Working memory guides action valuation in model-based decision-making

左肇煜 2023/09/09





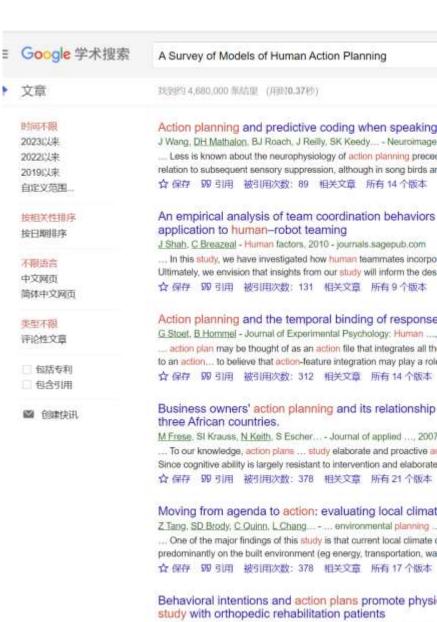
Can you help me offer some paper that discusses how to use reinforcement learning to model human decision-making?



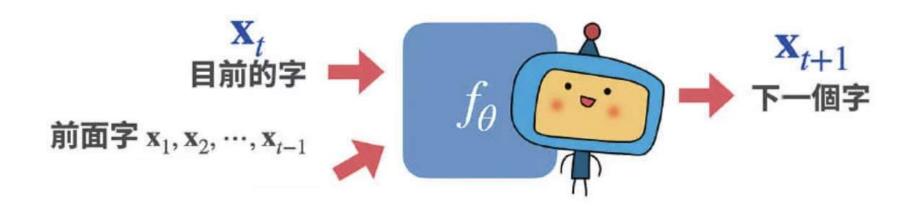


I can provide you with the titles and brief descriptions of a few papers that discuss the use of reinforcement learning to model human decision-making. Please note that the availability of these papers may vary, and you may need access to academic databases or libraries to obtain them.

- 1. Title: "A Survey of Models of Human Action Planning."
 - Authors: Tamar Flash and Daniel M. Wolpert
 - Description: This survey paper explores various models of human action planning and control, including those based on reinforcement learning principles. It discusses how reinforcement learning concepts can be applied to model human decision-making in motor control tasks.
- 2. Title: "Deep Reinforcement Learning for Human-Al Collaboration in Games."
 - Authors: Jacob Devlin, et al.
 - Description: This paper focuses on the use of deep reinforcement learning techniques to model human decision-making in the context of human-Al collaboration in video games.
 It explores how RL agents can learn to cooperate with human players effectively.
- 3. **Title:** "Modeling Human Decision-Making in Reinforcement Learning Using Neural



生成式AI—文字接龙



 \mathbf{h}_{t-1}

文字生成的 AI 模型設計原理,輸入前一個字之後便預測下一個字。

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Can you help me find a paper that discusses how to use reinforcement learning to model human decision-making?

Quick Search

- ScienceDirect How are reinforcement learning and deep...
- 2. Improving Human Decision-Making with Machine Learning
- 3. PLOS Computational Biology The case of decision-making and its disorders
- PubMed Central Predicting human decision making in psychological tasks
- 5. Hugging Face Illustrating Reinforcement Learning from Human Feedback
- 6. <u>Journal of NeuroEngineering and Rehabilitation Deep reinforcement learning for modeling</u>
 human locomotion

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Models that learn how humans learn: The case of decisionmaking and its disorders



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PLUS One. 2022; 17(5): e0267907.

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PMCiD: PMC9154096 PMID: 35636730

Predicting human decision making in psychological tasks with recurrent neural networks

Bohan Lin, Conceptualization, Data curation, Formal analysis, Investigation, Methodology, Project administration, Resources, Software, Supervision, Validation, Visualization, Writing – original draft, Writing – review & editing. Elizate Bounefford, Conceptualization, Methodology, Project administration, Resources, Writing – review & editing. 4 and Guillanno Ceraty, Conceptualization, Methodology, Project administration, Resources, Supervision, Writing – review & editing.

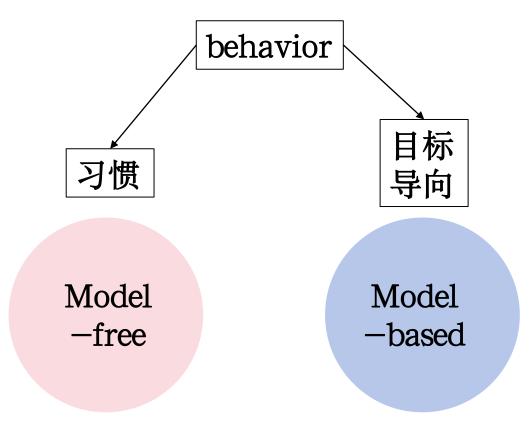
Background

Cognitive control ——— Goal—directed behavior

Working memory

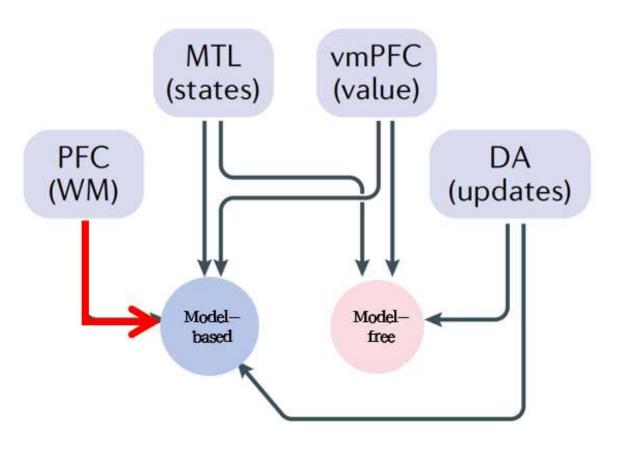
- Task—related information
- Capacity-limited and delay-sensitive

Dual-system



Value-based decision-making

Daw et al., 2011, Neuron



Collins et al., 2020, Nat. Rev. Neurosci.

Dual-system modeling

Algorithm

Model -free Model -based

强化学习

Cognitive & neural process

强化 学习 工作 记忆

Behavior

习惯

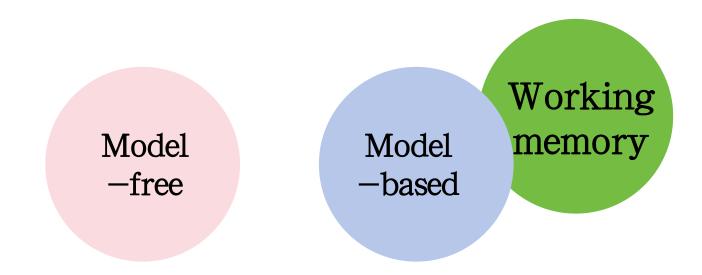
目标 导向

问题:

工作记忆中的奖励信息是否以及如何影响Model-based决策?

假设:

- 延迟敏感的工作记忆参与了目标估值,时间延迟将破坏估值过程
- 在Model-based中考虑工作记忆影响的模型可以更好拟合数据

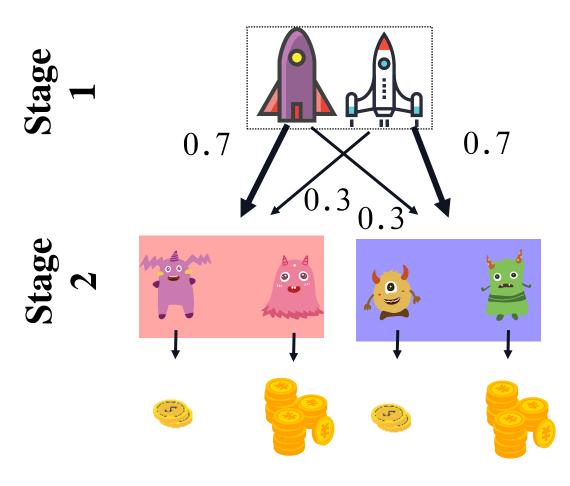


• 多臂老虎机任务



持续变化

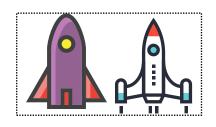
• 两阶段任务



持续变化

Model-free agent

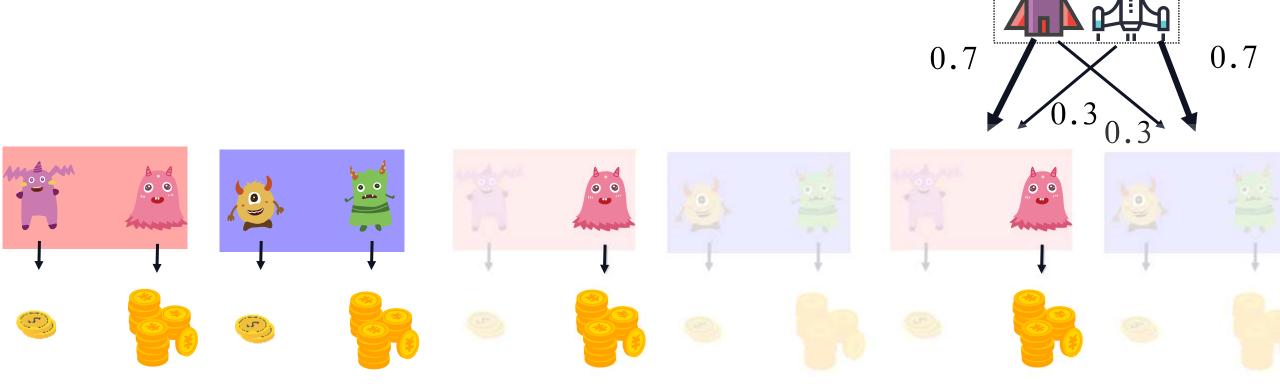
Stage 1

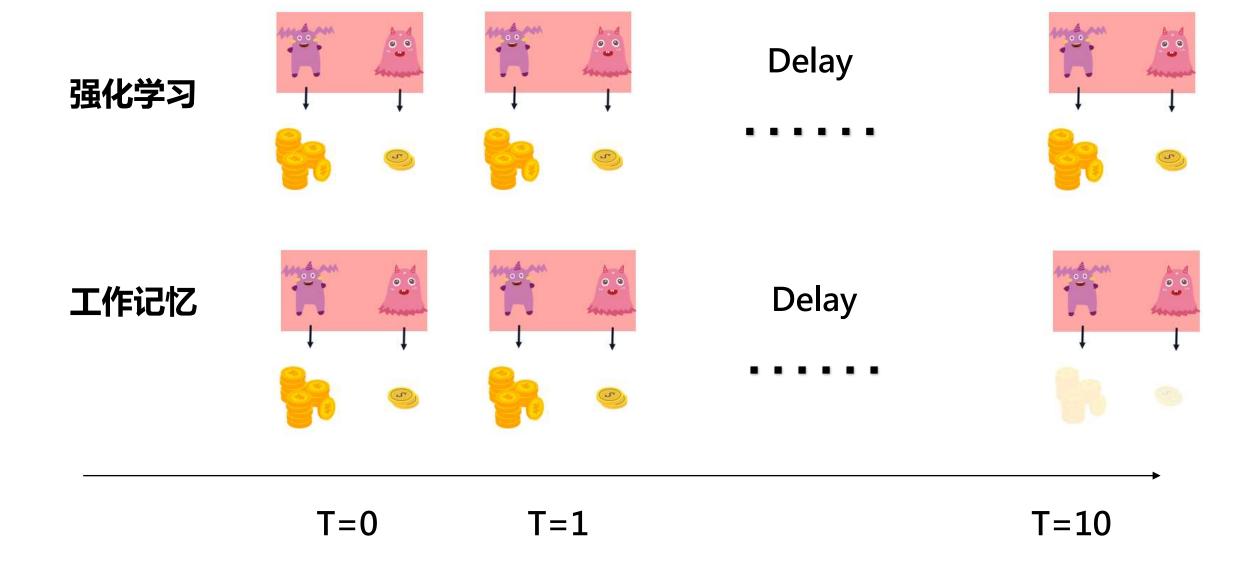


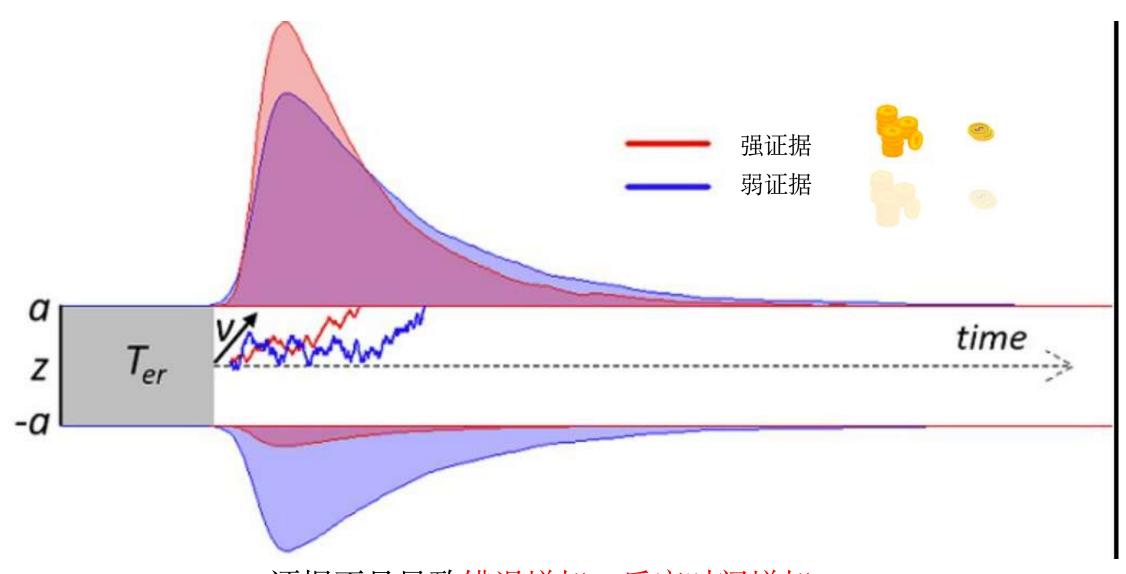
Stage 2

Model-free 不考虑目标价值

Model-based agent



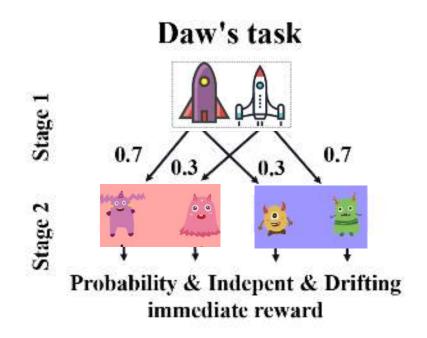


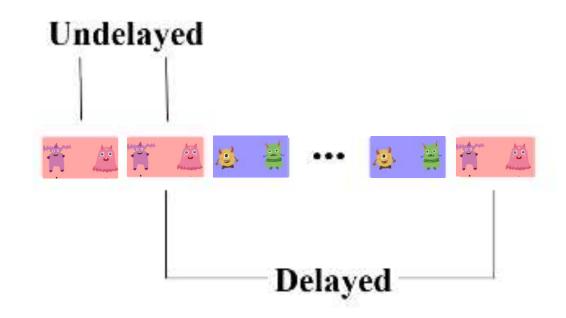


证据不足导致错误增加,反应时间增加

Analysis 1

在两阶段任务中分析延迟对价值估计的影响

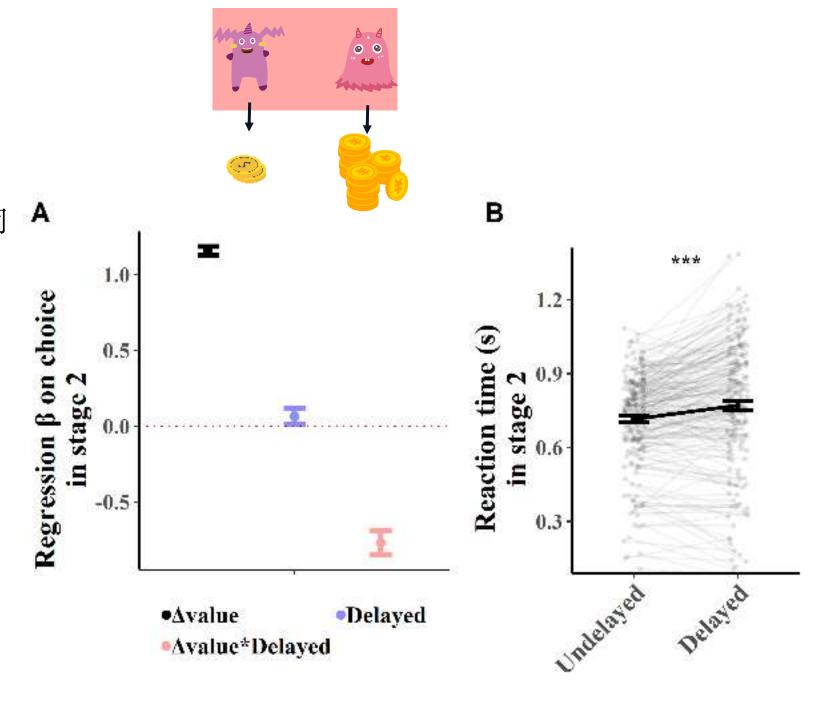




Result 1

发现了延迟对动作估值的影响 A (Dataset 1 and 2)

• 延迟使得选择变得随机而 缓慢

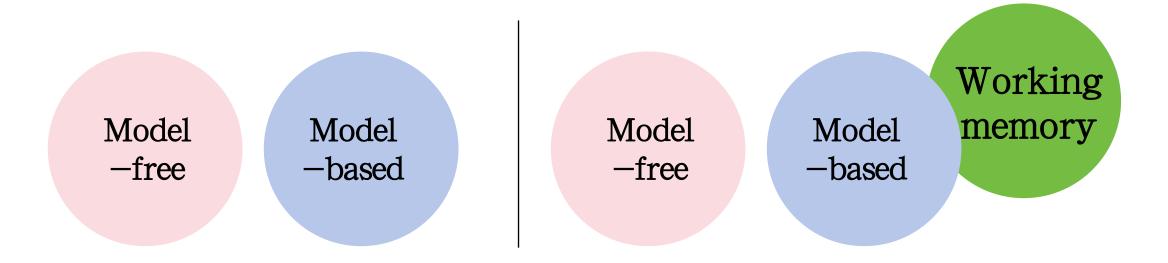


Interim summary

■ 对目标动作的价值估计依赖于工作记忆中的奖励信息

Analysis 2

将工作记忆机制纳入决策建模,并与传统模型进行<mark>模型比较、行为仿真</mark> 比较



1.工作记忆机制 2.系统交互关系 3.遗忘机制

工作记忆的价值处理机制

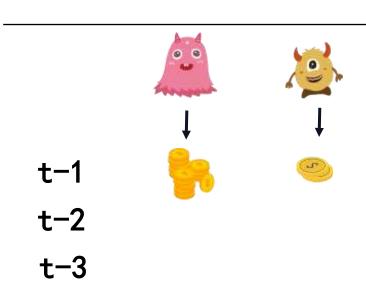
Sampler

- 记住多个,但时间越久越记不清
- Bornstein et al. 2017, Nat. Commun.

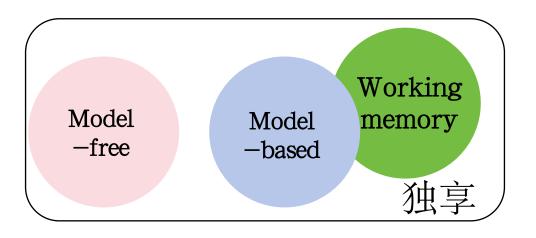
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↓	1
*	(2)
(4)	9

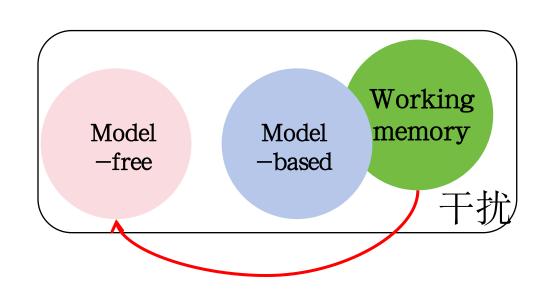
Refresher

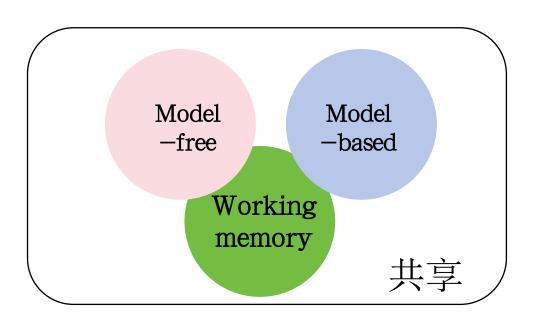
- 只记最后一次的奖励
- Collins et al. 2017, J. Neurosci.



系统交互关系







遗忘机制

$$W_2(s_{2,t+1},a_{2,t+1}) = W_2(s_{2,t},a_{2,t}) + \varphi(W_0 - W_2(s_{2,t},a_{2,t}))$$
 遗忘速率

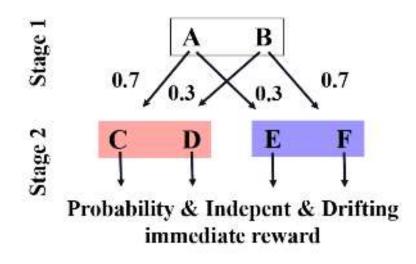
Alternatives models

- 共14 (12 + 1 + 1) 个备选模型
- 12 = 2(工作记忆机制) * 3(系统交互关系)* 2(是否包含遗忘机制)
- 1 = 经典的纯粹强化学习模型
- 1 = Win-stay Lose-swift

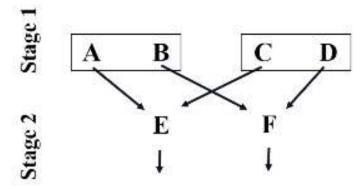
Dataset 1 and 2

Dataset 3 and 4

Daw's task



Kool's task

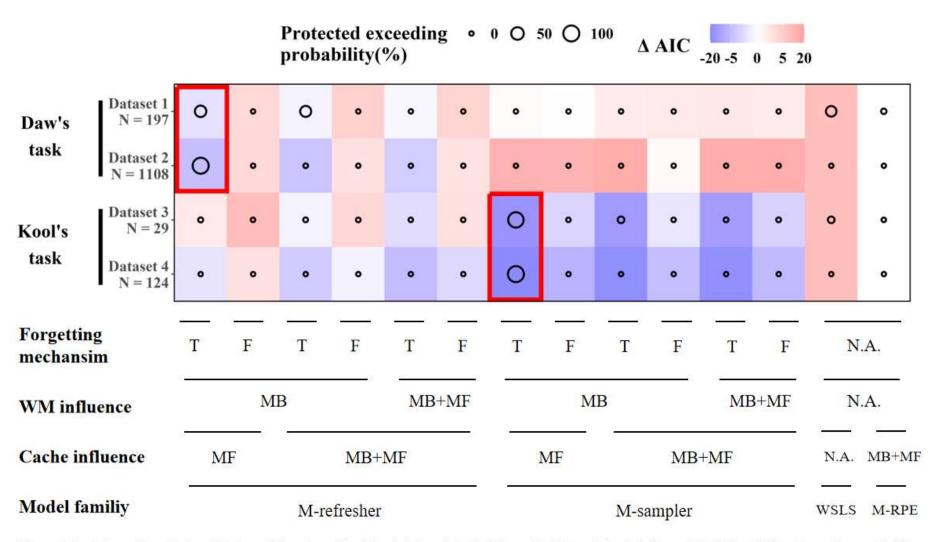


Scalar & Indepent & Drifting immediate reward

- N=197, Kool et al. 2016, PLoS Comput. Biol.
- N=1108, Shahar et al. 2019, PLoS Comput. Biol.
- N=124, Bolenz et al. 2019, elife
- 一个replicated实验 (N=29)

Result

Result 2.1: 考虑工作记忆的 模型更好

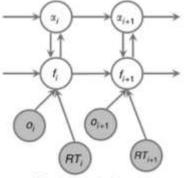


Note: T = True, F = False, N.A. = Not Applicable, MB = Model-based, MF = Model-free, WSLS = Win-Stay-Lose-Shift

1 工作记忆机制

环境快速变化-refresher

$$W_2(s_{2,t},a_{2,t})=r_t$$

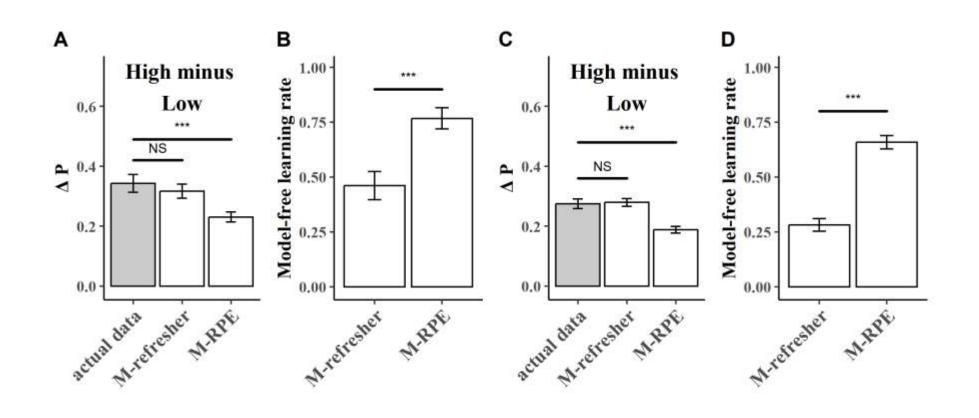


Flexible control model (behavioural inference model)

环境缓慢变化—sampler

$$\omega_s(q) = \begin{cases} \tau * (1-\tau)^{q-1}, n_{s_{2,t},a_{2,t}} > 1 \cdot and \cdot q \cdot \in \{\cdot 1, \dots, n_{s_{2,t},a_{2,t}} - 1\} \\ 1 - \sum_{i \neq q} \omega_s(i) \cdot , n_{s_{2,t},a_{2,t}} > 1 \cdot and \cdot q \cdot = n_{s_{2,t},a_{2,t}} \\ 1, n_{s_{2,t},a_{2,t}} = 1 \end{cases}$$

补充分析: 纯粹强化学习建模无法模拟两阶段任务中的学习决策



1 工作记忆机制

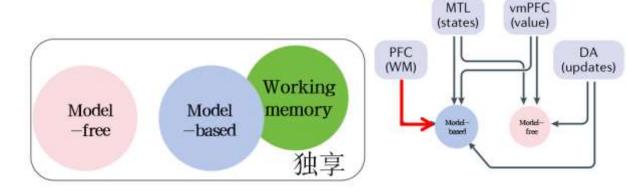
环境快速变化-refresher

$$W_2(s_{2,t},a_{2,t})=r_t$$

环境缓慢变化-sampler

$$\omega_{s}(q) = \begin{cases} \tau * (1-\tau)^{q-1}, n_{s_{2,t},a_{2,t}} > 1 \cdot and \cdot q \cdot \in \{\cdot 1, \dots, n_{s_{2,t},a_{2,t}} - 1\} \\ 1 - \sum_{i \neq q} \omega_{s}(i) \cdot , n_{s_{2,t},a_{2,t}} > 1 \cdot and \cdot q \cdot = n_{s_{2,t},a_{2,t}} \\ 1, n_{s_{2,t},a_{2,t}} = 1 \end{cases}$$

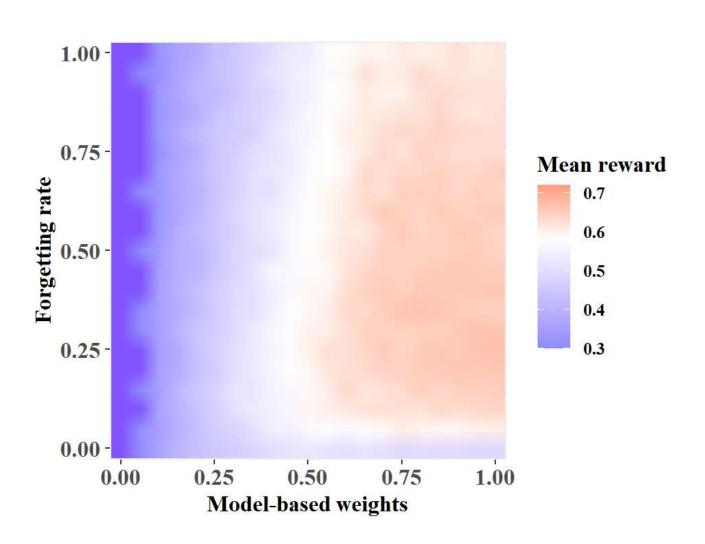
2 系统交互关系



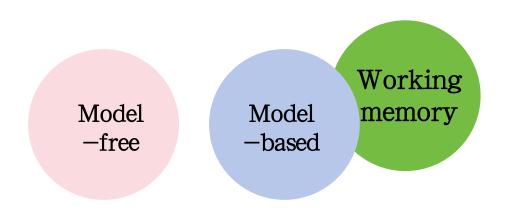
3 遗忘机制

$$W_2(s_{2,t+1},a_{2,t+1}) = W_2(s_{2,t},a_{2,t}) + \varphi(W_0 - W_2(s_{2,t},a_{2,t}))$$

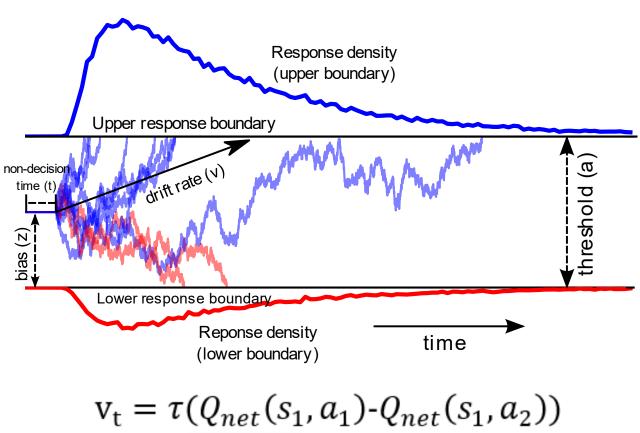
补充分析: 适当的遗忘有利于任务表现



结合漂移扩散模型(DDM)拟合反应时间



$$Q_{net}(s_1, a_1) = \omega Q_{MB}(s_1, a_1) + (1 - \omega) Q_{MF}(s_1, a_1)$$

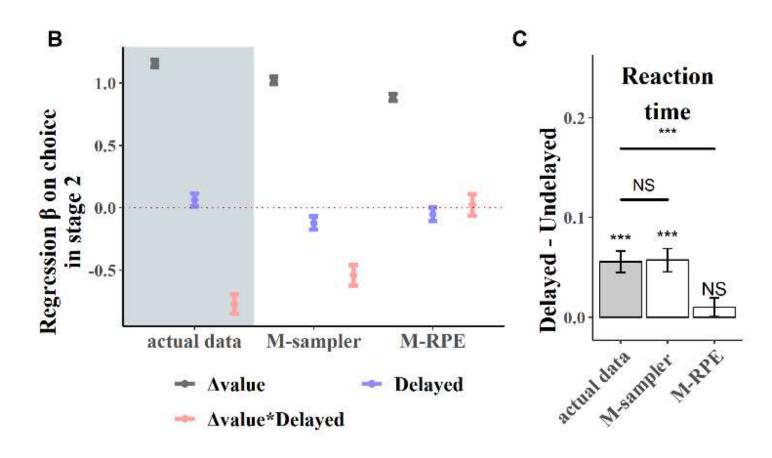


$$\mathbf{v_t} = \tau(\underline{Q_{net}(s_1, a_1)} - Q_{net}(s_1, a_2))$$

Result

Result 2.2:

模型定量地模仿了延迟对人类决策的影响



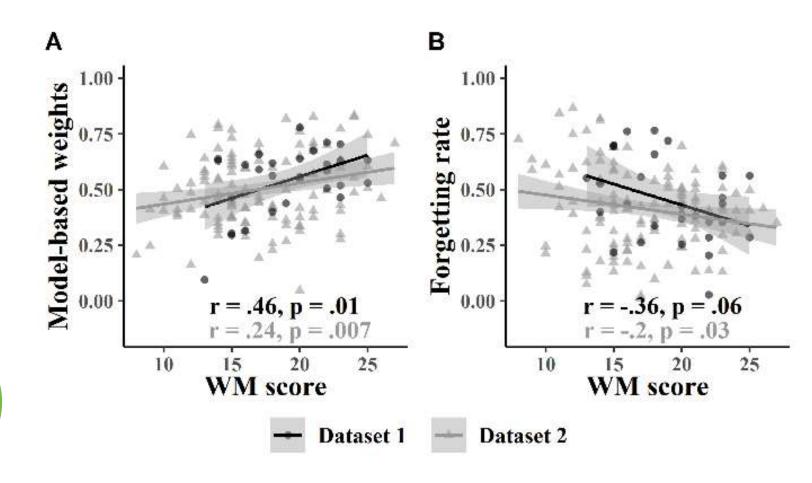
Result

Result 2.3:

参数与工作记忆得分的关系

- 工作记忆得分越高, Model-based越强
- 工作记忆得分越高, 遗忘速率越低

Model Model memory —based



Summary

- 工作记忆中的奖励信息指导了model-based决策中的动作估值
- 提出了可以捕捉学习动态和个体认知特性的决策新模型

Thank you!



Hai Li



Li-zhuang Yang