



NYU



A model of planning in human complex problem solving

Jeroen Olieslagers¹, Zahy Bnaya¹, Wei Ji Ma^{1,2}

Center for Neural Science¹ and Department of Psychology², New York University

Goal



Understand how people form plans when solving complex problems

1. By only looking at behavior (no introspection or verbal reporting)
2. Using a computational, psychologically plausible model

Task

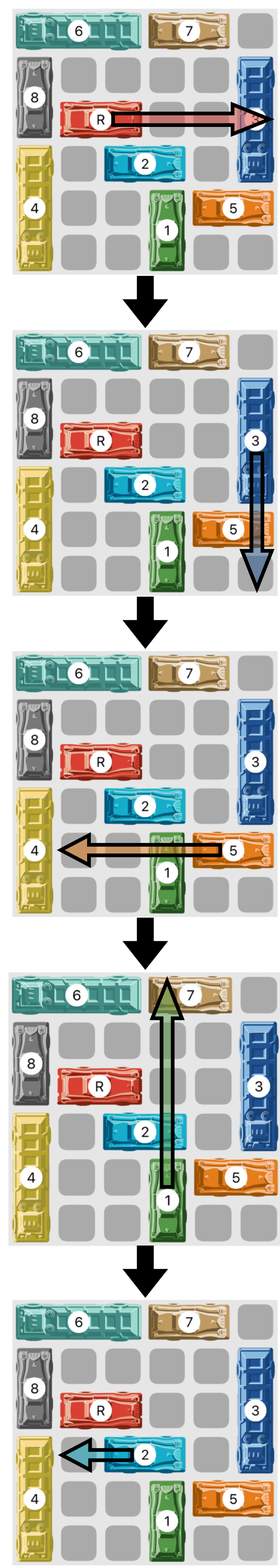
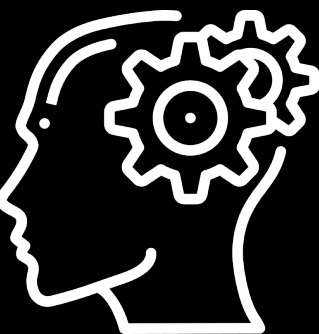


Requirements:

- Need to plan multiple steps ahead
- Computationally tractable
- Minimal perceptual effects
- Minimal social component
- Fun

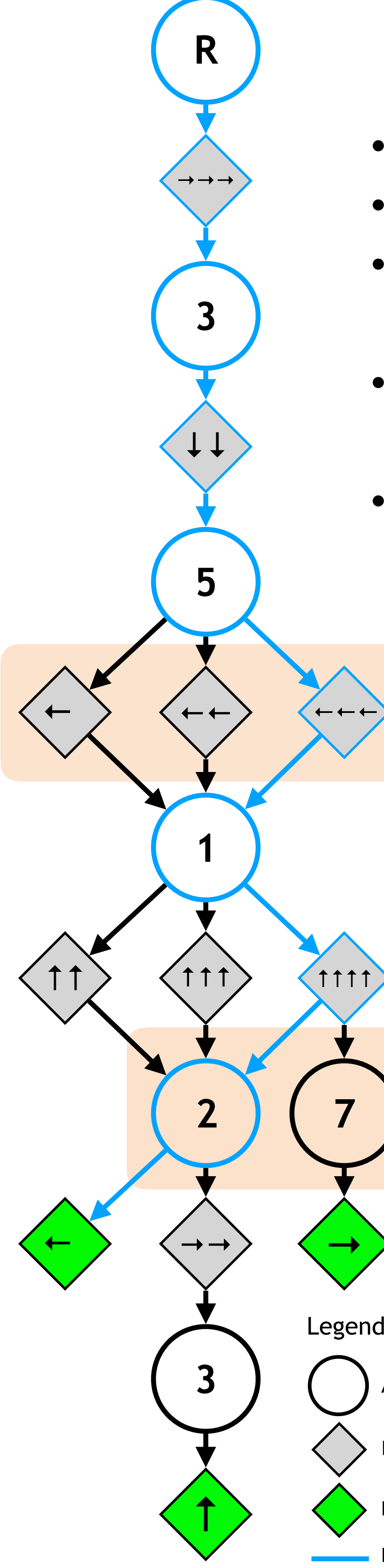
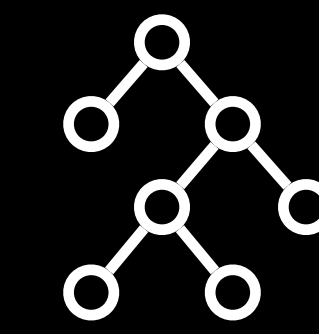
Rush Hour [1-3]

Model



1. Find move that solves puzzle: this is the **goal**
2. Find blocking cars: move 3 out of the way
3. Find unblocking move: 3 ↓ ↓
4. Find blocking cars: move 5 out of the way
5. Find unblocking move: 5 ← ← ←
6. Find blocking cars: move 1 out of the way
7. Find unblocking move: 1 ↑ ↑ ↑ ↑
8. Find blocking cars: move 2 out of the way
9. Find unblocking move: 2 ←
10. Find blocking cars: no blocking cars

Representation



AND-OR tree

- Represents all possible plans the model could propose
- “Unravel” from bottom up to find plans
- By itself, not sufficient to guarantee a solution, replanning is almost always necessary
- Used in early AI development to create automated problem solvers [4-5]
- Has not seen any use in cognitive science

OR nodes

- Decisions
- Represent moves that unblock the parent car
- Each node unblocks the parent
- Subject plans along one of these

AND nodes

- Subgoals
- Represent cars that have to be unblocked
- All must be unblocked before parent move is possible
- One subgoal considered at a time, exponential branching otherwise

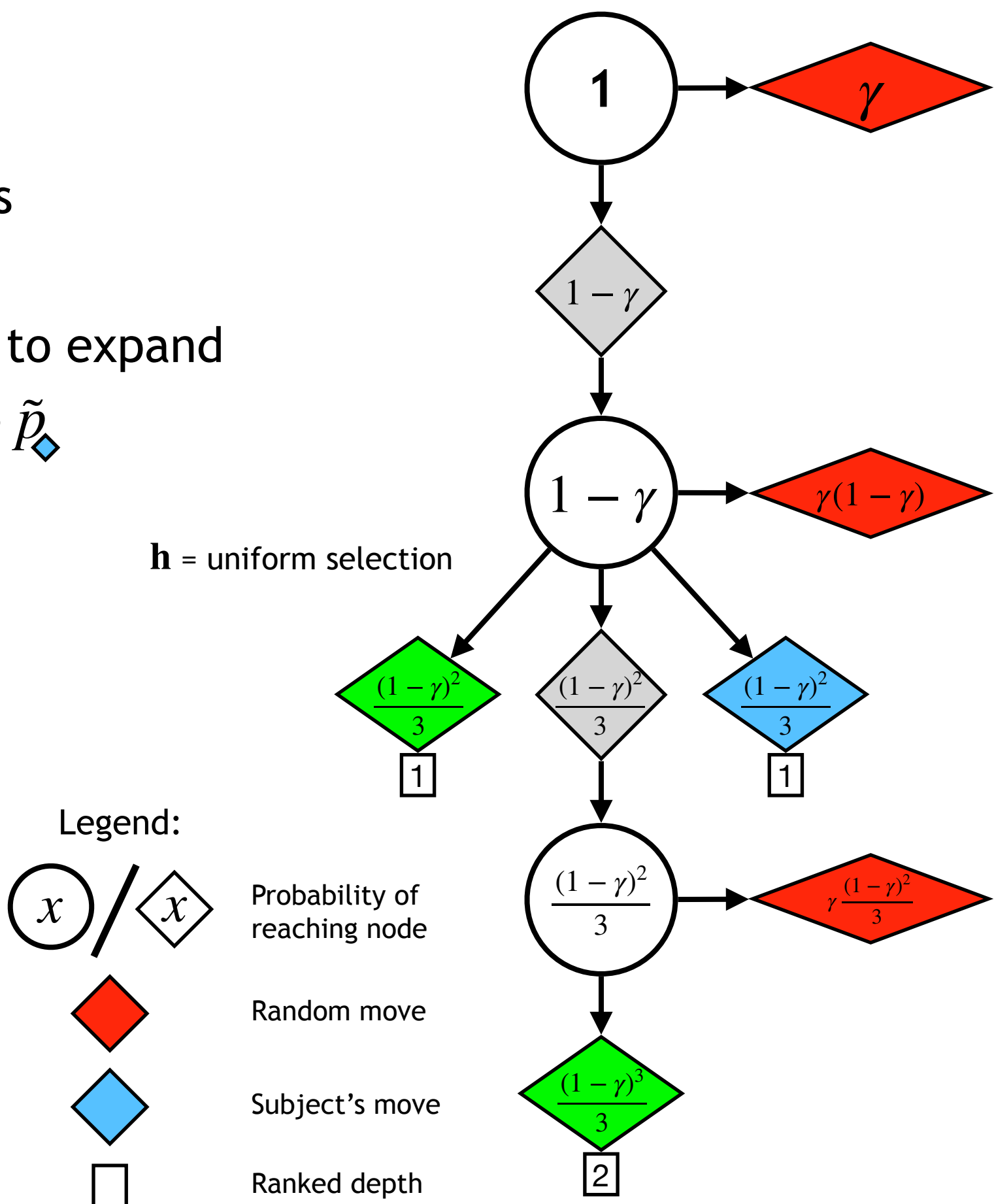
Results



Model fitting

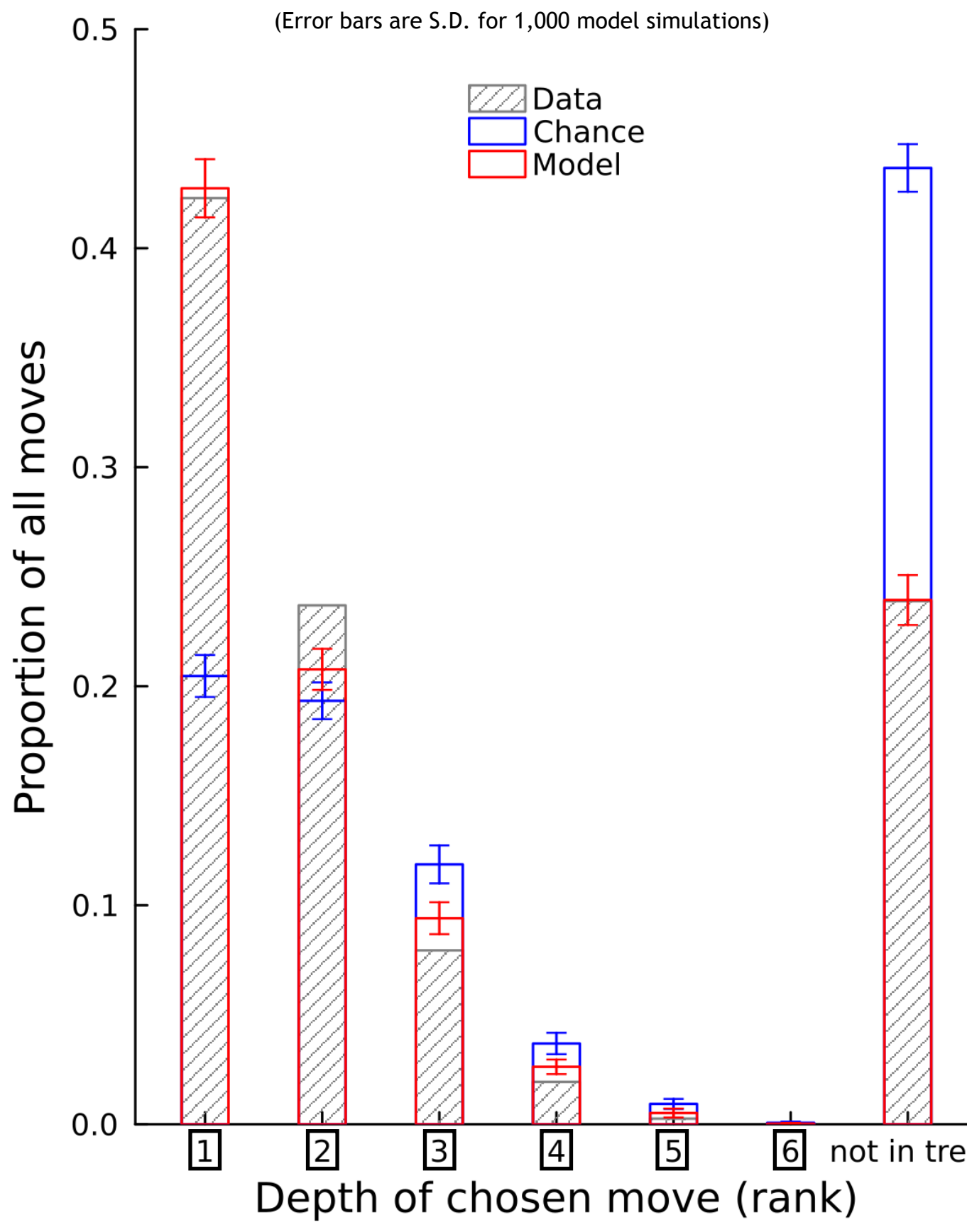
1. Get AND/OR tree
2. Propagate probability according to parameters
 - γ : stopping probability
 - h : heuristics to decide which AND/OR node to expand
3. Find propagated probability of subject's move \tilde{p}
4. Apply lapse rate to find $p_{\text{subject move}}$
5. Calculate log likelihood L
6. Repeat 1-5 for all moves and add together L s
7. Maximize this sum of log-likelihoods
8. Repeat 1-7 for all subjects

$$L = \log(p_{\text{subject move}})$$
$$= \log\left(\frac{\lambda}{N} + (1 - \lambda)\tilde{p}\right)$$
$$= \log\left(\frac{\lambda}{N} + (1 - \lambda)\frac{(1 - \gamma)^2}{3}\right)$$



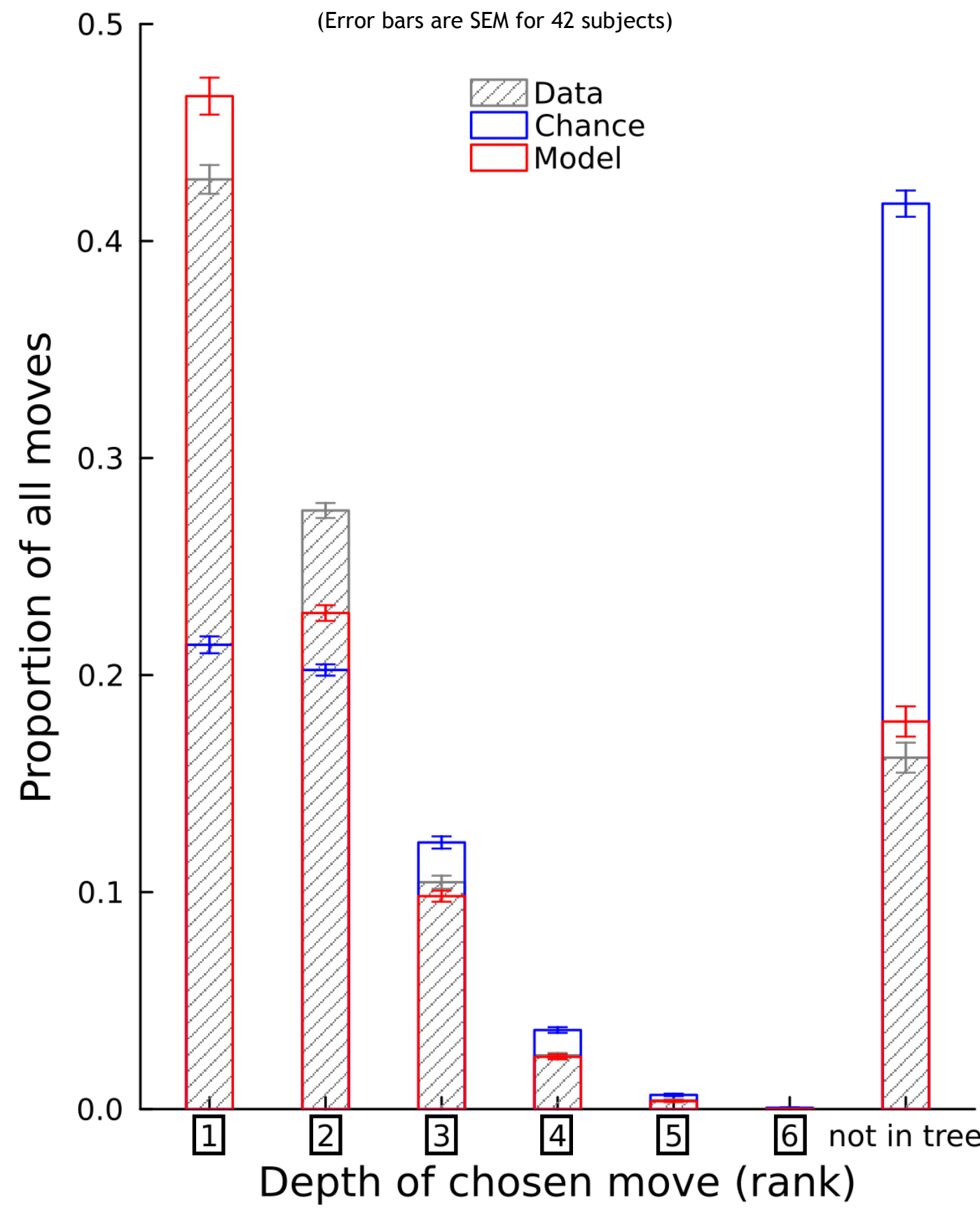
Individual subject

(Error bars are S.D. for 1,000 model simulations)



All subjects

(Error bars are SEM for 42 subjects)



References



[1]:Bockholt, M., Peters, O., Narciss, S., & Zweig, K. A. (2018). Analysis of human problem solving drafts: a methodological approach on the example of Rush Hour. In CogSci.

[2]:Jarušek, P., & Pelánek, R. (2011, March). What determines difficulty of transport puzzles. In Proc. of Florida Artificial Intelligence Research Society Conference (FLAIRS 2011) (pp. 428-433).

[3]:Bockholt, M., & Zweig, K. A. (2015). Why is this so hard? Insights from the state space of a simple board game. In Serious Games: First Joint International Conference, JCSG 2015, Huddersfield, UK, June 3-4, 2015, Proceedings 1 (pp. 147-157). Springer International Publishing.

[4]:Pearl, J. (1984). Heuristics: intelligent search strategies for computer problem solving. Addison-Wesley Longman Publishing Co., Inc..

[5]:Slagle, J. R. (1963). A heuristic program that solves symbolic integration problems in freshman calculus. Journal of the ACM (JACM), 10(4), 507-520.