

Behavioural, ethological and pathological aspects of ToM: lessons from Bayesian Decision Theory

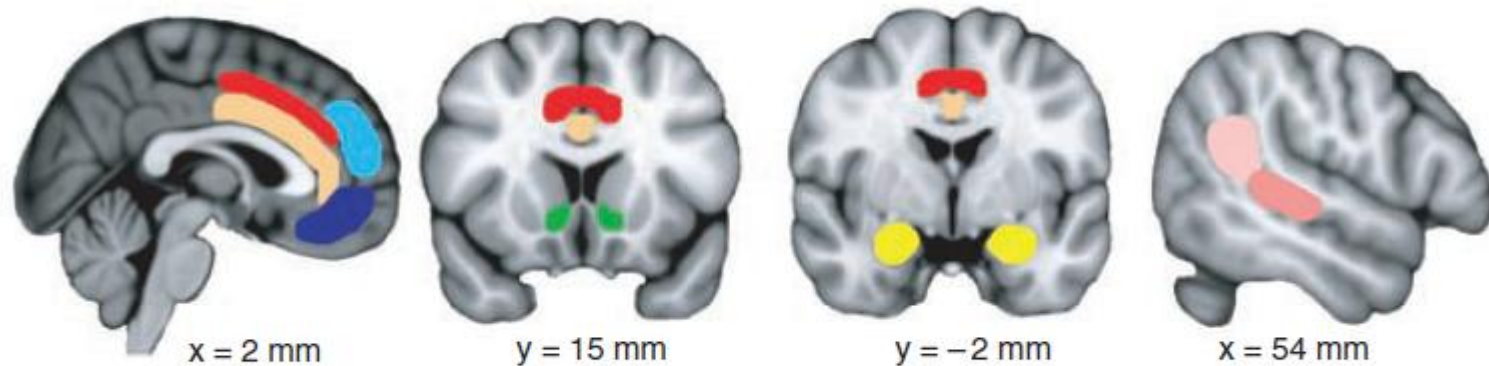


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The neural bases of social behaviour



- ACCs
- VMPFC
- Amygdala
- VStr

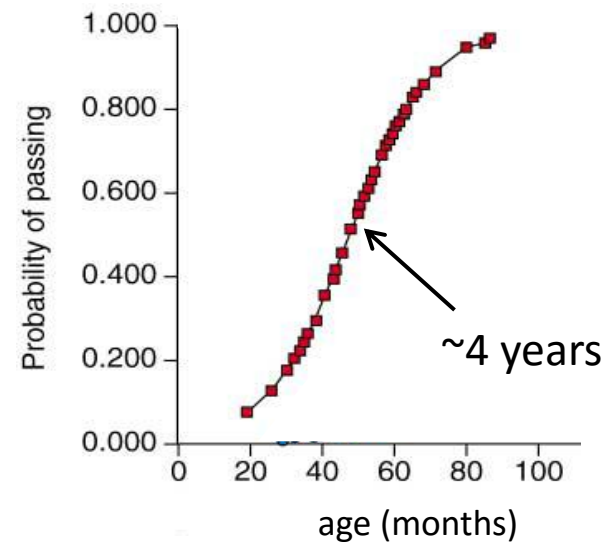
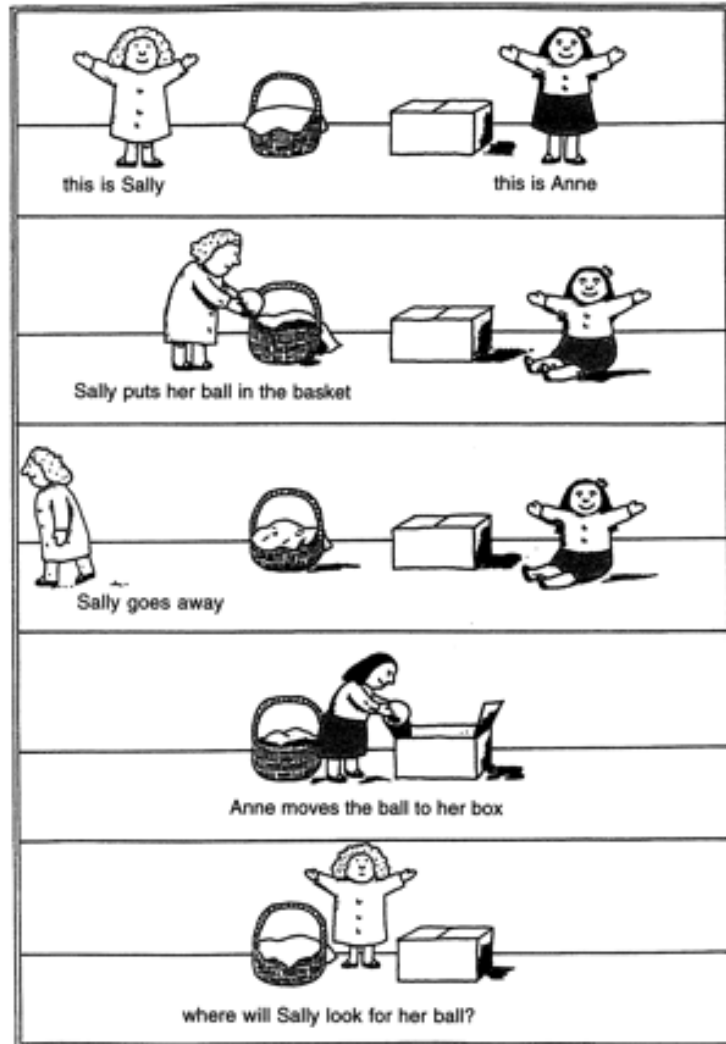
decision making/learning (reward/valuation)

- ACCg
- DMPFC
- TPJ
- STS

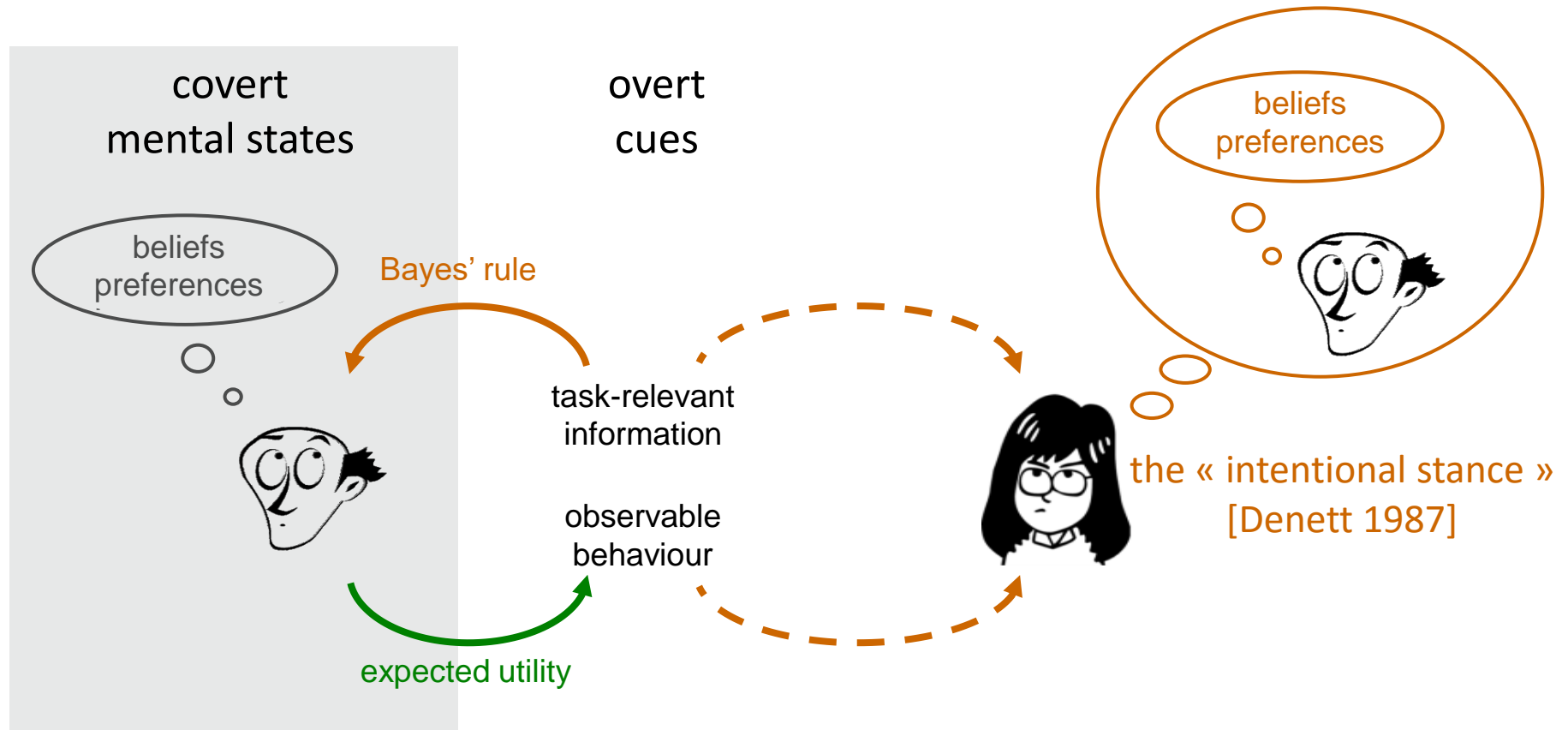
ToM (inferring on the intentions of others)

→ social cognition engage **specific** neural systems

The “false belief” test



What computational problem does ToM solve?



ToM = *meta-Bayesian* (Bayesian inference on a Bayesian agent's mental states)?

Overview of the talk

- ✓ Does ToM make a difference when we learn?
- ✓ Limited ToM sophistication: did evolution fool us?
- ✓ Playing *hide-and-seek* with non-human primates
- ✓ What about people with autism spectrum disorder?

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0-ToM

0-ToM does not apply the intentional stance

→ 0-ToM is a Bayesian agent with:

- beliefs (about non-intentional contingencies)
- preferences



1-ToM

1-ToM learns how the other learns

→ 1-ToM is a meta-Bayesian agent with:

- beliefs (about other's beliefs and preferences)
- preferences



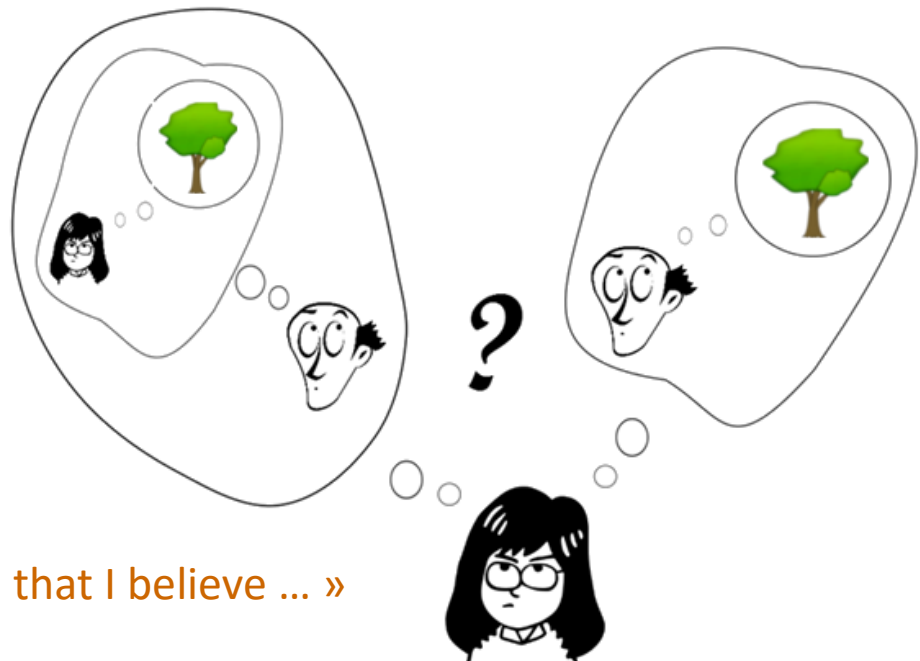
« I believe that you believe that I will hide behind the tree »

2-ToM

2-ToM learns how the other learns and her ToM sophistication level

→ 2-ToM is a meta-Bayesian agent with:

- beliefs (about other's beliefs – about one's beliefs - and preferences)
- preferences



« I believe that you believe that I believe ... »

k-ToM: recursive meta-Bayesian modelling

- *k*-ToM learns how the other learns and her ToM sophistication level:

$$\lambda_{\tau}^{(k)} = f\left(\lambda_{\tau-1}^{(k)}, a_{\tau}, \theta_1^{(k)}\right)$$

- *k*-ToM acts according to her beliefs and preferences:

$$p\left(a_{1,\tau+1} \middle| \theta^{(k)}\right) \propto \exp - \rho\left(\lambda_{\tau+1}^{(k)}, a_{1,\tau+1}\right) / \theta_2^{(k)}$$

- This induces a likelihood for a *k*+1-ToM observer:

$$p\left(a_{1,\rightarrow\tau} \middle| \theta^{(1,\dots,k)}, \kappa, m_{k+1}\right) = \prod_{k'=0}^k \prod_{\tau'=1}^{\tau} p\left(a_{1,\tau'} \middle| \theta^{(k')}\right)^{\zeta_{k'}(\kappa)}$$

- Deriving the ensuing Free-Energy yields the *k*+1-ToM learning rule:

$$\lambda_{\tau+1}^{(k+1)} = f\left(\lambda_{\tau}^{(k+1)}, a_{\tau}, \theta_1^{(k+1)}\right)$$

$$f : \lambda_{\tau}^{(k+1)} \rightarrow \arg \max_{\lambda_{\tau+1}^{(k+1)}} F_{\tau}^{(k+1)}$$

$$F_{\tau}^{(k+1)} = \left\langle \ln p\left(a_{1,\rightarrow\tau} \middle| \theta^{(1,\dots,k)}, \kappa, m_{k+1}\right) \right\rangle + \left\langle \ln p\left(\theta^{(1,\dots,k)}, \kappa \middle| m_{k+1}\right) \right\rangle - \left\langle \ln q_{\tau}\left(\theta^{(1,\dots,k)}, \kappa\right) \right\rangle$$

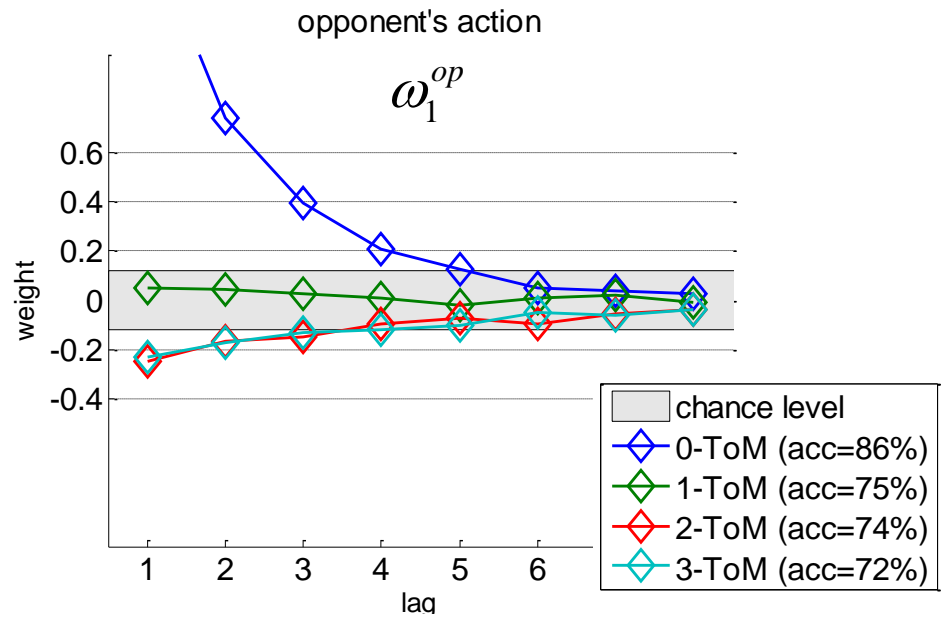
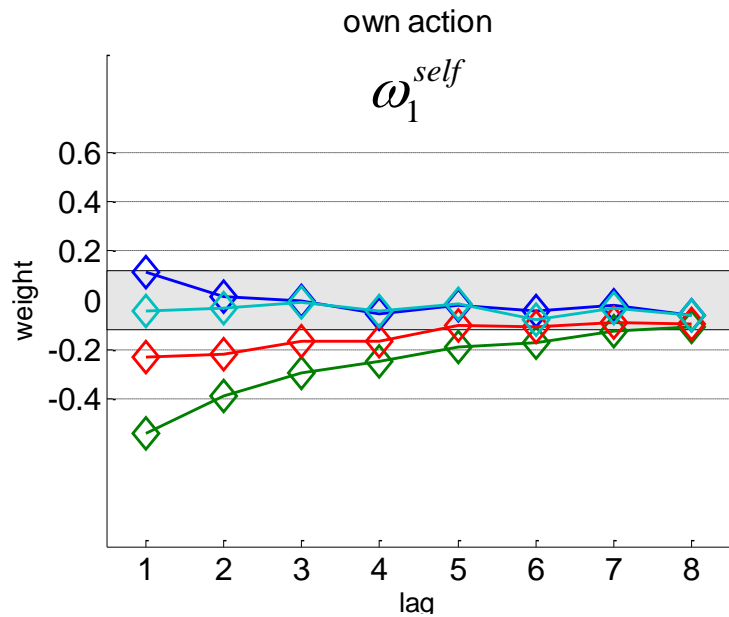
k-ToM agents in competitive games

outcome table
(« hide and seek »)

	hider: $a_1 = 1$	hider: $a_1 = 0$
seeker: $a_2 = 1$	-1, 1	1, -1
seeker: $a_2 = 0$	1, -1	-1, 1

Volterra 1st-order kernels:

$$p(a_t = 1 | \omega) = s \left(\omega_0 + \sum_k \sum_{\tau} \omega_{\tau}^{(k)} u_{t-\tau}^{(k)} + \dots \right)$$



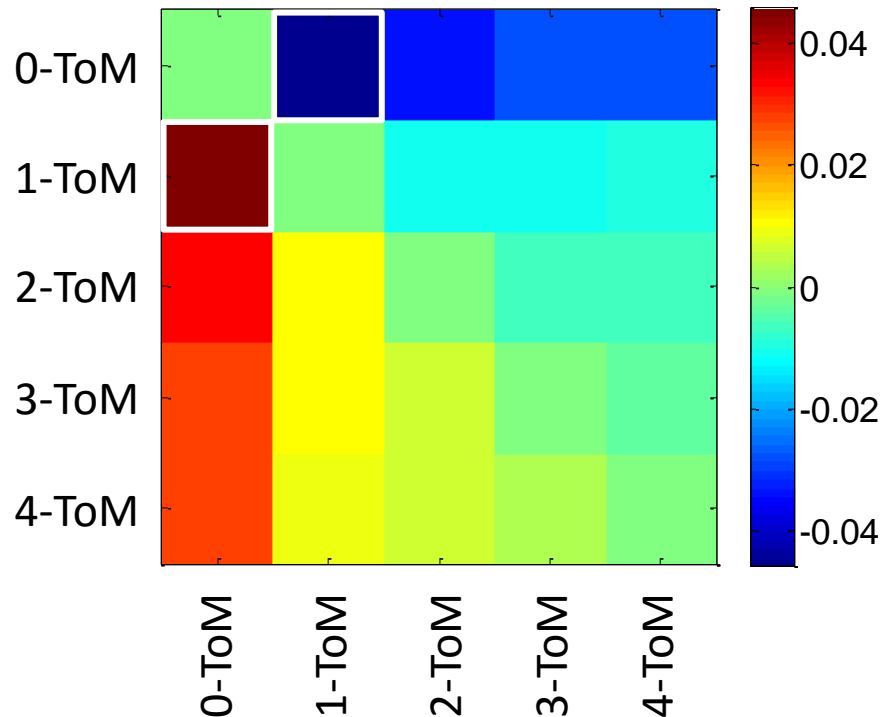
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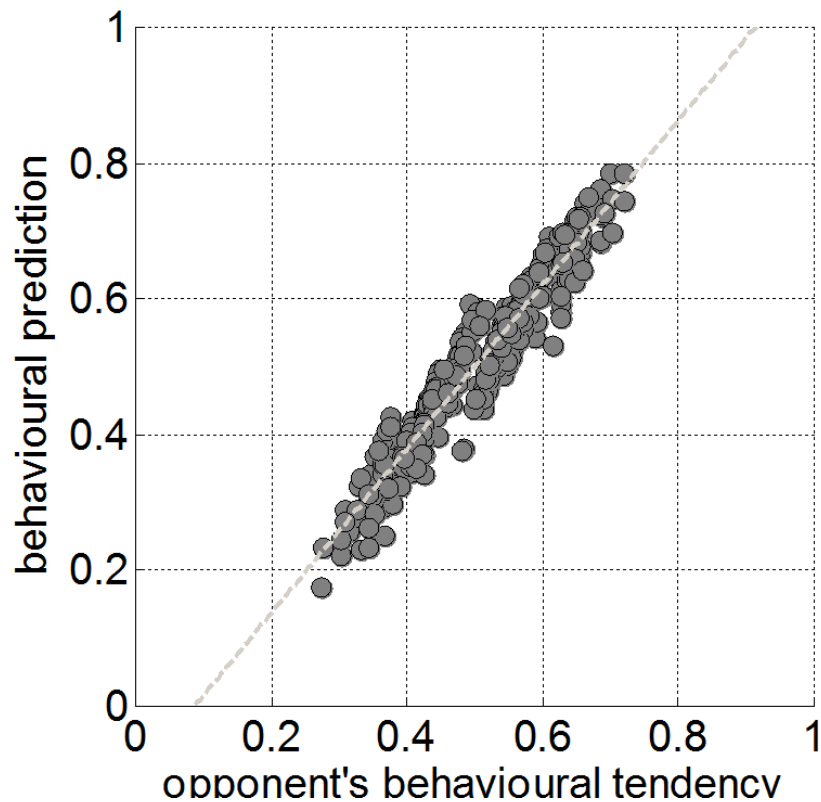
simulated
behavioural performance
(#wins/trial)

$\tau = 512$

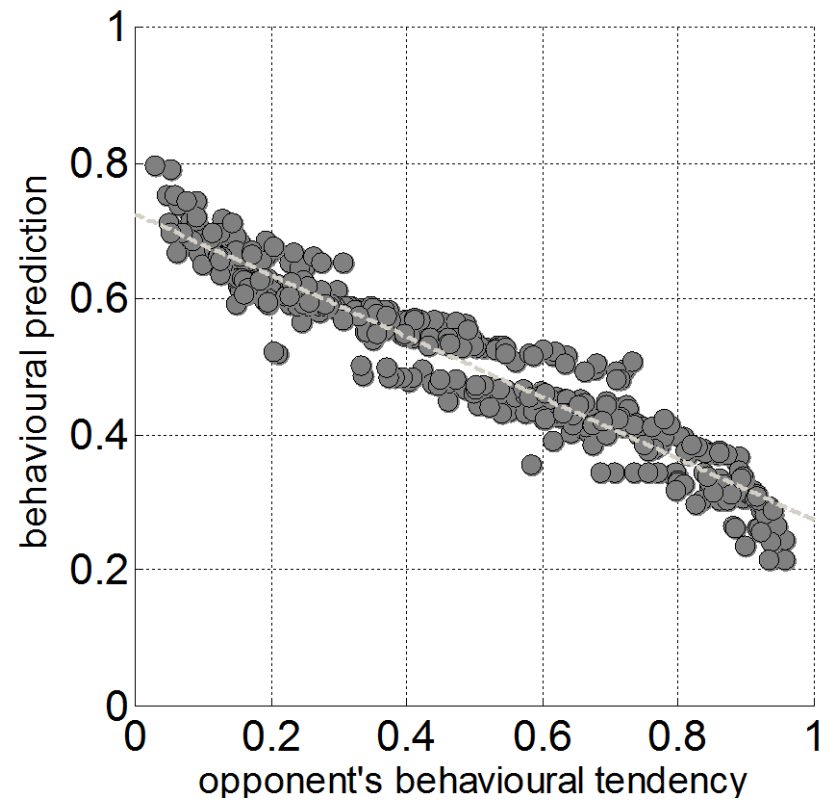


Everybody is somebody's fool

1-ToM predicts 0-ToM



0-ToM predicts 1-ToM



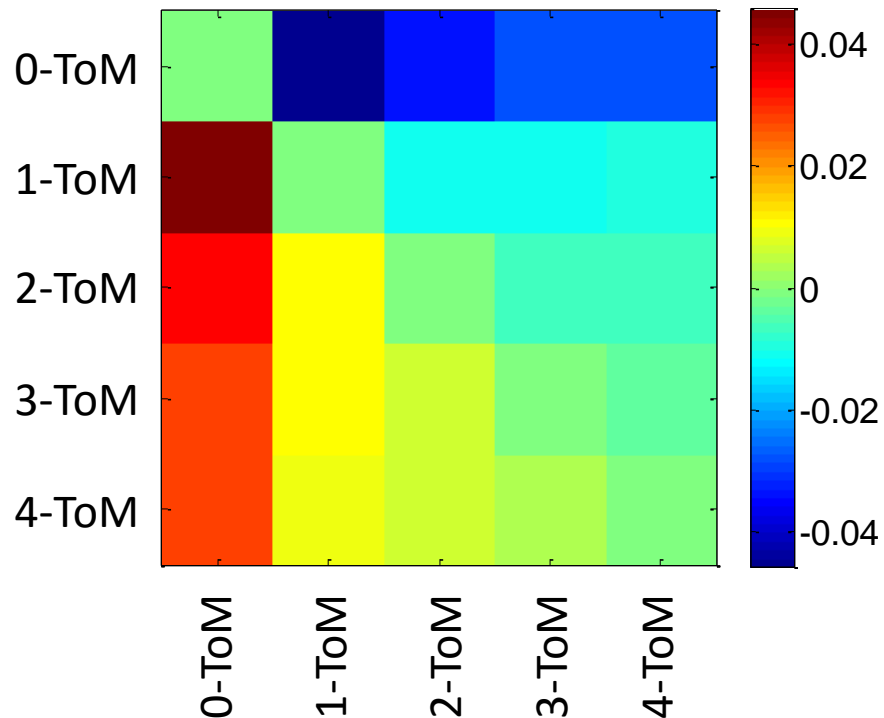
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outcome table
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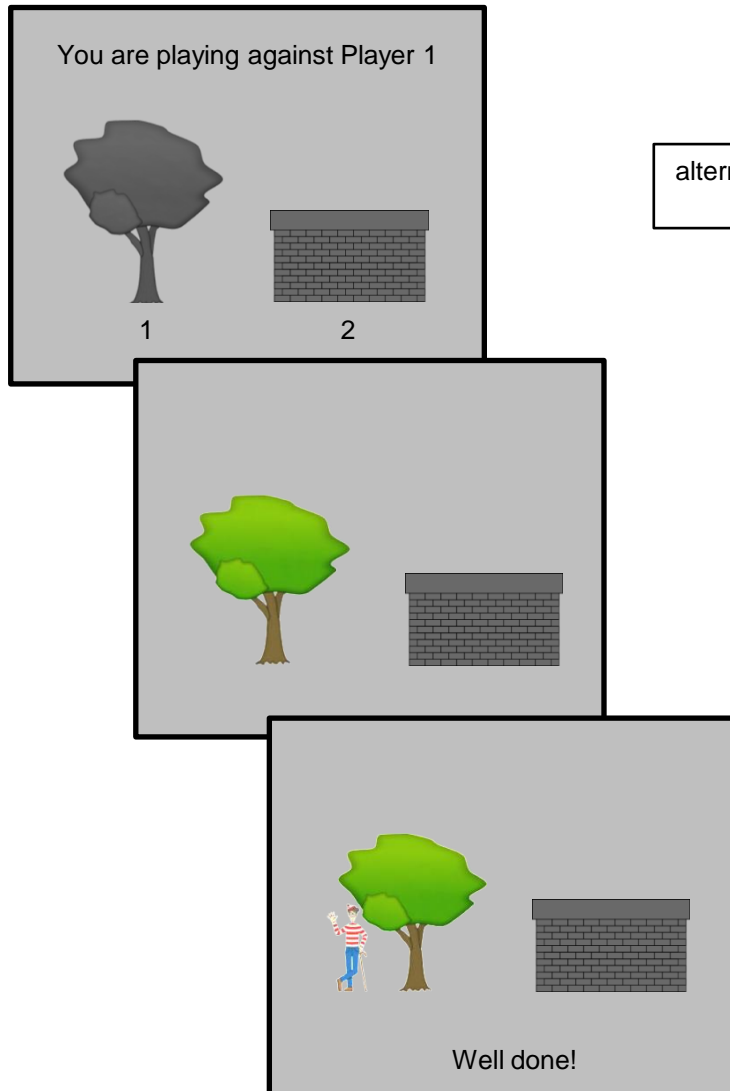
simulated
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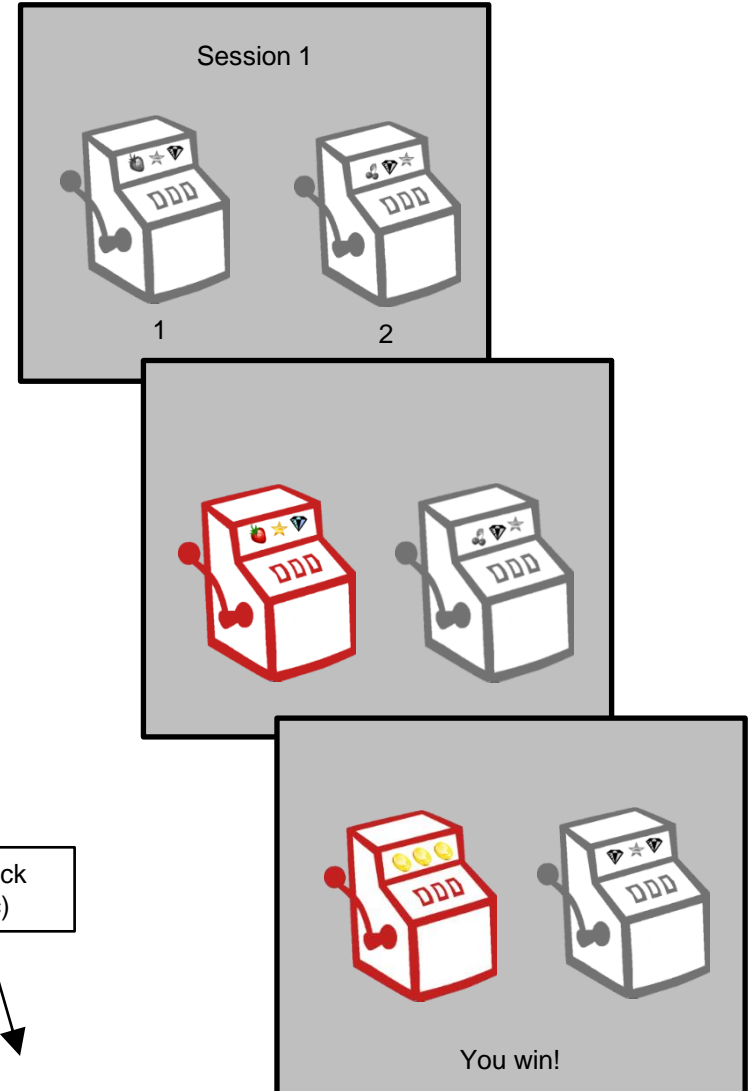


Behavioural task design

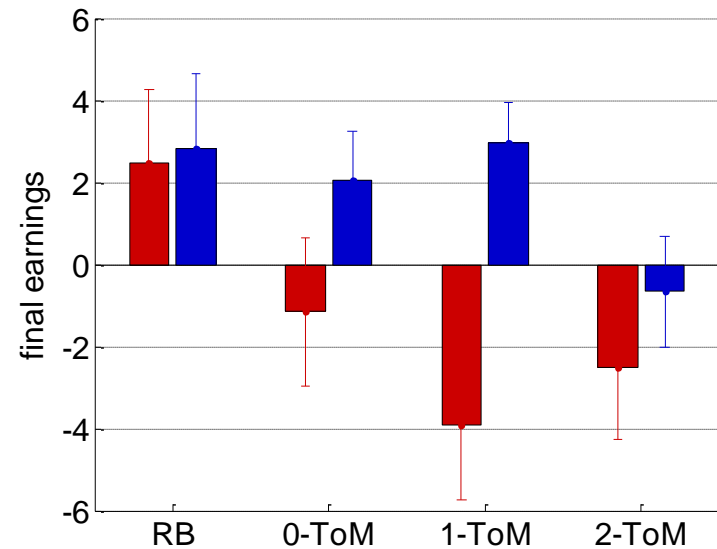
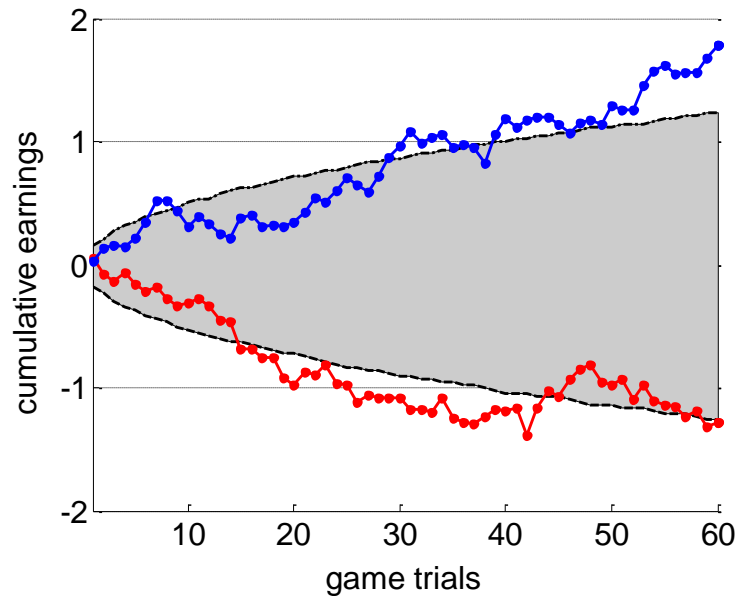
social framing
(game « hide and seek »)



non-social framing
(casino gambling task)



Behavioural performances (N=26)



■ non-social framing
■ social framing

ANOVA :

- **Framing** ($p=0.007$), **opponent** ($p=0.009$), 0 framingXop (but RB VS 1-ToM)
- 0 age, 0 sex

BETWEEN-SUBJECT VARIABILITY:

- 0 empathy, 0 executive functions (WCST, Go-NoGo, 3-back)
- **RB: Corr NS & S** ($p=0.01$), 0 otherwise

Volterra decompositions

RB

0-ToM

1-ToM

2-ToM

own action

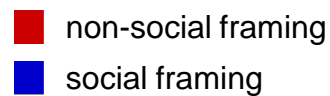
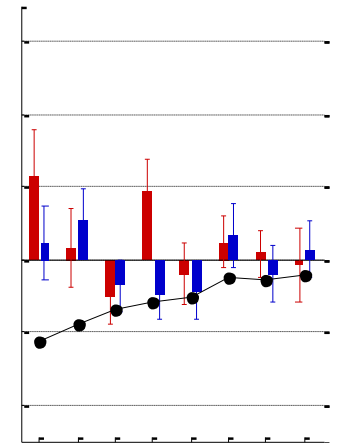
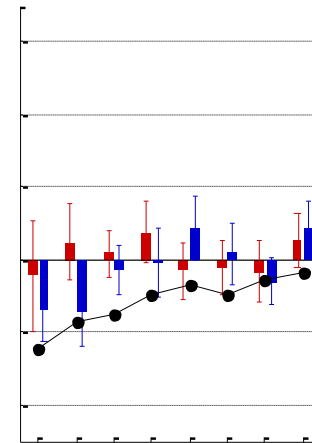
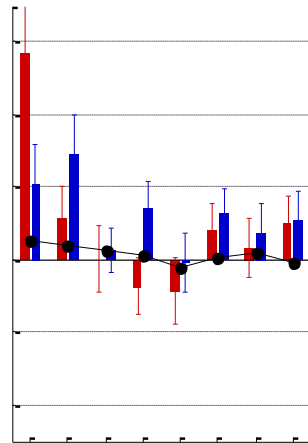
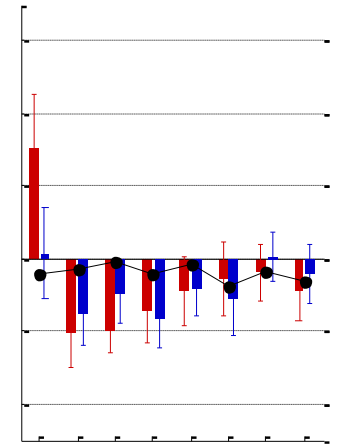
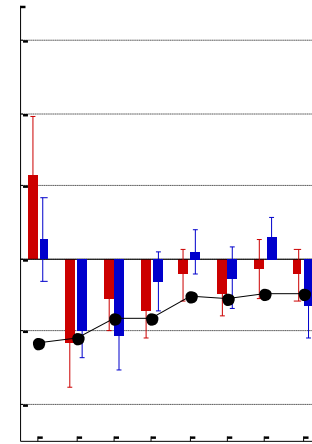
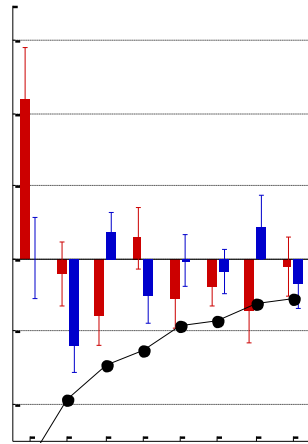
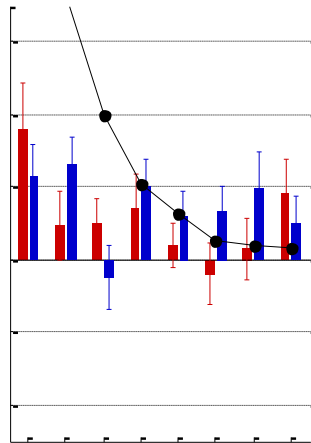
Volterra weight

0.6
0.4
0.2
0
-0.2
-0.4

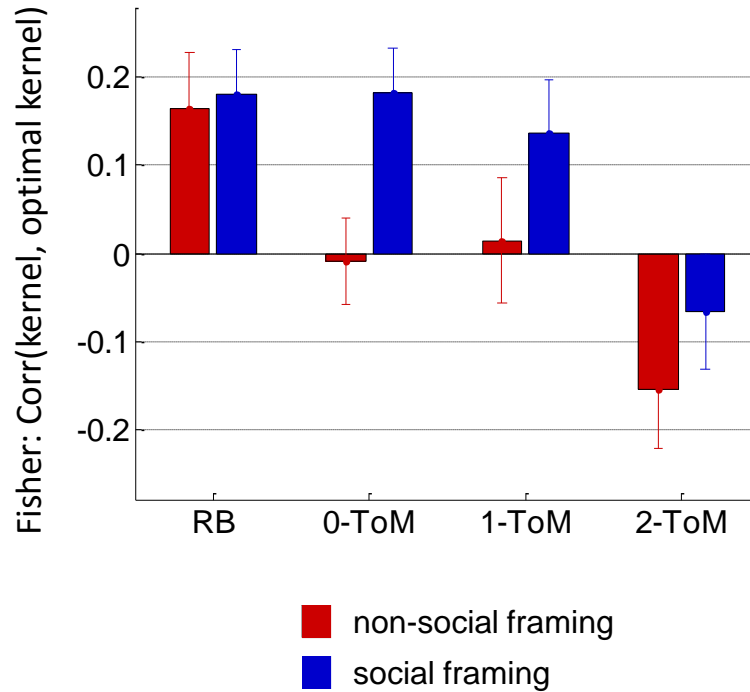
1 2 3 4 5 6 7 8

lag

opponent's action



Similarity to best k-ToM response



ANOVA:

- **Framing** ($p=0.02$), **op** ($p=0.0001$), 0 framingXop
- 0 age, 0 sex

SOBEL:

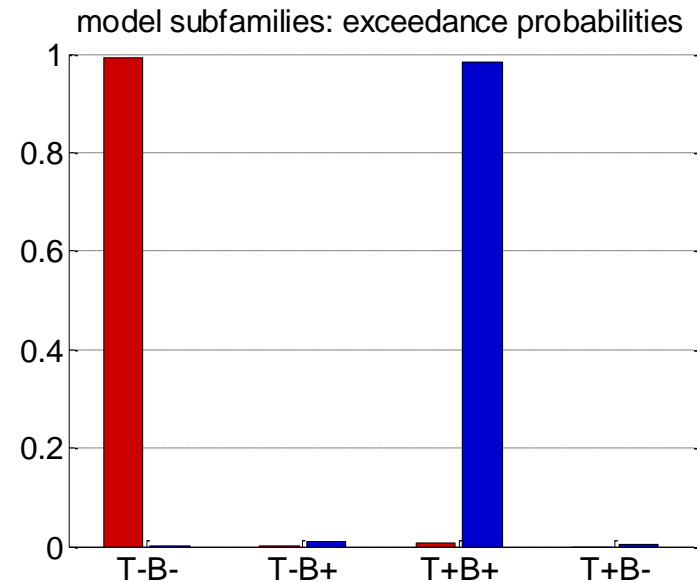
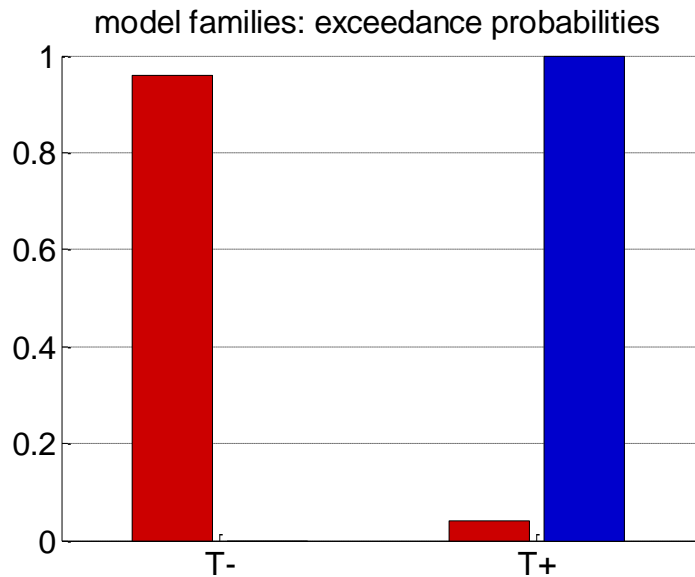
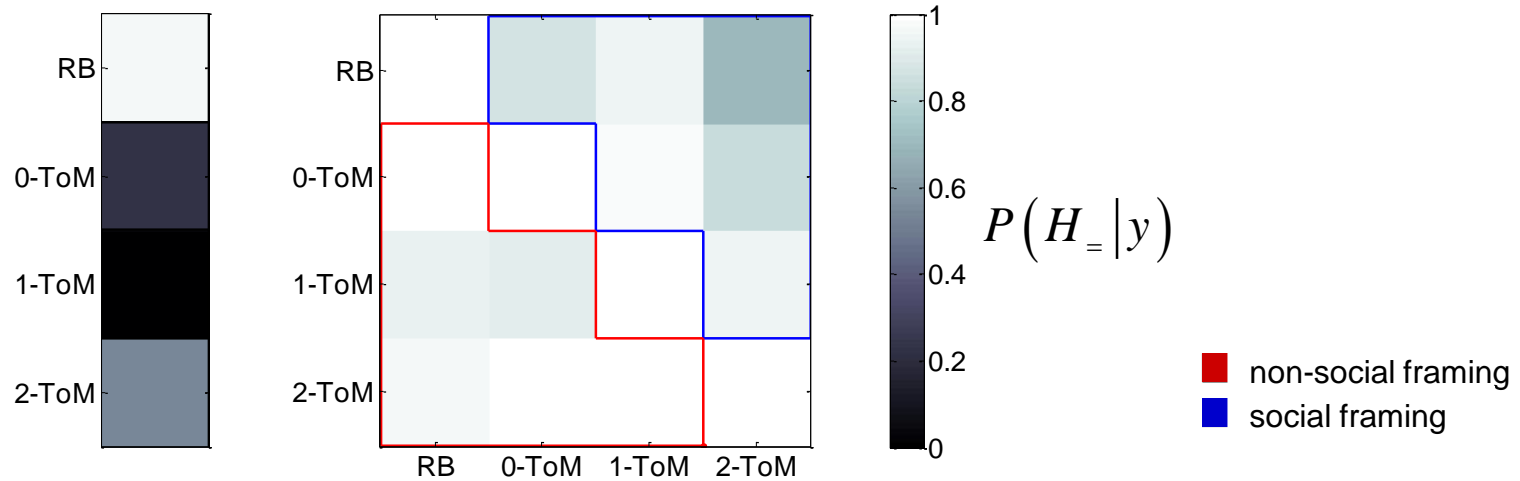
- **mediation of framing** ($p=0.010$), **mediation of op** ($p=0.013$)

Bayesian model comparison

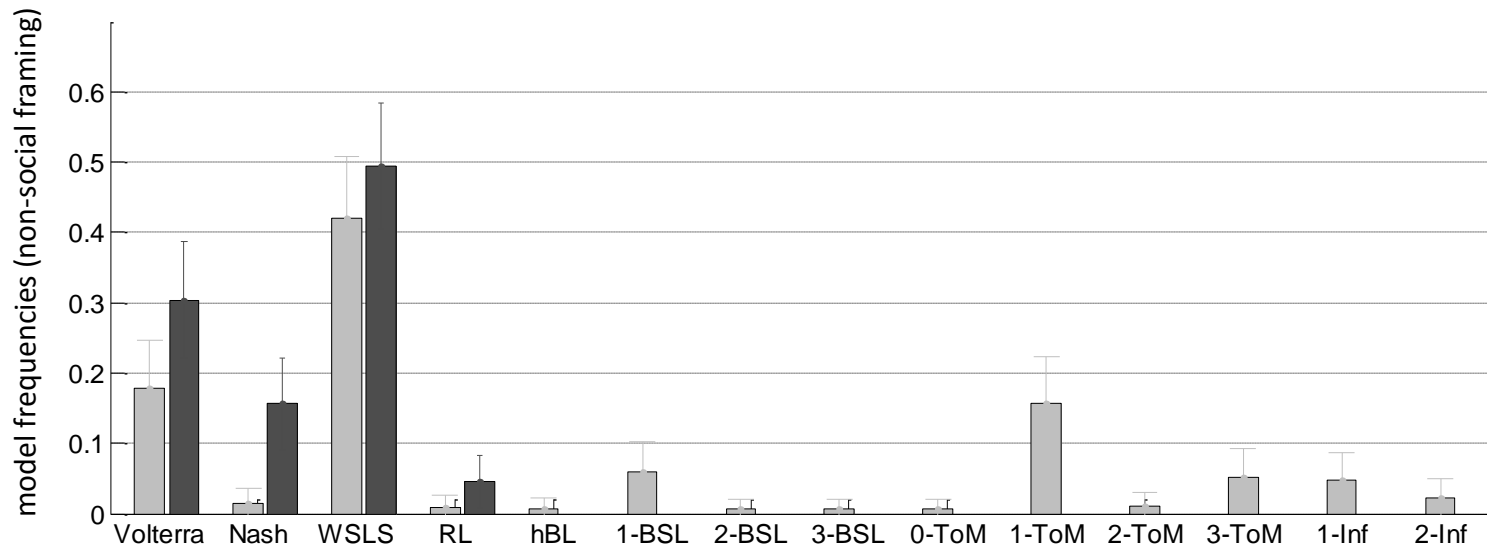
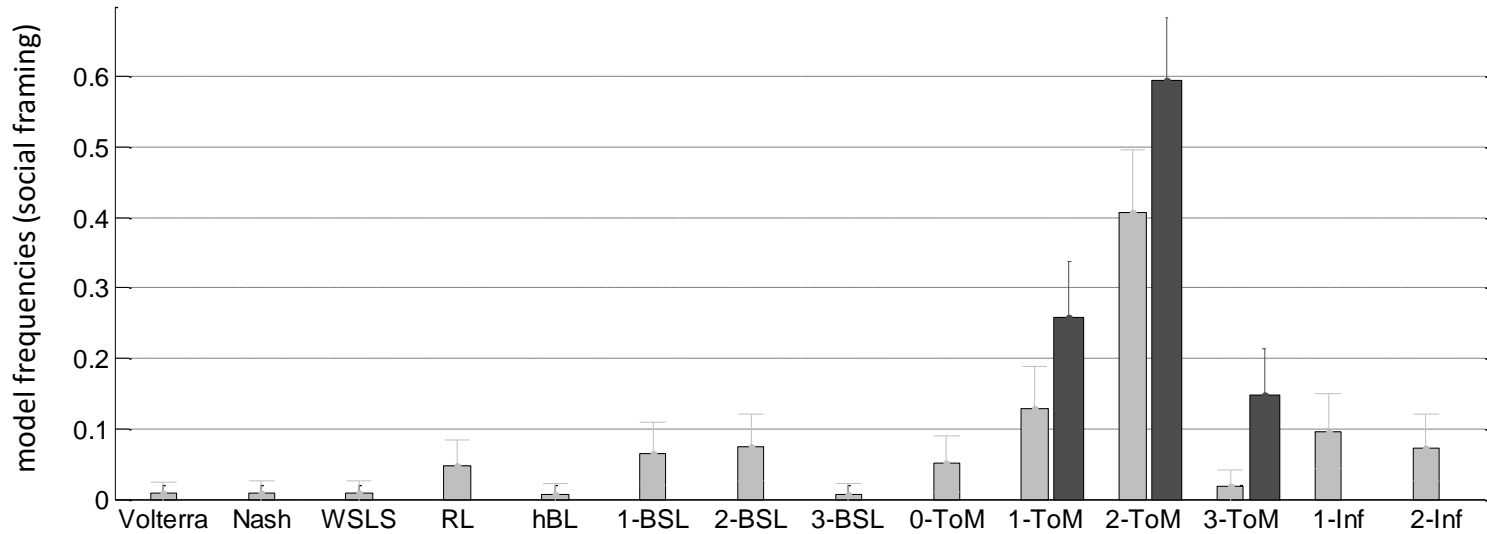
Model's name	Bayesian	mentalizing	number of free parameters
$k\text{-ToM}$ ($1 \leq k \leq 3$)	yes (B+)	yes (T+)	3
0-ToM	yes (B+)	no (T-)	3
HGF	yes (B+)	no (T-)	5
$n\text{-BSL}$ ($1 \leq n \leq 3$)	yes (B+)	no (T-)	3
$k\text{-Inf}$ ($1 \leq k \leq 2$)	no (B-)	yes (T+)	3 (1-Inf), 4 (2-Inf)
RL	no (B-)	no (T-)	3
$WSLS$	no (B-)	no (T-)	2
$Nash$	no (B-)	no (T-)	1

- 14 models, 26 participants, 2 tasks framings, 4 opponents (= 2912 model evidences)
- 2X2 model families (2 partitions: B+/B-, T+/T-)

Bayesian model comparison



Variability of human ToM sophistication



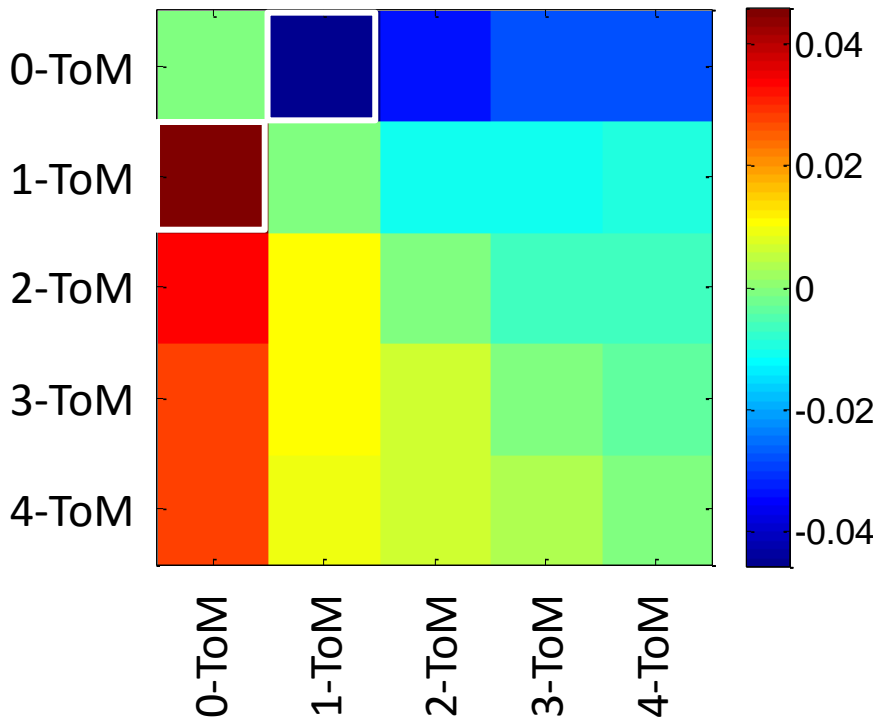
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Competitive versus cooperative games

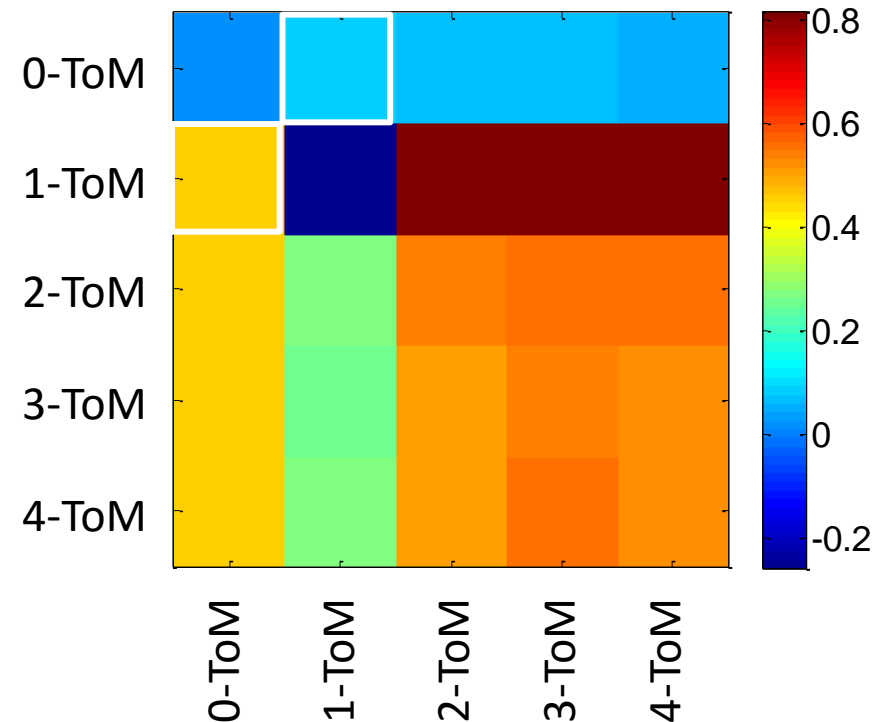
« hide and seek »

	P1: $a_1 = 1$	P1: $a_1 = 0$
P2: $a_2 = 1$	-1, 1	1, -1
P2: $a_2 = 0$	1, -1	-1, 1



« battle of the sexes »

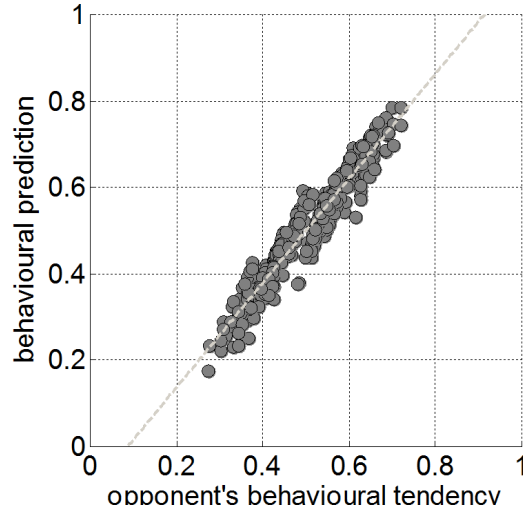
	P1: $a_1 = 1$	P1: $a_1 = 0$
P2: $a_2 = 1$	2, 0	-1, -1
P2: $a_2 = 0$	-1, -1	0, 2



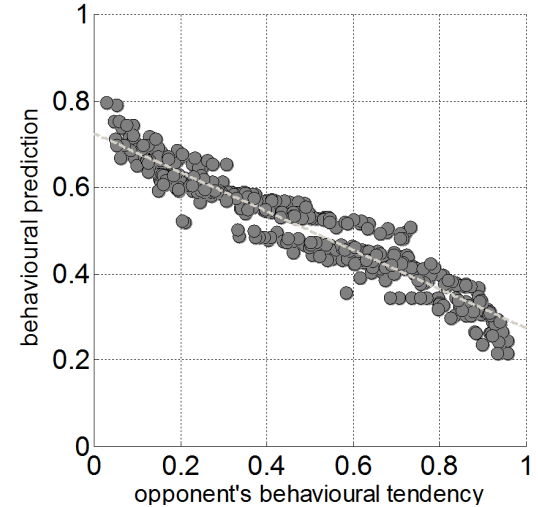
Being right is as good as being smart

« hide and seek »

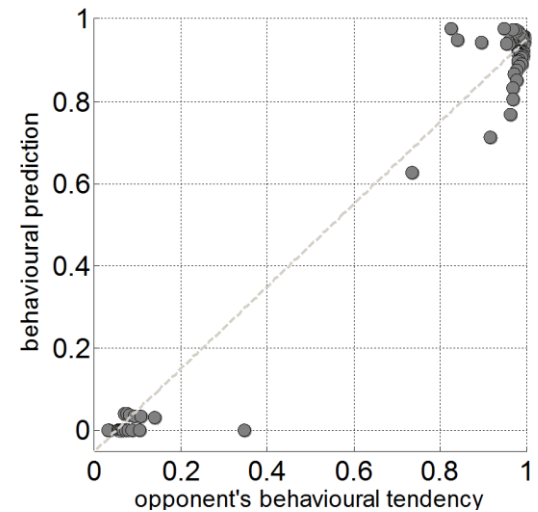
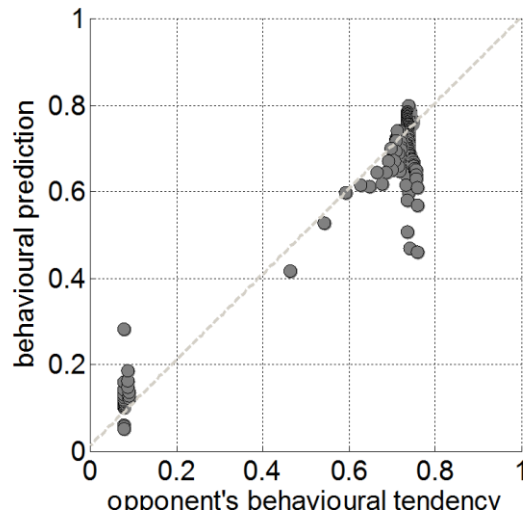
1-ToM predicts 0-ToM



0-ToM predicts 1-ToM



« battle of the sexes »



Evolutionary game theory

Can we explain the emergence of the natural bound on ToM sophistication?

→ Average adaptive fitness:

- is a function of the behavioural performance, relative to other phenotypes
- depends upon the frequency of other phenotypes within the population

s_k frequency of phenotype k within the population

ω_i frequency of game i

$Q^{(i)}(\tau)$ expected payoff matrix of game i at round τ

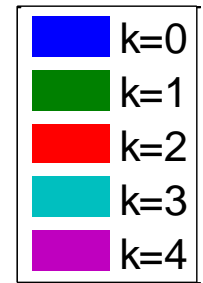
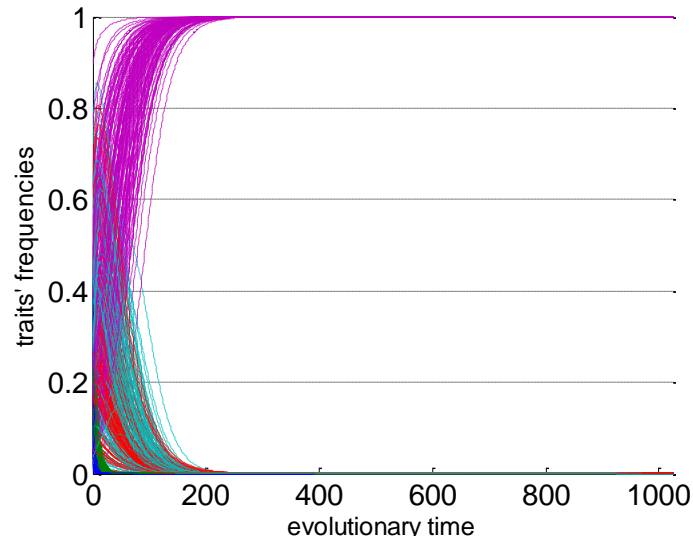
→ Replicator dynamics [Maynard-Smith 1982, Hofbauer 1998]:

$$\frac{ds}{dt} = \text{Diag}(s) \left(\sum_i \omega_i Q^{(i)}(\tau) s - \sum_i \omega_i s^T Q^{(i)}(\tau) s \right)$$

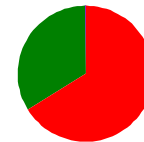
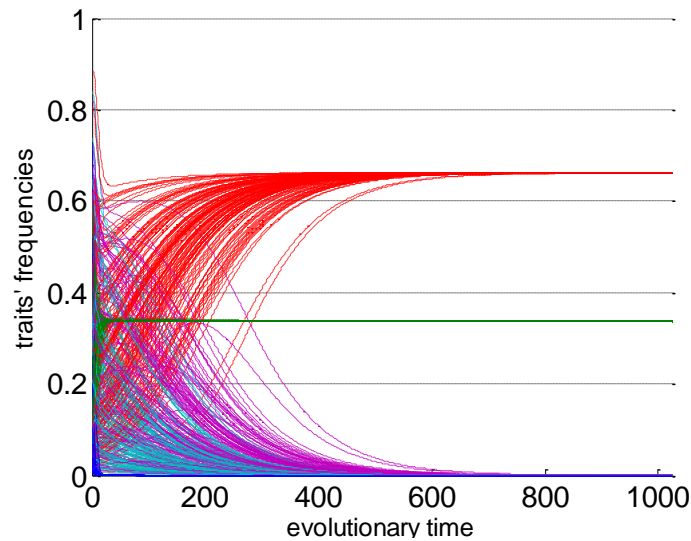
evolutionary stable states: $s_\infty \equiv \lim_{t \rightarrow \infty} s(t)$

Replicator dynamics and ESS

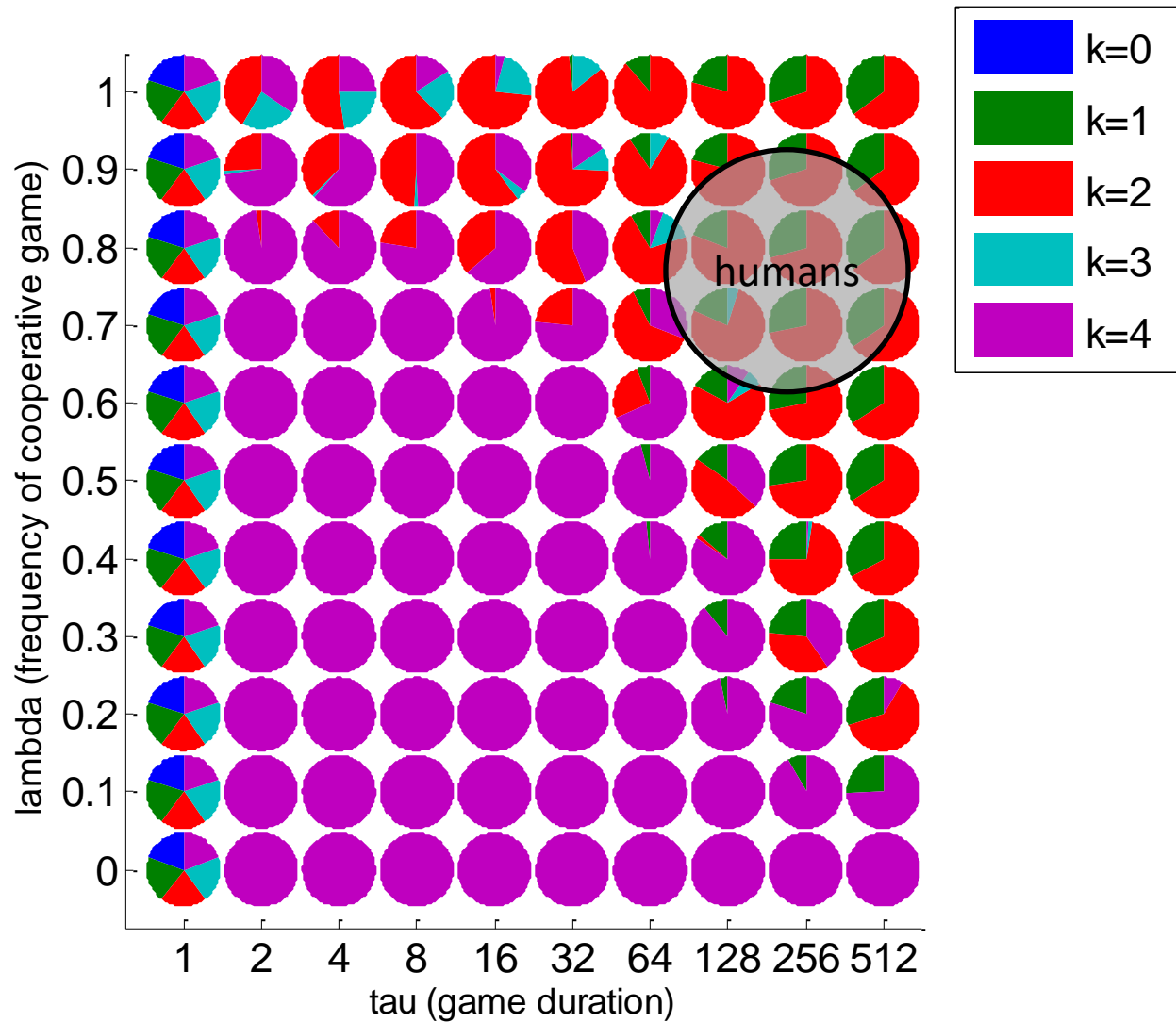
« hide and seek »



« battle of the sexes »



ESS: phase portrait



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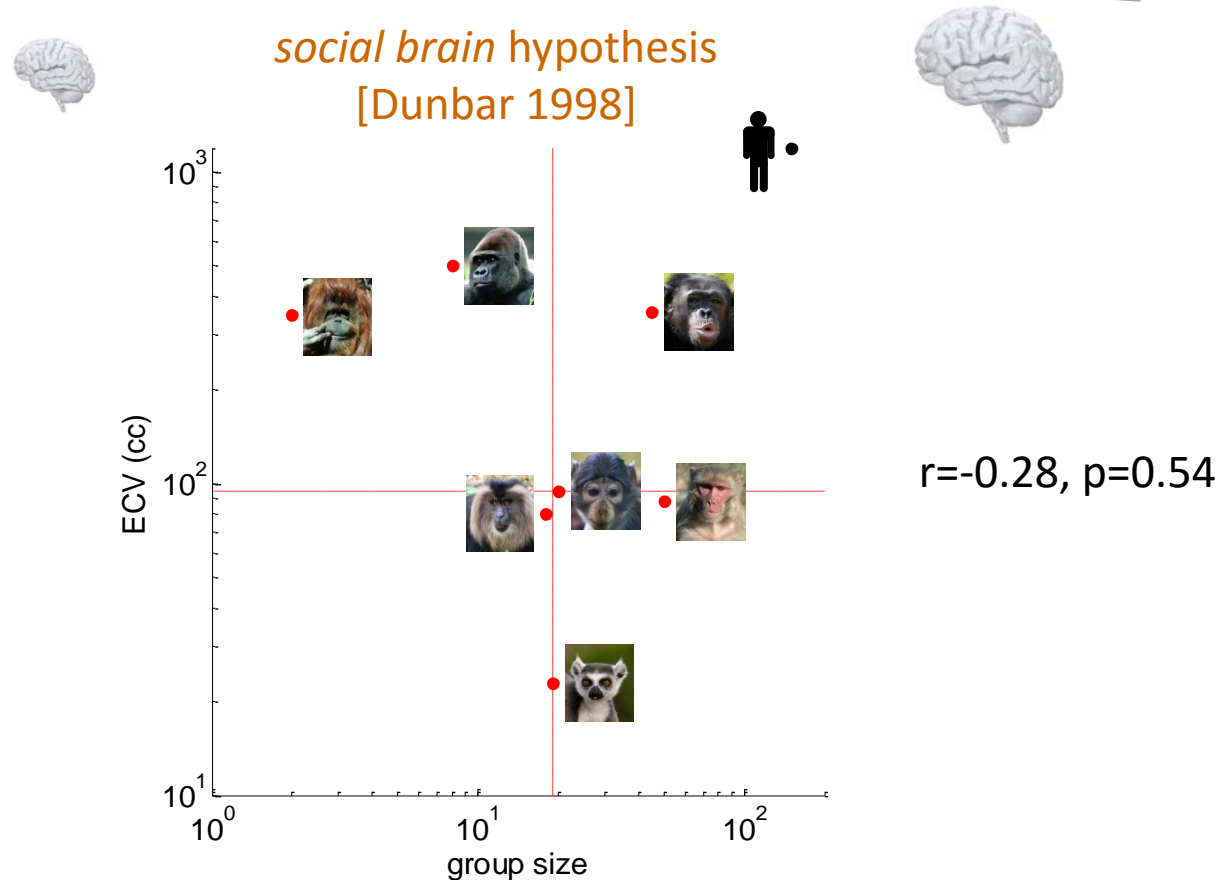
The main confound in primates' ToM assessment



You're competing for the food.
Where should you approach the food from?

[Hare 2006]

Evolutionary factors of ToM sophistication



Playing “hide and seek” with primates

- ***Subjects:***

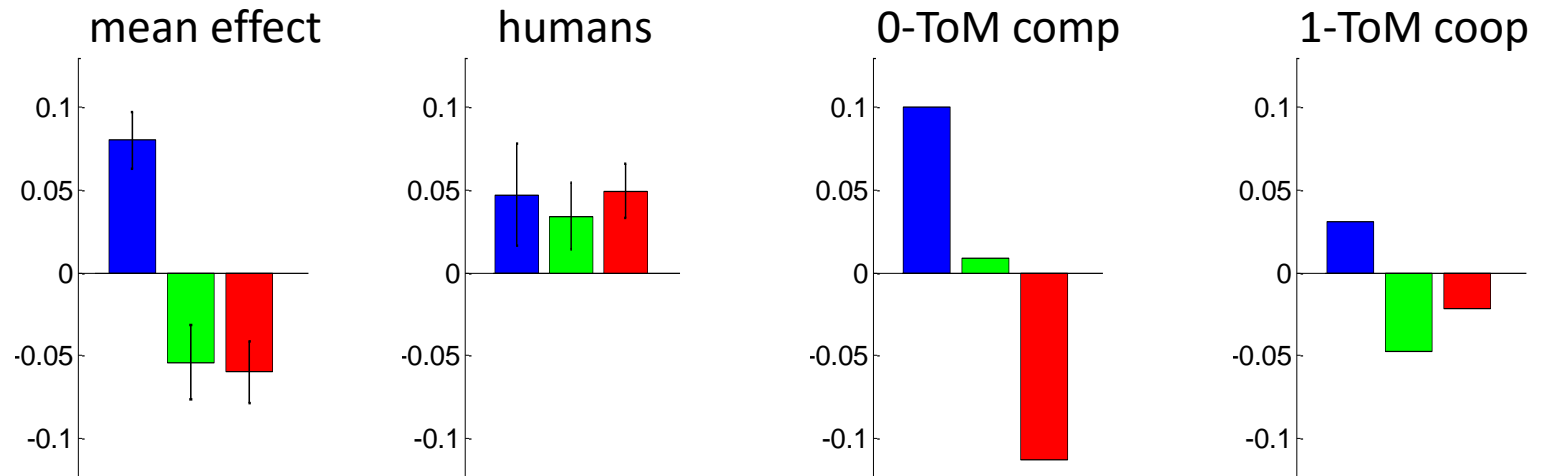
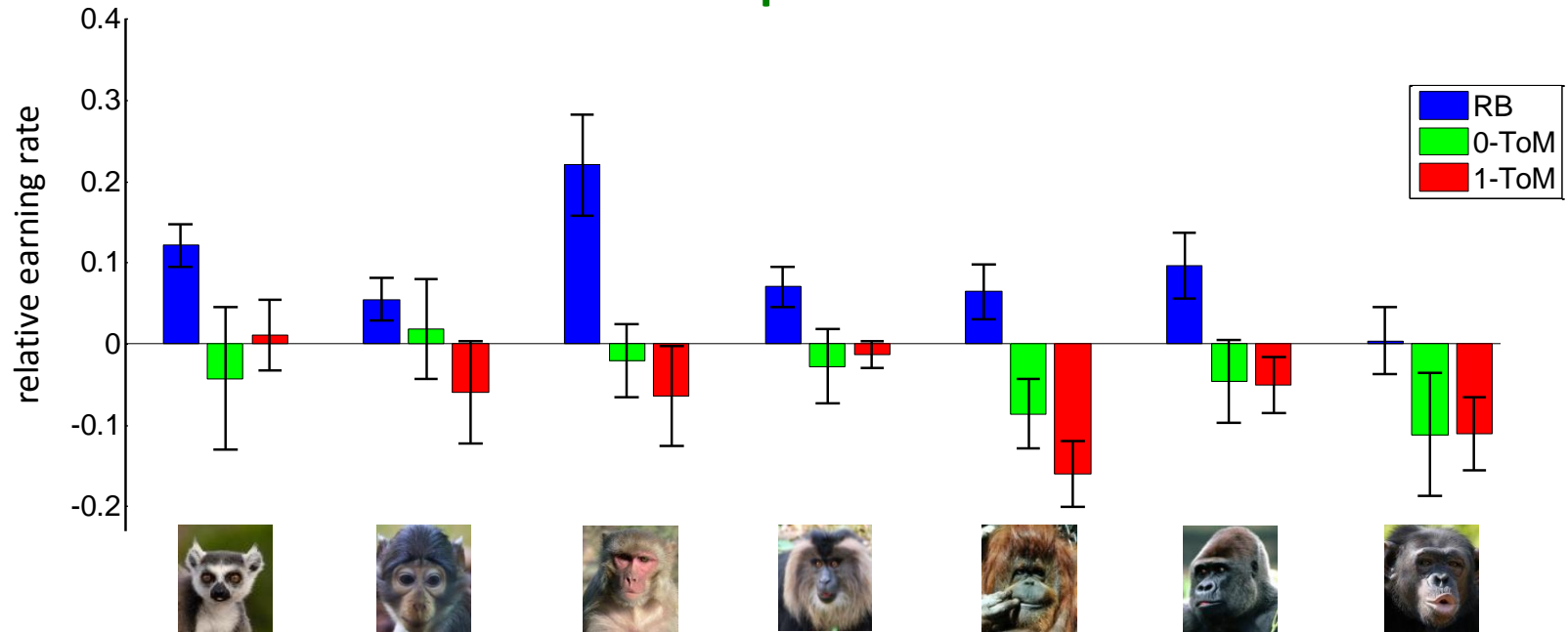
Macaques (4+5), Orangutans (7), Chimps (6), Gorillas (5), Mangabeys (8), Lemurs (6)

- ***Experimental paradigm:***

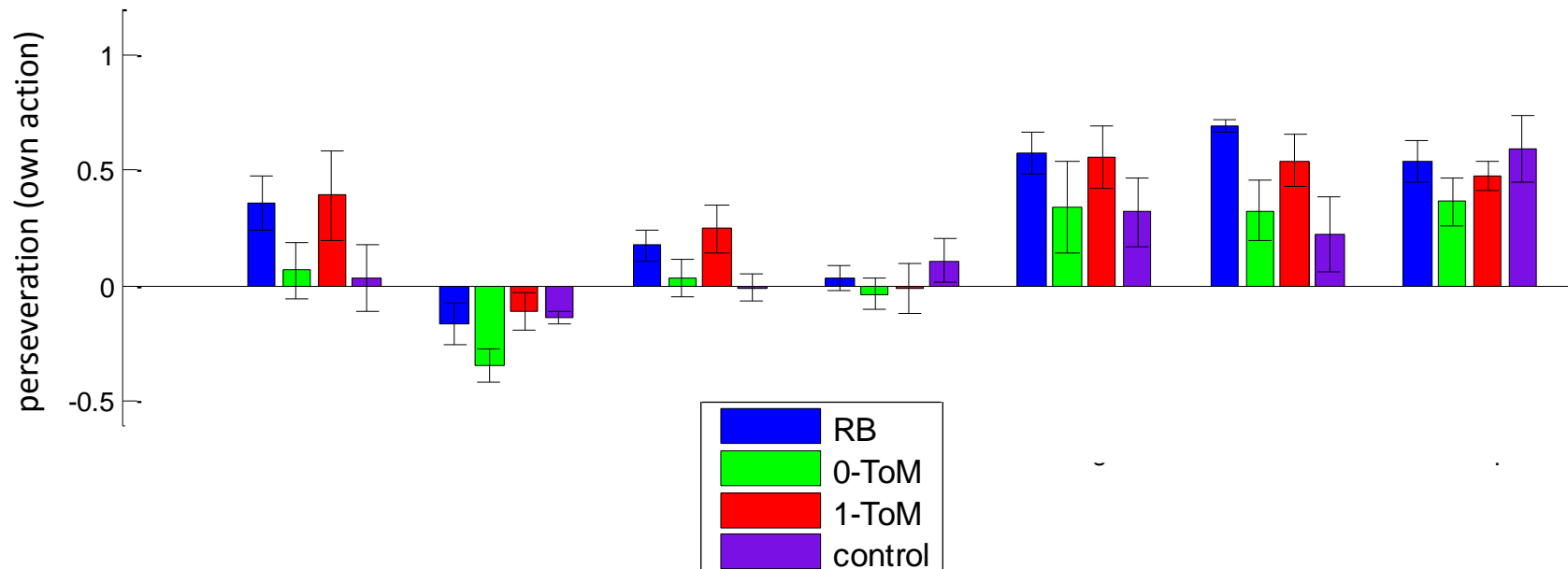
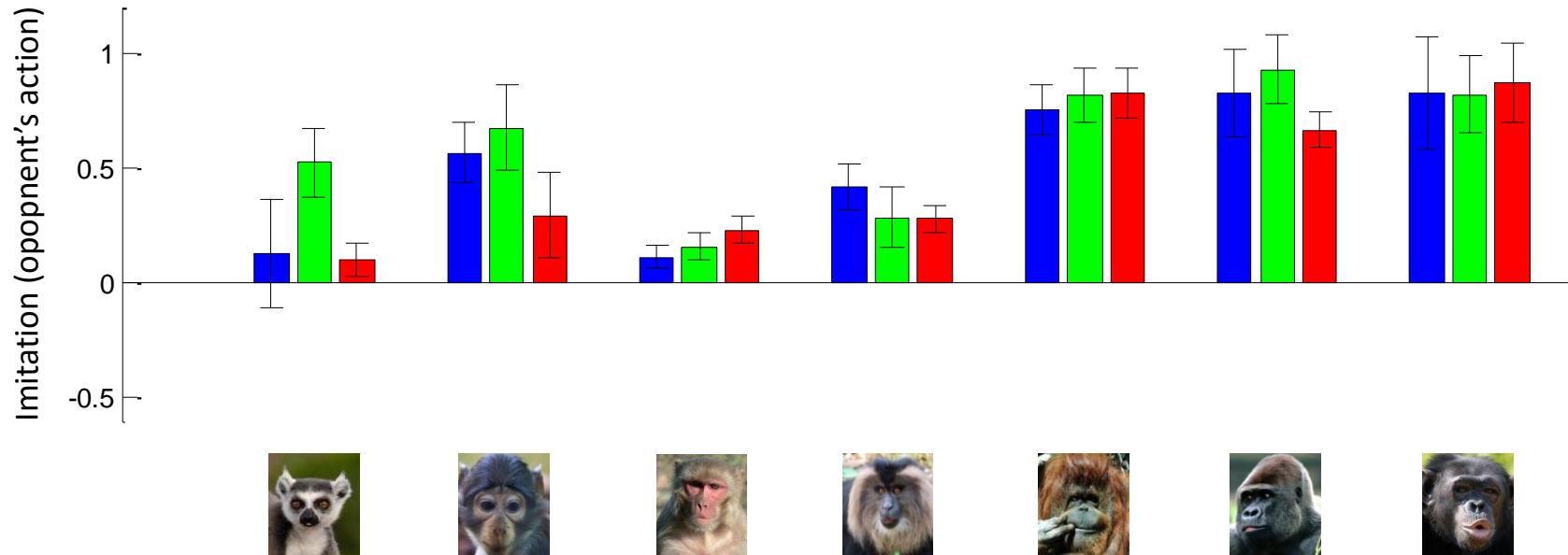
- ✓ habituation/training sessions (rule learning)
- ✓ 3 opponent types (RB, 0-ToM, 1-ToM) X 4 sessions
- ✓ control task (behavioural perseveration)



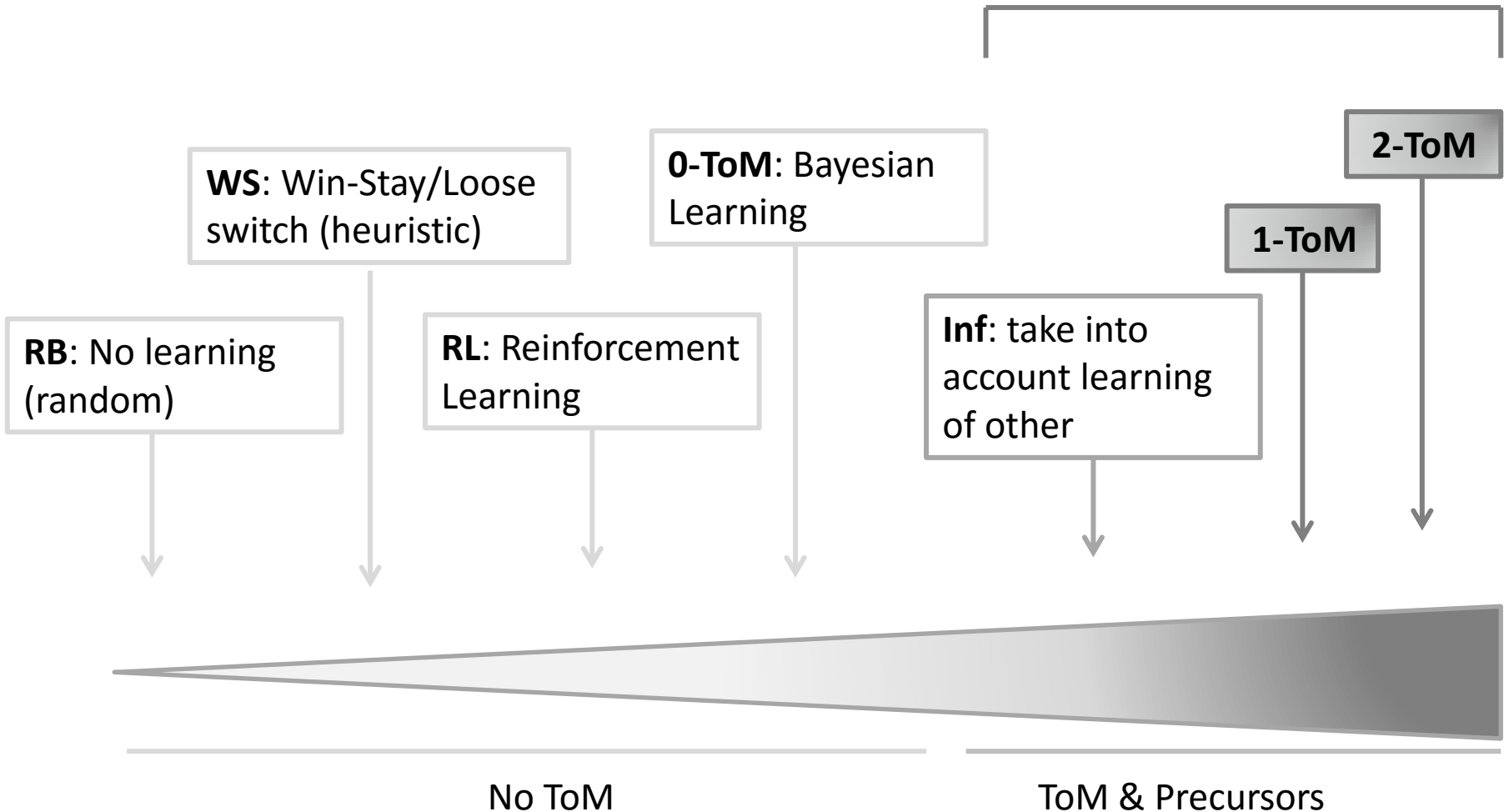
Behavioural performances



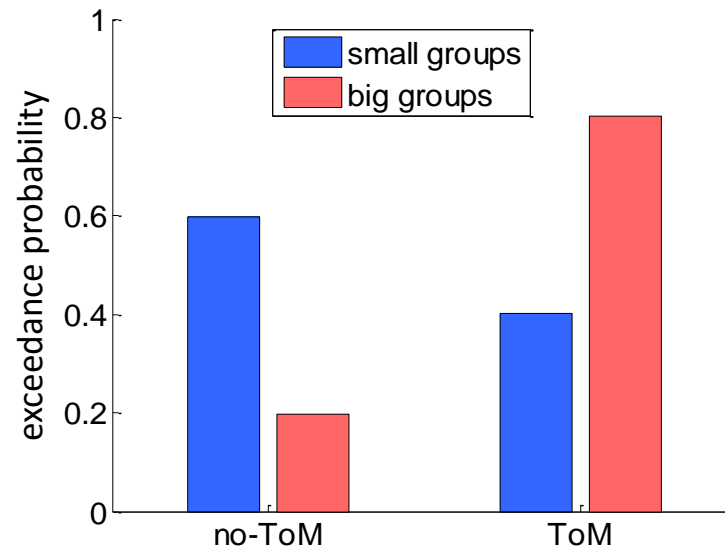
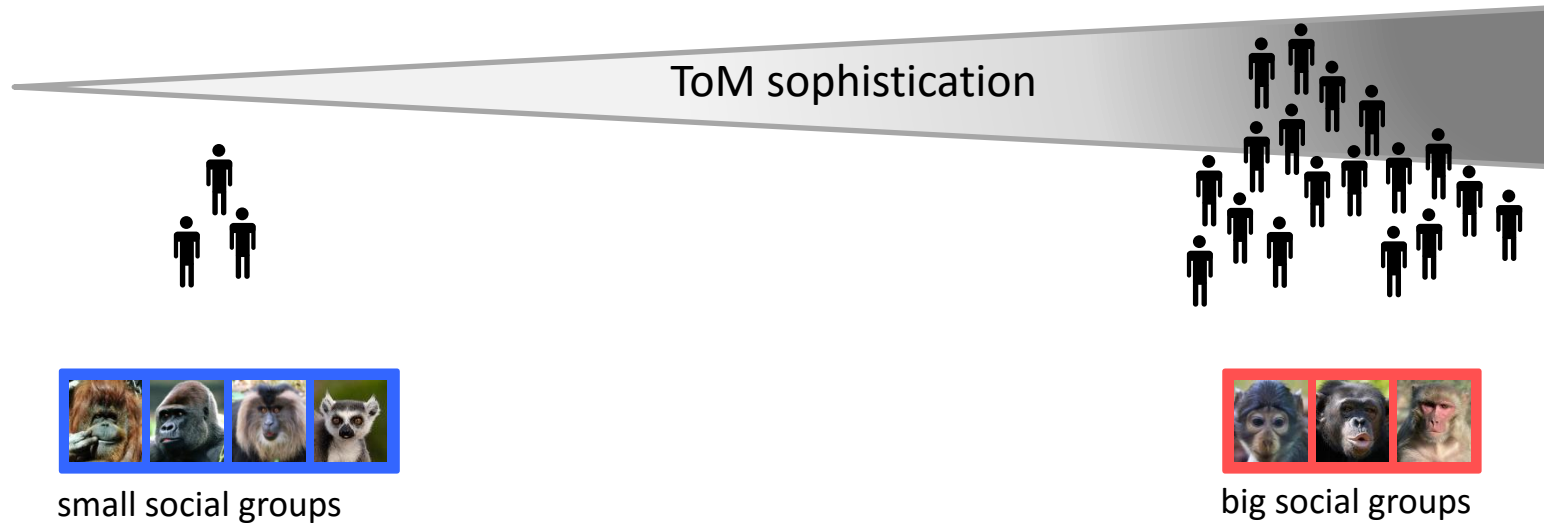
Volterra decompositions



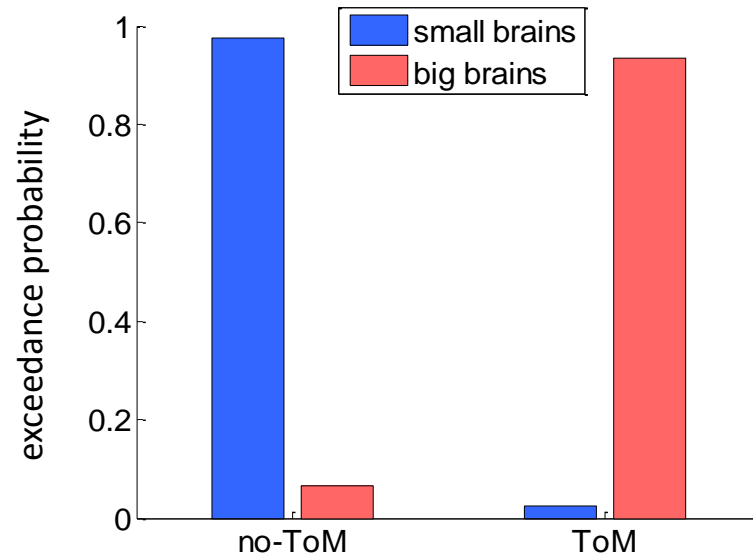
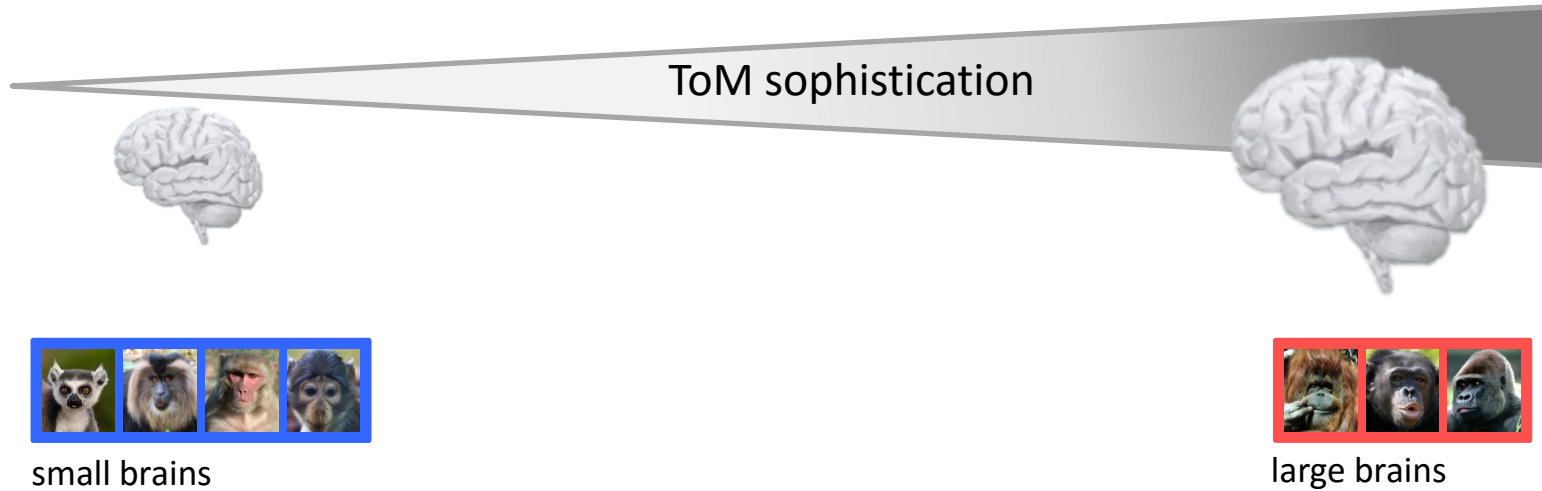
ToM sophistication of learning styles



Assessing the *Machiavellian intelligence* hypothesis



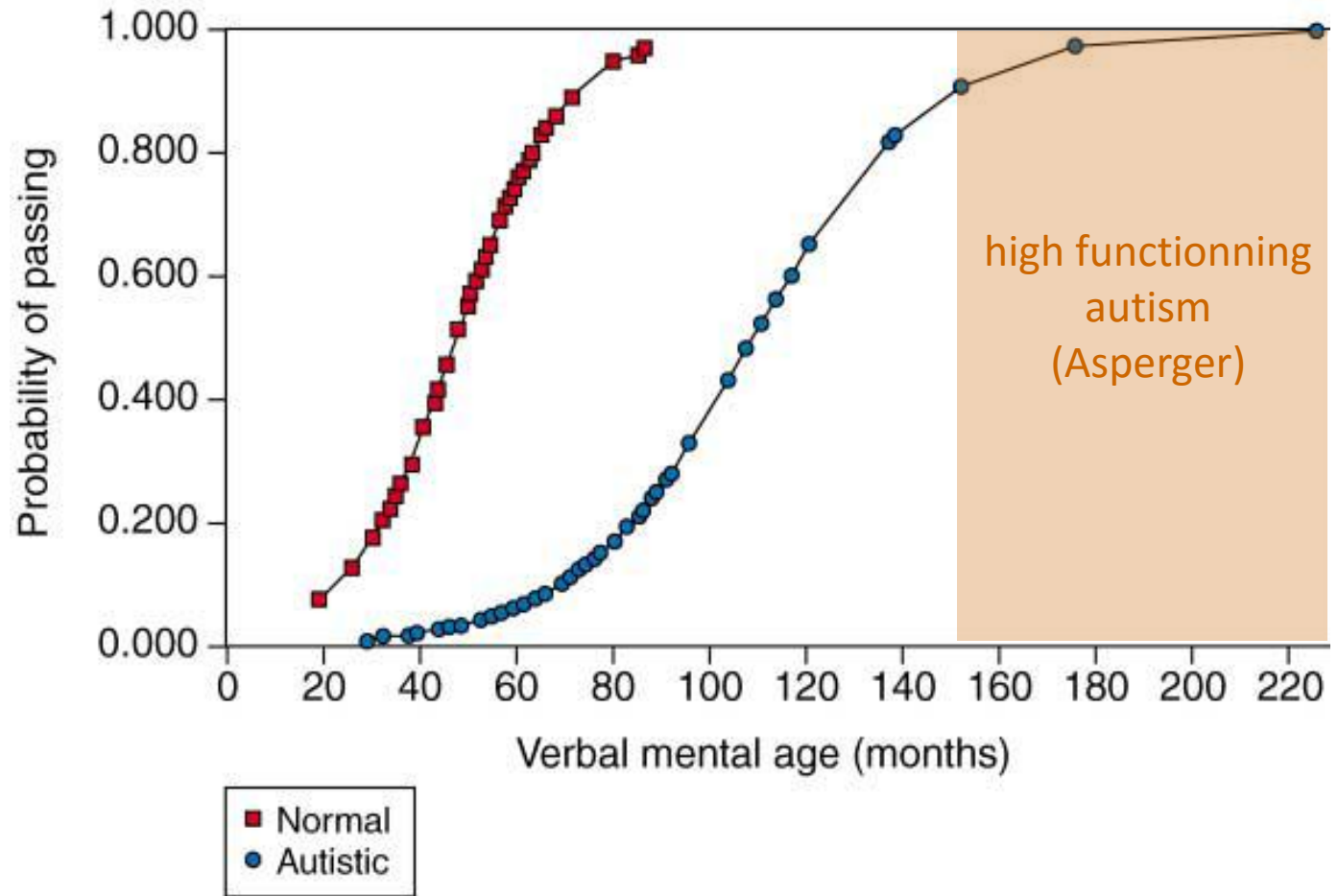
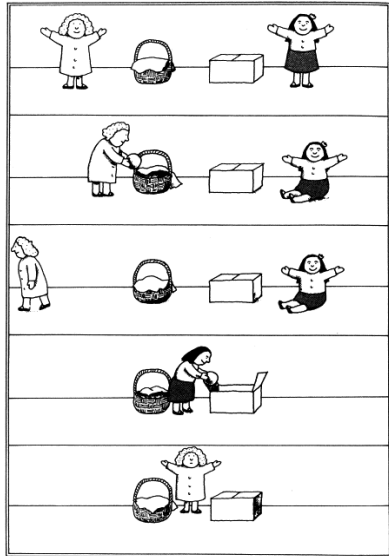
Assessing the *social brain* hypothesis



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ASD: ToM deficit hypothesis

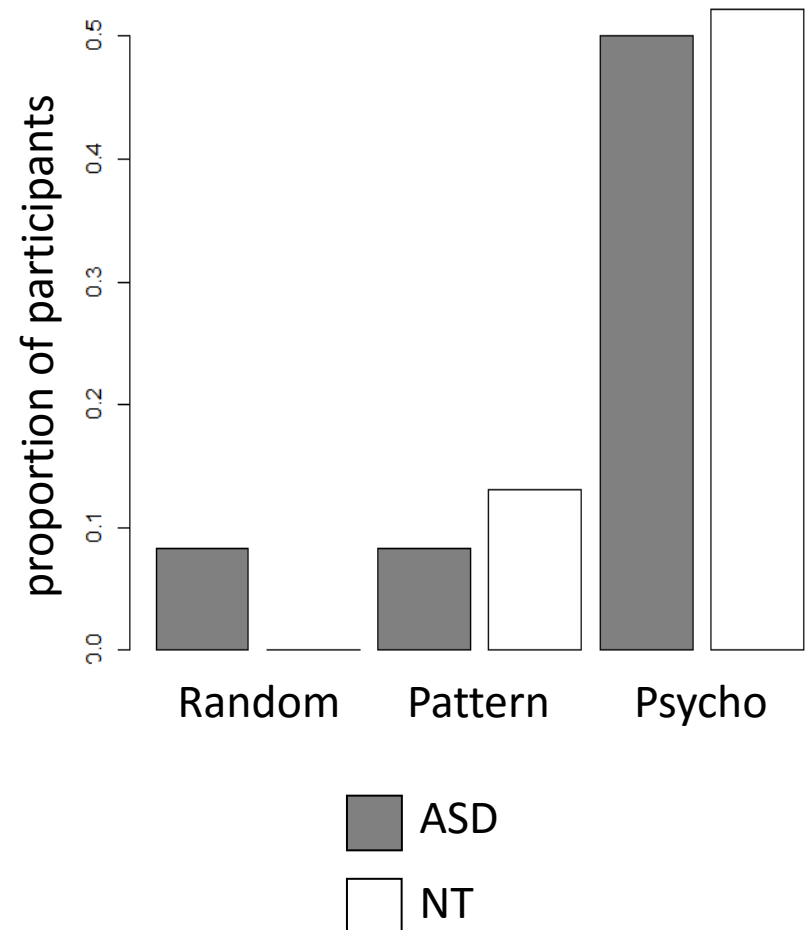


ASD patients: summary statistics

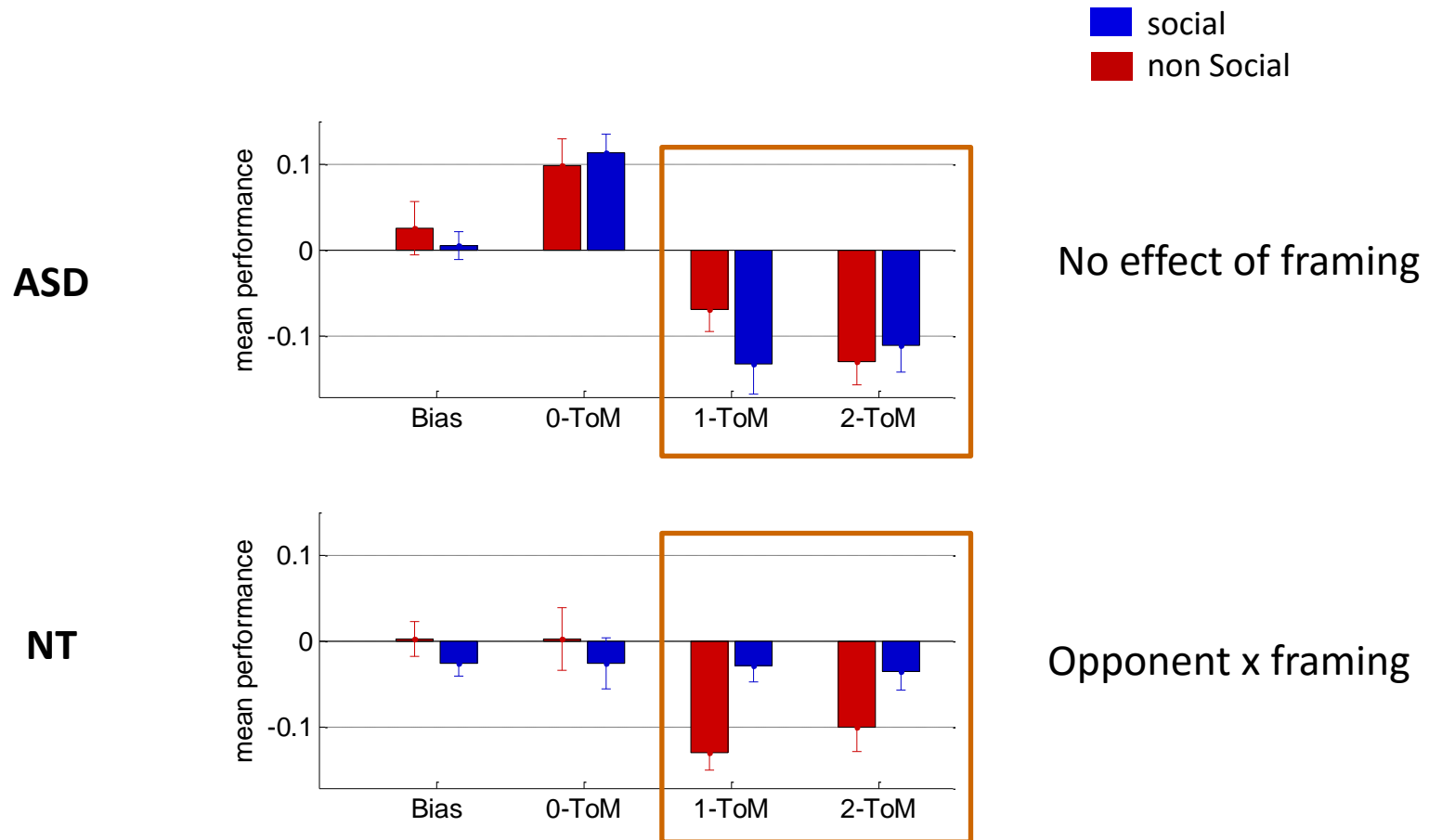
- High functioning autistic patients (N=24)
- Neurotypical participants (N=24)
matched for age, IQ, sex (21 males)

Group	ASD	NT
Age	25,5 (5,7)	27,9 (8,6)
IQ	104(17)	106 (14)
Social anhedonia	14,8 (8,4)	9.7 (4,2)

deceptive framing manipulation:
sanity check

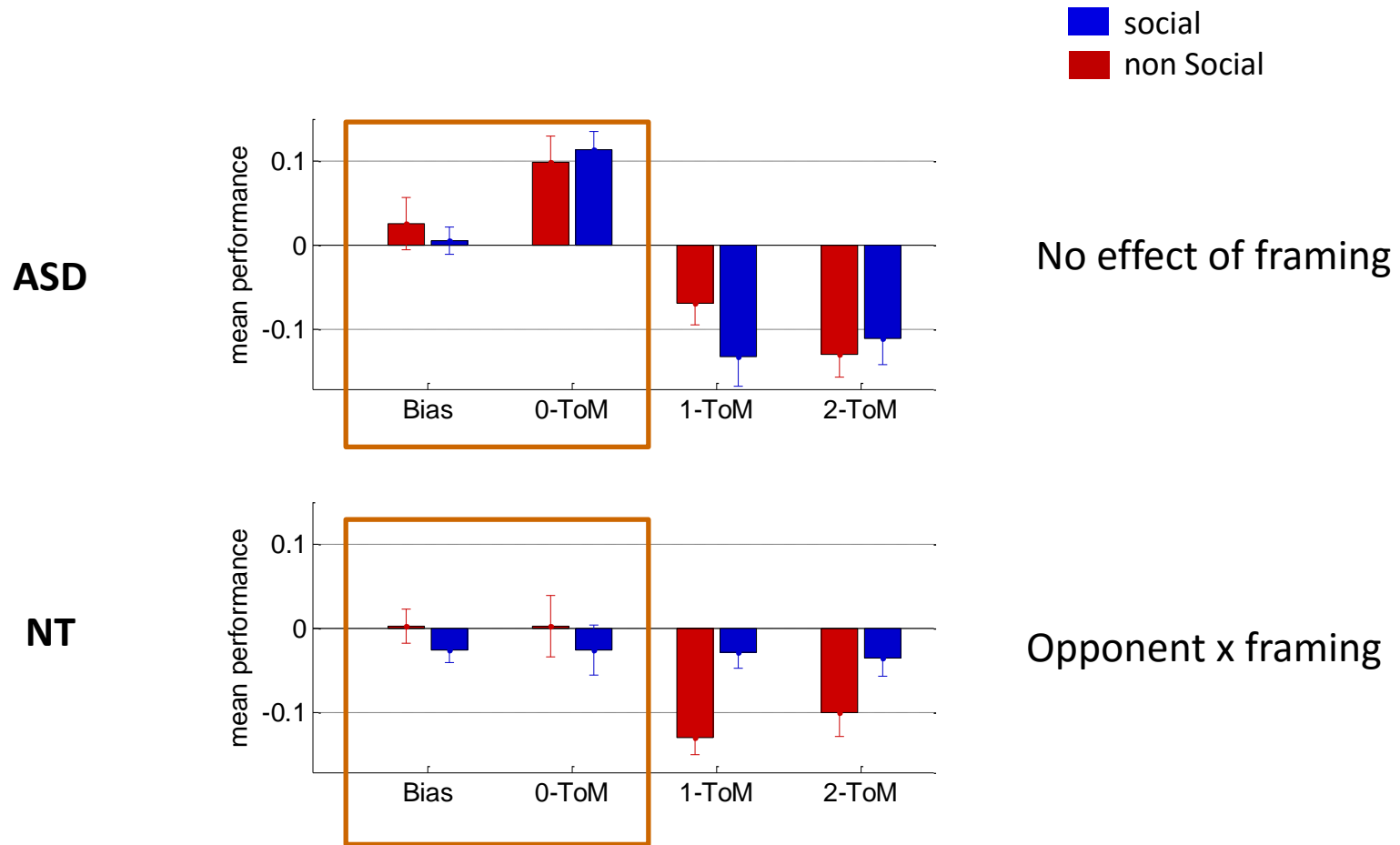


Behavioural performances: group comparison



Do autistic individuals have a deficit in recursive ToM? **Yes**

Behavioural performances: group comparison



Do autistic individuals possess adaptive learning styles? **Yes**

Summary

- Meta-Bayesian inference
 - the brain's model of other brains assumes they are Bayesian too
 - reciprocal social interaction → recursive beliefs
- Does mentalizing make a difference when we learn?
 - social framing effect (“mentalize or be fooled”)
 - distribution of ToM sophistication = mixed
- Evolution of ToM:
 - cooperation+learning → natural bounds to ToM sophistication
 (“being right is as good as being smart”)
 - non-human primates → (brain) size matters
- Autism:
 - ASD = 1-ToM ? (cannot consider that others are mentalizing too)

References and acknowledgements

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I also would like to thank:

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- **Dr. S. Masi**, ethologist (Natural History Museum, Paris, France)
- **Dr. B. Forgeot d'Arc**, psychiatrist (Hopital Rivière-Des-Prairies, Montréal, Canada)

The social Bayesian brain: does mentalizing matter when we learn?

M. Devaine, G. Hollard, J. Daunizeau
PLoS Comp. Biol. (2014), 10(12): e1003992.

Theory of Mind: did evolution fool us?

M. Devaine, G. Hollard, J. Daunizeau
PLoS ONE (2014), 9(2): e87619.

Observing the observer (II): deciding when to decide

J. Daunizeau, H. E. M. Den Ouden, M. Pessiglione, S. J. Kiebel, K. J. Friston, K. E. Stephan
PLoS ONE (2010b), 5(12): e15555.

Observing the observer (I): meta-Bayesian models of learning and decision-making

J. Daunizeau, H. E. M. Den Ouden, M. Pessiglione, K. E. Stephan, S. J. Kiebel, K. J. Friston
PLoS ONE (2010a), 5(12): e15554.