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Rational inference of beliefs and desires from emotional expressions

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Abstract

We investigated people's ability to infer others' mental states from their emotional reactions, manipulating whether agents *wanted*, *expected*, and *caused* an outcome. Participants recovered agents' desires throughout. When the agent observed, but did not cause the outcome, participants' ability to recover the agent's beliefs depended on the evidence they got (i.e., her reaction only to the actual outcome or to both the expected and actual outcomes; Experiments 1 and 2). When the agent caused the event, participants' judgments also depended on the probability of the action (Experiments 3 and 4); when actions were improbable given the mental states, people failed to recover the agent's beliefs even when they saw her react to both the anticipated and actual outcomes. A Bayesian model captured human performance throughout ($r_s \geq .95$), consistent with the proposal that people rationally integrate information about others' actions and emotional reactions to infer their unobservable mental states.

1. Introduction

In July, 2014, 715 million people watched as Germany beat Argentina in the final game of the soccer World Cup championship. When Mario Goetze kicked the ball to score the winning goal, almost every one of those faces expressed an emotional reaction to the event. Intuitively, the spectators' facial expressions were influenced both by how strongly they believed that the ball would – or would not – go through the goal posts, and how much they wanted Goetze to score the goal. Some faces were apprehensive or upset: fans of Argentina who expected (with varying levels of confidence) that Goetze would score a goal. Other faces were hopeful or delighted: fans of Germany who believed (again with different degrees of certainty) that they were about to win the match. Could you, as an observer, have looked at the faces of the fans and inferred their desires and beliefs?

Research suggests that in simple contexts, even very young children can infer others' desires given information about their beliefs and vice versa (see Baillargeon, Scott & He, 2010; Saxe, Carey & Kanwisher, 2004, and Wellman, Cross & Watson, 2001 for reviews). If for instance, observers know an agent's desire (e.g., to get a ball) and see her action (reaching for a box), they can infer her beliefs (that the ball is in the box); similarly, if observers know an agent's beliefs (that the ball is in the box) and see her action (reaching for the box), they can infer her desire (to get the ball). Indeed, given sufficiently rich information about an agent's actions (i.e., if someone checks one location and then changes course and heads to another), people can infer beliefs and desires simultaneously (Baker, Jara-Ettinger, Saxe & Tenenbaum, 2017). Recently, computational models have begun to formalize these and many other aspects of theory of mind (e.g., Baker et al., 2017; Baker, Saxe & Tenenbaum, 2009; Frank & Goodman, 2012, 2014; Frank, Goodman & Tenenbaum, 2009; Goodman & Stuhlmüller, 2013; Hamlin,

Ullman, Tenenbaum, Goodman & Baker, 2013; Kao, Wu, Bergen & Goodman, 2014; Lucas et al., 2014; Shafto, Eaves, Navarro & Perfors, 2012; Shafto, Goodman & Frank, 2012; Zaki, 2013).

However, the assumptions governing much of this literature may underestimate the difficulty of inferring mental states in the real world. When we observe strangers, we are typically ignorant of both their beliefs and desires and we rarely get to observe uniquely informative sequences of actions. At the same time, more information may be available to observers than merely observable actions and the context in which they occur. As the World Cup example suggests, people often have emotional reactions to both anticipated and actual events. Although emotions themselves are not observable, their effects on people's facial expressions typically are. Here we investigate the hypothesis that people's emotional response to events provides rich evidence about unobservable mental states that would otherwise be ambiguous. We look at whether people can use information about an agent's emotional reactions (and actions if any) to recover her beliefs and desires, and we compare people's judgments with the predictions of an ideal observer model.

Given the vast literature on both emotion and theory of mind, some justification is required for suggesting that the question of adults' ability to recover mental states from emotional expressions remains unresolved. Note however, that to the degree that the literature on emotion and theory of mind have been connected, the vast majority of studies have focused on people's ability to infer others' emotions from behavioral cues, mental state knowledge, and contextual information. Thus for instance, participants have been asked to predict what emotion someone would feel upon learning that a close friend betrayed a secret (Smith & Lazarus, 1993), or on being called into the boss' office after learning that the company is planning massive layoffs (Skerry & Saxe, 2015). Here we are interested in the inverse problem: the conditions

under which people can use contextual cues and emotional expressions to recover someone's beliefs and desires about the outcome of an event, both when the person is merely a spectator of the event (as in the World Cup example) and when she is causally responsible for it.

We begin with a review of the developmental literature because the relationship between emotion understanding and other aspects of theory of mind has perhaps been most extensively investigated in early childhood. Infants begin to represent the relationship between agent's goals and their emotions within the first year of life. Thus for instance, eight-month-olds look longer when an agent responds negatively than positively to achieving a goal (although the negative response does not lead to longer looking if the agent failed to achieve the goal; Skerry & Spelke, 2014). By two, children explicitly predict that someone will be happy if she gets what she wants and sad if she does not (Stein & Levine, 1989; Wellman & Woolley, 1990; Yuill, 1984).

By contrast, the connection between emotional expressions and others' beliefs emerges relatively late: only between four and six do children expect an agent to be surprised if her beliefs are falsified and to be happy if she falsely believes that her desires will be fulfilled (Baron-Cohen, 1991; Hadwin & Perner, 1991; Harris, Johnson, Hutton, Andrews & Cooke, 1989; Wellman & Banerjee, 1991). Moreover, children's ability to represent the emotions commensurate with true and false beliefs lags behind their ability to infer the beliefs themselves (Bender, Pons, Harris & de Rosnay, 2011; de Rosnay, Pons, Harris & Morrell, 2004; Hadwin & Perner, 1991; Harris et al., 1989; Pons, Harris & de Rosnay, 2004; Ruffman & Keenan, 1996; Wellman & Bartsch, 1988). For instance, four- and five-year-olds may correctly represent Red Riding Hood's false belief (that her grandmother is in bed), but incorrectly infer that she is scared (Bradmetz & Schneider, 1999). Explicit categorization of emotion concepts also emerges relatively late in development (see e.g., Widen, 2016; Widen & Russell, 2008, 2010).

As clear from the above, most developmental studies of emotion have focused on what children understand *about* emotional expressions; fewer studies have asked what children can learn *from* emotional expressions, including whether children can use other's emotional expressions to recover their beliefs and desires. However, current research suggests that this ability emerges more slowly over development. Thus for instance, infants as old as fourteen-months fail to use an agent's emotional reaction (i.e., positive or negative) to infer which of two food containers she wants, although they can predict which container she will reach for from the direction of her gaze (Vaish & Woodward, 2010). Similarly, fourteen month-olds fail to use an agent's positive and negative emotional reactions to infer that an agent likes a food the child does not, although, at eighteen-months, toddlers succeed (Repacholi & Gopnik, 1997). By two, children can use an agent's emotional reaction to say explicitly whether she is looking at something she does or does not want (Wellman, Philips & Rodriguez, 2000).

Such inferences refer to others' desires; inferences about others' beliefs undergo more protracted development. Even children as old as six rarely refer to others' beliefs in explaining their emotional reactions (Rieffe, Terwogt & Cowan, 2005). The exceptions are that four and five-year-olds use beliefs to account for fearful or atypical emotional reactions (e.g., saying "She thought it was a ghost" if a character looks scared after hearing a noise or "She thought it would be something else" if someone looks sad on opening a gift; Rieffe et al., 2005; see also Wellman & Banerjee, 1991). However, the interpretation of these findings is complicated by the fact that young children have learned a number of scripts connecting familiar events and emotions (e.g., between getting a puppy and being happy or dropping an ice cream cone and being sad; Barden, Zelko, Duncan & Masters, 1980; Denham, Zoller & Couchoud, 1994; Fabes, Eisenberg, McCormick & Wilson, 1988; Gnepp, McKee & Domanic, 1987; Harris, Olthof, Terwogt &

Hardman, 1987; Trabasso, Stein & Johnson, 1982; Widen & Russell, 2010). Thus children might link fear with a belief in ghosts, or sadness with disappointment in a gift (Rieffe, et al., 2005) without necessarily being able to recover mental states from emotions broadly.

Perhaps the strongest evidence that children connect beliefs to emotional responses comes from studies showing that children invoke others' representations of past experiences to explain their current emotions (Harris, 1983; Harris, Guz, Lipian & Man-Shu, 1985; Lagattuta, Wellman & Flavell, 1997; Lagattuta & Wellman, 2001; Taylor & Harris, 1983). Thus for instance, between four and six, children expect people to feel more intensely about recent events than past ones, and recognize that people will be happy if they remember positive events and forget negative ones (Harris, 1983; Harris, et al., 1985; Taylor & Harris, 1983). Children also understand that particular events in an individual's past can lead to idiosyncratic emotional reactions: for instance, four and five-year-olds explain that a girl may be sad on seeing a puppy if her own puppy ran away (Lagattuta, et al., 1997; Lagattuta & Wellman, 2001; see also Lagattuta, 2005).

In the real world however, observers typically have no more access to others' past history of emotional experiences than to their beliefs and desires. Theory of mind is a challenging inference problem because the only information available is often only that which can be observed in the environment and the agent's behavior. Precisely for this reason, others' emotional reactions might be a particularly valuable cue to their mental states. However, the question of whether – absent specific prior knowledge about the individual – people can use emotional reactions and contextual information to jointly recover others' beliefs and desires remains largely unanswered (though see Wu & Schulz, 2017 for some recent evidence in five-year-olds).

Thus we now turn to the adult literature. There is of course a large body of work on emotion and emotional expressions per se (see e.g., Ekman, 1992; Barrett, 2011; Barrett, Lewis & Haviland-Jones, 2016; Russell, 2003 for reviews). However, unlike the developmental literature, this work has remained relatively disconnected from research on theory of mind (i.e., inferences about agent's beliefs and desires). One exception, and the work that perhaps best connects emotion to other cognitive states, is appraisal theory: a theory suggesting that an individual's evaluation of events plays a crucial role in eliciting and differentiating her emotional responses to those events (e.g., Lazarus, 1991; Ortony, 1990; Scherer, 1984). Different appraisal theories differ in the appraisal dimensions that are at stake (e.g., the probability of an outcome, the desirability of an outcome, the immediacy of an outcome, etc.; see Moors, Ellsworth, Scherer & Frijda, 2013 for a review). However, appraisal theories are united in assuming that an agent's beliefs and desires affect her evaluation of events and thus the emotional reactions she generates.

Appraisal theory is a scientific theory of how emotions are generated within the individual. It does not attempt to describe the analogous *intuitive* theory: how the individual herself might think about the causes of her emotional states, or how naïve observers might use someone's emotional reaction to infer her beliefs and desires. Nonetheless, many studies suggest that in addition to identifying others' emotions by their facial expressions (e.g., Ekman, 1992), vocalizations (e.g., Bachorowski & Owren, 2003), posture, and gait (e.g., Dael, Mortillaro & Scherer, 2012), adults' emotion inferences depend on information about others' perceived expectations and attitudes towards events (Clore & Ortony, 2013; Ortony, 1990; Scherer & Meuleman, 2013; Zaki, Bolger & Oschner, 2008). As in the developmental literature however, such work has focused almost uniformly on how the appraisal of events affects the prediction and interpretation of emotional responses (see e.g., Fontaine, Poortinga, Setiadi & Markam, 2002;

Fontaine, Scherer, Roesch & Ellsworth, 2007; Skerry & Saxe, 2015) rather than how contextual information and emotional reactions to events might inform adults' judgments about others' beliefs and desires about those events.

Here we propose that people infer others' unobservable mental states from their emotional reactions using an intuitive theory of emotions, structurally analogous to appraisal theories in assuming that emotional reactions are probabilistically affected by agents' beliefs and desires about events. We focus specifically on whether an agent did or did not *believe* the outcome would occur, did or did not *want* the outcome to occur, and did or did not act to *cause* the outcome to occur. We focus on these three factors, not to imply that they are exhaustive, but because a primary goal of the current research is to provide a formal account of the role of emotional reactions in theory of mind and beliefs, desires, and intentional action are at the heart of traditional models of theory of mind. Additionally, empirical work suggests that attributions of desirability, expectedness, and causal responsibility capture much of the variance in people's emotion reaction to events (see e.g., Skerry & Saxe, 2015; Scherer, Schorr & Johnstone, 2001; Scherer & Meuleman, 2013). In addition to manipulating these factors, we independently vary the amount of evidence participants have about the agent's emotional reaction across experiments. Insofar as people are updating their beliefs from the data, they should draw stronger inferences when more evidence is available.

Because our focus in this paper is on the inference from observable emotional reactions to mental states involved in the cognitive appraisal of events, we can remain agnostic about an issue that has been the focus of many previous investigations: the inference from observed correlates of emotional reactions (e.g., specific facial expressions) to classifications of emotions themselves (e.g., Carroll & Russell, 1996; Crivelli, Russell, Jarillo & Fernandez-Dols, 2016;

Gnepp, 1983; Izard, 1994; Scherer, Banse & Wallbott, 2001; Sievers, Polansky, Casey & Wheatley, 2013; see Barrett, Mesquita & Gendron, 2011, and Keltner, Tracy, Sauter, Cordaro & McNeil, 2016 for reviews). There is considerable debate about whether the expression of emotion is universal, to what extent body language affects the interpretation of facial expressions, and the ways the expression and interpretation of emotions is affected by socio-cultural context (e.g., Darwin, 1872/1965; Ekman & Friesen, 1971; Lee & Anderson, 2016; Matsumoto & Willingham, 2009; Elfenbein, Beaupré, Lévesque & Hess, 2007; Meeren, van Heijnsbergen & de Gelder, 2005; Carroll & Russell, 1996). However, these debates need not be of primary concern here. We take as a premise that at least within a well-specified context and shared cultural knowledge, people can probabilistically infer some emotional content from facial expressions. Our question is whether humans can integrate this content with information about the broader context, and agents' actions (when applicable) to jointly infer agents' beliefs and desires.

We begin by specifying a simple probabilistic generative model of how an agent's appraisal of a situation – her beliefs and desires about an event – might lead to an emotional reaction to information about that event. This generative model forms the core of a Bayesian account of people's naïve theory of emotional responses, letting us consider how an ideal observer might reason backward from an agent's emotional reaction to the beliefs and desires that generated it. We then conduct a series of closely related experiments to quantitatively calibrate the model and test the inferences it supports.

2. Computational model

We take a Bayesian approach (Tenenbaum, Griffiths & Kemp, 2006; Tenenbaum, Kemp, Griffiths & Goodman, 2011) to characterizing the structure of the intuitive causal theory relating classical components of theory of mind (beliefs, desires, and actions) to observable emotional

responses. Our approach is specifically inspired by research describing aspects of social reasoning as Bayesian inference (e.g., Baker et al., 2017; Baker et al., 2009; Frank & Goodman, 2012, 2014; Frank et al., 2009; Goodman & Stuhlmüller, 2013; Hamlin et al., 2013; Kao et al., 2014; Lucas et al., 2014; Ong, et al., 2015; Shafto et al., 2012; Shafto et al., 2012; Zaki, 2013).

We start by building a generative model including all the variables in our study. The generative model builds on the traditional theory of mind framework. We specify that an agent's beliefs and desires about an event are probabilistic causes of her emotional reaction to the event (if she is an observer of events) and also of her actions (if she is causally responsible for the event). See Fig. 1(a). *Belief* and *Desire* themselves are generated from a context-specific prior reflecting people's commonsense expectations of what beliefs and desires the agent is likely to have in a given context. Because all conditions of each experiment occur in an identical context, context does not play a differentiating role here and is not otherwise specified in the model. *Belief* and *Desire* cause *Action* in accord with a principle of rationality: an agent is expected to take actions that would lead to her desires being fulfilled given her beliefs. We integrate emotions with this framework by adding the agent's emotional reaction ($Reaction_0$) before she knows the outcome of the event. This emotional reaction is determined by whether the expected outcome (of her *Action* if relevant) given her *Belief* would fulfill her *Desire* (as illustrated by the blue arrows in Fig. 1(a)). We add another emotional reaction ($Reaction_1$) when the agent knows the final outcome of the event. This reaction is determined by whether the final *Outcome* fulfills her *Desire*, whether it confirms her previous *Belief*, and whether she is responsible for (i.e., her *Action* causes) the outcome (as illustrated by the red arrows in Fig. 1(a)). Nodes (as well as arrows connected with them) corresponding to any variable not present in a given scenario can be removed (see Fig. 1(b)). For example, when the outcome is caused by an external cause rather

than the agent's action (Experiments 1 and 2), *Action* and all arrows connected with it drop out. When the agent's emotional reaction to the expected outcome is not observed (Experiments 1 and 3), *Reaction₀* and all arrows connected with it drop out.

-----Insert Figure 1 about here -----

The model for each of the experiments can thus be spelled out in detail. In Experiment 1 the agent observes the outcome of an event that she does not cause. The directed graph (Fig. 1(b) Exp 1) indicates that the agent's emotional reaction (R_1) is affected jointly by her desires, beliefs, and the outcome. Experiment 2, is identical except that the agent reacts to both the expected and actual outcomes. Her emotional reaction to the expected outcome (R_0) is affected by her desires and beliefs; her reaction to the actual outcome (R_1) is affected by her desires, beliefs, and the outcome (Fig. 1(b) Exp 2). Experiment 3 and 4 are similar to Experiments 1 and 2 except that the agent is causally responsible for the event, acting to bring it about. In Experiment 3 (as in Experiment 1) the agent reacts only to the actual outcome and the directed graph indicates that her emotional reaction (R_1) is affected jointly by her desires, beliefs, action, and the outcome (Fig. 1(b) Exp 3). In Experiment 4 (as in Experiment 2) the agent reacts to both the anticipated and actual outcomes. The graph indicates that her emotional reaction to the anticipated outcome (R_0) is affected only by her desires, beliefs, and action; her reaction to the actual outcome (R_1) is affected by her desires, beliefs, the action and the outcome itself (Fig. 1(b) Exp 4).

The informational content in these causal relationships can be expressed in terms of probability distributions over each variable in the network, conditioned on its parents. For instance, considering the case where all nodes and arrows are present, our Bayesian model predicts that backward inferences of *Belief* and *Desire* given observable information (e.g.,

Action, *Outcome*, and *Reactions*) decompose into a product of terms corresponding to each of the forward causal dependencies via Bayes' rule:

$$P(B, D|A, O, R_0, R_1) \propto P(R_1|B, D, A, O) \times P(R_0|B, D, A) \times P(A|B, D) \times P(B, D) \quad (1)$$

where we have abbreviated each variable by its first letter. To determine whether people's generative causal knowledge supports inferences about belief and desire from emotional expressions, actions and contextual cues, as predicted by our model, we elicit participants' judgments about each of the four components of the right-hand side of Equation 1. We compute the normalized products of the forward distributions according to Equation 1. We then compare the model's posterior distributions to an independent group of participants' backward inferences from the observable information to the agent's belief and desire. Our Bayesian model can account for our manipulations across the four experiments: when the agent does not act to cause the outcome (Experiments 1 and 2), $P(A|B,D)$ drops out from the right side of Equation 1; when the reaction to the anticipated outcome (*Reaction*₀) is not observed (Experiments 1 and 3), $P(R_0|B,D,A)$ drops out. We also compare our model with several alternative models.

Our model is similar both in spirit and in its technical approach to a recent proposal by Ong et al. (2015) for how to capture intuitive theories of emotion in a causal, generative inference framework. They show how a similar model compellingly captures a range of phenomena about how people map between observed events (i.e., the outcome of bets on a Roulette wheel) and emotional reactions (Ong et al., 2015), including the integration of multiple cues to an emotional response. Critically however, people do not react to observed events; they react to a *mental representation* of those events, a representation that is affected jointly by their beliefs and desires. Ong et al. showed that people could recover emotions when the agent's mental states were not in question and all information was observed (i.e., the goal was to make

money and the expectedness of the event was established by the distributions on the Roulette wheel). However, the beliefs and desires that determine people's emotional reactions to outcomes are often variable and unknown, and distinct combinations of beliefs and desires can generate different emotional reactions even to identical actions and outcomes. The current study focuses on how we might use emotional reactions, even to identical events, to recover these distinct combinations of beliefs and desires.

3. Behavioral experiments

We test our Bayesian model with four behavioral experiments that vary the desirability and expectedness of the event within experiments and the causal relationship of the agent to the event and the amount of information participants have about the agent's emotional reaction across experiments. Thus in Experiments 1 and 2, the agent is merely an observer of events; in Experiments 3 and 4, she causes the events. Participants see the agent's reaction only to the event outcome in Experiments 1 and 3, but see her reactions to both the anticipated and actual outcomes in Experiments 2 and 4. To test whether the model is robust to minor variations in the stimuli, we run internal replications of two of the experiments, comparing morphed versus pure facial expressions in Experiments 2a and 2b; and photographs versus movies in Experiments 3 and 3 Supplementary.

3.1. Experiment 1

In Experiment 1 (and all the experiments to follow) we use a scenario in which an agent has an unspecified belief and desire. We provide information about the outcome of events and the agent's emotional reaction to the outcome and then look at whether participants can use this information to recover the agent's beliefs and desires. We then compare the behavioral results to the model predictions.

3.1.1 Method

3.1.1.1. Design and materials

We created an emotionally charged scenario in which an agent, Grace, learns that a plane has crashed on a route often flown by her coworker John. Grace's desire and belief are unspecified but constrained to two possibilities: Grace either wants John to die or live, and believes John is either on the flight that crashed or on a different, safe flight. There are two possible outcomes: John lives or dies. (See SI Text 1.1 for the complete scenario.)

The eight possible combinations of Grace's belief, desire, and the outcome yield Conditions 1-8 of the experiment. See Fig. 2(a). To generate Grace's emotional reaction in each condition, we used a facial morphing software to create photograph stimuli. Consistent with the developmental literature (e.g., MacLaren & Olson, 1993; Hadwin & Perner, 1991; Repacholi & Gopnik, 1997; Skerry & Spelke, 2014; Stein & Levine, 1989; Wellman & Banerjee, 1991; Wellman & Woolley, 1990; Yuill, 1984)¹, we assumed that if the outcome was consistent with Grace's desire, her expression should be largely positive (and if inconsistent, largely negative), and that if the outcome was consistent with Grace's belief, her expression should not include surprise (but if inconsistent, it should). Since compound facial expressions combine muscle

¹ We are grateful to an anonymous reviewer for pointing out that people's judgments about emotional responses to goal fulfillment are not always this straightforward. In particular, older, but not younger, children recognize that someone who fulfills her goal by committing a moral violation may be remorseful rather than happy; thus younger children accept "happy victimizers" whereas older children judge a moral violation more harshly if the perpetrator is happy rather than sad after committing it (e.g., Nunner-Winkler & Sodian, 1988; Krettenauer, Malti, & Sokol, 2008 for review).

movements involved in the subordinate categories (Du, Tao & Martinez, 2014), we created compound emotional reactions (e.g., in Condition 5, happily surprised) by morphing the corresponding two basic facial expressions (i.e. happy and surprised). See SI Text 2.1.1 and Table S1 for more details.

-----Insert Figure 2 about here -----

3.1.1.2. Participants and procedure

All participants in this and the following experiments were recruited on Amazon Mechanical Turk. Participation was restricted to individuals with HIT approval rate of 95% or higher. A range of ethnicities and socioeconomic backgrounds reflecting the diversity of the marketplace was represented. We pre-set the sample size for each group of participants at $n = 60$, sufficient for 97% power assuming a medium effect size (Cohen's $d = .50$). On average, 12% of the participants were dropped due to responding to less than half of the test questions or failing catch questions (designed to evaluate participants' comprehension of the scenario; see SI Text 1 for details). All remaining participants were included in the final analyses; the resulting minimum power to detect an effect in any experiment was 91%.

To test the predictions of the model, three separate groups of participants were recruited. Groups one and two were asked for judgments used to calibrate the model; the third group was the test group.

The first group ($n = 57$) judged the prior plausibility of each combination of Grace's desire and belief given the context, $P(D,B)$. The four possible combinations are: (1) Grace wants John to die and believes John was on the flight that crashed (Die&Crash), (2) Grace wants John to live and believes John was on a safe flight (Live&Safe), (3) Grace wants John to die and

believes John was on a safe flight (Die&Safe), and (4) Grace wants John to live and believes John was on the flight that crashed (Live&Crash).

The second group of participants ($n = 45$) was asked to judge the plausibility of Grace's facial reactions given her belief, desire and the event outcome specified in each condition, $P(R_1|B,D,O)$. All the forward judgments in this study were elicited on a 0-100 scale and thus are not strictly speaking conditional probabilities. We treat them as relative estimates of the corresponding probabilities, which are effectively normalized and converted to probabilities when processed through the Bayesian analysis of Equation 1 to produce the model's posterior probability predictions.

The test group ($n = 52$) was asked to predict Grace's belief and desire given the event outcome and her reaction to this outcome, $P(B,D|O,R_1)$. All the mental state inferences in the study were collected on a 0-100 scale but normalized to sum to 1 over all four possible belief-desire combinations. See SI Text 3 for details.

3.1.2. Results and discussion

3.1.2.1. Model calibration

The prior probability of each combination of desire and belief was relatively uniform (Fig. 2(b)(i)), indicating that, as intended, the task instructions led people to consider all possible mental states. (See SI Text 4.1 for detailed analyses.) Similarly, participants' judgments about the relative plausibility of the different emotional expressions were consistent with our assumption that Grace should have a positive expression if she wanted the outcome to occur and a negative expression if she did not. However, contrary to our assumptions, participants did not strongly distinguish the conditions under which Grace would or would not look surprised. Consider for example, the first emotional expression. This expression was treated as equally

plausible for two cases where John died: both the scenario in which Grace wanted John to die and believed John was on the flight that crashed (Die&Crash), and the scenario in which Grace wanted John to die and believed John was on a safe flight (Die&Safe). Thus participants seemed to expect Grace's facial expression to reflect her desires but not her beliefs. Fig. 2(b)(iii) shows participants' conditional likelihood ratings for each of the eight emotional reactions as a function of Grace's desire and belief, given the event outcome from the corresponding condition. (See SI Text 4.4 for detailed analyses.)

3.1.2.2. Mental state inferences

Our primary question of interest was whether people could infer Grace's belief and desire in each of the eight conditions. We built a mixed-effects model, using Mental State and Condition as fixed factors and Subject as a random factor. There was no main effect of Condition ($F(7, 1561) = .18, p = .989$) but a significant main effect of Mental State ($F(3, 1561) = 166.12, p < .001$) and a significant interaction between Condition and Mental State ($F(21, 1561) = 4.35, p < .001$). We then looked at the main effect of Mental State in each condition, and found a significant main effect of Mental State in each of the eight conditions (all F s > 7.54 , all p s $< .001$). We further looked at whether participants rated the target mental state (i.e., the combination of desire and belief actually used to generate the facial expression) significantly higher than the other three mental states. This resulted in 24 comparisons across the 8 conditions and the p values reported here and in the following experiments were all corrected using the Bonferroni method.

Participants successfully rated the target combination of beliefs and desires higher than the other possibilities in Conditions 1 and 4 (all z s > 3.77 , all p s $< .004$). However, in the remaining conditions, they failed to infer the agent's beliefs and recovered only the agent's

desires, rating the target mental states significantly lower than the mental state with the correct desire but incorrect belief ($z = -4.63$, $p < .001$) in Condition 5, and failing to differentiate between the two mental states with the correct desire but different beliefs in Conditions 2, 3, 6, 7 and 8 (all $|z|s < 2.06$, all $ps > .953$). Thus overall, participants successfully inferred the agent's desires but struggled to infer her beliefs. See Fig. 3(a) for the results by condition and Fig. 4(a) for the target and non-target responses averaged across conditions.

-----Insert Figure 3 about here -----

Similar results were found when we used One Sample t-tests (two tailed) to analyze the data. Here we looked at whether any of the four combinations of mental states was rated significantly above 50 (i.e., the middle point of the 0-100 scale where 0 indicated “completely implausible” and 100 indicated “completely plausible”). This resulted in 32 comparisons and the p values reported here and in the following experiments were also corrected using the Bonferroni method. Participants uniquely rated the target mental states significantly above 50 in Conditions 1 and 4 ($t_1(50) = 7.00$, $p_1 < .001$; $t_4(50) = 4.56$, $p_4 < .001$). They were biased towards the mental state with the correct desire but incorrect belief (Die&Crash) in Condition 5 ($t(51) = 6.47$, $p < .001$) and they failed to distinguish between the two mental states with the correct desire but different beliefs in Conditions 2, 3, 6, 7 and 8 (none of these ratings differed significantly from 50: all $|t|s < 2.17$, all $ps = 1.000$; mental states with the incorrect desire were rated significantly below 50: all $ts < -3.67$, all $ps < .018$).

The model predictions were generated according to Equation 1 (omitting the *Action* and *Reaction*₀ term; see SI Text 5.1), using the independent raters' judgments of the prior probability of each combination of belief and desire and the likelihood of each facial expression. (See Fig. 3(a).) The model predictions correlated highly with people's inferences ($r = .954$).

In sum, human judgments were rational with respect to the model predictions but reflect limitations on people's ability to infer other's mental states: participants successfully recovered the agent's desires but struggled to infer her beliefs. This pattern of results is consistent with previous research suggesting that belief inferences are more difficult than desire inferences for both children and adults (Saxe et al., 2004; Wellman et al., 2001; see Apperly & Butterfill, 2009; Astington & Gopnik, 1991, and Wellman, 2014 for reviews and discussion).

-----Insert Figure 4 about here -----

Note however, that participants in Experiment 1 saw Grace's reaction only at a single time point: on observing the final outcome of the event. Arguably, if people could see Grace's emotional expression in response to the *anticipated* as well as the actual outcome, they might be able to use the presence or absence of a change in valence to infer the veracity of her beliefs. We test this hypothesis in Experiment 2a.

Additionally, one might wonder why participants appeared insensitive to the presence or absence of surprise in judging the likelihood of the facial reactions, and in parallel, resisted using surprise cues in the facial expressions to infer Grace's beliefs when asked to do so. These two behaviors, in two independent groups of participants, are consistent with each other if people are generally making rational Bayesian inferences from emotional expressions back to mental states, but each was surprising to us empirically. We return to this question in Experiment 2b.

3.2. Experiment 2a

In Experiment 2a, we replicate Experiment 1 but show participants one additional emotional expression: Grace's reaction to anticipating the outcome of the event (*Reaction₀*). We hypothesized that if Grace looked happy about the outcome she expected but sad about the

outcome she observed (or vice versa) participants would infer that Grace's initial belief was false (and that if her expression remained the same, that her initial belief was true).

3.2.1. Method

3.2.1.1. Design and materials

Experiment 2a was identical to Experiment 1 except that Grace's emotional reaction to the expected outcome was also observed. For Conditions 1, 4, 6, and 7, where the expected and actual outcomes match, we set the valence of $Reaction_0$ to match the valence of $Reaction_1$; for the remaining conditions where Grace has a false belief (i.e., there is a mismatch between the expected and actual outcomes), we flipped the valence between $Reaction_0$ and $Reaction_1$. See SI Text 2.1.2.

3.2.1.2. Participants and procedure

To calibrate the model, participants ($n = 50$) rated the likelihood of $Reaction_0$, $P(R_0|B,D)$. Because the eliciting conditions for the other model calibration judgments (i.e., the prior probability of mental states and the likelihood of $Reaction_1$) were identical to those in Experiment 1, the judgments from Experiment 1 were used to calibrate the model here as well.

The test group ($n = 57$) inferred the probability of each combination of Grace's belief and desire given the event outcome and Grace's reactions to the anticipated and observed outcomes, $P(B,D|O,R_0,R_1)$. See SI Text 3.

3.2.2. Results and discussion

3.2.2.1. Model calibration

The likelihood of $Reaction_0$ is reported in Fig. 2(b)(ii). The positive expressions (those used in Conditions 1-4) were rated higher given the two mental states that Grace's desire would be fulfilled according to her belief (Die&Crash and Live&Safe) than given the two mental states

that her desire would not (Die&Safe and Live&Crash). The negative expressions (those used in Conditions 5-8) showed roughly the opposite pattern. That is, as we had assumed, participants expected the agent to express positive emotions when the expected outcome given her belief would fulfill her desire, and negative emotions when it would not (see SI Text 4.3 for detailed analyses).

3.2.2.2. Mental state inferences

People's inferences are shown in Fig. 3(b). See also Fig. 4(b) for the overall pattern. We ran the same analyses as in Experiment 1. Mixed effects model analyses revealed no main effect of Condition ($F(7, 1688) = .28, p = .961$) but a significant main effect of Mental State ($F(3, 1688) = 357.75, p < .001$) and a significant interaction between Condition and Mental State ($F(21, 1688) = 4.80, p < .001$). A significant main effect of Mental State was found in each of the eight conditions (all $F_s > 15.05$, all $p_s < .001$). Participants rated the target mental states significantly higher than the other mental states in all conditions (all $z_s > 3.43$, all $p_s < .014$).

A similar pattern was found using One Sample t-tests. Participants uniquely rated the target mental states used to generate the facial expressions above 50 in Conditions 1, 2, 4, 6, 7 and 8 ($t_1(53) = 38.90, p_1 < .001$; $t_2(54) = 6.87, p_2 < .001$; $t_4(55) = 7.92, p_4 < .001$; $t_6(55) = 3.45, p_6 = .035$; $t_7(54) = 9.86, p_7 < .001$; $t_8(55) = 5.22, p_8 < .001$), and showed a non-significant trend in the same direction in the remaining two conditions ($t_3(54) = 2.760, p_3 = .253$; $t_5(56) = 3.075, p_5 = .014$; all other mental states were rated significantly lower than or equal to 50: all $t_s < -1.42$, all $p_s < 1.000$).

These responses were well predicted by the model (generated according to Equation 1, with $Reaction_0$ and $Reaction_1$ terms but no $Action$ term; see SI Text 5.2). The model's posterior probability $P(B,D|O,R_0,R_1)$ favored the target mental states from which the reactions were

generated in all conditions (see Fig. 3(b)); the correlation between the model predictions and people's inferences was high ($r = .953$).

Given the presence or absence of a change in valence between the expected and observed outcome, people were able to infer both the agent's beliefs and desires, and people's responses were well-predicted by the Bayesian model. However, we are left with the question of why participants did not use the presence or absence of a surprised reaction to the outcome alone to infer the agent's beliefs in Experiment 1. In Experiment 2b, we run a replication of Experiment 2a using slightly different facial expressions to try to shed more light on the unanticipated finding.

3.3. Experiment 2b

In Experiments 1 and 2a, the agent's response to violations of her belief contained a mix of valence and surprise. In Experiment 2a, participants successfully recovered the agent's beliefs and desires from such morphed facial expressions. However, they may have done so only using the valence information, rather than the surprise cue. Suggestive evidence that this is the case comes from the model calibration judgments: when participants were asked to rate the relative plausibility of the different emotional expressions ($Reaction_1$ likelihood), they failed to distinguish expressions with and without surprise (see Fig. 2(b)(iii)).

One possibility is that participants simply failed to detect the presence or absence of surprise in the facial expressions. Especially since surprise was blended with valence information, the latter may have obscured the former to the point that people simply could not perceive surprise in these stimuli. To test this possibility, we conducted a follow-up study (Experiment 2b Supplementary) asking a separate group of participants to rate the degree to which Grace's facial reactions contained surprise and other basic emotions (e.g., happiness, sadness, anger, etc.).

Inconsistent with this possibility, in the absence of the background scenario, participants were able to identify the absence or presence of surprise in the faces at a level roughly equivalent to the other emotions (SI Text 6).

Since people could identify the absence or presence of surprise in the facial expressions, why didn't they use this information to draw inferences about the content of Grace's beliefs? Another possibility, suggested by some versions of appraisal theory, is that in some contexts, surprise may function as an intensifier of valence: if for instance, a desirable event is unexpected, surprise might magnify the felt happiness (Ortony, 1990). In our scenarios, people may have interpreted the surprise only as an intensifier of valence, attenuating their responses to surprise *per se*. If this is the case, people may be more sensitive to the link between surprise and the veracity of beliefs when surprise is not blended with valence.

To test this, as well as to establish the degree to which our previous results are robust to minor variations in the stimuli, in Experiment 2b, we use only basic (de-morphed) emotional expressions matching the primary components of the morphed faces throughout. Conditions in which Grace's expectations are fulfilled result in facial expressions in which the valence corresponds to her desires (positive if desired; negative if not). Conditions in which Grace's expectations are violated result in facial expressions expressing surprise without any valence information, or expressing valence information without any surprise information. See Fig. 5(a). We predict that the results of Experiment 2a will replicate using unmorphed facial expressions; in particular, we predict that in the conditions where participants see the agent's valenced response to the anticipated outcome (*Reaction*₀) and her surprised response to the observed outcome (*Reaction*₁), they will successfully recover Grace's beliefs as well as her desires.

3.3.1 Method

3.3.1.1. Design and materials

The design was similar to Experiment 2a except that all the emotional reactions were unmorphed expressions. See Fig. 5(a). For *Reaction*₁, we replaced the original morphed expressions with the prototypical facial expressions matching the primary valence components of those faces (see Table S1: Components (%); the primary valence components were underlined). This generated Conditions 1, 2a, 3a, 4, 5a, 6, 7, and 8a. Besides valence, some of the morphed faces contained another key component—surprise. We created additional conditions in which these expressions were replaced by purely surprised faces, yielding Conditions 2b, 3b, 5b, and 8b. For *Reaction*₀, we re-used *Reaction*₁ from Conditions 1, 4, 6, 7, where the expected and actual outcomes matched.

-----Insert Figure 5 about here -----

3.3.1.2. Participants and procedures

To calibrate the model, we measured people's judgments on the likelihood of the new set of stimuli. Participants ($n = 58$) rated each of the four facial expressions responding to the expected outcome (*Reaction*₀) given Grace's belief and desire, $P(R_0|B,D)$. A separate set of participants ($n = 58$) judged each of the twelve facial expressions (*Reaction*₁) given Grace's belief, desire and the outcome specified in each condition, $P(R_1|B,D,O)$.

The test participants ($n = 55$) judged Grace's belief and desire given the outcome of the event and Grace's facial reactions before and after she knew the outcome, $P(B,D|O,R_0,R_1)$.

3.3.2. Results and discussion

3.3.2.1. Model calibration

For *Reaction*₀ and the valenced *Reaction*₁, the estimated likelihoods were similar to those found in Experiments 1 and 2a (Fig. 4(b), SI Texts 4.3 and 4.4). For the surprised reactions,

participants' judgments varied with the outcome. When John survived (*Outcome: live*), participants, as intended, judged the surprised faces more likely given false beliefs than true beliefs. However, counter to our intention, when John died (*Outcome: die*), participants judged that the surprised response was equally probable whether Grace expected the death or not (possibly because death may always be perceived as shocking even when it is in some sense anticipated). (See SI Texts 4.3 and 4.4 for detailed analyses.)

3.3.2.2. Mental state inferences

Participants' mental state inferences are reported in Fig. 5(c). See also Fig. 4(b) for the overall pattern. There was no main effect of Condition ($F(11, 2490) = .34, p = .976$) but a significant main effect of Mental State ($F(3, 2490) = 498.35, p < .001$) and a significant interaction between Condition and Mental State ($F(33, 2490) = 5.32, p < .001$). The main effect of Mental State was significant in all conditions (all $F_s > 3.00$, all $p_s < .032$). In 11 of the 12 conditions, participants rated the target mental state significantly higher than the other mental states (all $z_s > 4.98$, all $p_s < .001$); the exception was Condition 5b (all $|z|_s < 2.97$, all $p_s > .108$).

Converging results were found using One Sample t-tests. In the conditions where participants saw valenced facial reactions to the expected and observed outcomes, we replicated the finding from Experiment 2a that participants successfully recovered both the agent's belief and desire ($t_1(53) = 17.71, p_1 < .001$; $t_{2a}(53) = 8.19, p_{2a} < .001$; $t_{3a}(53) = 4.112, p_{3a} = .007$; $t_4(53) = 6.00, p_4 < .001$; $t_6(53) = 5.13, p_6 < .001$; $t_7(53) = 5.81, p_7 < .001$; $t_{8a}(53) = 3.87, p_{8a} = .014$ and with a non-significant trend in Condition 5a, $t(53) = 3.30, p = .082$). Similarly, when participants saw a valenced response to the expected outcome and a surprised response to the actual outcome, they successfully recovered the target mental states in Conditions 2b and 8b ($t_{2b}(53) = 5.44, p_{2b} < .001$; $t_{8b}(53) = 5.72, p_{8b} < .001$) and showed a non-significant trend in the same direction in

Condition 3b ($t(53) = 2.57, p = 0.631$; all other mental states were rated significantly below 50: all $ts < -3.83$, all $ps < .016$). Again, the exception was Condition 5b (mental states Live&Safe and Die&Safe were rated not significantly different from 50: both $|t|s < 3.12$, both $ps > .141$; mental states Die&Crash and Live&Crash were rated significantly below 50: both $ts < -3.91$, both $ps < .013$).

These behavioral responses were also predicted by our model. Model predictions were generated according to Equation 1, with $Reaction_0$ and $Reaction_1$ terms but no $Action$ term; see SI Text 5.2. The correlation between the model predictions and people's inferences was high ($r = .950$). See Fig. 5(c).

Thus overall, the results mirrored those in Experiment 2a, both with respect to people's ability to successfully infer others' mental states, and the model's ability to predict people's inferences. Nonetheless, they raise the question of why participants failed to recover the agent's beliefs and desires in Condition 5b. In this condition, Grace wanted John to die but believed he was on the safe flight. John, unexpectedly, did die, and Grace expressed surprise, but participants failed to use her surprised expression to infer that she had (falsely) believed that he was safe. Participants' likelihood judgments (see Conditions 3b and 5b in Fig. 5(b)(ii)), suggest the possibility that people may generally be surprised by someone's death and thus the surprised expressions may not be reliably informative about others' underlying beliefs. However, participants succeeded in the other condition involving a surprised response to death (Condition 3b, where Grace wanted John to live, believed he was on the safe flight, and was surprised at his death); thus we cannot definitively explain the failure in the single condition. However, participants' ability to recover the target mental states in 11 of the 12 conditions suggests that the primary findings of Experiment 2a replicated overall. Taken together, Experiments 1, 2a, and 2b

suggest that in this relatively constrained, forced-choice context, people can recover other's desires from their emotional reaction to events, but can recover others' beliefs only when they observe reactions to both expected and observed outcomes. As noted, this is consistent with previous findings suggesting that both children and adults are better at inferring others' desires than beliefs (Apperly & Butterfill, 2009; Astington & Gopnik, 1991; Saxe, et al., 2004; Wellman, 2014; Wellman, et al., 2001). It is also consistent with previous work suggesting that expressions of surprise can (at least when unmixed with valence) be an important cue to beliefs (Hadwin & Perner, 1991; Wellman & Banerjee, 1991). The current study additionally highlights the role of a presence or absence of a change of valence as an important cue to others' beliefs: when there is a change of valence between when someone anticipates and observes an outcome, people infer a false belief; when there is no change, people infer a true belief.

In Experiments 3 and 4, we look at more complex cases of emotion inference, cases in which the agent causes (as well as observes) the events to which she is reacting. Previous computational work on theory of mind has either looked at the relationship between agents' actions, beliefs and desires (e.g., Baker et al., 2017; Baker et al., 2009) without considering emotions, or has looked at the relationship between agent's emotional reactions and outcomes (Ong et al., 2015) without manipulating actions, beliefs, or desires. Here we bridge these lines of work to provide a more unified account of theory of mind, looking at how people integrate observed actions, outcomes, and emotional reactions when making joint inferences about beliefs and desires. Experiments 3 and 4 are similar to Experiments 1 and 2a respectively except that in Experiments 3 and 4, the agent's actions cause the outcome to occur.

3.4. Experiment 3

In Experiment 3, as in Experiment 1, participants observe the agent’s emotional reaction only to the final outcome of an event. In contrast to Experiment 1, the outcome of the event does not result from an external cause, but from the agent’s action. Here we look at how changing the causal role of the agent influences people’s mental state inferences and whether our model captures human judgments.

3.4.1. Method

3.4.1.1. Design and materials

We use a scenario adapted from previous research (Young, Camprodon, Hauser, Pascual-Leone, Saxe, 2010) in which two coworkers are visiting a chemical factory. One coworker (Grace) finds an unlabeled container of white powder and puts some of the powder in her colleague John’s coffee. Grace’s desire and belief are unspecified but constrained to two possibilities: Grace either wants John to die or live, and believes the powder is either poison or sugar. There are also two possible outcomes: John either lives or dies after drinking the coffee. (See SI Text 1.2 for details.)

We use the same stimuli as in Experiment 1, with the same assumptions: if the outcome is consistent with Grace’s desire, she should express positive emotions (and if inconsistent, negative); if the outcome is consistent with her belief, she should be unsurprised (and if inconsistent, surprised; see MacLaren & Olson, 1993; Hadwin & Perner, 1991; Repacholi & Gopnik, 1997; Skerry & Spelke, 2014; Stein & Levine, 1989; Wellman & Banerjee, 1991; Wellman & Woolley, 1990; Yuill, 1984; but see Krettenauer et al., 2008).

Additionally, to see to what extent the results were robust to details of the stimuli, we generated a separate set of 6-second movie stimuli (see https://osf.io/cdrbp/?view_only=b3cb225cdbdc498caa900e7431322fda) by asking a professional

actor, blind to the experimental hypotheses, to generate his own facial reactions given information about Grace's belief, desire, action and the event outcome specified in each condition (see SI Text 2.2); we refer to this as Experiment 3 Supplementary.

In each of the eight conditions, Grace acts to put the powder into John's coffee. However, the *prima facie* likelihood of this action is different given different combinations of beliefs and desires. See Fig. 2(a). In Conditions 1-4, the observed action of putting powder into John's coffee is likely given Grace's stipulated belief and desire (e.g., if she thinks the powder is poison and wants John to die, it is likely that she would put the powder in his coffee). Thus, the mental-state inferences supported by Grace's action are congruent with the mental-state information used to generate Grace's emotional reaction. We categorize these conditions as "congruent" conditions. Conversely, in Conditions 5-8, the same action is performed but it is unlikely given Grace's stipulated belief and desire (e.g., if Grace thinks the powder is poison and wants John to live, it is unlikely that she would put the powder in his coffee). In these cases, the action is *prima facie* unlikely given the beliefs and desires used to generate Grace's emotional reaction; the plausibility of the action depends on entertaining hypotheses about the context external to the information provided in the stories (e.g., if she wants him to live and nonetheless puts what she believes to be poison in his coffee, she must have been at gunpoint or otherwise coerced; if she wants him to die and nonetheless puts what she believes to be sugar in his coffee, she must be biding her time and wanting to appear helpful). We categorize these conditions as "incongruent" conditions. We are interested in both the congruent and incongruent conditions because we want to see how people weigh and integrate different sources of potentially complementary or contradictory information when reasoning about others' mental states.

3.4.1.2. Participants and procedure

As in the preceding experiments, we used independent groups of participants to calibrate the model. Participants ($n = 57$) judged the prior over mental states, $P(B,D)$ and how likely it was that Grace would put the powder in John's coffee given each combination of Grace's belief and desire, $P(A|B,D)$. Separate groups of participants ($n = 55$) rated the likelihood of the photograph stimuli given Grace's belief, desire, action and the event outcome specified in each condition, $P(R_1|B,D,A,O)$ and ($n = 51$) rated the likelihood of the movie stimuli.

The test participants ($n = 49$ for the photograph stimuli; $n = 52$ for the movie stimuli) judged the probability of each combination of Grace's belief and desire given her action, the event outcome and her emotional reaction to the outcome, $P(B,D|A,O,R_1)$. See SI Text 3 for details.

3.4.2. Results and discussion

3.4.2.1. Model calibration

For ease of comparison with the preceding experiments, we report the results of the photograph stimuli first and in full. We provide the results of the movie stimuli second, and details can be found in SI Text 7. The prior probability of each combination of desire and belief was relatively uniform (Fig. 2(c)(i)). As anticipated, the action likelihood was in general higher for the mental states in the congruent conditions (Die&Poison, Live&Sugar) than in the incongruent conditions (Die&Sugar, Live&Poison) (Fig. 2(c)(ii)). (See SI Text 4.1-4.2 for details.) Participants' likelihood judgments for the photograph stimuli in this scenario were similar to those in Experiment 1, reflecting the robustness of people's relative insensitivity to surprise when morphed with valence. See Fig. 2(c)(iv) and SI Text 4.4.

3.4.2.2. Mental state inferences

Participants' mental state inferences based on the photograph stimuli are reported in Fig. 3(c). See also Fig. 4(c) for the overall pattern. The analyses were identical to those in previous experiments. There was no main effect of Condition ($F(7, 1511) = .61, p = .748$) but a significant main effect of Mental State ($F(3, 1511) = 170.27, p < .001$) and a significant interaction between Condition and Mental State ($F(21, 1511) = 25.56, p < .001$). The main effect of Mental State was significant in all conditions (all F s > 13.91 , all p s $< .001$). In contrast to Experiment 1 (in which participants inferred desires but did not differentiate between the two beliefs), in Experiment 3, participants rated the target combination of beliefs and desires higher than all other combinations in the congruent conditions (Conditions 1-4: all z s > 6.64 , all p s $< .001$). In the incongruent conditions (Conditions 5-8), participants correctly chose the desire corresponding to the valence of the facial expression. However, instead of either choosing the belief used to generate the emotional expression or failing to distinguish the two beliefs (as in Experiment 1), participants chose the belief congruent with the inferred desire given the action, rating it higher than the target in all four conditions (all z s > 5.76 , all p s $< .001$). Consider Condition 8 for example. This was the condition in which Grace wanted John to live, believed the powder was poison, and John unexpectedly lived. On seeing the outcome, Grace's expression was both positive and surprised. Participants (correctly) inferred that Grace wanted John to live but (incorrectly) inferred that Grace believed the powder was sugar. That is, even though Grace's reaction to the final outcome was *surprised*, participants favored the belief that the powder was sugar, a belief that rendered the outcome unsurprising but also rendered it congruent with Grace's desires given her action (i.e., that she wanted him to live and put the powder in his coffee).

One Sample t-tests showed similar results. Participants uniquely rated the target mental state significantly above 50 in the congruent conditions (Conditions 1-4: $t_1(48) = 11.00, p_1 <$

.001; $t_2(49) = 4.97, p_2 < .001$; $t_3(49) = 3.99, p_3 = .007$; $t_4(48) = 4.30, p_4 < .001$). In the incongruent conditions, only the mental state with the correct desire and the belief congruent with that desire given the action was rated above 50 in Conditions 5-7 ($t_5(49) = 7.24, p_5 < .001$; $t_6(49) = 5.45, p_6 < .001$; $t_7(49) = 4.54, p_7 < .001$), with a non-significant trend in the same direction in Condition 8 ($t(49) = 1.92, p=1.000$; by comparison, the other three mental states were rated significantly below 50, all $t_s < -4.25$, all $p_s < .001$).

Model predictions were generated using the independent raters' judgments of the prior probability of each combination of mental states, the likelihood of the action, and the likelihood of the facial reactions according to Equation 1 (but omitting the $Reaction_0$ term, see SI Text 5.3), $P(B,D|A,O,R_1)$. Fig. 3(c) shows the model predictions of people's inferences about the mental states underlying the photograph stimuli. Like people, the model gave the highest probability to the desire that was in fact used to generate the emotional reaction. However, also like people, the model predicted the beliefs that were congruent with the desires given the action in all conditions (i.e., failing to distinguish the beliefs in Conditions 1 and 2 from Conditions 5 and 6, or Conditions 3 and 4 from Conditions 7 and 8; see Fig. 3(c)). These predictions result from conditioning on the observed *Action*; the conditional action likelihood favors Die&Poison and Live&Sugar, biasing the posterior inferences toward combinations of mental states that are congruent with acting in all conditions. The model's inferences correlated well with the behavioral results ($r = .985$).

We conducted the same analyses for the movie stimuli (Experiment 3 Supplementary). The behavioral results replicated those from the photograph stimuli in all respects (see SI Text 7), including the insensitivity to the link between surprise and belief in people's likelihood judgments. The correlation between the model predictions and participants' mental state

inferences was 0.908. These results suggest that the findings are robust to variations in the stimuli.

Experiment 3 suggests that people perform a particularly sophisticated kind of mental state inference: integrating observed emotional reactions with actions to jointly infer beliefs and desires. Critically, note that neither inferences from the observed action alone, nor from the emotional reaction alone can explain the pattern of results in Experiment 3. In Experiment 1 (where the agent did not act) participants recovered the agent's desires but largely did not differentiate the two candidate beliefs. By contrast, in Experiment 3 (where the agent did act) participants recovered both the agent's desires and beliefs in the four congruent conditions (Conditions 1-4), but in the incongruent conditions (Conditions 5-8), they were biased towards the beliefs congruent with the desires given the actions. This does not imply however, that participant's inferences can be explained by a model of theory of mind that excludes the agent's emotional reactions and includes only her actions. Grace's context and action were identical throughout; nothing distinguished Conditions 1 and 3, or 2 and 4 except Grace's emotional reaction. Nonetheless, participants inferred distinct combinations of desires and beliefs. Again, our Bayesian model captured participants' judgments.

3.5. Experiment 4

Experiment 4 is identical to Experiment 3 except that (as in Experiments 2a and 2b) we give participants information about the agent's reactions to both the expected and observed outcomes. We predict that this additional evidence may help people recover the target mental states in the incongruent conditions so that people should be more likely to recover the target mental states in Experiment 4 than Experiment 3. However, if people integrate the evidence with the likelihood of the agent's actions, then they should still have some difficulty recovering the

target mental states in the incongruent conditions (when the actions are unlikely given these mental states). Thus we additionally predict that people’s ability to recover the target mental states in the incongruent conditions of Experiment 4 (where Grace acts to generate the outcome) should be more fragile than in Experiments 2a and 2b (where she merely observes the outcome). As in the preceding studies, we look at whether our model quantitatively captures human performance.

3.5.1. Method

3.5.1.1. Design and materials

We used the same chemical-factory scenario as in Experiment 3 and the same photograph stimuli used in Experiment 2a.

3.5.1.2. Participants and procedure

To calibrate the model, participants ($n = 58$) rated the likelihood of $Reaction_0$, $P(R_0|B,D,A)$. Otherwise, the model calibration judgments from Experiment 3 were re-used here because the eliciting conditions for all the other model calibration judgments (i.e., the prior probability of mental states, the likelihood of actions, and the likelihood of $Reaction_1$) were identical to those in Experiment 3.

The test participants ($n = 53$) judged the probability of Grace’s belief and desire given her action, the outcome of her action, and her reactions to the anticipated and observed outcomes, $P(B,D|A,O,R_0,R_1)$. See SI Text 3.

3.5.2. Results and discussion

3.5.2.1. Model calibration

The likelihood of $Reaction_0$ is reported in Fig. 2(c)(iii). Similar to the calibration results in Experiment 2a, the positive expressions (those used in Conditions 1-4) were rated higher for

the two mental states in which Grace's desire would be fulfilled by her action based on her belief (Die&Poison, Live&Sugar) than those in which it would not (Die&Sugar, Live&Poison). The negative expressions used in Conditions 5-8 showed roughly the opposite pattern. That is, as we had assumed, participants expected the agent to express positive emotions when the expected outcome of her action would fulfill her desire, and negative emotions when it would not (see SI Text 4.3 for detailed analyses).

3.5.2.2. Mental state inferences

People's mental state inferences are reported in Fig. 3(d). See Fig. 4(d) for the overall pattern. The mixed effects model showed no main effect of Condition ($F(7, 1600) = .36, p = .923$) but a significant main effect of Mental State ($F(3, 1600) = 260.53, p < .001$) and a significant interaction between Condition and Mental State ($F(21, 1600) = 22.93, p < .001$). The main effect of Mental State was significant in all conditions (all F s > 12.01 , all p s $< .001$) except Condition 7 ($F(3, 153) = 2.63, p = .052$). Further analyses showed that, as in Experiment 2a, participants rated the target mental state significantly higher than the other mental states in the congruent conditions (Conditions 1-4: all z s > 10.54 , all p s $< .001$). However, as predicted, the action likelihood affected participants' responses in the incongruent conditions so that, in contrast to Experiment 2a, participants struggled to recover the agent's mental states in the incongruent conditions. Participants successfully rated the target mental state (i.e., the combination of belief and desire that was used to generate the emotional reactions) higher than the other three mental states in Condition 8. However, in Conditions 5 and 6, they correctly identified the target desire but were biased towards the belief that was congruent with the action, rating this mental state combination higher than the target (both z s > 3.72 , both p s $< .005$). In Condition 7, they did not

differentiate the target mental state from the other three mental states (all $|z|$ s < 2.66 , all p s $> .190$).

A similar pattern was found using One Sample t-tests. As in Experiment 2a, participants uniquely rated the target mental state significantly above 50 in the congruent conditions (Conditions 1-4: $t_1(52) = 8.89, p_1 < .001$; $t_2(51) = 8.35, p_2 < .001$; $t_3(52) = 6.86, p_3 < .001$; $t_4(51) = 7.26, p_4 < .001$). In the incongruent conditions, there was a non-significant trend towards correctly identifying the target mental state only in Condition 7 ($t(51) = -1.75, p = 1.000$; the other three mental states were rated significantly below 50: all t s < -3.51 , all p s $< .030$). Participants uniquely rated the mental state with the correct desire and the belief congruent with the action significantly above 50 in Condition 5 ($t(52) = 3.70, p = 0.017$) and showed a non-significant trend in the same direction in Condition 6 ($t(52) = .22, p = 1.000$ with the other three mental states rated significantly below 50: all t s < -4.39 , all p s $< .001$). In Condition 8, the two mental states with the correct desire were rated at chance (both $|t|$ s < 2.72 , both p s $> .286$); the remaining two mental states were rated significantly below 50 (both t s < -8.47 , both p s $< .001$).

We can compare people's judgments with the predictions of our Bayesian model, this time incorporating R_0 : $P(B,D|A,O,R_0,R_1)$ (see SI Text 5.4). Again, the correlation between the model predictions and human judgments ($r = .950$) was high.

Together with the previous experiments, the results of Experiment 4 suggest that people integrate observed actions and emotional reactions to produce probabilistic inferences about others' beliefs and desires. Given only an agent's emotional reaction to the outcome of an observed event, participants were able to recover the agent's desires, but not her beliefs (Experiment 1). However, given her emotional reaction to both the expected and actual outcome of an observed event, participants successfully recovered both the agent's beliefs and desires

(Experiment 2). Adding information about the agent's actions had a paradoxical effect, making participants both more *and* less able to recover the agent's mental states. When the inferred beliefs and desires were congruent with the agent's action, a single emotional reaction sufficed for participants to recover both mental states (cf: the failures of Experiment 1 and the successes in Experiment 3, Conditions 1-4). However, when the beliefs and desires were improbable given the agent's action, participants were unable to recover them, even given information about the agent's emotional reaction to both the observed and expected outcome (cf: the failures in Experiment 4 and the successes in Experiment 2, Conditions 5-8). See Fig. 4. Collectively these results suggest that people integrate information about agent's emotional reactions and their actions.

4. Comparison with other models

This integration is well-characterized by our probabilistic inference model. In our ideal observer model, inferences about others' beliefs and desires from observations of their behavior (e.g., their emotional expressions and actions) are based on inverting a forward model of how beliefs and desires generate that behavior. How does our model compare with alternative models?

In the spirit of classic accounts of theory of mind that do not take into account emotional reactions, can a model (No-Emotion Model) that combines the prior probabilities of mental states with only the likelihood of the agent's actions predict the mental state judgments in our studies? What about the complementary alternative, a model (No-Action Model) that looks only at how beliefs and desires determine emotional reactions to outcomes without taking into account how these mental states also inform agents' actions? Alternatively, perhaps people's inferences are not based on a causal model at all, but rather on some learned associations between event

features and types of mental states (Event-Features Model)? In this section, we compare each of these alternative models with our full Bayesian model.

4.1. No-Emotion Model

This model is based on the possibility that mental state inference is not integrated with an intuitive theory of emotion and is strictly the provenance of classical “rational actor” theory of mind. That is, for the purposes of mental state inference, people may represent beliefs and desires as determinants only of agents’ actions (i.e., the classic theory of mind model) without taking into how these mental states might cause emotional reactions. To evaluate this account, we generated new model predictions by dropping all of the emotional reaction terms (i.e., $P(R_0|B,D,A)$, $P(R_1|B,D,A,O)$) in our original Bayesian model. The correlations between these model predictions and the behavioral data were 0.147, 0.114, 0.085, 0.528, and 0.379, for Experiments 1, 2a, 2b, 3 and 4 respectively. All of these correlations were significantly lower than those of the full Bayesian model (all $ps < .05$), according to a bootstrapped hypothesis test, randomly sampling 1/4 of the data points in each of the 10,000 iterations. This suggests that a model that fails to consider emotional reactions is not sufficient to capture people’s inferences in this task. Intuitively, the failure of the No Emotion model should be unsurprising given that participants successfully recovered agents’ beliefs and desires in the absence of any actions by the agent (e.g., Experiment 2a and 2b) and distinguished mental states that were equally consistent with rational action (Die&Poison and Live&Sugar) in the congruent conditions of Experiments 3 and 4.

4.2. No-Action Model

The No-Action Model reflects a complementary proposal to the No-Emotion Model, namely that when emotional reactions are observed, mental state inference becomes purely the

provenance of a naïve theory of emotion, independent of a theory of how these same mental states determine agents' actions. To test this proposal, we drop the action term ($P(A|B,D)$) from the original Bayesian model. The model predictions do not change for Experiments 1, 2a and 2b (where the agent merely observes the events), but do change for Experiments 3 and 4 (where there is an action performed by the agent). The correlations between the model predictions and the behavioral data were 0.843 and 0.893 for Experiments 3 and 4 respectively. Using the same bootstrapped hypothesis test described above, the correlation was significantly lower than that of the full Bayesian model in Experiment 3 ($p = .018$) and was as high as that of the full model in Experiment 4 ($p = .144$). The relatively good performance of the No-Action Model in Experiments 3 and 4 compared to the No-Emotion Model is not surprising given that the emotional reactions differed in every one of the eight experimental conditions whereas the action did not vary at all. Consequently the action term only scales the overall model predictions for each distinct mental state (Fig. 2(c)(ii)), independent of condition, whereas the emotional-reaction term differentially influences model predictions for every mental state in every condition (Fig. 2(c)(iii) and (iv)). Taken together across all our experiments, only the full Bayesian model that considers both actions and emotional reactions as informative effects of underlying mental states provides a complete account of people's judgments. Again, intuitively, this can be seen in the behavioral results in which adding information about the agent's actions made participants relatively more capable of distinguishing (congruent) beliefs and desires from a single emotional reaction (Experiment 3 vs. 1, Conditions 1-4) but less capable of distinguishing desires and beliefs incongruent with the actions even when given the agent's reaction to both the expected and observed outcome (Experiment 4 vs. 2, Conditions 5-8).

4.3. Event-Features Model

As noted, people might not invoke a causal model of agent's minds at all, but instead use "model-free", data-driven cues derived from past experience. That is, people may learn from experience that some features of events (including agents' emotional reactions to them) statistically relate to certain types of mental states, and use those learned statistics to make predictions about new events. For example, in Experiment 1, the event features may include whether the agent performs an action, what the outcome is, and the perceptual features of her emotional reaction; these features, not constructed as causal models per se, may be integrated in a regression-style model with learned weights to generate the probable mental state as an output.

To formally evaluate this Event-features account, we built a feature-based regression model that attempted to directly predict people's mental-state inferences across Experiments 1-4. The features used were the action (i.e., whether the agent acts to cause the event), outcome (i.e., whether John lives or dies), and the perceptual emotion features (i.e., happy, sad, angry, surprised, fearful, disgust, unhappy) of our photograph stimuli (see SI Texts 6 and Tables S1 and S2). Because the perceptual features were not independent (e.g., sad and happy features were negatively correlated), we performed dimensionality reduction using Principal Component Analysis (PCA) on the features of *Reaction*₀ and *Reaction*₁. This yielded a basis of two principal components for *Reaction*₀ and three principal components for *Reaction*₁. We trained the model to map these features to desired outputs using multinomial regression. The desired outputs were the sum of participants' judgments of each of the four mental states in every condition (44 conditions in total across the four experiments).

We used bootstrap cross-validation (BSCV) (Cohen, 1995) to evaluate the performance of this model-free account. We generated 10,000 random, non-overlapping splits of all 44 experimental conditions into training sets of 33 conditions, and testing sets of 11 conditions. For

each training set, we used multinomial regression to map the features to the human data. We then computed the Pearson correlation of the model with the human data for the corresponding test set, using the parameters fit from the training set. The median correlation on the test data was 0.583 (95% CI 0.25 0.77). For model comparison, we also bootstrapped the correlation of the Bayesian model using the same random test sets. The median bootstrapped correlation of the Bayesian model was $r = 0.957$ (95% CI 0.92 0.98). The correlation of the model-free account with the human data was significantly lower than that of the Bayesian model, according to a bootstrapped hypothesis test ($p < .001$).

We do not mean to suggest that event features learned through experience play no role in mental state understanding. However, our results argue strongly against the sufficiency of a purely model-free, data-driven account. Together with the results of the No-Emotion Model and the No-Action Model, we suggest instead that our ability to recover others' beliefs and desires requires richly structured, generative models of others' mental states, actions, and emotional reactions to events.

5. General discussion

The current results suggest both the sophistication and limitations of people's ability to recover mental states from observed emotional reactions. On the one hand, people successfully recovered an agent's previously unknown beliefs and desires in some conditions of all the experiments, and all the conditions of one experiment (Experiments 2a and b). Moreover, across four separate experiments and variations in both experimental scenarios and stimuli, participants' inferences were also consistent with our ideal observer model (Experiments 1-4). This is impressive given that the inferences participants were asked to make in this study were arguably more complex than those in many previous studies of theory of mind: the context (and actions

when applicable) were identical in all conditions, participants had very sparse evidence for the agent's emotional reactions, and participants were asked to simultaneously infer the agent's beliefs and desires. On the other hand, despite a very restricted hypothesis space – only two possible beliefs and two possible desires – people were only able to infer unique combinations of agent's beliefs and desires when they observed the agent's emotional reaction to both an expected and observed outcome (Experiments 2a and 2b) or when the agent's action and emotional reaction were likely given the target beliefs and desires (the congruent conditions of Experiments 3 and 4).

Given that the inferences were made about a stranger, and the outcome, context and action were not in themselves differentially informative (constraints that hold for many real world scenarios), the results suggest that observed emotional expressions provide a valuable entrée into mental state inferences. However, it is equally noteworthy that participants were unable to reliably infer others' beliefs when the mental states were unlikely given the action. As noted, a large body of research suggests that belief inferences are challenging, even for adults (Saxe, et al., 2004; Wellman, et al., 2001; see Apperly & Butterfill, 2009; Astington & Gopnik, 1991, and Wellman, 2014 for reviews and discussion). The current results suggest that people have particular difficulty in attributing beliefs that imply that someone consciously acted in a way that is inconsistent with her desires. Although such contexts may be relatively rare, they are far from non-existent (e.g., consider cases of coercion, addiction, or compulsion). The results of the current study (in particular the incongruent conditions of Experiment 3) suggest that in such contexts, we may confabulate beliefs and desires that are consistent with an observed action even when the agent's emotional expression might otherwise belie this judgment. More broadly however, the results of the current studies suggest that the principle of rational action – the

assumption that agents act in ways that are consistent with their desires given their beliefs (see Gergely & Csibra, 2003 for a review) – can act as a double-edged sword: it may (misleadingly) bias our inferences towards mental states that are probable given the agent's action; however, that same bias may support our ability to draw accurate inferences from sparse data when the information we have is consistent but limited.

In this study, we failed to find any difference between morphed facial expressions combining emotions and basic emotions (Experiment 2a vs. 2b) or photographs and movies as cues to mental states (Experiment 3 vs. Experiment 3 Supplementary). Intuitively, richer sources of information about agent's emotional reactions seem likely to support richer, and more accurate, mental state inferences. At the same time, the prevalence of genuinely mixed emotions, and people's tendency to mask emotions in social contexts, might complicate real world inferences about others' mental states. Future research might look at how different kinds of information about emotional reactions (e.g., facial expressions, vocalizations, body postures, and dynamic changes in these expressions over time), and pressure to conceal or reveal emotions might affect mental state inferences.

Future research might also look at the impact of cultural variability on our findings. There have been fierce debates about the universality of both the expression of emotions and the interpretation of emotional expressions across cultures (e.g., Darwin, 1872/1965; Ekman & Friesen, 1971; Matsumoto & Willingham, 2009; Elfenbein et al., 2007). The degree to which cultural differences impact people's inferences about mental states from emotional reactions remains an important area for future research. We suspect that although culture will surely affect which emotional reactions and actions people think are probable given particular beliefs and

desires, the ability to draw inferences about others' beliefs and desires given information about their actions and emotional reactions is likely to be universal.

People's ability to distinguish mental states based on emotional expressions varied across the four experiments, however, participants' inferences in all four studies were quantitatively well fit by our model (all correlations at a level of $r = .950$ or above, corresponding to at least 90% of the variance explained). By including different terms in Equation 1 (corresponding to different nodes in the graphical model of Fig. 1), the model was able to characterize the inferences people made from an agent's emotional reaction to an outcome she only observed (Experiments 1 and 2) and an outcome she caused (Experiments 3 and 4) and from both single emotional reactions (Experiments 1 and 3) and reactions to both expected and observed outcomes (Experiments 2 and 4). Similar principles of Bayesian inference have been shown to govern fast and accurate inferences in perception, language processing, and other core domains of cognition (Chater, Tenenbaum & Yuille, 2006). These models have been especially powerful as quantitative accounts of perceptual cue integration both within and across sensory modalities (Ernst & Banks, 2002; Körding & Wolpert, 2004; Weiss, Simoncelli & Adelson, 2002; Battaglia & Schrater, 2007; Beierholm, Quartz & Shams, 2009). The principles of Bayesian inference have also been proposed as a potential unifying framework for cue integration in social cognition (Zaki, 2013; Wolpert, Doya & Kawato, 2003). A recent study has tested this in the emotion domain, showing that emotion cue integration (i.e., reasoning about emotions from facial expressions, utterances and outcomes) can be well characterized by Bayes' rule (Ong et al., 2015). Our study bridges theory of mind research and emotion attribution, suggesting that mental-state inferences from multiple cues (i.e., context, actions, outcomes and emotional reactions) may be likewise the

product of evolutionarily or developmentally tuned perceptual machinery that computes accurate inferences under uncertainty by integrating multiple sources of information in near-optimal ways.

An important limitation of our present model is that although it captures the high-level structure of the causal relationships between beliefs, desires, actions, outcomes, and emotional reactions in people's intuitive psychology, it does not represent the fine-grained functional form of these relationships. We have not attempted to specify the precise mechanism by which people represent the causal relationship between mental states, contextual variables, and specific emotional reactions; these fine-grained dependencies are represented only implicitly in our framework in the components of the forward model (the terms on the right-hand side of Equation 1). Explicitly modeling how people represent these fine-grained generative relationships remains an important task for future work.

Importantly however, the present work suggests that the high-level causal structure of these relationships is sufficient to produce accurate quantitative "inverse" models of mental-state inference. It appears that our naïve theory of emotional reactions is structurally and causally intertwined with our theory of mind in a way that allows both forward prediction from an agent's beliefs and desires to her emotional expressions, and backward inference from emotional expressions to beliefs and desires, with a degree of quantitative internal coherence suggestive of highly optimized probabilistic inference mechanisms.

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Fig. 1 (a) Template for Bayesian network models of people’s intuitive theory of emotional responses and its integration with theory of mind. Arrows indicate hypothesized causal relationships between mental states, actions, outcomes, and emotional reactions. This generative model starts with people’s representation of an agent’s *Belief* and *Desire* about an event, generated from a context-specific prior for the relevant beliefs and desires in each scenario. The agent’s *Belief* and *Desire* lead to an *Action* following the principle that agents act to fulfill their desires based on their beliefs about the world (the principle of rational action). The agent’s *Action* causes an *Outcome*. *Reaction₀* is the agent’s emotional reaction to the expected outcome based on her *Desire* and *Belief* and, if she acts, her *Action* (the blue arrows). *Reaction₁* is the agent’s emotional response when she knows the outcome. This is influenced by the *Outcome*, her *Desire*, *Belief* and, if she is responsible for it, her *Action* (the red arrows). (b) Different sub-networks can characterize people’s intuitive theory in different contexts. When the outcome is caused by an external cause rather than the agent’s action (Experiments 1, 2a and 2b), the *Action* (as well as any arrow directly connected with this node) drops out; when the agent’s emotional reaction to the anticipated outcome is not observed, *Reaction₀* (as well as arrows directly connected with it) drops out (Experiments 1 and 3).

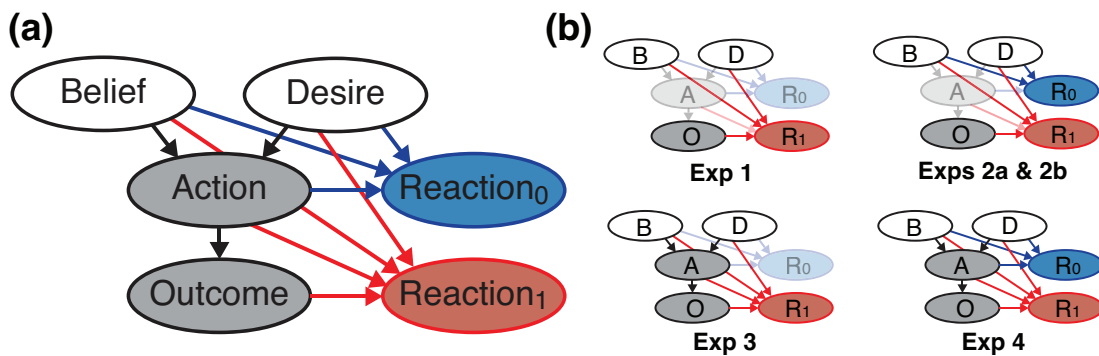








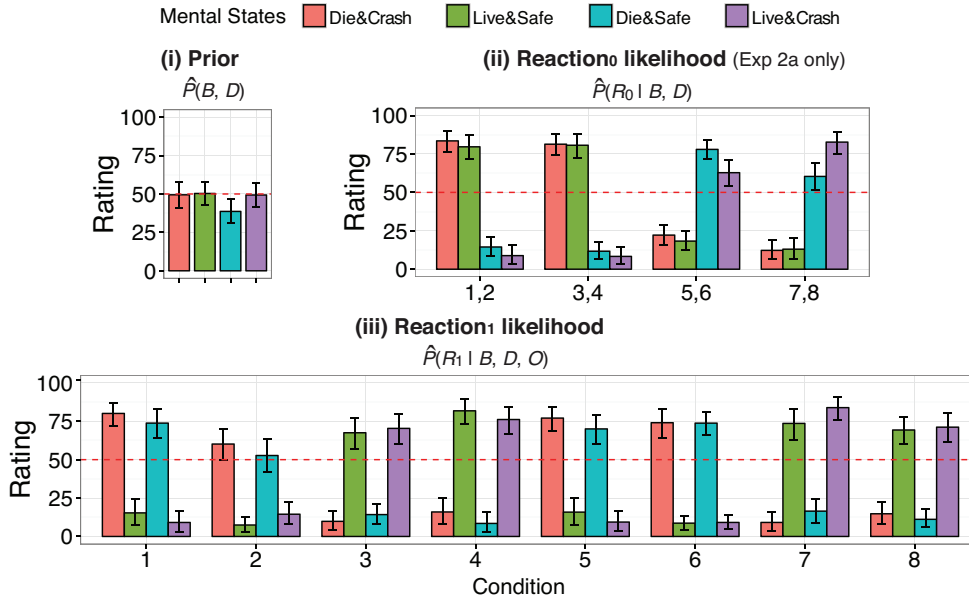


Fig. 2 (a) Design of Experiments 1, 2a, 3 and 4. The beliefs *Crash* and *Safe* refer to the plane-crash scenario while *Poison* and *Sugar* refer to the chemical-factory scenario; (b) Given the plane-crash scenario, participants' model calibration judgments on an un-normalized 0-100 scale for (i) the prior probability of Grace's belief and desire, and the conditional likelihoods of (ii) $Reaction_0$ and (iii) $Reaction_1$ (photograph stimuli). (c) Analogous judgments for the chemical-factory scenario. Error bars indicate 95% confidence intervals. (Note that we were unable to track down the copyright permissions for the original photographs used. Figures throughout this paper show hand drawn pencil sketches from our photograph stimuli.)

(a) Design of Experiments 1, 2a, 3 and 4

Desire&Belief	Die&[Crash/Poison]		Live&[Safe/Sugar]		Die&[Safe/Sugar]		Live&[Crash/Poison]	
Reaction ₀ (Exps 2a&4 only)								
Outcome	Die	Live	Die	Live	Die	Live	Die	Live
Reaction ₁								
Condition	1	2	3	4	5	6	7	8

(b) Experiments 1&2a (Plane-crash scenario)



(c) Experiments 3&4 (Chemical-factory scenario)

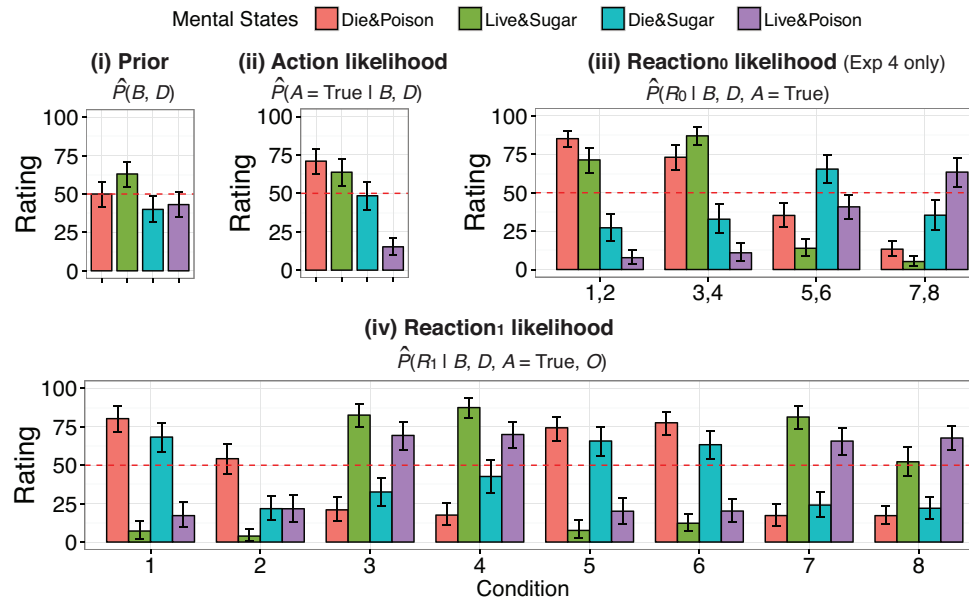


Fig. 3 People’s mental state inferences on an un-normalized 0-100 scale and model predictions in Experiments 1, 2a, 3 and 4. Error bars indicate 95% confidence intervals.

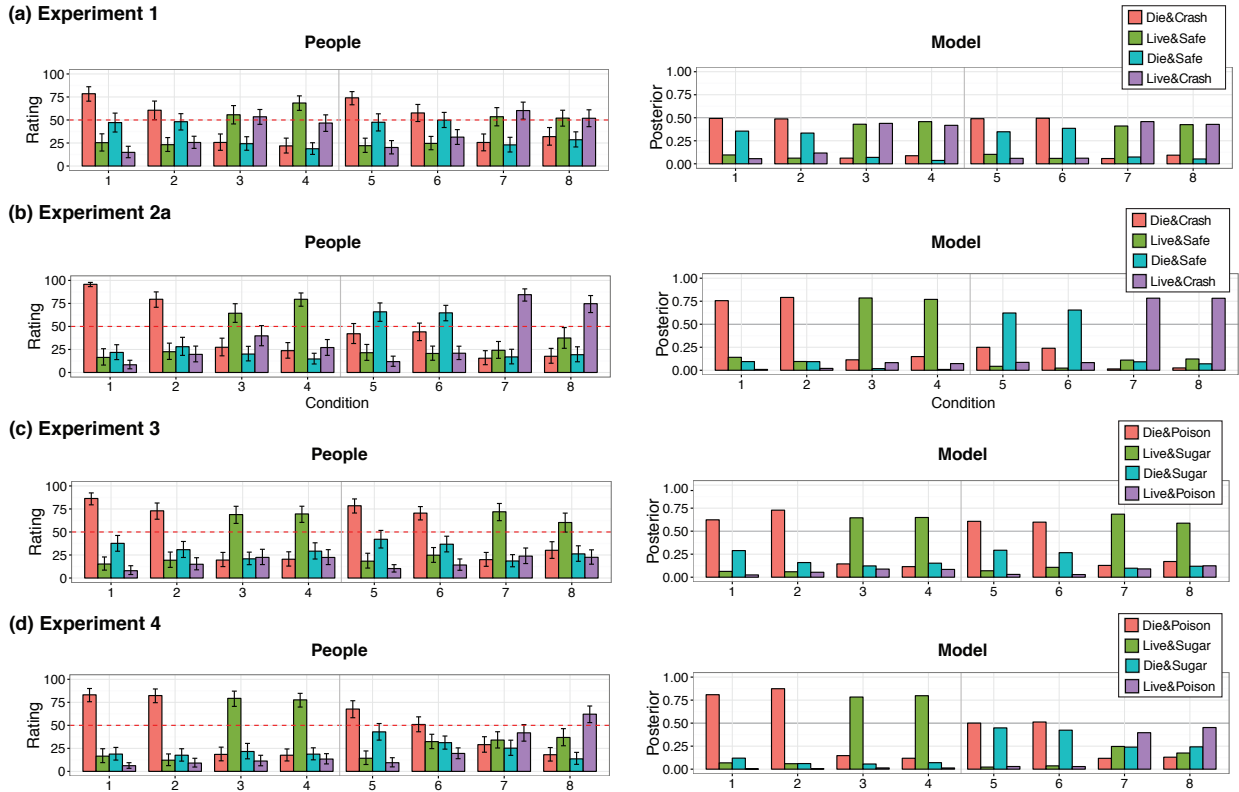


Fig. 4 Participants' mental state inferences averaged across conditions. In each plot, the first bar (purple) indicates the average rating of the target combination of desires and beliefs used to generate the facial expressions. The following three bars indicate the average ratings of each of the three non-target combinations. The pink bar indicates the target desire but incorrect belief; the blue bar indicates the target belief but incorrect desire; the grey bar indicates the incorrect desire and incorrect belief. In Experiments 1, 2a, and 2b, responses are averaged across all conditions. In Experiments 3 and 4, responses are averaged across the four conditions where the agent's action and emotional reaction provide either Congruent or Incongruent information about the agent's mental states.

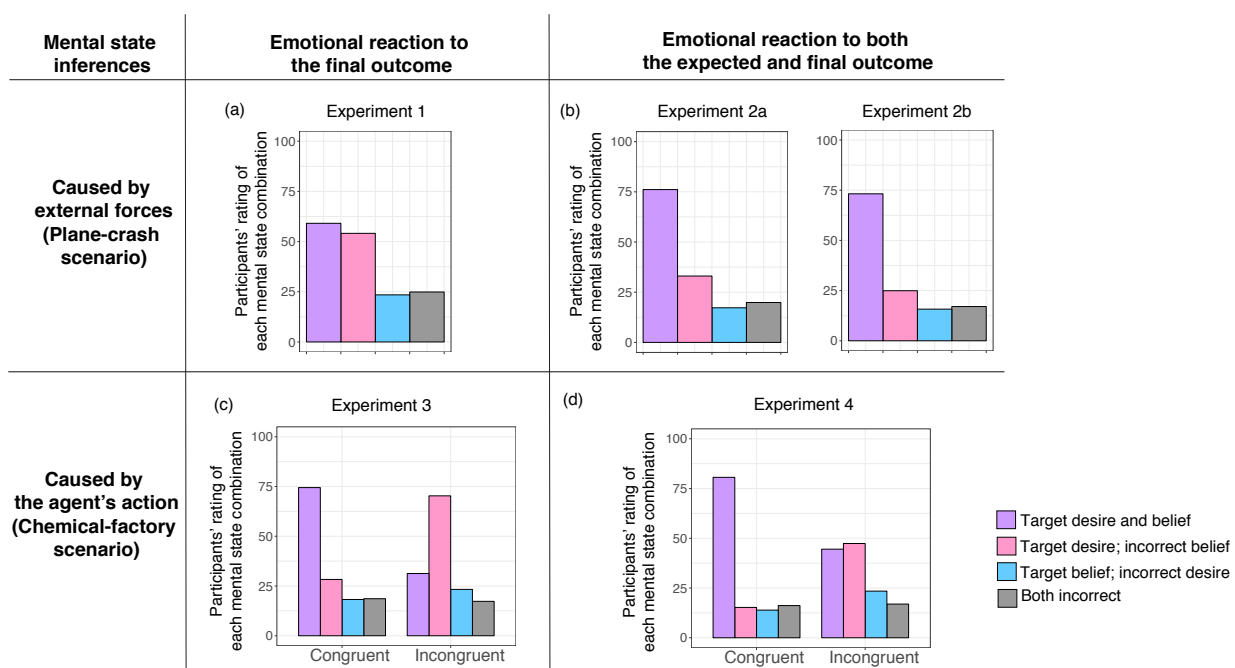
















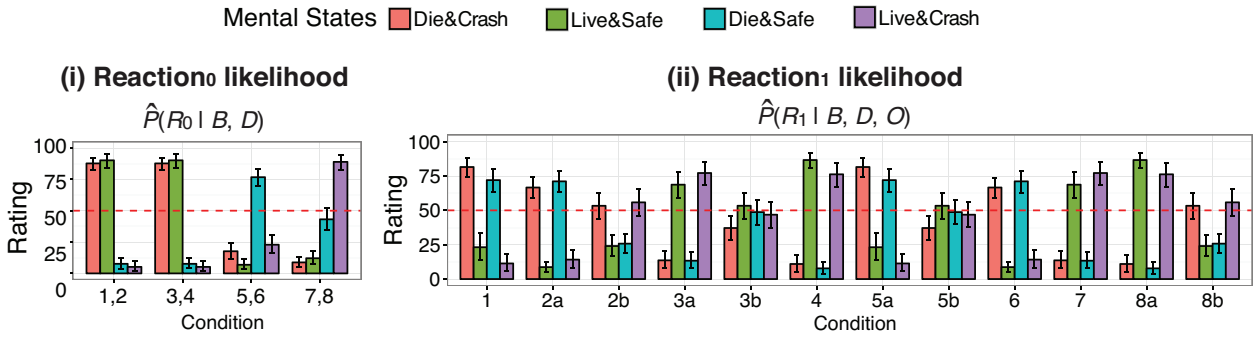


Fig. 5 Design and results of Experiment 2b. (a) Design. (b) Participants’ model calibration judgments on an un-normalized 0-100 scale for the conditional likelihoods of (i) $Reaction_0$ and (ii) $Reaction_1$. (c) Participants’ mental state inferences on an un-normalized 0-100 scale and model predictions.

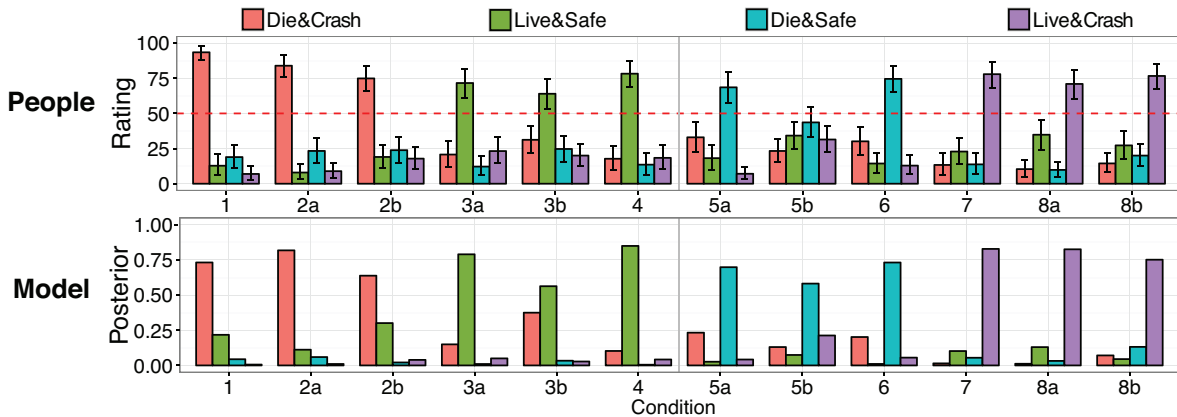
Experiment 2b
(a) Design

Desire&Belief	Die&Crash			Live&Safe			Die&Safe			Live&Crash		
Reaction ₀												
Outcome	Die	Live	Live	Die	Die	Live	Die	Die	Live	Die	Live	Live
Reaction ₁												
Condition	1	2a	2b	3a	3b	4	5a	5b	6	7	8a	8b

(b) Likelihoods of facial reactions



(c) Mental state inferences



Supporting information

Text 1 Scenarios

1.1 The plane-crash scenario for Experiments 1 and 2

Participants in Experiments 1 and 2 read the following scenario:

“Grace and John are co-workers in Cleveland with an office in Boston. There are different versions of the story. In some versions of the story, Grace and John are close friends. In some versions, John has blackmailed Grace with information that would destroy her family and career, and Grace finds herself contemplating ways that she could kill John.

One day Grace is watching the news and learns that there has been an airplane crash on a Cleveland/Boston connection. There are only two direct flights between these cities and it happens that John was traveling that day. Grace doesn't know which flight John was on. Grace quickly checks John's itinerary. After Grace sees John's itinerary, she might have the correct information about which flight John was on, or she might have the wrong information because John could have changed his flight.”

To make sure that the participants understood the scenario, we asked three catch questions based on its content. Participants who answered any question incorrectly were not included in the final analysis.

“1. How many direct flights are there between Cleveland and Boston?” Correct answer: Two.

“2. What does Grace do after she learns the news about the airplane crash?” Correct answer: She checks John's itinerary.

“3. In what way might Grace be wrong about John's flight after she sees John's itinerary?” Correct answer: She might be wrong because John could have changed his flight.

1.2 The chemical-factory scenario for Experiments 3 and 4

Participants in Experiments 3 and 4 read the following scenario:

“Grace and John are co-workers. There are different versions of the story. In some versions of the story, Grace and John are close friends. In some versions, John has blackmailed Grace with information that would destroy her family and career, and Grace finds herself contemplating ways that she could kill John.

One day they are taking a tour of a chemical factory. When Grace goes over to the coffee machine to pour some coffee, John asks her to bring him a cup of coffee as well. There is a container with white powder by the coffee. Since they are in a chemical factory, the container might contain regular sugar, or it might contain a toxic substance left behind by a scientist that is deadly when ingested. Grace doesn’t know what is in the container, so she asks one of the scientists she sees passing by in the hall. After Grace gets the scientist’s answer, she might have the correct information about what’s in the container, or she might have the wrong information because the scientist could have been mistaken about which container she was referring to.”

Again, we asked three catch questions based on the content of the scenario, and participants who answered any question incorrectly were dropped from our study.

“1. Where are they taking a tour?” Correct answer: A chemical factory.

“2. What does Grace do to find out what's in the container?” Correct answer: She asks one of the scientists she sees passing by in the hall.

“3. In what way might Grace be wrong about what's in the container after she gets the scientist's answer?” Correct answer: She might be wrong because the scientist could have been mistaken about which container she was referring to.

Text 2 Stimuli

2.1 The photograph stimuli used in Experiments 1, 2a, 3 and 4

2.1.1 *Reaction*₁

We created one facial expression per condition based primarily on the assumptions that the fulfillment (or thwarting) of desire predicts positive (or negative) valence and the confirmation (or disconfirmation) of belief predicts the absence (or presence) of surprise. The original facial expressions used to generate these stimuli are presented in Fig. S1. They were found online as demonstrations of the six basic emotions proposed by Ekman (1992).

Aside from the two main assumptions, we did not make strong predictions about the individual facial expressions but adjusted the faces until they conformed to our intuitions that the face was plausible given the scenario. The components of each facial expression are shown in Table S1: Components (%). Specifically, when Grace's desire was thwarted, we used the expression of anger if the thwarted desire was a morally bad one (i.e., wanting John to die; Conditions 2 and 6), and used the expression of sadness if the desire was a morally good one (i.e., wanting John to be alive; Conditions 3 and 7). Even when a desire is fulfilled, a person with the morally bad desire to murder may look more aggressive than someone with a morally good desire. So in Condition 1, we added some anger in the eye region of Grace's face although overall the face expressed happiness. In Conditions 4 and 6, Grace believed that John would be alive and later she confirmed that he was alive. Presumably Grace's emotional reaction to this event was more neutral than in the conditions in which John died (e.g., Condition 7) or was unexpectedly alive. There was no "neutral" expression in the original stimulus set (see Fig. S1) so we neutralized the happy expression in Condition 4 and the angry expression in Condition 6 with emotional expressions of the opposite valence (i.e., some sadness in Condition 4 and some happiness in Condition 6). The fact that mixing the dominant expression with some of the opposite valence generated a more neutral face was confirmed by people's perceptual judgments, as shown in Table S1: Perception results (0-100). For example, although there is 40% happiness in the expression for Condition 6,

participants' ratings on the Happy Scale for this face were lower than those for all other negative expressions.

Note that these were all minor adjustments we made to create a plausible expression for each condition. To make sure that any results from this set of stimuli were not due to its arbitrary features, we used unmorphed facial expressions in Experiment 2b and movie stimuli in Experiment 3 Supplementary to replicate those results.

2.1.2 *Reaction*₀

For simplicity, we used the same face image for each pair of conditions sharing the same mental state, corresponding to the face used to indicate *Reaction*₁ in the condition where the expected and actual outcomes match (e.g., *Reaction*₀ in Conditions 1 and 2 uses *Reaction*₁ from Condition 1; *Reaction*₀ in Conditions 5 and 6 uses *Reaction*₁ from Condition 6; see Fig. 2(a)).

2.2 The movie stimuli used in Experiment 3 Supplementary

The movie stimuli were generated by an actor with experience in university theater performances. He knew nothing about this study and was only told that we would like him to act out a short script. We gave him the chemical-factory scenario but replaced the protagonist's name "Grace" with "you". We told him that there were eight versions of this story, corresponding to whether he wanted his colleague John to die or live, whether he believed the powder was poison or sugar, and whether John died or lived. We asked him to respond to the final outcome of each story and we filmed his emotional reaction to the outcome. The lengths of the original video clips ranged from 8-13 seconds. We clipped them into 6-second video clips, containing most of the information in his reactions.

Text 3 Tasks

After reading either the plane-crash or the chemical-factory scenario, each participant was assigned to one of four tasks: (1) the prior task (and the action likelihood task for the

chemical-factory scenario only), (2) the *Reaction*₀ likelihood task, (3) the *Reaction*₁ likelihood task, or (4) the test task: the mental state inference task (see Fig. S2). For a given task, the measures were within-subjects. All of the responses were elicited on a 0-100 scale, where 0 indicated “completely implausible” and 100 indicated “completely plausible,” except that for the action likelihood task, 0 indicated “definitely would not put the powder in the coffee” and 100 indicated “definitely would put the powder in the coffee.” The tasks were largely the same for both scenarios, but differed slightly depending on the details of the scenario. Both versions are described below.

3.1 The prior task (and the action likelihood task for the chemical-factory scenario only)

Given either the plane-crash or the chemical-factory scenario, participants were asked to judge the prior plausibility of the four possible combinations of Grace’s desire and belief: “*Based on the information you have now, how plausible do you think you would rate a version of the story described below?*”

For the plane-crash scenario: “*Grace wants John to [die/live], and after she sees John’s itinerary, she believes John was [on/not on] the crashed flight.*”

For the chemical-factory scenario: “*Grace wants John to [die/live], and after she gets the scientist’s answer, she believes the powder is [poison/sugar].*” Following the chemical-factory scenario only, participants were then asked to judge the action likelihood given each of the four mental states by responding to the prompt: “*Given that Grace wants John to [die/live] and believes the powder is [poison/sugar], how likely is it that she will put the powder in John’s coffee?*”

3.2 The *Reaction*₀ likelihood task

In this task, participants were given different values of Grace’s desire and belief and judged the plausibility of all four facial expressions when Grace expected but had not observed the outcome.

Specifically, following the plane-crash scenario, participants read: “*Grace wants John to [die/live], and after she sees John’s itinerary, she believes John was [on/not on] the crashed flight. How plausible is each of Grace’s responses?*”

Following the chemical-factory scenario, participants read: “*Grace wants John to [die/live], and after she gets the scientist’s answer, she believes the powder is [poison/sugar]. Grace puts the powder in John’s coffee and gives the coffee to John. Then Grace turns away and shows a facial expression. How plausible is each of these facial expressions?*”

3.3 *Reaction*₁ likelihood task

In this task, participants were told Grace’s desire and belief, and the final outcome. They then assessed the plausibility of all eight emotional expressions responding to the final outcome.

Following the plane-crash scenario, participants read: “*Grace wants John to [die/live], and after she sees John’s itinerary, she believes John was [on/not on] the crashed flight. Later, Grace confirms from the newspaper that John [was on the crashed flight and has died/was not on the crashed flight and is still alive]. How plausible is each of Grace’s responses?*”

Following the chemical-factory scenario, participants read: “*Grace wants John to [die/live], and after she gets the scientist’s answer, she believes the powder is [poison/sugar]. Grace puts the powder in John’s coffee and gives the coffee to John. Soon after the tour, Grace gets to know that John [has died and it turns out that the powder is poison/is ok and it turns out that the powder is sugar]. How plausible is each of Grace’s responses?*”

3.4 Mental state inference task

Given the plane-crash scenario (in which Grace’s beliefs and desires were not specified), participants in Experiment 1 were told the final outcome and Grace’s reaction to that outcome, i.e. “*Later, Grace confirms from the newspaper that John [was on the crashed*

flight and has died/was not on the crashed flight and is still alive]. Grace's response is this: [Reaction₁]." Participants were then asked to infer Grace's desire and belief, i.e. "*Consider in this version whether Grace wants John to live or to die, and whether Grace believed John was on the crashed flight or not, before she gets final confirmation from the newspaper. Rate the plausibility of each of the four possible combinations of her desire and belief.*"

Participants in Experiment 2 performed the same judgments as in Experiment 1 with one exception. They were given an additional facial expression after Grace checks John's itinerary but before she gets the final outcome from the newspaper, i.e. "*After Grace sees John's itinerary, her response is this: [Reaction₀]."*

Given the chemical-factory scenario (in which Grace's belief and desire are not specified), participants in Experiment 3 were given Grace's action, the outcome of her action, and her emotional reaction to that outcome, i.e. "*Grace puts the powder in John's coffee and gives the coffee to John. Soon after the tour, Grace gets to know that John [has died and it turns out that the powder is poison/is ok and it turns out that the powder is sugar]. Grace's response is this: [Reaction₁]."* Participants were then asked to infer Grace's desire and belief, i.e. "*Consider in this version whether Grace wants John to live or to die, and whether Grace believed the powder is sugar or poison, before she gets to know the outcome. Rate the plausibility of each of the four possible combinations of her desire and belief.*"

Participants in Experiment 4 performed the same judgments as in Experiment 3 but were given an additional facial reaction after Grace acted and before she knew the outcome, i.e. "*Grace turns away and shows a facial expression: [Reaction₀]."*

Text 4 Analyses of the judgments used to calibrate the model

All judgments used to calibrate the model were analyzed with both mixed effects models and One Sample t-tests (just as the test responses were). The detailed analyses reflect the results reported in the main text.

4.1 Prior

The ratings for the prior probability of each mental state combination was comparable across the two scenarios (the plane-crash scenario used in Experiments 1-2 and the chemical-factory scenario used in Experiments 3-4). Given the plane-crash scenario, the main effect of Mental State trended towards significance ($F(3, 168) = 2.17, p = .093$). Further analyses showed that no pairwise comparison was significant (all $|z|s < 2.20$, all $ps > .168$; p values were corrected with Bonferroni method throughout). One Sample t-tests revealed that Die&Safe was rated significantly below 50 ($t(56) = -2.84, p = .025$); no other mental state differed significantly from 50 (all $|t|s < 0.16$, all $ps = 1.000$). See Fig. 2(b)(i).

Given the chemical-factory scenario, the main effect of Mental State was significant ($F(3, 164) = 6.62, p < .001$). Post-hoc analyses showed that the mental state Live&Sugar was rated significantly higher than the mental states Die&Sugar ($z = 4.11, p < .001$) and Live&Poison ($z = 3.55, p = .002$); no other pair-wise comparison was significant (all $|z|s < 2.32$, all $ps > .122$). One Sample t-tests showed that Live&Sugar was rated significantly above 50 ($t(54) = 3.04, p = .015$); no other mental state differed significantly from 50 (all $|t|s < 2.30$, all $ps > .103$). See Fig. 2(c)(i).

4.2 Action likelihood (for the chemical-factory scenario only)

Fig. 2(c)(ii) presents participants' ratings of the likelihood of Grace's action (i.e., putting the powder in John's coffee). The main effect of Mental State was significant ($F(3, 168) = 36.03, p < .001$). Post-hoc analyses showed that participants rated the action as significantly more likely given the two mental states in which the action would fulfill Grace's desire given her belief (Die&Poison and Live&Sugar) than given the two mental states where the action would not fulfill her desire given her belief (Die&Sugar and Live&Poison; all $zs > 2.63$, all $ps < .052$). The action likelihood given the two plausible mental states did not differ from each other ($z = 1.23, p = 1.000$), however, participants rated the action as less plausible

given Live&Poison than Die&Sugar ($z = 5.69, p < .001$). Similar results were found using One Sample t-tests. The action was rated significantly above 50 for the two mental states (Live&Sugar and Die&Poison) where the action would fulfill her desire given her belief (both $t_s > 3.04$, both $p_s < .014$). The action likelihood given the mental state Die&Sugar was rated non-significantly different from 50 ($t(56) = -0.33, p = .741$), and the action likelihood given the mental state Live&Poison was rated significantly below 50 ($t(56) = -11.941, p < .001$).

4.3 *Reaction*₀ likelihood

The *Reaction*₀ likelihood elicited by both the plane-crash and chemical-factory scenarios was consistent with participants judging that Grace would feel positive if she believed that her desire would be fulfilled given her belief, and that she would feel negative if she believed her desire would not be fulfilled. See Fig. 2(b)(ii), Fig. 2(c)(iii), and Fig. 5(b)(i).

In Experiment 2a (see Fig. 2(b)(ii)), the judgments were elicited by the plane-crash scenario. There was no main effect of Condition ($F(3, 735) = 1.25, p = .290$) but a significant main effect of Mental State ($F(3, 735) = 7.21, p < .001$) and a significant interaction between Mental State and Condition ($F(3, 735) = 147.38, p < .001$). Further analyses showed that the main effect of Mental State was significant in each condition (all $F_s > 74.06$, all $p_s < .001$). The positive expression used in Conditions 1 and 2 was rated more plausible given the two mental states where Grace expected her desire to be fulfilled (Die&Crash, Live&Safe) than the two mental states where she expected it would not (Die&Safe, Live&Crash; all $|z|_s > 15.12$, all $p_s < .001$). Participants did not further distinguish the two plausible mental states ($z = .15, p = .882$). The same pattern was found for the positive expression used in Conditions 3 and 4. The negative expression used in Conditions 5 and 6 was rated more plausible given the two mental states where Grace did not expect her desire to be fulfilled (Die&Safe, Live&Crash) than the two mental states where she expected it would be (Die&Crash,

Live&Safe; all z s > 8.34 , all p s $< .001$). Conditions 7 and 8 showed the same pattern (all z s > 8.89 , all p s $< .001$). However, for both negative expressions, participants further differentiated the two plausible mental states: the facial expression (i.e., anger) used in Conditions 5 and 6 was rated more plausible given the mental state Die&Safe ($z = 3.11$, $p = .030$) than Live&Crash, and the one (i.e., sadness) used in Conditions 7 and 8 was rated more plausible given Live&Crash than Die&Safe ($z = 4.19$, $p < .001$). One Sample t-tests showed similar patterns. The two positive facial expressions were rated significantly above 50 given the two mental states where Grace expected her desire to be fulfilled (all t s > 7.27 , all p s $< .001$) but significantly below 50 given the two mental states where her desire would not (all t s < -11.46 , all p s $< .001$). The angry expression used in Conditions 5 and 6 was uniquely rated significantly above 50 given the mental state Die&Safe ($t(49) = 8.85$, $p < .001$), and the sad expression used in Conditions 7 and 8 was uniquely rated significantly above 50 given the mental state Live&Crash ($t(49) = 8.85$, $p < .001$). Participants' tendency to make relatively fine-grained discrimination between the two negative expressions is consistent with our intuition in designing the stimuli: when a morally bad desire is thwarted, a person is more likely to feel angry than sad; if a morally good desire is thwarted, vice versa.

Experiment 2b also used the plane crash scenario but the facial expressions were de-morphed. These generated roughly the same results (see Fig. 5(b)(i)) as in Experiment 2a. There was a non-significant trend towards a main effect of Mental State ($F(3, 627) = 2.42$, $p = .065$) but a significant main effect of Condition ($F(2, 627) = 33.83$, $p < .001$) and a significant interaction between Condition and Mental State ($F(6, 627) = 279.64$, $p < .001$). Further analyses showed that the main effect of Mental State was significant in all conditions (all F s > 74.06 , all p s $< .001$). Participants judged the positive face used in Conditions 1-4 more plausible given the two mental states where Grace expected to fulfill her desire than the two mental states where she expected she would not (all z s > 23.23 , all p s $< .001$).

Participants did not further distinguish the two plausible mental states ($z = .71, p = 1.000$). Again, participants had more fine-grained judgments of the two negative faces; they judged the angry expression more plausible given Die&Safe than the other mental states, and the sad expression more plausible given Live&Crash than the other mental states (all z s > 10.35 , all p s $< .001$). One Sample t-tests showed similar patterns. The two positive facial expressions were rated significantly above 50 given the two mental states where Grace expected to fulfill her desire (both t s > 14.07 , all p s $< .001$) but significantly below 50 given the two mental states where she expected she would not (both t s < -19.98 , all p s $< .001$). The negative expression used in Conditions 5 and 6 and the one used in Conditions 7 and 8 were uniquely rated significantly above 50 given Die&Safe and Live&Crash, respectively ($t_{5,6}(57) = 7.74, p_{5,6} < .001; t_{7,8}(57) = 12.99, p_{7,8} < .001$).

These results were replicated in Experiment 4 with the chemical-factory scenario (see Fig. 2(c)(iii)). There were significant main effects of Mental State ($F(3, 842) = 24.69, p < .001$) and Condition ($F(3, 842) = 31.42, p < .001$). The interaction between Mental State and Condition was also significant ($F(9, 842) = 90.21, p < .001$). Further analyses showed that the main effect of Mental State was significant in all conditions (all F s > 33.74 , all p s $< .001$). Pairwise comparisons revealed that the positive facial expression used in Conditions 1 and 2 was judged more plausible given the two mental states where Grace expected to fulfill her desire than the two mental states where she expected she would not (all $|z|$ s > 9.37 , all p s $< .001$). Participants did not further differentiate between the two plausible mental states ($z = 2.99, p = .067$). See Fig. 2(b)(iii). The same pattern was found for the positive facial expression used in Conditions 3 and 4. The angry expression used in Conditions 5 and 6 was rated more plausible given the mental state Die&Sugar than all other mental states (all z s > 4.72 , all p s $< .001$), and the sad facial expression used in Conditions 7 and 8 was rated more plausible given the mental state Live&Poison than all other mental states (all z s > 5.85 ,

all $ps < .001$). One Sample t-tests showed roughly the same results. The two positive facial expressions were rated significantly above 50 given the two mental states in which Grace expected to fulfill her desire (all $ts > 5.08$, all $ps < .001$) but significantly below 50 given the two mental states in which she expected she would not (all $ts < -3.55$, all $ps < .013$). The angry expression used in Conditions 5 and 6 was uniquely rated significantly above 50 given the mental state Die&Sugar ($t(54) = 3.25$, $p = .032$). The sad expression used in Conditions 7 and 8 was rated non-significantly different from 50 when Grace expected she would not fulfill her desire (both $|t|s < 2.94$, both $ps > .133$), but significantly below 50 given the other two mental states (both $ts < -14.90$, both $ps < .001$).

4.4 *Reaction*₁ likelihood

As noted in the main text, with the exception of the unmorphed surprised face in Experiment 2, participants found the facial expressions most plausible given the desires used to generate the expressions but did not distinguish the plausibility of the expressions based on the target belief. See Fig. 2(b)(iii), Fig. 2(c)(iv) and Fig. 5(b)(ii). For example, as shown in Fig. 2(b)(iii): Condition 1, participants found the facial expression plausible given both the mental states Die&Crash and Die&Safe, although the stipulated mental state was Die&Crash.

Specifically, the *Reaction*₁ likelihood in Experiment 1 (see Fig. 2(b)(iii)) was elicited by the plane-crash scenario. There was no main effect of Mental State ($F(3, 1356) = .96$, $p = .410$) but a significant main effect of Condition ($F(7, 1356) = 3.72$, $p < .001$) and a significant interaction between Mental State and Condition ($F(21, 1356) = 91.72$, $p < .001$). Further analyses showed that the main effect of Mental State was significant in all conditions (all $F_s > 48.16$, all $ps < .001$). Participants rated the facial expression used in each condition more plausible given the two mental states with the correct desire than the two mental states with the incorrect desire (all $z_s > 7.02$, all $ps < .001$) but did not distinguish the two beliefs (all $|z|s < 1.83$, all $ps = 1.000$). Similarly, One Sample t-tests showed that given the two

mental states with the correct desire, the facial expressions were rated significantly above 50 (all $t_s > 3.34$, all $p_s < .054$) with a non-significant trend in the same direction in Condition 2 (both $|t_s| < .190$, both $p_s = 1.000$); the facial reaction was rated significantly below 50 given the two mental states with the incorrect desire: both $t_s < -9.57$, all $p_s < .001$).

Similar results were found using the chemical-factory scenario in Experiment 3. There was no main effect of Mental State ($F(3, 1647) = .96$, $p = .412$) but a significant main effect of Condition ($F(7, 1647) = 20.14$, $p < .001$) and a significant interaction between Mental State and Condition ($F(21, 1647) = 65.07$, $p < .001$). Further analyses showed that the main effect of Mental State was significant in all conditions (all $F_s > 31.24$, all $p_s < .001$). Only in Condition 2 did participants rate the facial expression more plausible given the target mental states than the other three mental states (all $z_s > 3.38$, all $p_s < .038$). In the remaining conditions, they rated each facial reaction more plausible given the two mental states with the correct desire than the two mental states with the incorrect desire (all $z_s > 4.79$, all $p_s < .001$) but did not distinguish between the two beliefs (all $|z_s| < 2.95$, all $p_s > .150$). Similarly, One Sample t-tests showed that the facial reactions were rated significantly above 50 given the two mental states with the correct desire in Conditions 1, 3, 4, 6, 7 (all $t_s > 3.44$, all $p_s < .036$) with a similar trend in Conditions 5, 6, 8 (i.e., either significantly above 50 ($t_s > 4.35$, $p_s < .001$) or equal to 50 ($|t_s| < 3.14$, $p_s > .088$)); the mental states with the incorrect desire were rated significantly below 50 (all $t_s < -7.06$, all $p_s < .001$). In Condition 2, the facial reaction was rated non-significantly different from 50 given the target mental state ($t(51) = .83$, $p = 1.000$), but significantly below 50 given all other mental states (all $t_s < -6.35$, all $p_s < .001$).

In Experiment 2b¹, all the facial expressions were unmorphed. There were both significant main effects of Mental State ($F(3, 1311) = 3.83$, $p = .010$) and Condition ($F(5,$

¹ Because some of the facial expressions were identical across conditions (e.g., *Reaction*₀ in Conditions 1,2 and 3,4; *Reaction*₁ to the “live” outcome in Condition 2b and 8b; and *Reaction*₁ to the “die” outcome in Condition 1 and 5a), we only measured likelihood judgments for each pair of identical expressions once. However, for completeness in the table (see Fig. 5(a)), we report the likelihood data for all conditions, repeating the identical ratings as needed.

1311) = 2.99, $p = .011$) and a significant interaction between Mental State and Condition ($F(15, 1311) = 82.37, p < .001$). Further analyses showed that the main effect of Mental State was significant in each condition (all F s > 3.38 , all p s $< .020$).

For all the valenced expressions (i.e., used in Conditions 1, 2a, 3a, 4, 5a, 6, 7, 8a), the results replicated those found in Experiments 1 and 3. Participants rated these expressions more plausible given the two mental states with the correct desire than the two mental states with the incorrect desire (all z s > 8.47 , all p s $< .001$) but did not further discriminate the two beliefs (all $|z|$ s < 2.27 , all p s $> .839$). One Sample t-tests showed converging results. All the valenced expressions were rated significantly above 50 given the two mental states with the correct desire (all t s > 3.84 , all p s $< .011$).

Given the pure surprised faces, participants were better able to distinguish Grace's beliefs. In Conditions 2b and 8b, participants rated the surprised expression as more plausible given the two mental states with the correct belief than the two mental states with the incorrect belief (all z s > 5.51 , all p s $< .001$). For the surprised expression used in Conditions 3b and 5b, however, participants' ratings did not significantly differ from each other given any pair of the four mental states (all $|z|$ s < 3.09 , all p s $> .072$). As noted in the main text, this may be because surprise is considered a normal response to someone's death even when the death is anticipated. Similarly, One-Sample t-tests showed that there was a non-significant trend for the surprised reaction in Conditions 2b and 8b to be rated above 50 given the two mental states with the correct belief (both $|t|$ s < 1.13 , both p s = 1.000); the ratings given the two mental states with the incorrect belief were significantly below 5 (both t s < -6.60 , both p s $< .001$). The surprised expression in Conditions 3b and 5b did not differ significantly from 50 given any of the four mental states (all $|t|$ s < 2.80 , all p s $> .224$).

Text 5 Equations

5.1 Experiment 1:

$$P(\text{Belief, Desire} | \text{Outcome, Reaction}_1) \propto$$

$$P(\text{Reaction}_1 | \text{Belief, Desire, Outcome}) \times$$

$$P(\text{Belief, Desire})$$

5.2 Experiment 2:

$$P(\text{Belief, Desire} | \text{Outcome, Reaction}_0, \text{Reaction}_1) \propto$$

$$P(\text{Reaction}_1 | \text{Belief, Desire, Outcome}) \times$$

$$P(\text{Reaction}_0 | \text{Belief, Desire}) \times$$

$$P(\text{Belief, Desire})$$

5.3 Experiment 3:

$$P(\text{Belief, Desire} | \text{Action, Outcome, Reaction}_1) \propto$$

$$P(\text{Reaction}_1 | \text{Belief, Desire, Action, Outcome}) \times$$

$$P(\text{Action} | \text{Belief, Desire}) \times P(\text{Belief, Desire})$$

5.4 Experiment 4:

$$P(\text{Belief, Desire} | \text{Action, Outcome, Reaction}_0, \text{Reaction}_1) \propto$$

$$P(\text{Reaction}_1 | \text{Belief, Desire, Action, Outcome}) \times$$

$$P(\text{Reaction}_0 | \text{Belief, Desire, Action}) \times$$

$$P(\text{Action} | \text{Belief, Desire}) \times P(\text{Belief, Desire})$$

Text 6 Experiment 2b Supplementary

A group of participants ($n = 61$) were asked to rate on a Likert scale of 0 (neutral) to 100 (extremely intense) to what degree Grace's facial reactions (the photograph stimuli) conveyed each of the following emotions: happy, surprise, sad, anger, fear, disgust, and an additional emotion unhappy counting all the negative valences. See Table S1: Perception results (0-100). We found that the sub-components of the facial reactions significantly predicted participants' perceptions of the corresponding emotions (surprise: $\beta = .573$, $t(486) = 8.80$, $p < .001$; happy: $\beta = .768$, $t(486) = 25.97$, $p < .001$; sad: $\beta = .500$, $t(486) = 11.98$, $p <$

.001; anger: $\beta = .254$, $t(486) = 5.40$, $p < .001$; unhappy: $\beta = .542$, $t(486) = 13.09$, $p < .001$).

The sub-components of the facial reactions also explained a significant proportion of variance in participants' ratings on the corresponding emotions (surprise: $R^2 = .138$, $F(1, 486) = 77.49$, $p < .001$; happy: $R^2 = .581$, $F(1, 486) = 674.27$, $p < .001$; sad: $R^2 = .228$, $F(1, 486) = 143.58$, $p < .001$; anger: $R^2 = .238$, $F(1, 486) = 29.11$, $p < .001$; unhappy: $R^2 = 0.261$, $F(1, 486) = 171.32$, $p < .001$).

These judgments were also used as perceptual features of the stimuli when we evaluated the Event-Features Model in the main text. For the same purpose, a separate group of participants ($n = 58$) made the same judgments of the prototypical facial expressions used in Experiment 2b. These judgments are reported in Table S2.

Text 7 Experiment 3 Supplementary

7.1 *Reaction*₁ likelihood (movie stimuli)

Fig. S3(a) reports participants' likelihood judgments of the movie stimuli given Grace's belief, desire, and the outcome specified in each condition. The pattern of results was similar to those elicited in other experiments (e.g., see Fig. 2(b)(iii), Fig. 2(c)(iv)). There was a non-significant trend towards a main effect of Mental State ($F(3, 1550) = 2.41$, $p = .065$) but a significant main effect of Condition ($F(7, 1550) = 2.60$, $p = .012$) and a significant interaction between Mental State and Condition ($F(21, 1550) = 33.63$, $p < .001$). Further analyses showed that the main effect of Mental State was significant in all conditions (all F s > 2.94 , all p s $< .035$). As with the photograph stimuli, participants rated each facial expression more plausible given the two mental states with the correct desire than the two mental states with the incorrect desire (all z s > 4.10 , all p s $< .001$) but did not distinguish between the two beliefs (all $|z$ s < 2.97 , all p s $> .143$). The exception was Condition 4, in which participants did not distinguish either the desires or beliefs and no mental state rating differed significantly from any other (all $|z$ s < 2.78 , all p s $> .258$). Similarly, One Sample t-tests

showed that the facial expressions were rated significantly above 50 given the two mental states with the correct desire in Conditions 1, 3, 7, 8 (all $t_s > 3.42$, all $p_s < .040$) with a non-significant trend in the same direction in Conditions 2, 5, 6 (i.e., either above 50 ($t_s > 4.67$, $p_s < .001$) or equal to 50 ($|t_s| < 3.33$, $p_s > .052$); the ratings given the mental states with the incorrect desire were significantly below 50: all $t_s < -4.637$, all $p_s < .001$). In Condition 4, the facial expression did not differ significantly from 50 given any of the four mental states (all $|t_s| < 1.89$, all $p_s = 1.000$).

7.2 Mental state inferences (movie stimuli)

A separate group of participants rated the plausibility of the different combinations of beliefs and desires based on Grace's action, the outcome, and the emotional reaction specified in each condition. See Fig. S3(b). The results converged with those using the photograph stimuli in Experiment 3 (see Fig. 3(c)). There was no main effect of Condition ($F(7) = 1.02$, $p = .417$) but a significant main effect of Mental State ($F(3) = 199.23$, $p < .001$) and a significant interaction between Condition and Mental State ($F(21) = 29.00$, $p < .001$). The main effect of Mental State was significant in all conditions (all $F_s > 11.72$, all $p_s < .001$). We further looked at whether participants rated the target mental state significantly higher than the other three mental states in each condition. Consistent with the results from the photograph stimuli, participants rated the target mental state significantly higher than all other mental states (all $z_s > 6.65$, all $p_s < .001$) in the congruent conditions (Conditions 1-4). Also consistent with the results from the photograph stimuli, in the incongruent conditions (Conditions 5-8) participants rated the mental state with the correct desire and the belief congruent with the desire given the action significantly higher than the target mental state (all $z_s > 3.61$, all $p_s < .007$). Similarly, One Sample t-tests showed that participants uniquely rated the target mental state significantly above 50 in Conditions 1-3 ($t_1(51) = 18.39$, $p_1 < .001$; $t_2(51) = 7.83$, $p_2 < .001$; $t_3(51) = 3.93$, $p_3 = .008$) with a non-significant trend in the

same direction in Condition 4 ($t(51) = 2.98, p = .140$); the other three mental states were rated significantly below 50 (all $t_s < -5.57$, all $p_s < .001$). In the incongruent conditions, participants rated the mental state with the correct desire and the belief congruent with the desire given the action significantly above 50 in Condition 5 ($t(51) = 5.96, p < .001$) and show a non-significant trend in the same direction in Conditions 6, 7, and 8 ($t_6(51) = 1.62, p_6 = 1.000$; $t_7(51) = 2.09, p_7 = 1.000$; $t_8(51) = 1.958, p_8 = 1.000$); all other mental states were rated equal to or significantly below 50 (all $t_s < -2.42$, all $p_s < .621$)).

Model predictions for people's mental state inferences were generated according to the Equation in SI Text 5.3 using the $Reaction_1$ likelihood from the movie stimuli as well as data from the prior and action likelihood tasks. Similar to the photograph stimuli, the model for the movie stimuli assigned the highest posterior probability to the mental state with the desire favored by the $Reaction_1$ likelihood function and the belief congruent with the desire due to the action likelihood function. For instance, in Condition 1, the observed facial reaction favors the mental states Die&Poison and Die&Sugar, while the observed action favors the mental states Die&Poison and Live&Sugar, resulting in Die&Poison receiving the highest posterior probability. People's judgments correlated highly with the model predictions ($r=0.908$).

Reference

Ekman, P. (1992). An argument for basic emotions. *Cognition & Emotion*, 6(3-4), 169-200.

Fig. S1 Prototypical facial expressions of the six basic emotions. (As mentioned in the main text, because we were unable to track down the copyright permissions for the actual photographs used, figures in this paper show hand drawn pencil sketches from those photographs.)



Happy



Surprise



Sad



Anger



Fear



Disgust

Fig. S2 The structure of the tasks

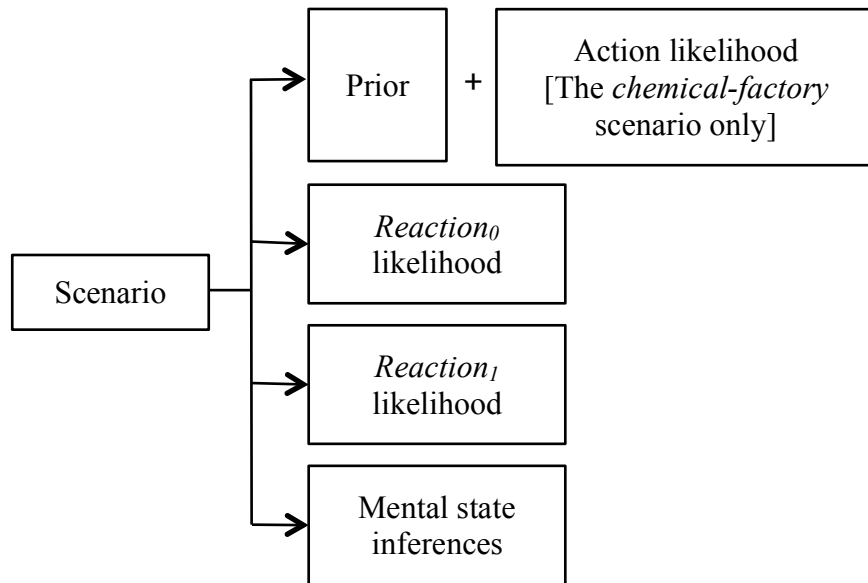
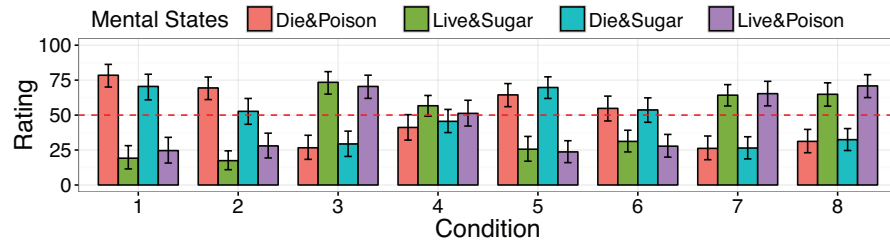


Fig. S3 The likelihood of the movie stimuli, people's mental state inferences and model predictions in Experiment 3 Supplementary. Error bars indicate 95% confidence intervals.

Experiment 3 Supplementary

(a) Likelihood of Reaction₁ (motive stimuli): $(\hat{P}(R_1 | B, D, A = \text{True}, O))$



(b) Mental state inferences

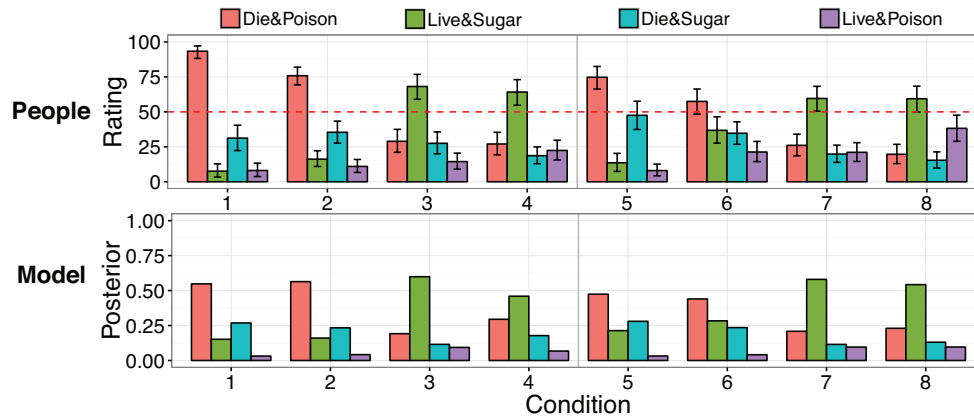


Table S1 The creation and assessment of the photograph stimuli. (See SI Text 2.1.1 for detailed explanation of the components of these faces.)













Desire&Belief		Die&Crash		Live&Safe		Die&Safe		Live&Crash	
Outcome		Die	Live	Die	Live	Die	Live	Die	Live
Reaction ₁									
Condition		1	2	3	4	5	6	7	8
Components (%)		Mouth: Happy 100 Eye: Happy 60 Anger 40	Anger 50 Surprise 50	Sad 50 Surprise 50	Happy 77 Sad 23	Happy 80 Surprise 20	Anger 60 Happy 40	Sad 100	Happy 60 Surprise 40
Perception results (0-100)	Happy	80	11	8	75	74	18	8	47
	Surprise	23	42	41	22	37	19	10	59
	Sad	11	35	39	10	10	48	79	18
	Anger	12	25	20	8	10	30	13	17
	Fear	13	57	63	11	15	25	25	23
	Disgust	14	29	31	11	12	37	23	16
	Unhappy	12	40	43	9	13	45	67	19

Table S2 The assessment of the prototypical facial expressions used in Experiment 2b.

Prototypical facial expressions					
		Happy	Surprise	Sad	Anger
Perception results (0-100)	Happy	83	17	5	5
	Surprise	11	88	9	11
	Sad	5	7	90	31
	Anger	5	8	13	68
	Fear	5	35	22	14
	Disgust	4	9	15	36
	Unhappy	5	13	78	59