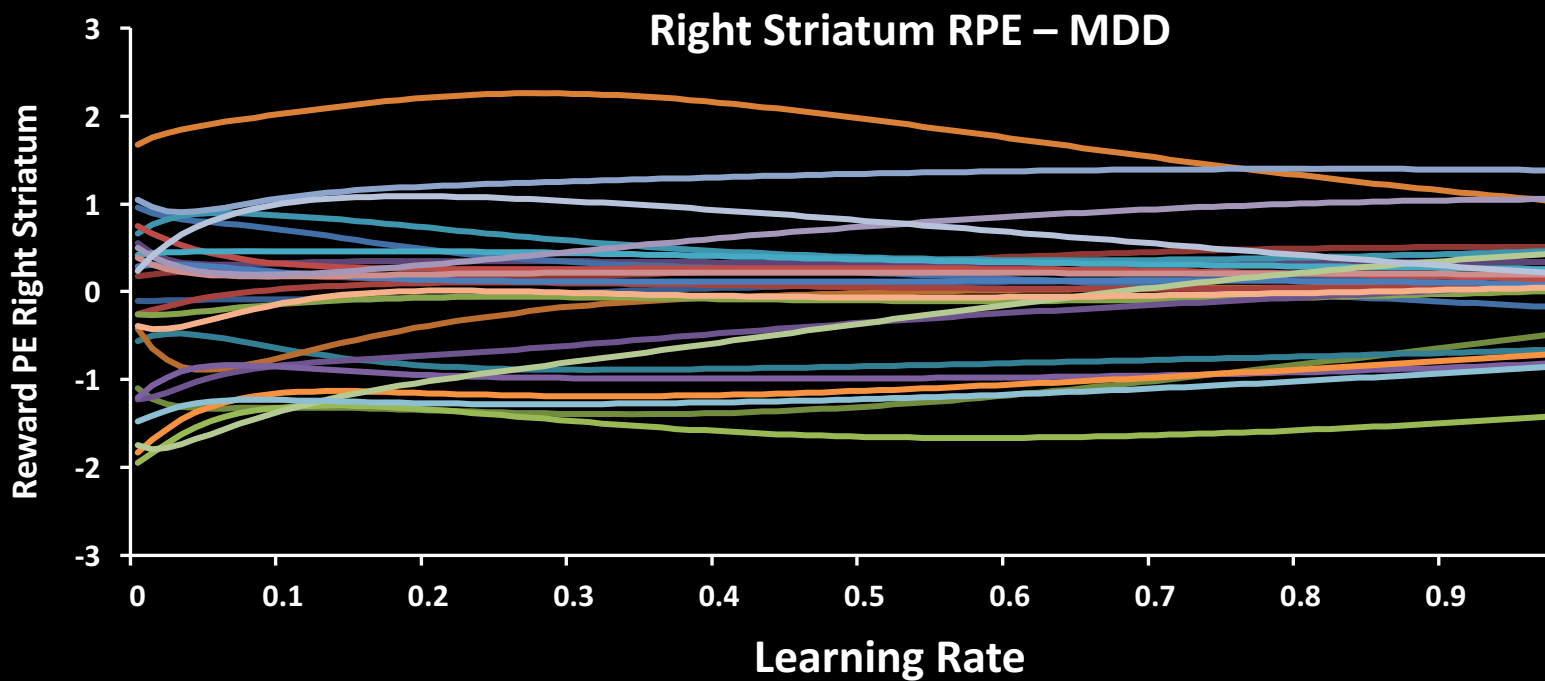
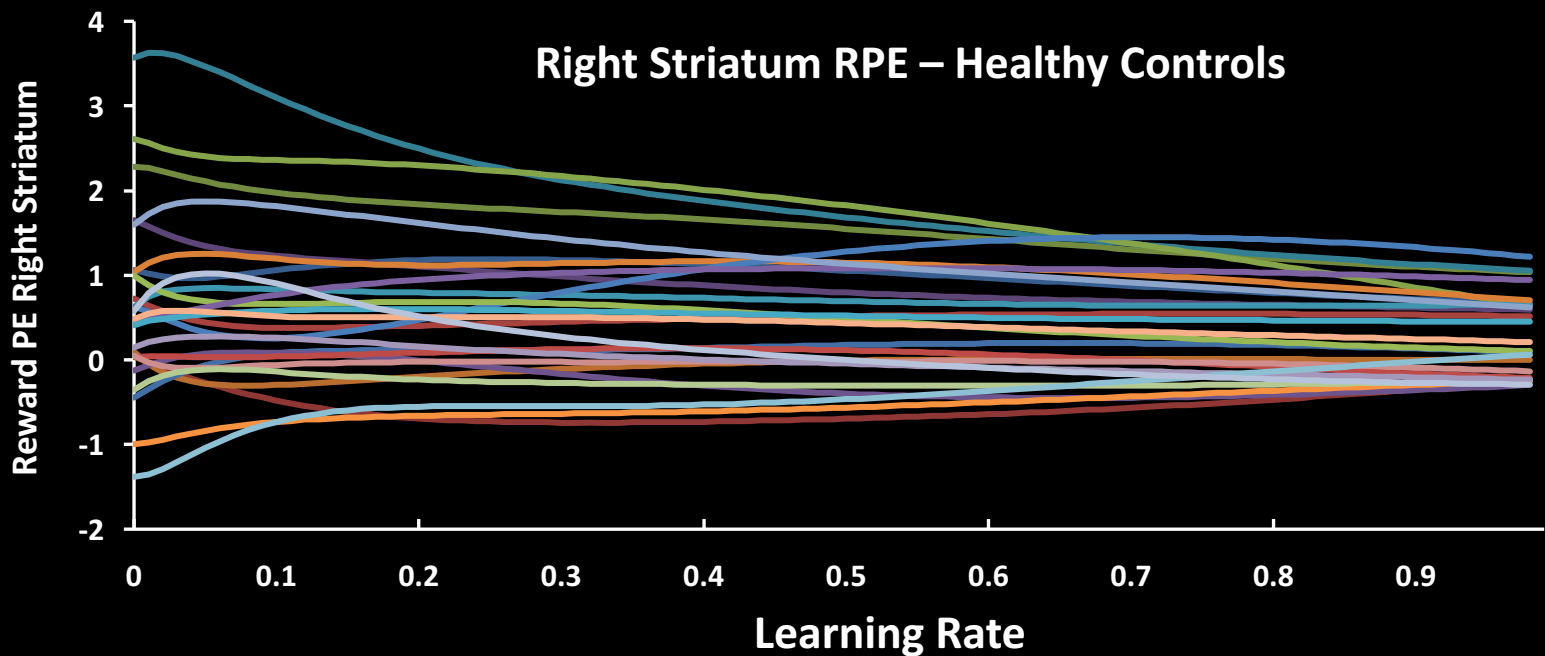


C. VTA HC PPE

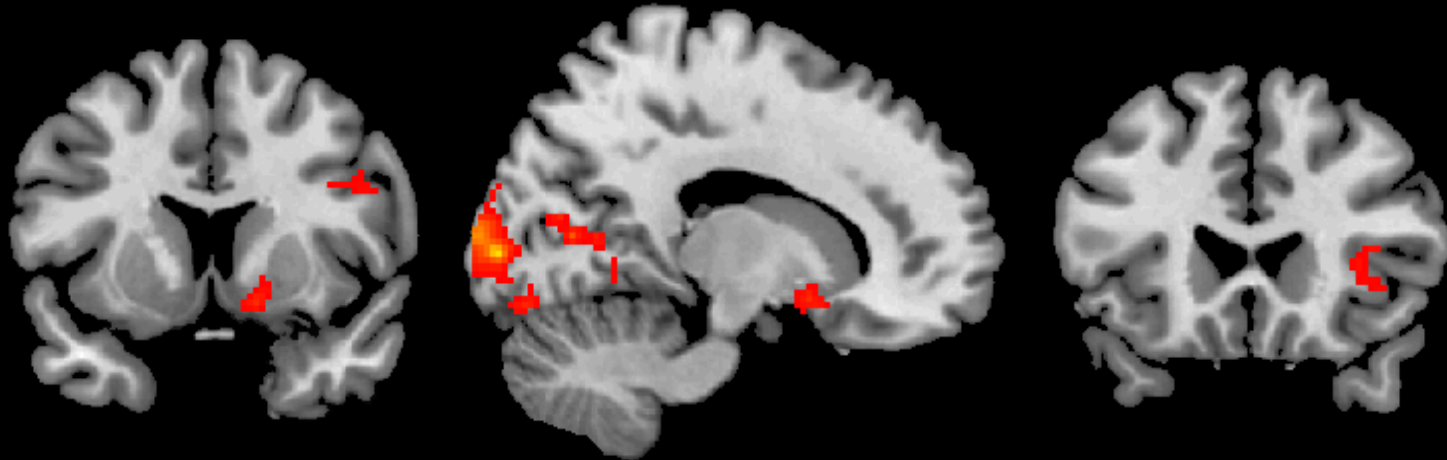


D. VTA MDD PPE

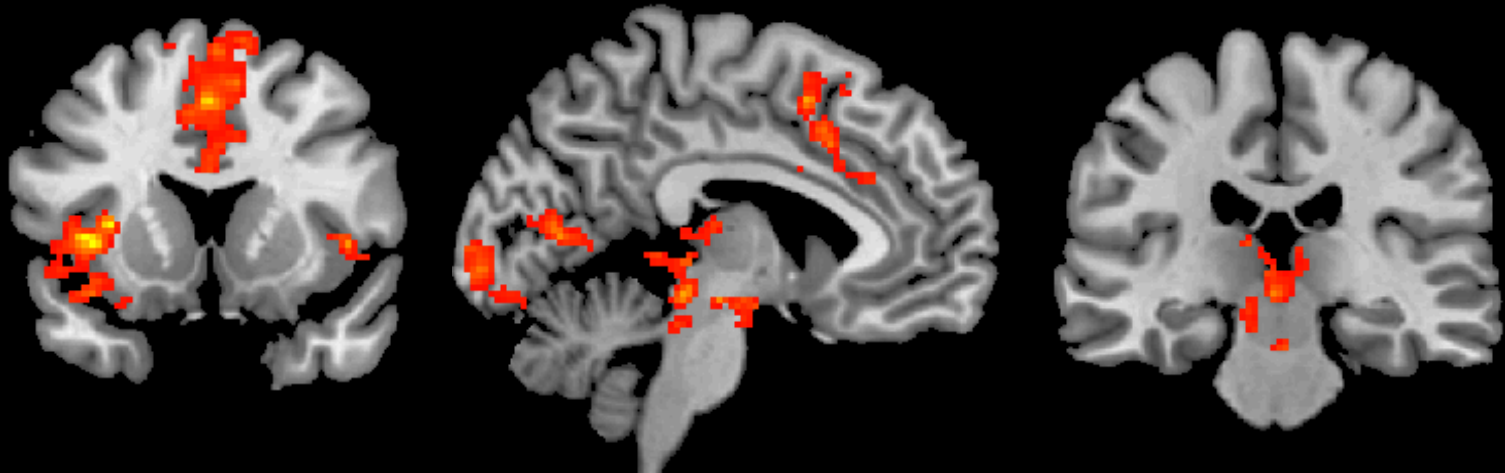




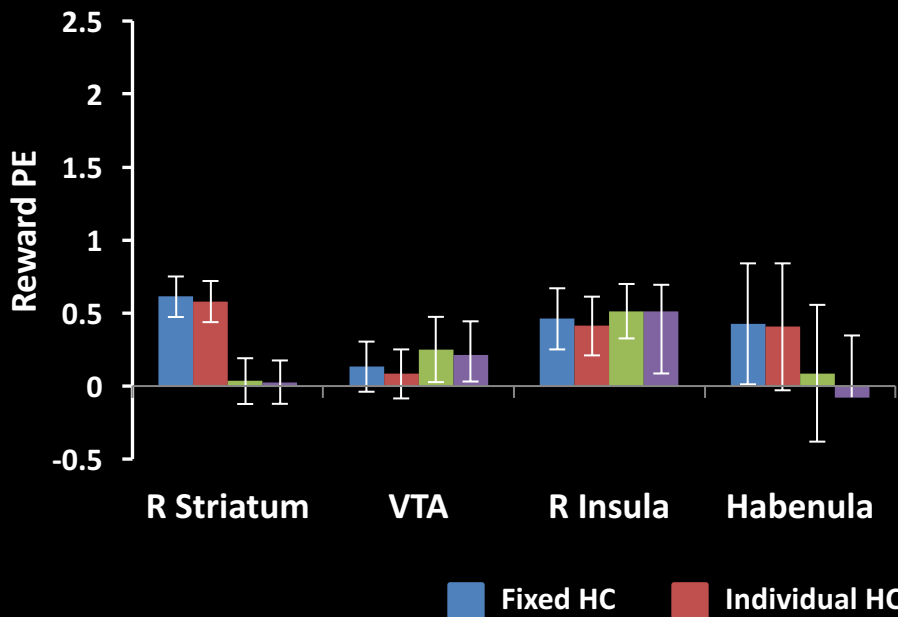
**A. Reward Prediction Error – Healthy Controls  
Individual Learning Rate**



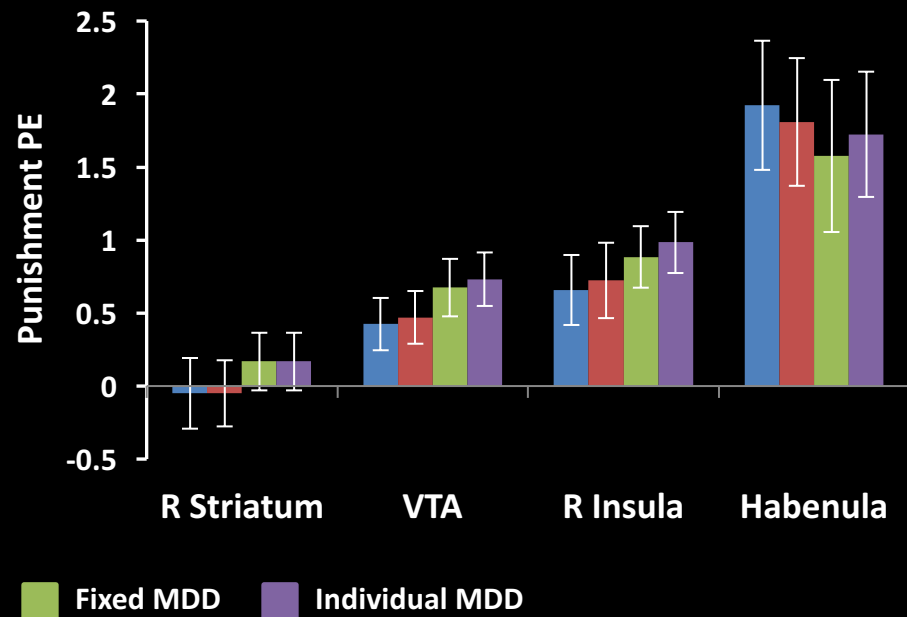
**B. Punishment Prediction Error – Healthy Controls  
Individual Learning Rate**



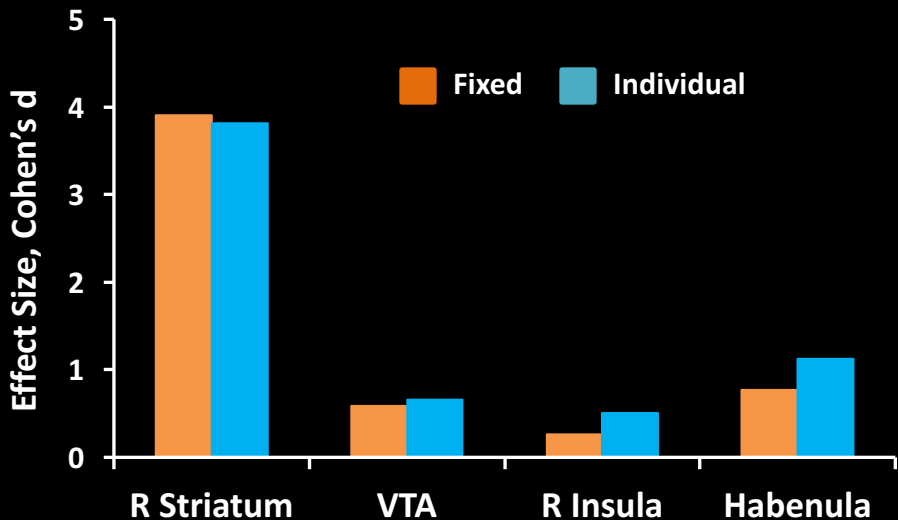
A. Reward Prediction Error



B. Punishment Prediction Error



C. Reward Prediction Error



D. Punishment Prediction Error

