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# The Centre of the Brain: Topographical Model of Motor, Cognitive, Affective, and Somatosensory Functions of the Basal Ganglia

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**Abstract:** The basal ganglia have traditionally been viewed as motor processing nuclei; however, functional neuroimaging evidence has implicated these structures in more complex cognitive and affective processes that are fundamental for a range of human activities. Using quantitative meta-analysis methods we assessed the functional subdivisions of basal ganglia nuclei in relation to motor (body and eye movements), cognitive (working-memory and executive), affective (emotion and reward) and somatosensory functions in healthy participants. We document affective processes in the anterior parts of the caudate head with the most overlap within the left hemisphere. Cognitive processes showed the most widespread response, whereas motor processes occupied more central structures. On the basis of these demonstrated functional roles of the basal ganglia, we provide a new comprehensive topographical model of these nuclei and insight into how they are linked to a wide range of behaviors. *Hum Brain Mapp* 34:3031–3054, 2013. © 2012 Wiley Periodicals, Inc.

**Key words:** caudate; putamen; globus pallidus; functional subdivision; Activation Likelihood Estimate method

#### INTRODUCTION

The basal ganglia are a set of deep gray matter nuclei situated in the centre of the brain, at the base of the forebrain. The basic components include the striatum (composed of three subnuclei: the caudate, the putamen, and nucleus accumbens) and the globus pallidus [Martin, 2003]. Knowledge of the functional roles of the basal ganglia has been largely based on patients with motor dysfunction such as Parkinson's disease [Chenery et al., 2008; Dagher and Nagano-Saito, 2007] and Huntington's disease [Bohanna et al., 2008; Paulsen, 2009], which led the field to associate these nuclei primarily with motor func-

tions. However, these subcortical nuclei are also implicated in cognitive disorders, such as attention-deficit/ hyperactivity disorder [Aron and Poldrack, 2005; Bush et al., 2005; Knutson and Gibbs, 2007] and obsessive/ compulsive disorder [Huyser et al., 2009]. Furthermore, evidence from functional magnetic resonance imaging (fMRI) has suggested more complex roles for the basal ganglia in processing higher cognitive functions, emotion, and somatosensation. Despite the recent surge of fMRI evidence, the processes subserved by the basal ganglia were characterized as mysterious [Mazzoni and Bracewell, 2010] and the most recent topographical model of basal ganglia function was published more than two decades ago [Alexander et al., 1990]. A wealth of functional neuroimaging data can now be analyzed to improve our understanding of these central brain structures. Thus, we compiled and analyzed existing fMRI data, collected from healthy adults, to examine functional subdivisions of the basal ganglia and to provide an updated topographical model of the various functions: motor, cognitive, affective, and somatosensory, within the nuclei of the basal ganglia.

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Basal ganglia involvement in motor behavior is possibly its longest known function and the most thoroughly researched [Mattay and Weinberger, 1999; Ungerleider et al., 2002]. More recent qualitative reviews have attributed cognitive functions to the basal ganglia including reinforcement learning [Bullock et al., 2009], category learning [Nomura and Reber, 2008; Shohamy et al., 2008], sequential decision-making [Cabeza and Nyberg, 2000], working memory training [Dahlin et al., 2009] and learning based on evaluation of outcomes [Frank and Claus, 2006; Grahn et al., 2008]. The nucleus accumbens, part of the ventral striatum, has been implicated in reward-related processes [Assadi, et al., 2009; Delgado 2007], such as anticipation of monetary gains [Knutson and Bossaerts, 2007; Knutson and Greer, 2008; Knutson and Peterson, 2005].

Functional subdivisions of the basal ganglia have been proposed based on qualitative evidence, suggesting that motor selection, preparation and execution processes are subserved by the rostrocaudal parts of the basal ganglia (i.e., largely the putamen), eye-movements implicate the caudate, whereas reward-processes involve the ventral aspects of the basal ganglia [Lehericy and Gerardin, 2002]. Alexander et al., [1990] proposed the most comprehensive functional model of the basal ganglia to date, thus we frequently refer to and make contrasts with this previous work. Primarily based on animal and pathology studies they illustrated five systems of cortical areas that receive output from the basal ganglia [Alexander et al., 1990]. These five cortical categories were motor, oculomotor, cognitive dorsolateral (related to the prefrontal cortex Brodmann areas 9 and 10), cognitive lateral-orbitofrontal (related to the prefrontal cortex Brodmann area 10) and limbic. While this work provided insight into the functional subdivisions of the basal ganglia, more recent neuroimaging studies have produced a wealth of evidence on how these nuclei are involved in cognitive and physiological processes such as reward and somatosensory processing in healthy humans. Therefore, an updated functionbased model of the basal ganglia based on quantitative human brain imaging data is warranted.

We built on the previously proposed categories [Alexander et al., 1990] to define motor, cognitive, affective, and somatosensory functions into seven categories: motor (1) body movements and (2) eye movements; cognitive (3) working-memory, such as storing and manipulating information and (4) executive functioning that requires the creation of an executive scheme, such as planning; affective (5) emotion—eliciting and perceiving emotions and (6) reward—receiving positive/negative feedback and monetary outcomes; and (7) sensory—processes that involve somatosensation, primarily the perception of noxious stimuli. These functions are not necessarily processed by distinct locations in separate nuclei; therefore, an overlap of some categories was expected.

To create a functional atlas of the basal ganglia we used a data-driven, coordinate-based meta-analytic technique

(Activation Likelihood Estimate, ALE) [Laird et al., 2005; Turkeltaub et al., 2002]. This method calculates the probability that a given voxel in the brain is activated consistently across studies. First, 3D-probabilistic maps of each of the categories were created to quantify the spatial extent and localization of motor-, cognitive-, affective-, somatosensory-evoked activation in specific nuclei in the basal ganglia. Second, laterality indices were calculated to identify hemispheric asymmetries related to each nucleus and each function. Specifically, we examined functional distinctions in the basal ganglia elicited by body movements and eye movements. We also looked at distinctions between different cognitive and affective functions as well as somatosensory processes. We provide normative fMRI atlases for these processes in standard stereotaxic space as well as topographical models that characterize basal ganglia functions in terms of significant peak ALE values and lateralization.

#### **METHODS**

#### **Literature Search and Article Selection**

The literature was searched using the standard search engine of Web of Science (http://www.isiknowledge.com). In October 2010, we looked for fMRI articles that mentioned the basal ganglia in the whole document (e.g., abstract, main text, and references) by using keywords such as (fMRI and basal ganglia, striatum, caudate, putamen, lentiform/lenticular nucleus, globus pallidus, nucleus accumbens). To maintain interpretability based on imaging method we only selected fMRI studies and did not include positron emission tomography (PET) studies in the search criteria. The inclusion of data obtained from one functional neuroimaging technique has a number of advantages when performing meta-analyses. Namely, it reduces variability in the data and this is an important consideration given that the temporal and spatial resolution of PET is poorer in comparison to fMRI. Articles were also restricted to include human participants and to be in English. This search, which yielded a total of 1,848 studies, was subjected to two successive criteria to identify articles that used fMRI and reported coordinates from the basal ganglia; 699 were neither fMRI studies nor reported coordinates in the basal ganglia, and were excluded. Of these 699 articles, 147 were reviews and 16 were case studies. The remaining 1,149 studies were incorporated in a full text review. To preserve data interpretability, we only considered studies that included healthy independent adult samples (ages: 17/18-65) with within-group results that clearly stated using whole-brain random-effects analyses. We only considered studies that reported positive activations (not deactivations) related to the basal ganglia using either the Talairach or Montreal Neurological Institute (MNI) coordinate systems. The data from 204 studies passed these criteria and were included in the analyses (Table I).

TABLE I. Characteristics of sources included in the meta-analyses

1   10   25.4 ± 4.3   Billingual naming task   native 1 <sup>st</sup> Integrage: Integrage selection context > WM     2   2. 2.6 ± 7.2   False recognition task   old word-old word pair condition   WM     3   2. 2.6 ± 7.2   False recognition task   old word-old word pair condition   WM     14   0   5.5.4 ± 7.7   False recognition task   old word-old word pair condition   E     15   2. 2.6 ± 7.3   False processing task   father > celebrity male   E     16   8. 3.6 ± 7.7   False processing task   father > celebrity male   E     17   1. 2.1.5   False processing task   father > celebrity male   E     18   2. 2.1.5   False processing task   father > celebrity male   E     19   2. 2.1.5   False processing task   nature > false   fa				and I am a				
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9         2         22.6 ± 7.2         False recognition task         simple thanning context         WM           10         2.4         Affective video viewing         rectick > sports         Emple and a control of a contro	Abutalebi et al., 2008	12	10	$25.4\pm4.3$	Bilingual naming task	native 1st language: language selection context >	WM	$\varepsilon$
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10 6 39.4 ± 77   Tate processing task   Interprocessing task   Int	Arnow et al., 2009	14 14	0 '	74	Affective video viewing	turgidity	ग।	ς,
16   8	Arsalidou et al., 2010	10	9	$35.4 \pm 7.7$	Face processing task	father > celebrity male	Ы	
10         5         21.5         Finger motor task         motor y follow: Early Slages         BM           0         17         1         24.5         Face processing task         motor full print of the pri	Bach et al., 2008	16	<b>%</b>	$26 \pm 3.9$	Emotion discrimination task	anger > fear	П	3
0         17         11         24.5         Face processing task         partners > friend         Finder           0.6         19         24.78 ± 24         Spatial memory task         curtival phase: experimental > baseline         F           0.6         19         24.78 ± 24         Spatial memory task         curtival phase: experimental > baseline         F           1.7         2.4.8 ± 2.4         Spread discrimination task         uppredictable > predictable         S           1.8         9         2.2.9         Stop-signal task         uppredictable > predictable         F           1.8         9         2.2.9         Stop-signal task         uppredictable > predictable         R           1.4         7         2.6         2.4 ± 5.3         Smull base   successful stop trial > go trial         R           1.4         7         2.6 ± 5.2         Stop-signal task         nicomespecific thansfer; Paviovian cue > R         R           2.5         4.2 ± 5.3         Studenticable task         precception condition > control         R           4.2         16         2.8 ± 6         Threat articipation task         precception condition > control         R           4.2         16         2.8 ± 6         Threat articipation task         precception condition >	Bapi et al., 2006	10	rO	21.5	Finger motor task	motor > follow: Early Stages	BM	5
17         0         316 ± 74         Sopaid memory task         retrieval phase reperimental > baseline         WM           0.6         9         24.78 ± 29         Mood induction task         combined > picture         BM           1.5         0         24.78 ± 29         Mood induction task         main effect. Long ordinal structure         BM           1.5         9         2.78 ± 4         Speed discrimination task         successful stop trial > go trial         BM           1.5         9         2.29 ± 4.5         Spend discrimination task         successful stop trial > go trial         BF           1.5         9         2.24 ± 5.3         Simulus response task         notromode-specific transfer: Paviovian cue > R         R           1.4         7         2.6         2.4 ± 5.3         Simulus response task         notromode-specific transfer: Paviovian cue > R         R           4.2         1.4         7         2.6         2.4 ± 5.3         Simulus response task         notromode-specific reductable option         R           4.2         1.4         7         2.6         Threat attrification task         perception condition control         BM           4.2         1.5         2.4         2.4         Action task         pre-pulse inhibition ask         pre-puls	Bartels and Zeki, 2000	17	11	24.5	Face processing task	partner > friend	ш	4
006         9         9         24.78 ± 29         Mood induction task         main effect. Long ordinal structure         BM           25         n/1         3.3         Predictability task         unpredictable > predictable         SM           18         9         22.4         Speed discrimination task         uncompatible optical structure         BM           18         9         22.4         Speed discrimination task         autcome-specific transfer; Pavlovian cue > R         R           14         7         26         Visuomotor learning         apsolute prediction error         R           14         10         25 ± 5.2         Perception task         preception condition > control         BM           42         16         28 ± 6         Threat anticipation task         threat > safety         WM           42         16         2.2 ± 5.2         Perception task         threat > safety         WM           42         16         2.18 ± 2.2         Gambling task         threat > safety         WM           5         26         2.2.7         Reasoning task         threat > safety         WM           5         26         2.2.7         Reasoning task         threat > safety         WM           6	Baumann et al., 2010	17	0	$31.6 \pm 7.4$	Spatial memory task	retrieval phase: experimental > baseline	WM	7
7         2         21.5         Finger motor task         main effect. Long ordinal structure         BM           18         9         22.9         Speed discrimination task         speed strained task         why decidable per decidated         S           18         9         22.9         Stop-signal task         successful stop trial > go trial         EF           19         2         2.2.9         Stop-signal task         successful stop trial > go trial         EF           14         7         2.2.6         Visuomotor learning         shoot per decident error         R           14         7         2.2.5         Stop-signal task         action condition > control         R           14         7         2.2.6         Visuomotor learning         preception condition > control         R           14         10         2.2.4.5         Ry tasconnot seemed a secretary and secretary an	Baumgartner et al., 2006	6	6	$24.78 \pm 2.9$	Mood induction task	combined > picture	П	7
18   9   27 ± 8.4   Speed discrimination task   speed > pareditable   S   WM     18   9   22 ± 8.4   Speed discrimination task   speed > pareditable   S   WM     19   22 ± 8.2   Strimulus response task   incompatible option cue > R     11   7   26   Visuomotor learning   speed > pareditic transfer: Pavlovian cue > R     12   10   25 ± 5.2   Perception task   action condition > control   BM     10   25 ± 5.2   Perception task   action condition > control   BM     10   2.5 ± 5.2   Perception task   action condition > control   BM     10   2.5 ± 3.1   Pre-pulse inhibition task   action condition > control   BM     10   2.5 ± 3.1   Pre-pulse inhibition task   action condition > control   BM     10   2.5 ± 3.1   Pre-pulse inhibition task   action condition > control   BM     11   36.5 ± 10.4   Finger-to-thumb opposition   task > control   action condition   action condition     12   10   24.9 ± 2.7   Reasoning task   action condition   action condition   action     11   1   2.5 ± 5.2   Pre-pulse inhibition   action condition   action   action     12   1   36.5 ± 10.4   Finger-to-thumb opposition   task > control     13   2.2 ± 3.2   Canabing task   action   action   action   action   action     14   6   2.9 ± 2.7   Remain   action   acti	Bengtsson et al., 2004	^	2	21.5	Finger motor task	main effect: Long ordinal structure	BM	$\sim$
18         9         27 ± 8.4         Speed discrimination task         speed > place at frop (4 vs 3)         WM           15         9         22.9         Stop-signal task         outcomest list stop tid stop trial > go trial         BF           14         7         26         Visuomotor learning         absolute prediction a control         BM           14         7         2.6         Visuomotor learning         absolute prediction a control         BM           14         7         2.6         2.4.5.2         Perception task         pre-pulse includion > control         BM           4.2         16         2.8 ± 6         Threat anticipation task         pre-pulse includion > control         BM           5.5         2.2.7         Resonant task         growing task         pre-pulse includion         BM           1.5         1.5         2.4.9 ± 2.7         Reasoning task         pre-pulse includion         BM           1.5         1.6         2.4.9 ± 2.7         Anotor synchronization task         pre-pulse includion         BM           1.5         1.6         2.4.9 ± 2.7         Motor synchronization task         pre-pulse includion         WM           1.0         2.4.9 ± 2.7         Anotor synchronization task         pre-pulse includion > control<	Berns et al., 2001	25	n/r	33	Predictability task	unpredictable > predictable	ď	. —
15   9   229   Stop-signal lask   Successful stop trial   50 pt rial   51     14   7   26   Visuomotor learning   Stop-signal lask   Successful stop trial   50 pt rial   51     14   7   26   Visuomotor learning   Stop-signal lask   Stop-si	Bendel et al. 2009	18	6	25 + 77 + 84	Speed discrimination task	sneed > place at ston (4 vs.3)	MM	(
23         6         24 ± 5.3         Sirmulus response task incompatible option         FF           14         7         26         Visuomotor learning absolute prediction error         FF           14         10         25 ± 5.2         Perception task Action task action condition         perception condition         FF           42         16         28 ± 6         Threat anticipation task perception condition         Preception task action condition         PM           42         16         28 ± 2.2         Gambling task perception task perception condition         Preception task perception and strong association nouns perception task perception task perception and strong association nouns perception task perception task perception and strong association nouns	Boehler et al., 2010	7.	6	22.9	Ston-sional task	successful stop trial > 90 trial	HH	ı ر
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42         16         28 ± 6         Threat anticipation task threat > satety         threat > satety         E           16         8         2.3 ± 3.1         Pre-pulse inhibition task         gain > loss         R           55         26         22.7         Reasoning task         social exchange > baseline         E           15         11         36.5 ± 10.4         Finger-to-thumb opposition         task > control         BM           12         0         24.9 ± 2.7         Motor synchronization task         visually cued motor synchronization task         BM           2005         11         n/r         26.5         Lexical decision task         Inyme > filtered sound         WM           2005         15         7         22.53         2.5         Stop-signal task         MVM           2005         15         7         22.53         2.9         Stop-signal task         MVM           10         5         3.0         Pantomime tool-use task         finger tapping > fixation: Right Hand         BM           06         13         5         3.1.5         Graded visual perception task         concessful stop-phase         EF           10         5         2.2.1.08         Categorical nask         mintenance and clear per	,	!	,		Action task	action condition > control	BIM	ν.
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16         8         23 ± 3.1         Pre-pulse inhibition task         pre-pulse inhibition         pre-pulse inhibition         pre-pulse inhibition         BM           15         11         36.5 ± 10.4         Finger-to-thumb opposition         task > control         BM           12         0         24.9 ± 2.7         Motor synchronization task         rownentional-baseline         BM           11         n/r         26.5         Lexical decision task         English: verb > fixation         WM           22         10         24.5         Rhymes task         English: verb > fixation         WM           205         33         35         Stop-signal task         short-signal task	Camara et al., 2010	35	24	$21.8\pm 2.2$	Gambling task	gain > loss	R	_
55         26         22.7         Reasoning task         social exchange > baseline         E           15         11         36.5 ± 10.4         Finger-to-thumb opposition task > maintened motor synchronization task > maintened motor synchronization task   moventional-baseline   moventional-baseline   moventional-baseline   moventional-baseline   moventional-baseline   moventional-baseline   moventional task   moverceptual experience > moventional task   m	Campbell et al., 2007	16		$23 \pm 3.1$	Pre-pulse inhibition task	pre-pulse inhibition	BM	7
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conventional-baseliné  11 n/r 26.5 Lexical decision task English: verb > fixation  22 10 24.5 Rhymes task short > long SSRT sessions  23 35 Stop-signal task short > long SSRT sessions  14 6 29.4 Stop-signal task maintenance  10 5 30 Pantomime tool-use task inger tapping > fixation: Right Hand BM  29 13 20.2 ± 1.08 Ganbling task categorical n-back task categorical n-back  10 5 23.5 ± 2.29 Categorical n-back task correlation w/ arousal rating  20 13 20.2 ± 1.08 Response selection task conditioning task conditioning task correlation w/ arousal rating  20 14 8 30.5 ± 4.5 Response selection task fixed > light selection and strong association nouns > low selection and strong association nouns   BM	Cerasa et al., 2005	12	0	$24.9 \pm 2.7$	Motor synchronization task	visually cued motor synchronization task >	BM	4
11 n/r 26.5 Lexical decision task English: verb > fixation WM 24.5 Rhymes task short > long SSRT sessions WM 25. 33 55 Stop-signal task short > long SSRT sessions EF 26. 33 Evenberg task short > long SSRT sessions WM 26. 15 7 22.53 ± 2.7 Sternberg task maintenance 27. 4 6 29.4 Stop-signal task successful stop-phase EF 28. 30 Pantomime tool-use task finger tapping > fixation: Right Hand BM 29. 13 5 31.5 Graded visual perception task clear perceptual experience > vague perceptual 29. 13 5 20.2 ± 1.08 Gambling task vinning > losing carpering = variance > vague perceptual 29. 13 2.5.5 ± 2.29 Categorical n-back task categorical n-back 29. 14 6 2.5.5 ± 4.58 Mood induction task correlation w/ arousal rating 29. 20. 24. 5 Response selection task light selection and strong association nouns   BM 29. 20. 32.5 Serial reaction time task fixed > random   BM 20. 24. 5 Serial reaction time task   fixed > random   BM 20. 24. 5 Serial reaction time task   fixed > random   BM 20. 24. 5 Serial reaction time task   fixed > random   BM						conventional-baseline		
22         10         24.5         Rhymes task         rhyme > filtered sound         WM           2005         33         35         Stop-signal task         short > long SSRT sessions         EF           14         6         29.4         Stop-signal task         maintenance         WM           10         5         30         Pantomime tool-use task         finger tapping > fixation: Right Hand         BM           06         13         5         31.5         Graded visual perception task         clear perceptual experience > vague perceptual         WM           10         5         23.5 ± 2.29         Candeling task         winning > losing         R           10         5         23.5 ± 2.29         Categorical n-back task         categorical n-back         WM           10         5         25.51 ± 4.58         Mood induction task         conditioning task: reward > negative feedback         R           10         5         25.51 ± 4.58         Response selection task         low selection and strong association nouns         R           26         0         32.5         Serial reaction time task         fixed > random         BM	Chan et al., 2008	11	n/r	26.5	Lexical decision task	English: verb > fixation	MM	_
65 33 56p-signal task short > long SSRT sessions EF maintenance and clear perceptual task short > long SSRT sessions SET seemberg task successful stop-phase finger tapping > fixation: Right Hand BM SET sessions SET session selection task selection and strong association nouns SET serial reaction time task fixed > random SET sessions SET sessions SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction time task selection and strong association nouns SET serial reaction task selection and strong association nouns SET serial reaction task selection and strong association nouns SET serial reaction selection and strong serial serial serial serial serial serial serial serial serial se	Chan et al., 2009	22	10	24.5	Rhymes task	rhyme > filtered sound	MM	2
2005 15 7 22.53 ± 2.7 Stemberg task maintenance 14 6 29.4 Stop-signal task successful stop-phase 10 5 30 Pantomime tool-use task finger tapping > fixation: Right Hand BM clear perceptual experience > vague perceptual experience > vague perceptual experience > no p	Chap et al 2009	55	33	7.5	Ston-sional task	short > long SSRT sessions	HH	_
200. 15 7 2.50 ± 2.7 Step-signal task successful stop-phase successful stop-phase finger tapping > fixation: Right Hand BM and perception task clear perceptual experience > vague perceptual experience > no perc	Chan and Deemond 2005	3 4	1 8	72 53 + 27	Stornborg tech	maintenance	MM	4 (1
14 8 30.5 ± 4.5 Serial reaction time task  15 5.7.4 Sub-signatures ask finger tapping > fixation: Right Hand BM Graded visual perception task fixed a perceptual experience > vague perceptual WM clear perceptual experience > no perceptual	Cherries of all 2007	3 5	٠ ٧	7.5 ± 00.22	Cton cional tool	manneriance space	LE	٦ -
10 5 30 Fantonime tool-use task finger tapping > fixation: Kight Hand BM BM 6 and perception task clear perceptual experience > vague perceptual WM experience > vague perceptual WM experience > vague perceptual WM 6 and perceptual experience > vague perceptual WM 8 and perceptual experience > vague perceptual WM 6 and perceptual experience > vague perceptual WM 6 and perceptual experience > vague perceptual WM 6 and perceptual experience > vague perceptual WM 7 and perceptual experience > vague perceptual wm 7 and perceptual experience > vague perceptual exper	Chevrier et al., 2007	T. ;	0 1	29.4	Stop-signal task	successiui stop-piiase	1 1	٠,
ob 13 5 31.5 Graded visual perception task clear perceptual experience > vague perceptual WM experience and clear perceptual experience > no perceptual expe	Choi et al., 2001	10	5	30	Pantomime tool-use task	tinger tapping > fixation: Right Hand	BM	1
experience and clear perceptual experience > 29 13 20.2 ± 1.08 Gambling task winning > losing 10 5 23.5 ± 2.29 Categorical n-back task categorical n-back task correlation w/ arousal rating 22 10 24 Conditioning task conditioning task: reward > negative feedback R 24 8 30.5 ± 4.5 Response selection task ligh selection and strong association nouns > 26 0 32.5 Serial reaction time task fixed > random 8M	Christensen et al., 2006	13	ഗ	31.5	Graded visual perception task	clear perceptual experience > vague perceptual	WM	6
13 $20.2 \pm 1.08$ Gambling task winning > losing R variation 25 $\pm 2.29$ Categorical n-back task categorical n-back ask Nood induction task correlation w/ arousal rating E Conditioning task conditioning task: reward > negative feedback R Nood induction task conditioning task: reward > negative feedback R Nood induction task conditioning task: reward > negative feedback R Nood induction task high selection and strong association nouns > Nood induction time task fixed > random B Nood induction task fixed > random B Nood induction time task fixed > random B Nood induction ta						experience and clear perceptual experience >		
29 13 20.2 ± 1.08 Gambling task winning > losing R 10 5 23.5 ± 2.29 Categorical n-back task categorical n-back ask Mood induction task Correlation w/ arousal rating E 22 10 24 Conditioning task conditioning task: reward > negative feedback R 14 8 30.5 ± 4.5 Response selection task ligh selection and strong association nouns > WM 25 0 32.5 Serial reaction time task fixed > random BM						no perceptual experience		
10 5 23.5 ± 2.29 Categorical n-back task categorical n-back task 10 5 25.51 ± 4.58 Mood induction task correlation w/ arousal rating E  22 10 24 Conditioning task conditioning task: reward > negative feedback R  14 8 30.5 ± 4.5 Response selection task high selection and strong association nouns > WM  26 0 32.5 Serial reaction time task fixed > random BM	Chua et al., 2009	29	13	$20.2\pm1.08$	Gambling task	winning > losing	R	7
10 5 25.51 ± 4.58 Mood induction task correlation w/ arousal rating E  22 10 24 Conditioning task conditioning task: reward > negative feedback R  14 8 30.5 ± 4.5 Response selection task high selection and strong association nouns > WM  16 selection time task fixed > random  26 0 32.5 Serial reaction time task fixed > random	Ciesielski et al., 2006	10	Ŋ	$23.5 \pm 2.29$	Categorical n-back task	categorical n-back	WM	_
22 10 24 Conditioning task conditioning task: reward > negative feedback R  1, 2010 14 8 30.5 ± 4.5 Response selection task high selection and strong association nouns > WM  low selection and strong association nouns BM  2003 26 0 32.5 Serial reaction time task fixed > random BM	Colibazzi et al., 2010	10	Ŋ	$25.51 \pm 4.58$	Mood induction task	correlation w/ arousal rating	ш	7
1, 2010 14 8 30.5 ± 4.5 Response selection task high selection and strong association nouns > WM low selection and strong association nouns 2003 2.5 Serial reaction time task fixed > random BM	Cox et al., 2005	22	10	24	Conditioning task	conditioning task: reward > negative feedback	R	7
low selection and strong association nouns 26 0 32.5 Serial reaction time task fixed > random BM	Crescentini et al., 2010	14	8	$30.5 \pm 4.5$	Response selection task	high selection and strong association nouns >	WM	4
26 0 32.5 Serial reaction time task fixed > random BM					•	low selection and strong association nouns		
	Daselaar et al., 2003	26	0	32.5	Serial reaction time task	fixed > random	BM	4

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Anthoryear         N         F         Age (M±SD)         Trask         Contrast         Contrast         Contrast           Debarve et al., 2004         12         7         2.6.5         Whet moter tank         conciditation > single limbs         BM           den Outen et al., 2004         16         8         2.3.4.3.5         Accounte learning task         conciditation > single limbs         BM           den Outen et al., 2008         6         3         2.4.4.5.2         Refrical task         conciditation particle of the single limbs         PM           Dobber et al., 2008         9         3         2.4.4.5.2         Refrical task         conciditation particle for the single limbs         PM           Dobber et al., 2008         10         2.4.4.5.7         Carabhing task         anticle devictor of the single limbs         PM           Dobber et al., 2006         10         2.4.4.5.7         Carabhing task         anticle task concerned lings ported for the single limbs         PM           Efe et al., 2006         12         1.2.4.4.6.9         Socio-calitural influence task         anticle to every concept lings and the single limbs         PM           Efe et al., 2006         1.2         1.2.4.4.6.2         Socio-calitural influence task         anticle to every concept lings         Anticle to every concept lings				Participants				
12         7         2.6.5         Wrist motor task         coordination > simple limbs         coordination > simple limbs           16         8         2.2 ± 3.6         Retrieval lask         coordination > simple limbs         coordination > simple limbs           2         9         5         2.44 ± 2.2         Auditory discrimination task         detected deviancy > implicit baseline correct detection of deviancy and false almost allowable to the positive conditioning stimulus)           2         10         2.5 ± 3.7         Lecical decision task         anticopation of reveary and false almost allowable correct detection of deviancy and false almost allowable correctly and	Author-year	Ν	H	Age (M ± SD)	Task	Contrast	Category	Foci
16 8 23 ± 3.3 Associative learning task conditioning stimular presence v visual outcome v Rescorda-Vaygare learning (restricted to positive conditioning stimulus)  10 3 24 ± 4.5 Auditory discrimination task temporaris spatial and strain and s	Debaere et al., 2004	12	7	26.5	Wrist motor task	coordination > single limbs	BM	2
6 3 27 ± 3.6 Retrieval task randomy discrimination task and the property of eviancy discrimination task and the property of eviancy and false alarms and the property of eviancy and false alarms are control of the council of the cou	den Ouden et al., 2009	16	∞	$25.3 \pm 3.3$	Associative learning task	conditioning stimulus presence x visual outcome x Rescorla-Wagner learning (restricted to	WM	^
6 5 2.4 ± 2.0 Ketreval task composition to the second of deviancy > implicit baseline: correct detected deviancy > implicit baseline: correct policy = correct > implicit baseline: correc		`	ď	-		positive conditioning stimulus)		,
10 3 26.4 ± 4.5 Lexical decision task arithment and feeterform of deviatory and false alarms are control used to the control task arithment and arithment as a section of deviation of rewards and arithment as a section of deviation of rewards as a section task arithment as a section of deviation of rewards as a section of the control task and the control task and the control task and the care of direction and every regards as control and task and the care of direction and task an	de Kover et al., 2008	9 0	ΩЦ	$27 \pm 3.6$	Ketrieval task	temporal > spatial	MM	, ه
10   3   25.4 ± 4.5   Lexical decision task   Autriguian of revewards     12   8   22.5 # 7   Cambining task   Correlation between San Barbara sense of direction task   Cambining task   Correlation between San Barbara sense of direction score and viewpoint-specific     10   3   22.5 # 1.5   Cambining task   Carrelation between San Barbara sense of direction score and viewpoint-specific     10   3   23.5   Emotion influence task   Carrelation between San Barbara sense of direction score and viewpoint-specific     17   7   35.5   Emotion influence task   Carrelation between San Barbara sense of direction discovery negative successful recognition effect     17   7   35.5   Dental pain perception task   Carrelation w/ intensity rating reasoning task   Carrelation w/ intensity rating     12   1   27 ± 7.5   Line bisection judgment task   Carrelation w/ intensity rating   Carrelation strated   Carrelation strated   Carrelation strated   Carrelation w/ intensity   Carrelation	Diekiloi et al., 2009	r	0	7:7 🛨 7:7	Auditory discrimination task	defected deviancy > implicit baseinte: correct defection of deviancy and false alarms	IVI VV	4
10   25 ± 3.7   Gambling task   anticipation of rewards     12   8   22.5#   Navigation task   correlation between Sonta Barbana serse of direction acover and viewpoint-specific correlation with the cognition effect and the cognition effect in the cognition of effects in an in memory effect and point and the cognition of effects in an interception early and the cognition of effects in an interception early and the cognition of effects in an interception early and the cognition effect interception early anticipation monetary counted contracts   26.3   Reasoning task   contracts   contra	Dong et al., 2000	10	3	$26.4 \pm 4.5$	Lexical decision task	Japanese kana mirror reading > normal reading	WM	Τ
12   8   2254   Navigation task   Correlation between Santa Barbara sense of directions sore and viewpoint-specific sports cars > small cars     12   0   31.4 ± 6.9   Socio-cultural influence task   nemory: negative successful recognition effect     15   1   2.38 ± 2.8   Long-tenn emotion influence task   nemory: negative successful recognition effect     17   7   35.5   Dental pain perception task   correlation w/ intensity rating reasoning, precautions > reasonin	Dreher et al., 2008	20	10	$25 \pm 3.7$	Gambling task	anticipation of rewards	R	2
12   0   31.4 ± 6.9   Socio-cultural influence task   Sports cares small care and viewpoint-specific   10   3   23.5   Emotion influence task   Information influence   Information influence task   Information task   Information influence task   I	Epstein et al., 2005	12	<sup>∞</sup>	22.5#	Navigation task	correlation between Santa Barbara sense of	WM	2
12   0   314 ± 6.9   Socio-cultural influence task   Sports cares > small care     16   16   23.8 ± 2.8   Long-term emotion influence task   Development ask   Development a	1				)	direction score and viewpoint-specific		
10 3 23.5 Emotion influence task memory raggative successful recognition effect 17 n/r 30 Wheel of fortune task anticipation: monetary > control 17 n/r 33.6 Weasoning task anticipation: monetary > control 18 n/r 26.3 Easoning task reasoning_precautions reasoning_precaution_precaution_precaution_precautions_precautions_precaution	Erk et al., 2002	12	0	$31.4\pm6.9$	Socio-cultural influence task	sports cars > small cars	П	1
16   16   238 ± 2.8   Long-term emotion influence   Recognition effects: main memory effect     17   7   35.5   Devitted pain perception task   Reasoning task   Correlation w/ intensity rating     17   7   26.3   Reasoning task   Reasoning ta	Erk et al., 2005	10	3	23.5	Emotion influence task	memory: negative successful recognition effect	П	2
17 7 35.5 Wheel of fortune task anticipation: monetary > control 24 12 26.3 Reasoning task Reasoning task Reasoning task Reasoning task Reasoning precautions > reasoning precautions > reasoning social contracts > reasoning precautions > reasoning social contracts > reasoning precautions > reasoning social contracts > reasoning precautions > reasoning >	Erk et al., 2010	16	16	$23.8\pm2.8$	Long-term emotion influence	recognition effects: main memory effect	WM	1
17 7 355 Dental pain perception task reasoning task conrelation w/ intensity rating Reasoning task control as Reasoning task reasoning social contracts  Reasoning task reasoning social contracts  Reasoning task reasoning social contracts  reasoning precautions > non visuospatial and line length comparisons > non visuospatial and line length line length perceasoning line comparisons > non visuospatial and line length line length line length comparisons > non visuospatial and line length comparisons > non visuospa	Ernst et al., 2004	17	n/r	30	Wheel of fortune task	anticipation: monetary > control	R	7
Reasoning task reasoning_social contracts   27 ± 7.5   Line bisection judgment task   Reasoning_social contracts   Reasoning task reasoning_precautions    12	Ettlin et al., 2009	17	^	35.5	Dental pain perception task	correlation w/ intensity rating	S	1
contracts  Reasoning task reasoning, precaudions  12 1 27 ± 7.5 Line bisection judgment task reasoning, precaudions  14 5 25 ± 3.01 Perceptual decision making line tength comparisons > non visuospatial and line length comparisons > non-isuospatial and line length line length comparisons > non-isuospatial and line length line length line   non-iso-iso-iso-iso-iso-iso-iso-iso-iso-iso	Fiddick et al., 2005	24	12	26.3	Reasoning task	reasoning_precautions > reasoning_social	WM	7
Reasoning task reasoning states reasoning social contracts > reasoning precautions   reasoning precautions   reasoning precautions    12 1 27 ± 7.5 Line bisection judgment task   line length comparisons > non visuospatial and line length and line length and line length control in the length of super length of super motor task   non-discrimination					,	contracts		
12 1 27 ± 7.5 Line bisection judgment task line tenter judgements > non visuospatial and line length comparisons > non visuospatial and line length leng					Reasoning task	reasoning_social contracts >	ш	_
12 1 2/ ± / 5 Line bisection judgment task in ecriter judgements > non visuospatial and line length comparisons > non visuospatial and line length action lask transfer length comparisons of line length control in line length control in line length line l		7	7	1 1 -		reasoning_precautions	7 677	7
haselines)  baselines)  baselines)  latin 5 30 ± 7  Ankle motor task ative > rest al., 2009 14 7 22.6 ± 0.5  Time motor task ative > rest al., 2009 14 7 22.6 ± 0.5  Time motor task ative > rest andom > sequence: first session andoring > control andom > sequence: first session andom > sequence	Fink et al., 2002	71	-	2.7 ± 7.5	Line bisection judgment task	Ine center judgements > non visuospatial and line length comparisons > non visuospatial	WM	-
10 17 9 25.2 ± 3.01 Perceptual decision making reliable > neutral 14 5 20.4 ± 0.5 And Fe motor task self-initiated > control: right hand 13 6 26 4.0.5 Finger motor task self-initiated > control: right hand anchoring > control 11 4 29.4 ± 7.2 Syllogistic reasoning task random > sequence: first session 11 4 29.4 ± 7.2 Syllogistic reasoning task random > sequence: first session 11 4 29.4 ± 7.2 Syllogistic reasoning task random > sequence: first session 12 2.0 1.7 2.6 ± 2.04 Social interaction stimulation relationship × emotional valence nondiscrimination motor task discrete > continuous movements 12 2.6 ± 2.04 Social interaction stimulation relationship × emotional valence nondiscrimination motor task discrete > continuous movements 18 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the negative context > most extreme outcome in the negative context > most extreme outcome in the negative context   12 12 2.5 ± 2.83 Finger motor task most extreme outcome in the negative context   13 1 1 2.9 ± ± 7.5 Emotion task correlations w/ probability term 14 10 2.6 ± 8 Target detection task target   15 2 2 2 4 ± 2.3 Target detection task target   16 2 2 2 2 5 ± 2.83 Finger motor task more extreme condition   17 2 2 5 ± 2.83 Finger motor task most extreme outcome in the negative context   18 2.6 ± 2.83 Finger motor task most extreme outcome in the negative context   19 2.6 ± 2.83 Finger motor task most extreme outcome in the negative context   10 2.8 ± 7.5 Emotion task correlations w/ probability term   11 2.2 ± 2.3 Target detection task target   12 2.3 Target detection task   13 2.3 Target detection task   14 2.4						baselines)		
14 5 30 ± 7 Ankle motor task active > rest  12 6 26 ± 0.5 Finger motor task and on self-initiated > control.  13 6 22 2 7 2 2 Visio-motor task and on > sequence: first session  14 7 22.6 ± 0.5 Finger motor task and on > sequence: first session  15 7 22 Visio-motor task and on > sequence: first session  16 8 10 30.1 ± 8.3 Target detection task arrow relationship × emotional valence and on the positive context > nordiscrimination motor task and suprathreshold subthreshold distention intervals and sate and s	Forstmann et al., 2010	17	6	$25.2 \pm 3.01$	Perceptual decision making	reliable > neutral	WM	7
13 6 26 ± 0.5 Finger motor task anchoring > control: right hand anchoring > control in the hand anchoring > control in the hand anchoring > control in the hand   22 Visio-motor task   care of interaction stimulation   casoning   ca	Francis et al., 2009	14	5	$30 \pm 7$	Ankle motor task	active > rest	BM	7
13 6 26 Quantification strategy task anchoring > control 22 17 22	Francois-Brosseau et al., 2009	14	^	$22.6\pm0.5$	Finger motor task	self-initiated > control: right hand	BM	4
22 17 22 Visio-motor task random > sequence: first session 11 4 29.4 $\pm$ 7.2 Syllogistic reasoning task random > sequence: first session 28 20 22.6 $\pm$ 2.04 Social interaction task relationship x emotional valence 2007 9 $n/r$ 30 Hinger motor task relationship x emotional valence 2008 7 $n/r$ 25 Ramp-tonic visceral pain task discrete > continuous movements 2008 7 $n/r$ 29 $\pm$ 4.8 Wheel of fortune task suprathreshold > subthreshold distention intervals 2009 8 1 26 $\pm$ 2.83 Finger motor task most extreme outcome in the negative context of 27.5 Emotion task subject negonean and expect neg-pos 21 0 32.8 $\pm$ 7.5 Gambling task correlations $w$ probability term 25 $\pm$ 8 5 23 Target detection task target + nontargets	Gandini et al., 2008	13	9	26	Quantification strategy task	anchoring > control	WM	2
11 4 29.4 ± 7.2 Syllogistic reasoning task farget and facted to task 2.0 2.6 ± 2.04 Social interaction stimulation and screen and sc	Gheysen et al., 2010	22	17	22	Visio-motor task	random > sequence: first session	WM	1
36 19 30.1 ± 8.3 Target detection task 5, 2007 9 n/r 25 Finger motor task 6 6 6 8 35 Ramp-tonic visceral pain task 18 n/r 29 ± 4.8 Wheel of fortune task 12 12 12 27.5 Emotion task 21 0 32.8 ± 7.5 Gambling task 22 11 1 29.6 ± 7.5 Target detection task 6 5 5 2.3 Target detection task 6 6 6 8 35 Target detection task 6 6 6 6 8 35 Ramp-tonic visceral pain task 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Goel et al., 2000	11	4	$29.4 \pm 7.2$	Syllogistic reasoning task	reasoning	EF	2
28 20 22.6 ± 2.04 Social interaction stimulation relationship x emotional valence nondiscrimination motor task finger motor task discrete > continuous movements suprathreshold > subthreshold distention intervals most extreme outcome in the positive context > most extreme outcome in the negative context finger motor task most extreme outcome in the negative context finger motor task most extreme outcome in the negative context finger motor task finger movements regardless of complexity expect neg>nex, 2004 14 10 26 ± 7.5 Gambling task correlations w/ probability term target target > nontargets	Gur et al., 2007	36	19	$30.1 \pm 8.3$	Target detection task	target	WM	1
5, 2007 9 n/r 25 Finger motor task discrete > continuous movements 6 6 5 35 Ramp-tonic visceral pain task discrete > continuous movements 18 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the positive context 10 27.5 Emotion task cycer neg>neg expect neg>neg object encoding task correlations w/ probability term target 11 29.6 ± 7.5 Gambling task correlations w/ probability term target 14 10 26 ± 8 Target detection task target 15 2.3 Target detection task target 16 6 6 3.5 Finger motor task most extreme outcome in the positive context finger movements regardless of complexity expect neg>norelations w/ probability term target 12 2.6 ± 7.5 Gambling task correlations w/ probability term target 13 11 29.6 ± 7.5 Target detection task target 14 10 26 ± 8 Target detection task target 15 2.3 Target detection task target	Guroglu et al., 2008	28	20	$22.6 \pm 2.04$	Social interaction stimulation	relationship x emotional valence	ш	1
7 n/r 25 Finger motor task discrete > continuous movements 8 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the positive context > most extreme outcome in the negative context finger motor task most extreme outcome in the negative context finger motor task 27.5 Emotion task 21 0 32.8 ± 7.5 Emotion task 21 11 29.6 ± 7.5 Gambling task 2004 14 10 26 ± 8 Target detection task 8 5 23 Target detection task 4 2004 14 10 26 ± 8 Target detection task 5 23 Target detection task 6 5 23 Target datestion task 6 5 23 Target datestion task 6 5 25 25 Emotion task 6 5 25 25 Emotion task 6 5 25 25 Emotion task 6 5 25 25 25 Emotion task 6 25 25 25 25 25 25 25 25 25 25 25 25 25	Habas and Cabanis, 2007	6	n/r	30	Finger motor task	nondiscrimination motor task	BM	7
6 6 35 Ramp-tonic visceral pain task intervals 18 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the positive context >  8 1 26 ± 2.83 Finger motor task finger movements regardless of complexity 12 12 27.5 Emotion task capect neg>neu and expect neg>nexpect n	Habas and Cabanis, 2008	^	n/r	25	Finger motor task	discrete > continuous movements	BM	2
18 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the positive context > most extreme outcome in the positive context   finger movements regardless of complexity   27.5 Emotion task   expect neg>new expect neg e	Hall et al., 2010	. 9	, 9	35	Ramp-tonic visceral pain task	suprathreshold > subthreshold distention	ď	ı —
18 n/r 29 ± 4.8 Wheel of fortune task most extreme outcome in the positive context > most extreme outcome in the negative context finger motor task finger movements regardless of complexity 27.5 Emotion task cycer neg>new complexity expect neg>pos 21 0 32.8 ± 7.5 Emoding task correlations w/ probability term correlations w/ probability term target 4 10 26 ± 8 Target detection task target target > 12 1 29.6 ± 7.5 Target detection task target > 13.8 ± 7.5 Target detection task target = 14 10 26 ± 8 Target detection task target > 14 10 26 ± 8 Target detection task target > 14 10 20.6 ± 7.5 Target detection task target > 15 2.3 Target detection task target > 15 2.3 Target detection task target > 16 2.5 2.5 2.5 Target detection task target > 16 2.5 2.5 2.5 2.5 2.5 2.5 2.5 2.5 2.5 2.5				3	vom und moore and dum	intervals	)	4
most extreme outcome in the negative context finger motor task finger movements regardless of complexity 27.5 Emotion task expect neg>neu and expect neg>pos object encoding task object encoding > reference condition correlations w/ probability term target 11 29.6 ± 7.5 Gambling task correlations w/ probability term target 23 Target detection task target > nontargets	Hardin et al., 2009	18	n/r	$29 \pm 4.8$	Wheel of fortune task	most extreme outcome in the positive context >	R	7
62 8 1 26 ± 2.83 Finger motor task finger movements regardless of complexity 12 12 27.5 Emotion task expect neg>neu and expect neg>pos 21 0 32.8 ± 7.5 Encoding task object encoding > reference condition 21 11 29.6 ± 7.5 Gambling task correlations w/ probability term 22 14 10 26 ± 8 Target detection task target 8 5 23 Target detection task target > nontargets						most extreme outcome in the negative context		
12 12 27.5 Emotion task expect neg>pos 21 0 32.8 ± 7.5 Encoding task object encoding > reference condition 21 11 29.6 ± 7.5 Gambling task correlations w/ probability term 22 14 10 26 ± 8 Target detection task target 8 5 23 Target detection task target > nontargets	Haslinger et al., 2002	∞	1	$26 \pm 2.83$	Finger motor task	finger movements regardless of complexity	BM	1
21 0 $32.8 \pm 7.5$ Encoding task object encoding > reference condition 21 11 $29.6 \pm 7.5$ Gambling task correlations w/ probability term rarget 41 10 $26 \pm 8$ Target detection task target 23 Target detection task target > nontargets	Herwig et al., 2007	12	12	27.5	Emotion task	expect neg>neu and expect neg>pos	ш	1
21 11 $29.6 \pm 7.5$ Gambling task correlations w/ probability term 14 10 $26 \pm 8$ Target detection task target 8 5 23 Target detection task target > nontargets	Hofer et al., 2007	21	0	$32.8 \pm 7.5$	Encoding task	object encoding > reference condition	WM	1
14 10 $26 \pm 8$ Target detection task target 8 5 23 Target detection task target > nontargets	Hsu et al., 2009	21	11	$29.6\pm7.5$	Gambling task	correlations w/ probability term	R	6
8 5 23 Target detection task target > nontargets	Huettel and Misiurek, 2004	14	10	$26 \pm 8$	Target detection task	target	WM	7
	Huettel et al., 2004	8	Ŋ	23	Target detection task	target > nontargets	WM	1

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			Participants				
Author-year	Z	Н	Age (M $\pm$ SD)	Task	Contrast	Category	Foci
Iyer et al., 2010	17	10	22	Gambling task	outcome: reward > punishment	R	rc r
Izuma et al., 2008	19	10	$21.6\pm1.5$	Gambling task	cue: absolute value, subjective performance (self>other) x (high social reward>no social	WM E	c 4
Jahn et al., 2004	13	^	27.3	Motor imagery task	rewarα) walking > lving	BM	
Jamadar et al., 2010	18	11	$25 \pm 7$	Cued task-switching paradigm	informatively cued (go) > no-go	WM	7
Janzen and Weststeijn, 2007	15	^	22.6	Recognition task	in-route items > against-route items	WM	Т
Kaffenberger et al., 2010	16	∞	27.6 ± 3.6	Emotion expectation task	(presentation of positive pictures after an ambiguous cue > positive pictures after unambiguous positive cue) > (presentation of negative pictures after an ambiguous cue > negative pictures after unambiguous negative	ш	7
Kang et al., 2009	19	ιυ	$21.7 \pm 3.5$	Epistemic curiosity task	cue) answers revealed: subject's prior guess had been	WM	7
				-	incorrect vs correct		
Kikyo and Miyashita, 2004	15	Ŋ	26	Recall-Judgment-Recognition	correlations w/ feelings of knowing	WM	4
Kim et al., 2010	30	12	$27.3 \pm 3.7$	Scene processing task	rural > urban	WM	33
Kimmig et al., 2008	12	9	$28 \pm 5$	Visual pursuit task	visuo-oculomotor stimulation > visual	EM	9
	I	č	6		stimulation	ţ	`
Kirsch et al., 2003	5 5	24 1	23.3	Differential conditioning task	monetary visual cue > control visual cue	× 1	9 (
Koch et al., 2008	87	77	$24.6 \pm 5.5$	I rial-and-error learning task	positive feedback/reward	¥	7
Konrad et al., 2008	24	12	34	Synonym generation task	synonym generation task: Women (mid-luteal	MM	7
				Symonym generation tack	phase of menstrual cycle)	MM	c
7000	,	c	0	Symmy generation task	symony generation tash, ivien	I V IVI	1 0
Kosson et al., 2006	F1	7	30.7	Fassive avoidance task	post-criterion correct responses > incorrect responses made throughout the task	H	3
Kovlu et al., 2006	35	n/r	$28.3 \pm 5.2$	Semantic memory task	semantic > tone decision	MM	_
Kuhn and Brass, 2009	17	6	21.6	Modified stop task	decide-eo > ston condition	MM	2
Kumar et al., 2010	12	ιC	28.4 + 3.2	Phrase reading	English(2 <sup>nd</sup> language) > Hindi(1 <sup>st</sup> language)	MM	ı —
Kumari et al., 2007a	14	0	$32.13 \pm 7.47$	Fear induction task	shock-II > safe	Щ	4
Kumari et al., 2007b	12	0	$36.25 \pm 11.12$	Prepulse inhibition task	pre-pulse-inhibition: 120-ms stimulus onset	S	П
					asynchrony > pulse-alone		
Kuperberg et al., 2008	16	D	$42 \pm 9$	Sentence comprehension	animacy > pragmatic	EF	4
Landmann et al., 2007	16	0	$23 \pm 2.2$	Motor trial-and-error learning	chance discovery > logical discovery	WM	1
				Motor trial-and-error learning	feedback parameters: prediction error	R	8
				task	1		
Lee et al., 2006	20	0	$25.09 \pm 5.34$	Visual object discrimination	object change > no change	WM	7
Liddle et al., 2006	78	^	$28.2 \pm 8.9$	Target detection task	target stimulus processing > novel stimulus	WM	7
Lie et al., 2006	12	7	$24 \pm 5$	Wisconsin card sorting task	processing task A: no instruction of dimension > high-level	WM	$\vdash$
	(	ı	ì		baseline		
Lieberman et al., 2004	6	5	26	Artiticial grammar task	grammatical > nongrammatical: all items	WM	2

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Author-year	Ν	H	Age (M ± SD)	Task	Contrast	Category	Foci
1 : 4 2 2008	5	16	21 + 3 1	Introduction of the state of th	boinou notional	а	r
Lint et al., 2000	# c	16	$2.7\pm0.1$	Dushahilistis usamus lasan	anucipation penda	4 0	1 0
Lilike et al., 2010	8	10	77.0 <del>4</del> ± 7.37	rrobabinsuc reversai iearining task	reward > punsimien	4	0
Tin et al 2010	24	12	21.8 + 2.15	Bilingual naming task	naming in Chinese and English	MM	ď
1 222 24 21 2010	1 1	1 5	10.1.1	Colf anticione and colf accuments	soft mitigions during thurst to colf communications		) (
Longe et al., 2010	T	17	24.71 ± 4.21	Jen-Cilucisiit aild sen-assulailde task	sen-criticismi during unear to sen scenarios /	ŭ	1
Macar et al., 2004	13	9	39.5	Time and force production	time task > baseline	WM	2
		)		Time and force production	force task > baseline	BM	1 7
Mainero et al., 2004	22	14	36	Paced Auditory Serial Addition	paced auditory serial addition task	WM	4
				Test	•		
Manoach et al., 2003	12	9	$29.7\pm6.9$	Sternberg task	probe	WM	1
Marchand et al., 2007	15	0	$48.2\pm11.6$	Paced motor task	synchronized motor task: right > left	BM	Π
Marco-Pallares et al., 2007	12	∞	23.5	Feedback processing task	positive > negative feedback trials	R	7
Marklund et al., 2007	16	00	30.5	N-back task	high- > low- load	WM	1
Marques et al., 2009	21	12	$26.09 \pm 1.89$	Sentence feature verification	true and false statements	WM	4
Marvel and Desmond, 2010	16	10	23.69	Sternberg task	maintenance	WM	2
Marx et al., 2004	14	^	25.4	Open/close eyes	fixation LED > eyes closed	EM	2
Matsuda et al., 2004	21	n/r	$39.2\pm10.2$	Saccade task	saccade > rest	EM	3
Mayer et al., 2009	16	∞	$27.3 \pm 7.43$	Bottom-up auditory orienting	invalid > valid at 200ms	WM	7
Melcher and Gruber, 2006	12	9	$25.67 \pm 1.88$	Oddball tasks	color-oddballs and word oddballs	WM	□
Menon et al., 2000	16	∞	20.28	Arithmetic task	3sec 3-operand	WM	7
Menon et al., 2001	14	9	$23.6 \pm 7.2$	Go/NoGo task	response inhibition	WM	7
Meschyan and Hernandez, 2006	12	^	$22.3 \pm 1.35$	Bilingual word-reading task	Spanish (1 <sup>st</sup> language) > rest	WM	$\vdash$
Meseguer et al., 2007	14	0	28.8	Vowel-consonant/Emotion	positive > neutral	Э	3
Mestres-Misse et al., 2010	21	11	$24\pm1.8$	Word-meaning task	word exposure x type of word	WM	4
Michels et al., 2010a	16	8	$24.8 \pm 3.8$	Sternberg task	5 consonants > 2 consonants	WM	2
Michels et al., 2010b	13	13	26	Clitoral stimulation	clitoral stimulation	S	7
Mobbs et al., 2003	16	6	$22.4\pm1.8$	Cartoon task	funny > nonfunny cartoons	Э	$\vdash$
Monchi et al., 2001	11	9	24	Wisconsin card sorting task	negative feedback > control feedback	EF	7
Monchi et al., 2007	^	n/r	51.1	Wisconsin card sorting task	retrieval with shift > retrieval without shift	WM	4
Munzert et al., 2008	10	10	$24.1\pm1.8$	Observing and imagining motion	observational and motor imagery	BM	7
Murray et al., 2008	12	3	$26 \pm 3$	Reward prediction task	prediction error on reward trials > prediction	R	33
					error on neutral trials		
Na et al., 2009	12	0	$33.6 \pm 6.2$	Electroacupuncture stimulation	real electroacupuncture left leg > rest	S	9
Nagel et al., 2008	21	0	$29.4 \pm 5.2$	Foveopetal step-ramp paradigm	condition A: continuous target presentation	EM	5
Nakai et al., 2003	10	Ŋ	32.5	Finger motor task	TATA (combination of the internal conversion) –	- BM	П
	-		C L	0113	0.5		c
Nieuwennuis et al., 2003a	<del>1</del> ;	٥ ;	4.07	Gambiing task	nignest outcome > Iowest outcome (+60c vs. 40c)	() R	o (
Nieuwenhuis et al., 2005b	Ţ,	13	21.9	Time estimation task	positive > negative feedback trials	× ;	. 7
Nishimura et al., 2009	16	$\infty$	24.5	Tool-use task	real vs. simulation of the right hand	_	1
Nomura et al., 2007	8	19	23	Category-learning task	information integration-group: correct > incorrect	ct EF	3

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			Participants				
Author-year	N	Н	Age (M $\pm$ SD)	Task	Contrast	Category	Foci
Numminen et al., 2004	11	9	27.9	Tactile comparison task	task > rest TR 7	S	4
Ogg et al., 2008	30	17	24.2	Conners' CPT task	continued performance test	WM	7
Oh and Leung, 2010	12	9	22.6	Delayed recognition task	cue period	WM	4
Parkinson et al., 2009	11	3	$28 \pm 10$	Arm motor task	right arm voluntary movement	BM	8
Parris et al., 2007	22	13	25	Rule switching task	flip > hold: experiment 1	EF	c
Pastor et al., 2004	14	n/r	$28.9 \pm 5.1$	Discrimination tasks	discrimination > detection	S	. 4
Petit et al., 2009	27	12	22	Visually guided saccades	large and small visually guided saccades >	EM	7
				)	central fixation		
Phan et al., 2010	36	22	$30.03 \pm 8.64$	Trust task	trust: reciprocate > trust: defect	EF	7
Provost et al., 2010	13	^1	$24.6 \pm 2.3$	Monitoring task	self-ordered monitoring > recognition condition	WM	8
Qin et al., 2007	20	18	$22 \pm 4$	Memory formation task	hit discontinuous associations > hit simultaneous	WM	7
					associations		
Rameson et al., 2010	17	6	19.5	Self-reference task	explicit processing of self-relevant information	EF	4
Rao et al., 2008	14	9	25.1	Balloon analog risk task	correlations w/ voluntary risk	R	∞
Rauchs et al., 2008	16	8	22.1	Navigation task	recognition > impoverished	WM	7
Reiss et al., 2008	12	^	$25.9 \pm 4.1$	Cartoon task	humorous > nonhumorous	ш	Τ
Remijnse et al., 2005	27	19	32	Reversal learning task	main effect of reward (correct response > neutral		4
					baseline)		
Remy et al., 2008	12	9	$23.6 \pm 3.6$	Wrist motor task	pre-post changes: 90F pattern	BM	1
Reske et al., 2010	15	15	$36.8 \pm 7.66$	Smelling task	rotten yeast > ambient air	П	7
Reverberi et al., 2010	26	11	$25 \pm 5$	Reasoning task	syllogistic problems	WM	1
Rissman et al., 2003	15	∞	$22.9\pm6.5$	Lexical decision task	unrelated > related	WM	Τ
Rocca et al., 2007	15	6	21	Hand-foot motor task	anterior > posterior position: right upper limb	BM	1
Rodriguez-Moreno and	12	6	$26.6\pm5.6$	Weather prediction task	visual and auditory modalities conjoined	WM	7
Hirsch, 2009					(reasoning > control): Conclusion		
Sakamoto et al., 2009	14	∞	24.3	Tongue motor task	tongue movement	BM	7
Sambataro et al., 2006	24	13	$26.8\pm5.6$	Facial emotion task	contempt > neutral	Э	7
Schilbach et al., 2010	21	0	24	Self/other task	self > other	Э	1
Schneider et al., 2008	15	^1	$24.4 \pm 2.72$	Emotion face task	picture high self picture low self > baseline high self baseline low self	Щ	1
Schulz-Stubner et al., 2004	12	n/r	n/r	Pain perception task	painful stimuli without hypnosis	S	7
Seidler et al., 2004	12	4	25.1	Hand motor task	motor task	BM	1
Seidler et al., 2006	26	13	$23.4 \pm 3.9, 24.3 \pm 5.0$	Joystick aiming task	adaptation > baseline: more activation for the first adaptive block	BM	4
Seseke et al., 2006	11	11	30.0∓6.9	Pelvic motor task	relaxation and contraction of pelvic floor muscles	BM	7
Shibata et al., 2010	13	3	23.8	Literal sentence task	literal sentence condition	EF	3
Shih et al., 2009	17	8	23.8±3.5	Duration discrimination task	common activations	WM	_
Simon et al., 2010	24	13	24.8±3.2	Monetary incentive delay task	anticipation of reward > nonreward	R	8
Sinke et al., 2010	14	^	$23.6\pm5.1$	Color and emotion naming	color > emotion naming	WM	7 0
				Color and emotion naming	threat > tease	긔	7

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			Participants				
Author-year	N	F	Age (M $\pm$ SD)	Task	Contrast	Category	Foci
Smith et al., 2009	25	12	$29.1\pm5.5$	Go/NoGo task	high magnitude > low-magnitude selections	ĸ	$\vdash$
Snijders et al., 2009	28	14	26.5	Sentence comprehension	ambiguous > unambiguous conditions	WM	3
Stevenson et al., 2009	11	9	26.5	Multi-sensory interactions	experiment 1: Aaudio + Avisual < Aaudio-visual indirect inverse effectiveness	S	7
Straube and Chatterjee, 2010	16	<u>^</u>	$25.9\pm3.6$	Causality judgment task	correlations w/time delay in relation to predictive value of time for judgment of causality	EF	1
Sung et al., 2007	12	0	$24 \pm 3.4$	Thermal stimulation	conjunction analysis	S	_
Szameitat et al., 2007	15	9	28	Motor imagery task	imagery > resting baseline [(upper extremity + whole body)/2-resting baseline]	BM	2
Takahashi et al., 2004	15	9	$29.1 \pm 7.8$	Emotion-induction task	unpleasant > neutral	П	1
Takashima et al., 2007	21	111	$23.3 \pm 4.8$	Paired associate task	stabilized and labile contrast to nonmemory condition	WM	4
Takeichi et al., 2010	23	12	24.75	Speech comprehension	nonmodulated speech > modulated speech (nonmodulated forward -modulated forward)+(nonmodulated reversed-modulated	WM	1
Tomolo of al 2006	10	ц	; ;	Manloor docicios as the	reversed)	D	1
Idilana et al., 2000	ТО	0	11/1	IVIALINUV UECISIUII IASK	ıegulal	V	,
Tinaz et al., 2006	12	9	$21.75 \pm 4$	Picture sequencing task	picture sequencing task > object discrimination control task	EF	7
Tobler et al., 2007	16	∞	27	Monetary reward task	expected value	R	Ŋ
Tomasi et al., 2005	30	15	$31 \pm 9$	Sequential letter tasks	quiet 1-back	WM	7
Tunik et al., 2009	18	6	$21.8 \pm 2.6$	Corrective motor task	activation related to the task	BM	7
van den Heuvel et al., 2005	22	11	29.9	Tower of London task	planning > baseline	EF	2
Vanhaudenhuyse et al., 2009	13	5	$24 \pm 2$	Pain perception task	pain during normal wakefulness	S	2
von Zerssen et al., 2001	12	9	27	Explicit memory task	correct old answers (old-OLD) $>$ correct new answers (new-NEW)	EF	4
Vrticka et al., 2008	16	∞	$23.6 \pm 3.6$	Social visual dot-counting task	won > lost	R	4
Wagner et al., 2008	12	^	33.5	Motor imagery task	locomotion-stand	BM	2
Walsh and Phillips, 2010	20	10	$25 \pm 5.2$	Outcome-anticipation task	x > fixation	WM	3
Walter et al., 2008	21	10	24.82	Emotion-erotic pictures	positive bodily > positive nonbodily	Э	7
Wang et al., 2007	12	9	19.5	Bilingual language-switching	language switching > language nonswitching	EF	1
Wang et al., 2008	12	9	21.5	Motor imagery task	hand image > rest	BM	1
Weber and Huettel, 2008	23	11	23	Decision making task	predicts choice of riskier option	R	1
Welander-Vatn et al., 2009	28	17	$38.1\pm10.8$	Go/NoGo task	task > rest	WM	1
Westen et al., 2006	30	0	38.5	Reasoning task	post-decision judgment: consider1 > consider2	EF	1
147: 22. 21. 21. 2004	ć	-		[7]	for same-party targets	DAG	-
Wiese et al., 2004	8	Ξ	32.7 ± 9.3	ringer motor task	seir-intrated movements > externany triggered movements	DIM	<b>-</b>
Wilkinson et al., 2001	12	9	30	Global/Local judgments	internal > external	EF	2

TABLE I. (Continued)

			Participants				
Author-year	N	ഥ	Age (M ± SD)	- Task	Contrast	Category Foci	Foci
Williams et al., 2005	12	0	23.5	Joint dot-tracking task	joint > nonjoint attention	WM	2
				Joint dot-tracking task	joint attention > rest	EM	3
Wittfoth et al., 2010	20	10	$24.9 \pm 3.7$	Emotional prosody task	[negative prosody positive content > (positive prosody negative content + positive prosody positive content)]	П	$\vdash$
Wittmann et al., 2008	25	12	$24.0\pm2.0$	Rewarded number comparison task	reward-predicting stimuli > nonreward- predicting stimuli	R	8
Wolbers et al., 2006	11	3	26	Subliminal prime task	valid / invalid > fixation	WM	3
Wolf and Walter, 2005	15	^	$28.13 \pm 4.17$	Sternberg task	load 3 > load2	WM	7
Wolf et al., 2008	21	10	$28.6\pm7.1$	Sternberg task	target	WM	4
Woodward et al., 2006	12	4	$34.5 \pm 10.03$	Stroop task	incongruent word reading	EF	3
Wu et al., 2004	12	4	30.5	Finger motor task	sequence-12 task: before-training condition >	BM	Τ
					after-training stage		
Xue et al., 2009	13	rC	$23.6 \pm 6$	The cups task	win > loss: across both risky and safe choices	R	^
Yoo et al., 2003	13	Ŋ	29.5	Tactile imagery task	imagery > stimulation	S	2
Zago et al., 2008	14	8	23.5	Working memory tasks	number manipulation > maintenance	WM	7
Zeki and Romaya, 2008	17	^	34.8	Emotion face task	hated faces > neutral faces	П	$\vdash$
Zijlstra et al., 2009	17	0	$40.4\pm10$	Affective pictures	pleasant > baseline	П	5
Zink et al., 2004	16	9	25	Rewarded target detection	active money > passive money	R	3
Zysset et al., 2006	15	^	26.6	Simple decision-making task	parametric contrast for similarity between	WM	7
					alternatives		

age), whose average age was 26.9  $\pm$  4.9. Contrasts were categorized into seven groups based on the task description. Motor functions were grouped into body movements (BM) and eye movements (EM); Cognitive functions were categorized into working-memory (WM) that included tasks such as the n-back, Sternberg, as well as encoding Note: A total of 3,518 participants took part in these studies, 11 studies did not report gender; of the remaining 45.3% were female (F) participants. The majority of studies that reported handedness (82%) tested primarily right handed participants (99%). With the exception of two studies, the majority reported age of the participants (# median and retrieval of material, and executive functions (EF) that included strategy planning and formation such as judgment and switching tasks; Affective functions were categorized into emotion (E) and reward (R) groups, which included eliciting and judging emotion, and receiving feedback including monetary reward, respectively; lastly, somatosensory (S) functions included contrasts related to pain and other kinesthetic stimulation.

#### **Meta-Analyses**

ALE is a coordinate-based meta-analytic method [Laird et al., 2005; Turkeltaub et al., 2002; Eickhoff et al., 2009] available through BrainMap (http://brainmap.org/ale/; Research Imaging Center of the University of Texas in San Antonio). Contrast coordinates (i.e., foci) from different studies are used to generate 3D maps describing the likelihood of activation within a given voxel in a template MRI [Laird et al., 2009]. Significant findings are based on whether the data are more likely to occur compared to a random spatial distribution.

Coordinates from source datasets were first transformed into common space. MNI coordinates were transformed into Talairach space using the best-fit MNI-to-Talairach transformation [Lancaster et al., 2007]. To maintain data independence, each meta-analysis contained foci from only one contrast per study. The 5-category model by Alexander et al., [1990] was expanded to a 7-category model. We retained the scheme of Alexander et al. [1990] for cognitive and motor functions. However, the cognitive processes we have termed "working memory" and "executive functions", were created to correspond with the "dorsolateral" and "lateral orbitofrontal" systems of Alexander et al. [1990]. Similarly, motor movements were separated into body and oculomotor (eye movement) categories. Whereas Alexander et al., [1990] grouped emotion and reward processes as the "limbic system", we divided these studies into separate categories. We also added a new category of somatosensation.

The criteria for grouping coordinates into the seven categories were as follows: Motor functions were separated into body and eye movements. Body movements were activation foci associated with any movements of the hands, legs, fingers, etc., whereas eye movements were mainly evoked by saccade or anti-saccade tasks. Cognitive functions were categorized separately into working-memory and executive functions. Although tasks that engage executive functions often incorporate a component of working-memory, we chose to categorize executive function studies separately to be consistent with the model of Alexander et al. [1990] and to have a reference point for purposes of comparison. The working memory category included tasks that required encoding, storing, manipulating and retrieving information (e.g., n-back tasks, Sternberg tasks). Executive functions included tasks that required strategy planning and strategy formation (e.g., judgment and switching tasks). Affective functions were categorized into emotion and reward processes. Emotional functions included tasks that required any form of either eliciting or judging emotion. Reward functions included tasks that involved receiving positive or negative feedback and any type of task-related reward. Last, somatosensory functions included activation evoked by stimuli (noxious and/or innocuous) applied to the body. In cases where contrasts involved multiple categories tapping two or more processes within our categorization scheme (i.e.,

working memory and executive functioning) the original task description was compared with our criteria to identify the primary function being assessed. For example, a task could require working memory processes within the context of decision making. However, if the contrast reflected encoding, storing, maintaining or retrieving information then it would be classified as working memory. Table I provides details on all of the source datasets that were included in the analyses.

The data were subjected to random-effects analyses using GingerALE v2.1 [Eickhoff et al., 2009]. Using this method, activation foci from each study are converted into three-dimensional Gaussian probability functions. This process involves smoothing the data using a Gaussian blurring kernel. The full-width at half maximum (FWHM) size of the Gaussian blurring kernel is based on the number of participants used in each contrast. Median FWHM values across the included studies by category were: body movements = 9.75, eye movements = 9.57 working-memory = 9.43, executive = 9.50, emotion = 9.43, reward = 9.23, sensory = 9.75. A voxel-wise likelihood of activation was calculated and was corrected for multiple comparisons using the false discovery rate (FDR) q = 0.001. A conjunction process was employed to display results from the ALE maps associated with the different functions, using AFNI [Cox, 1996]. Activation likelihood estimates of functional categories (e.g., affective processes: emotion and reward) were overlaid and displayed on a template MRI using the program 3dcalc; spatial overlap was illustrated by a common color.

To assess hemispheric dominance for activation associated with the seven categories of interest, laterality indices were calculated using AFNI. Regions-of-interest were anatomically defined using an AFNI template [MNI N27 brain in Talairach space (Eickhoff et al., 2007)]. The masks were applied to the thresholded ALE maps and hemispheric dominance was calculated in each region. A laterality index (LI = [Left – Right] / [Left + Right]) of >0.20 was deemed left dominant and <-0.20 right dominant; values in between were considered bilateral.

#### **RESULTS**

The data from 204 fMRI datasets were included in the meta-analyses. Figure 1 shows the number of studies per year included in the meta-analyses as well as the number of studies and foci related to each function. A total of 3,518 participants (99% right handed) took part in these studies; 45.3% were female. The average age ranged between 19.5 and 51.1 years with most participants being around 25 (mode = 24, median = 25.51, mean  $26.94 \pm 4.93$  years; for more details on the source datasets see Table I).

Peak foci showing concordance across studies are shown in Table II (corrected for multiple comparisons using the false discovery rate, q=0.001). Figure 2 illustrates the location and spatial extent of significant concordance in

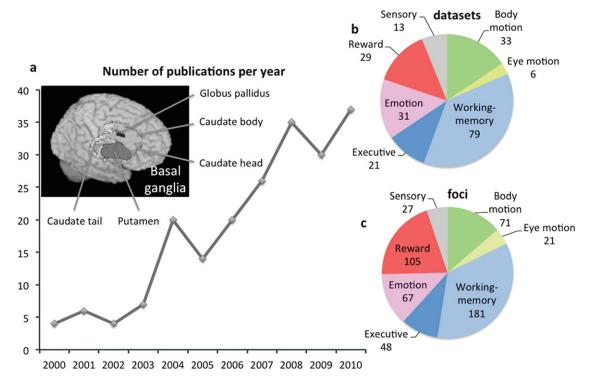


Figure 1.

Source datasets. (a) Number of fMRI studies that reported activity on basal ganglia and passed selection criteria as a function of year, (b) the distribution of datasets, and (c) number of foci that contributed to the analysis of each functional category. A single contrast from each study was selected for a category; in a

few instances two contrasts were selected and entered in different categories (e.g., a contrast for reward and working-memory categories; see Table I for more details on functional categorization of contrast and selection).

each category observed across studies. We also illustrate the overlap for motor, cognitive and affective categories (Fig. 3). Figure 4 portrays laterality proportions as well as laterality indices associated with each function by basal ganglia structure. We highlight four main findings, discussed in detail below:

- a. Motor processes occupied central basal ganglia structures (putamen and globus pallidus); eye movements were left lateralized, whereas body movements were either bilateral or right dominant in the putamen and globus pallidus;
- b. Working-memory processes (encoding, storing, manipulating, and retrieving information) elicited the most widespread responses, which were the least lateralized; executive processes (e.g., planning and task switching) were anterior and ventral to those elicited by working-memory processes;
- c. Reward processes evoked activity in the anterior parts of the caudate head and overlapped most extensively with emotional processes in the left hemisphere, which suggests differential hemispheric contributions (Fig. 3).

d. Somatosensory processing, particularly pain, showed preferential activation in the dorsal putamen.

#### **DISCUSSION**

For decades, our knowledge of the basal ganglia has been largely limited to lesion and animal studies. We used neuroimaging data from healthy, human participants to create a new cohesive topographical model of the functions of the basal ganglia. The results provide novel insight into the role of the basal ganglia in motor, cognitive, affective, and somatosensory processing.

Body movements showed significant concordance across studies in central areas of the basal ganglia bilaterally with the highest likelihood of activation in the left putamen. Eye movements also had a significant likelihood of activating the putamen, but ventral to the activation evoked by body movements; indices of hemispheric dominance showed that eye movements were left lateralized. Previous reviews on movement disorders proposed that the putamen was essential for learning novel, complex, and

TABLE II. Concordant basal ganglia substructures as a function of functional category

	Area	x	y	z	ALE Value	Volume (mm <sup>3</sup> )
Body motion						
,	L. Putamen	-22	-4	14	0.036	5312
	L. Putamen	-24	-6	4	0.027	
	R. Lateral Globus Pallidus	22	-6	2	0.033	5224
	R. Putamen	22	6	14	0.025	
	L. Caudate Body	-6	8	8	0.016	176
	R. Caudate Body	2	16	8	0.014	72
Eye motion	•					
•	L. Putamen	-20	2	6	0.031	936
	R. Putamen	20	6	4	0.020	160
Working-men	nory					
Ü	L. Putamen	-14	6	6	0.070	23768
	R. Putamen	16	6	6	0.065	
	L. Lateral Globus Pallidus	-26	-14	-2	0.025	
Executive						
	R. Caudate Head	12	10	2	0.038	2880
	L. Putamen	-14	8	2	0.036	2512
	R. Putamen	24	-6	4	0.022	352
	L. Caudate Body	-18	-16	22	0.014	16
	R. Caudate Body	16	-12	26	0.014	16
Emotion	•					
	L. Caudate Body	-10	8	6	0.035	5296
	L. Caudate Body	-16	2	14	0.029	
	L. Medial Globus Pallidus	-14	-2	-2	0.022	
	L. Putamen	-22	16	4	0.017	
	R. Caudate Body	12	2	18	0.024	2304
	R. Caudate Body	10	8	12	0.023	
	R. Putamen	18	4	6	0.022	
Reward						
	L. Caudate Head	-10	6	0	0.063	4240
	L. Lateral Globus Pallidus	-12	6	-4	0.062	
	L. Putamen	-16	8	-6	0.061	
	R. Lateral Globus Pallidus	12	6	0	0.062	2832
Sensory						
-	L. Putamen	-26	6	-4	0.019	424
	R. Caudate Body	10	8	8	0.012	128
	L. Caudate Body	-10	8	10	0.012	56

Coordinates (x, y, z) are in Talairach space using FDR (q = 0.001); L, Left; R, Right; ALE, activation likelihood estimate.

voluntary movements [Bartels and Leenders, 2008; Ceballos-Baumann, 2003], but less important for automated, well learned movements [Ceballos-Baumann, 2003]. In line with these claims, we showed concordance of activity in the putamen for body movements and also provided spatially specific coordinates as they were evoked in the healthy basal ganglia. In addition, we distinguished eye movements from body movements. Eye movements, a subdivision of motor movements, were previously related to basal ganglia activity, whether these were voluntary saccades [Leigh and Kennard, 2004; Sweeney et al., 2007] or anti-saccades [Dillon and Pizzagalli, 2007]; the information provided by these studies was not spatially specific. In contrast to our results, Alexander et al., [1990] proposed that the putamen and the globus pallidus mediated body movements and that eye movements primarily recruited the caudate body and the globus pallidus. For eye movements, we found no evidence of peak concordance in the globus pallidus or in the caudate body, but rather in the anterior putamen. Thus, the current analytical approach based on quantitative data, both complements and extends previous qualitative reviews by providing new information on the spatial extent and lateralization of body and eye movements subserved by specific basal ganglia nuclei.

The model by Alexander et al., [1990] distinguished between working-memory processes, subserved by the dorsolateral prefrontal cortex (Brodmann areas 9 and 10), and executive functioning, processed by the lateral orbitofrontal cortex (Brodmann area 10). They suggested that working-memory processes would recruit the dorsolateral caudate head and continue rostrocaudally to posterior regions, whereas the executive functions would implicate the ventromedial sector of the caudate head and extend to posterior structures just medial to those involved in

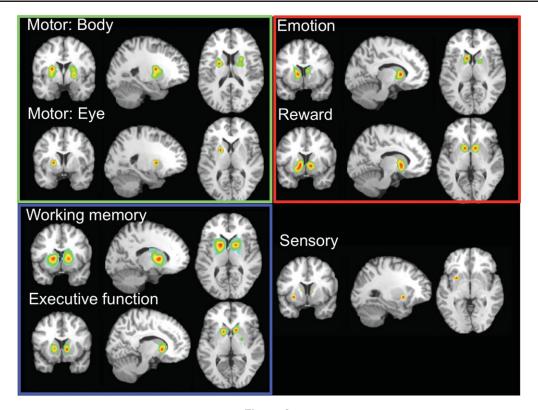


Figure 2. Brain maps demonstrating significant concordance across studies centered over the peak ALE value for each category. A voxel-wise likelihood of activation was determined using false discovery rate (FDR) q=0.001 multiple comparison control. Left = Left.

working-memory. Our data showed that working-memory processes (maintaining and manipulating information) recruited large areas of the basal ganglia primarily centered over the anterior putamen, while executive functions (e.g., planning and set-shifting) activated the head of the caudate nucleus. Additionally, working-memory processes were either left dominant or bilateral and executive processes were right lateralized (head and body of the caudate).

In relation to findings of lateralization of working memory processes in the cortex, nonhuman primate studies [Parker and Gaffan, 1998] and some human imaging studies [Petrides et al., 1993] have noted differential hemispheric processing of verbal and spatial tasks, with the former type involving the left hemisphere and the latter right hemisphere processes. In our classification scheme of working memory tasks, divisions between verbal and spatial tasks were not created. Rather the goal of this study was to examine broad working memory processing in the basal ganglia; however, future research could assess the lateralization of more specific working memory domains.

A more recent hypothesis regarding lateralization of working memory processes states that hemispheric asymmetries are not merely domain-specific or material-specific, but instead vary on two distinct but continuous dimen-

sions of imaginability (right hemisphere) and verbalizability [left hemisphere; Casasanto, 2003]. This hypothesis may extend to include processes that we considered here as working memory and executive functions of the basal ganglia. For instance, the current findings show left dominance in the caudate head for working-memory processes, whereas right dominance was observed for executive functions in the same region. If this hypothesis is assimilated, then in the caudate head, for example, working-memory processes may be more verbalizable, while executive function may require more imaginable processes. In line with this, we also note that executive-functioning activity was contained within the region of activity of working-memory processes in the left, but not the right, hemisphere. As it is difficult to separate working-memory and executive processes, these findings are particularly interesting because they suggest that hemispheric asymmetries may characterize these often subtle cognitive differences. The Alexander et al., [1990] model did not account for hemispheric contributions of basal ganglia structures.

Affective processes elicited a similar hemispheric asymmetry to that observed for cognitive functions. Emotion and reward processes overlapped to a greater extent in the left hemisphere, whereas in the right hemisphere, reward activities fell toward the caudate head rather than the

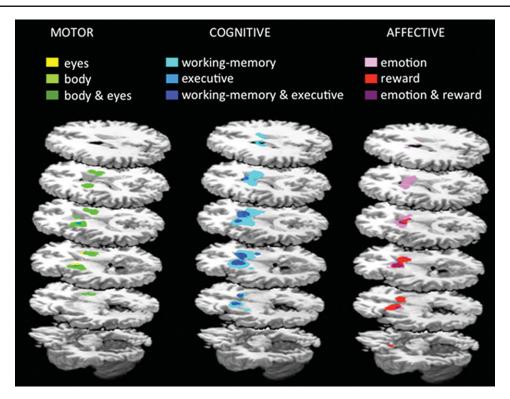


Figure 3.

Conjunction display of ALE maps showing concordance over basal ganglia nuclei for motor, cognitive, and affective functions. A voxel-wise likelihood of activation was determined using false discovery rate (FDR) q=0.001 multiple comparison control. Left = Left.

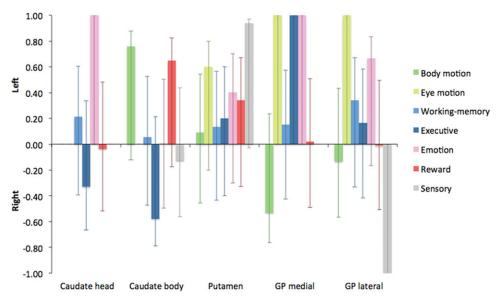
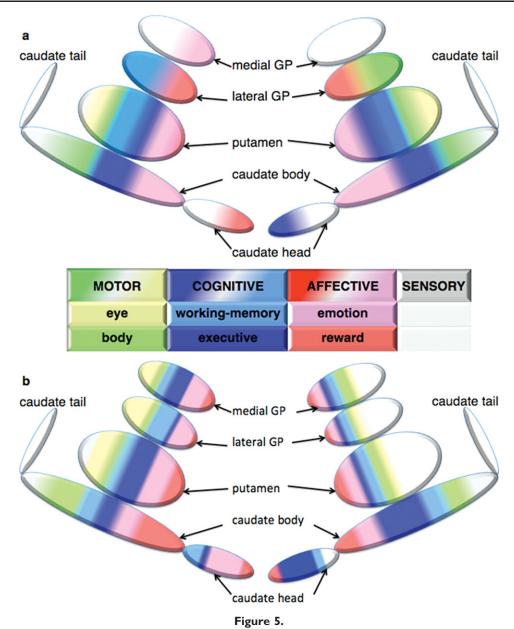


Figure 4.

Laterality indices for basal ganglia structures. Region of interest masks were applied to the thresholded ALE maps and hemispheric dominance was calculated for each region. Laterality index (LI = [Left – Right]/[Left + Right]) of >0.20 was deemed left dominance and <0.20 right dominance, values in between were considered bilateral. Bars represent proportion of activity in each hemisphere.



Topographical model of the functions of the basal ganglia. We illustrate the basal ganglia structures in a schematic representation. Using color codes we illustrate (a) basal ganglia regions concordant across studies and (b) hemispheric dominance for each functional category; thicker stripes indicate larger hemispheric contribution. Left = Left.

caudate body. Alexander et al., [1990] did not distinguish between emotion and reward processes, but rather classified them both as a part of the limbic system. They suggested that the limbic system engaged the most ventral parts of the caudate; however, in contrast to our results, they did not consider the putamen and globus pallidus as nuclei involved in emotion and reward [Alexander et al., 1990]. Historically, emotional processing has not been ascribed to the basal ganglia and only reward processing has recently been specifically associated with the nucleus

accumbens, located in the ventral striatum [Frank and Claus, 2006; Knutson and Bossaerts, 2007; Knutson and Greer, 2008; Knutson and Peterson, 2005]. Our results show key distinctions between reward and emotion processes. Specifically, our findings suggest that reward processes occupy more anterior parts of the caudate head (bilateral) and emotion processes occupy superior structures in caudate body (bilateral) and putamen (left lateralized).

Basal ganglia activation in response to somatosensory stimuli was evoked mainly by studies using noxious stimuli. Pain is a complex, multifaceted sensation that involves sensory-discriminative and affective-motivational processing, and also cognitive appraisal [Duerden and Duncan, 2009]. A recent qualitative review indicated that pain and reward pathways were processed similarly by the dorsal and ventral striatum and the globus pallidus [Leknes and Tracey, 2008]. However, the current results indicate that pain-evoked activation was largely distinct from other forms of reward and punishment, as they showed the highest concordance in the dorsal parts of the left putamen, whereas reward processes were mediated by the anterior caudate nucleus. To date, somatosensory functions are not commonly ascribed to being mediated by the basal ganglia, nor contrasted to other motor, affective or cognitive functions.

Animal studies have been key for understanding the histology [e.g., Carpenter et al., 1972; Kemp et al., 1971] and cortical connections [Haber, 2003; Bar-Gad and Bergman, 2001] of the basal ganglia. Despite the valuable contributions of animal models of basal ganglia function in relation to behavior [Chudasama, 2011], it is difficult to compare some studies to human data as tasks must be adapted for use with either population. For example, tasks used to assess cognitive abilities in animals or humans tend to be modified so that the degree of complexity can be adjusted to avoid floor or ceiling effects. Although gross similarities in brain structure and function between animals and humans exist, a major advantage of having a human model is that no assumptions need to be made to bridge the gap of performance or structural differences between species.

The nuclei of the basal ganglia are connected to brain regions implicated in motor, cognitive, affective and somatosensory functions. Several of the processes were found to overlap functionally in the nuclei of the basal ganglia that may be indicative of multimodal neuronal processing. However, some regions of the nuclei were associated with activation evoked by unique functions, a finding that could provide support for the presence of unisensory neurons in these structures.

We propose a new human model that incorporates topographical and hemispheric contributions of basal ganglia structures for motor, affective, cognitive and somatosensory functions. Basal ganglia activity is readily observed in fMRI studies of these functions (Fig. 5). In two schematic representations we illustrate (a) basal ganglia regions consistently activated across studies by using the peak likelihoods of activation for each functional category (Fig. 5a) and (b) hemispheric contributions of each nucleus of the basal ganglia for each functional category (Fig. 5b). The functional categories studied here were processed by subdivisions of the basal ganglia that were consistent with the afferent and efferent projections to and from cortical regions, which subserve these functions. For example, the head of the caudate nucleus was likely to be activated by rewarding stimuli (in the left hemisphere) and executive functioning processes (in the right hemisphere); this is

likely reflective of this region's neuroanatomical connections with the orbitofrontal and medial prefrontal cortices – structures involved in these processes, respectively [Haber et al., 1995]. Additionally, somatosensation showed concordant activity in dorsolateral parts of the putamen that may reflect this region's connections to cortical areas involved in pain processing, such as the anterior cingulate cortex and insula [Mufson and Mesulam, 1982]. The basal ganglia can be considered, at least allegorically, the centre of the brain, as they are a collection of nuclei responsible for receiving and transmitting information to and from major components of the cerebral cortex that contribute to sensation, perception and behavior; fundamental activities that include motion, emotion, sensation, cognition, and reward.

The comprehensive mapping of the functions of the basal ganglia made possible by meta-analytic techniques provides valuable information that may translate into advances in clinical practices and targeted hypothesis testing. In this work, the original five-category model of the basal ganglia proposed by Alexander et al. [1990] was assessed with the inclusion of two additional categories, using functional neuroimaging data collected in healthy participants. Potentially we could have increased our categorization scheme to include such processes as motor planning, goal-directed planning, and motivation [Haber, 2003]. However, to further subcategorize the contrasts included in our seven-category model would result in a loss of statistical power. Furthermore, several of these additional cognitive processes lack unanimity in the literature to be clearly defined for meta-analytic purposes. Our classification scheme both confirms and extends previous work on the functional roles of the basal ganglia and will serve as a basis for further, more detailed analyses.

Another important consideration is that the results of this study reflect the statistical concordance across a broad range of studies classified into categories that included an array of contrasts. The contrast selection was based on thoroughly researched predefined criteria. However, the classification of functions is inherently difficult as some higher order tasks may recruit several processes and as a result, this could account for some of the observed overlap. Optimally, data of identical contrasts should be analyzed, as they would be less influenced by methodological factors; however, such an approach would allow the inclusion of fewer neuroimaging studies and would make meta-analytic analyses difficult to interpret. An additional consideration is that methodological approaches selected by the original sources also varied, such as imaging parameters and statistical approaches. Nonetheless, we did take steps to control for aspects of the methodological variance, such as choosing only fMRI studies and selecting articles that performed whole-brain analyses.

An additional point of interest that could not be assessed with these data is the issue of age-related functional differences in the basal ganglia. More subtle categorizations of function or age-range selections could not be

completed as it would significantly reduce the power of the analyses. Despite these limitations, it is encouraging that we observed convergence of evidence over a large series of data, compiled over independent research groups studying common domains (i.e., motor, cognition, affect, and somatosensation).

In summary, basal ganglia structures are involved not only in motor processes but also cognitive, affective, and somatosensory functions key to a host of human behaviors. Our analyses provide functional distinctions of basal ganglia structures, as well as lateralization information, an aspect that was previously neglected. This work can serve as a basis for understanding subcortical/cortical interactions and future work could focus on more specific functions of the basal ganglia. Also, the proposed normative adult model could be used for *a prori* region-of-interest analyses to assess basal ganglia development or examine dysfunction in relation to neuropsychiatric disease.

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