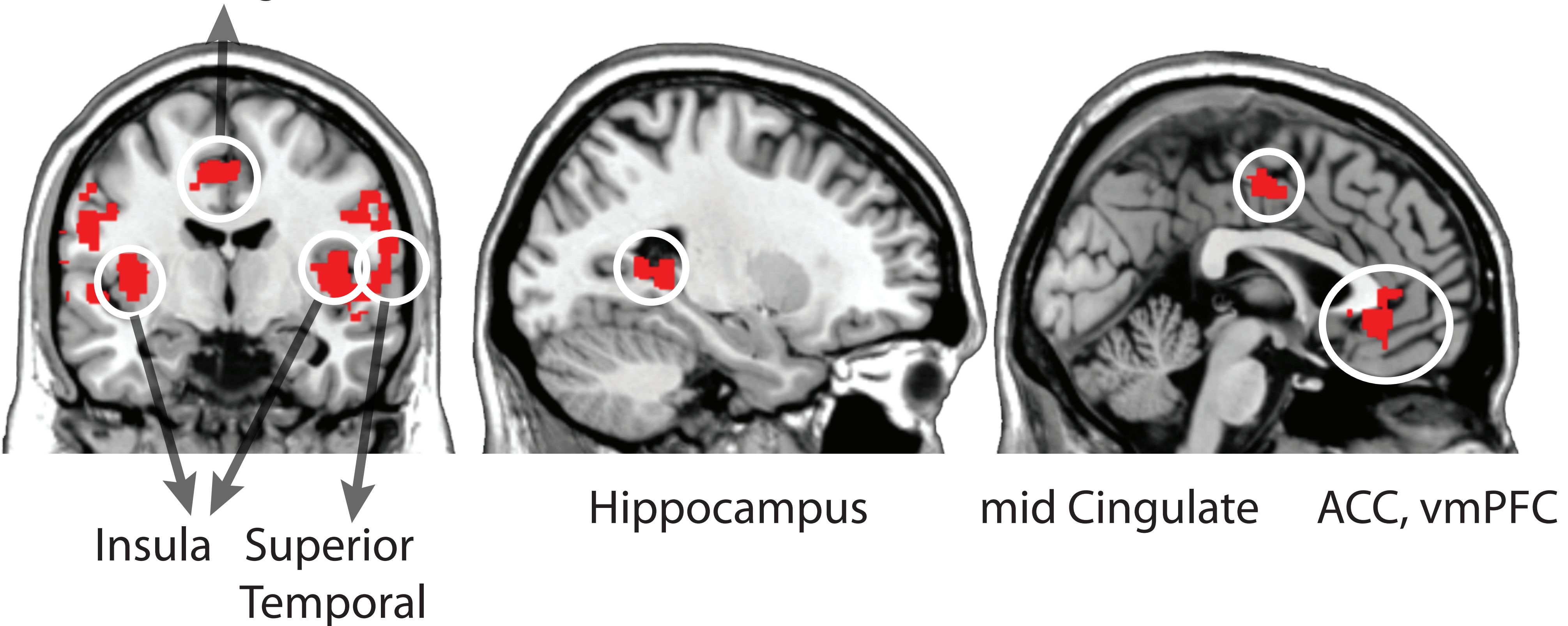
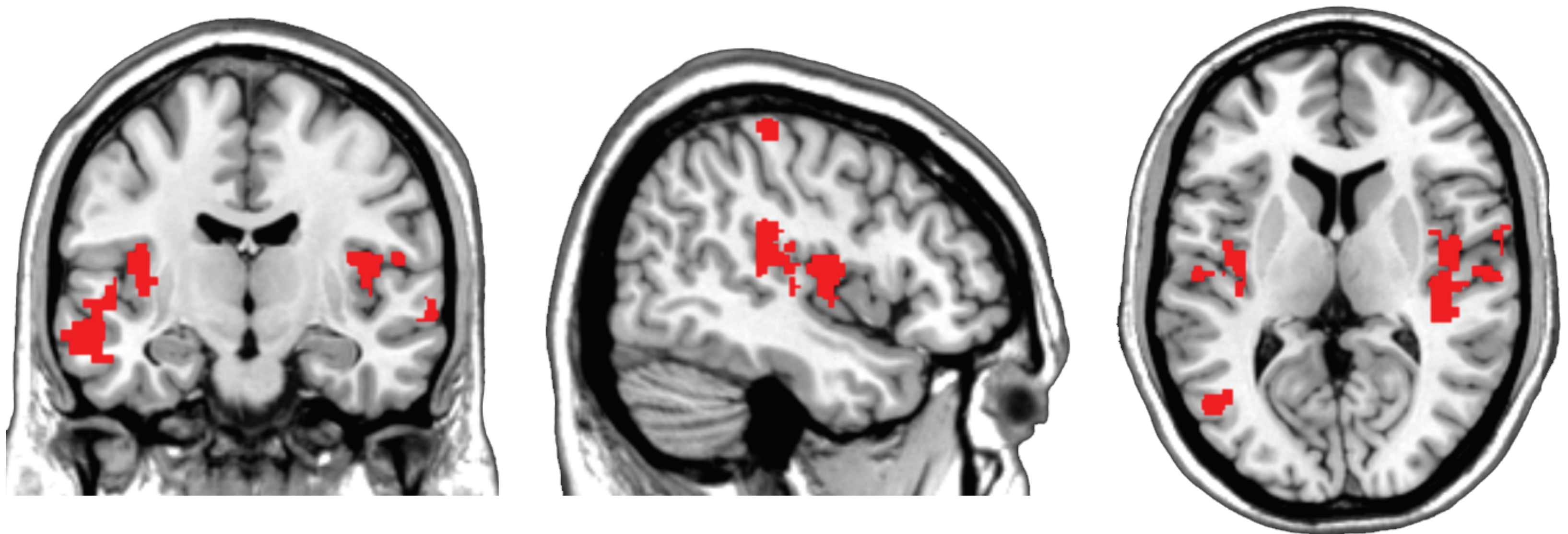


**Rest(Revaluation)>Rest(Control)**

mid Cingulate



**Noisy rewards: Rest(Revaluation)>Rest(Control)**



**Noiseless rewards: Rest(Revaluation)>Rest(Control)**

