

# Computational Rationality

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# Plan

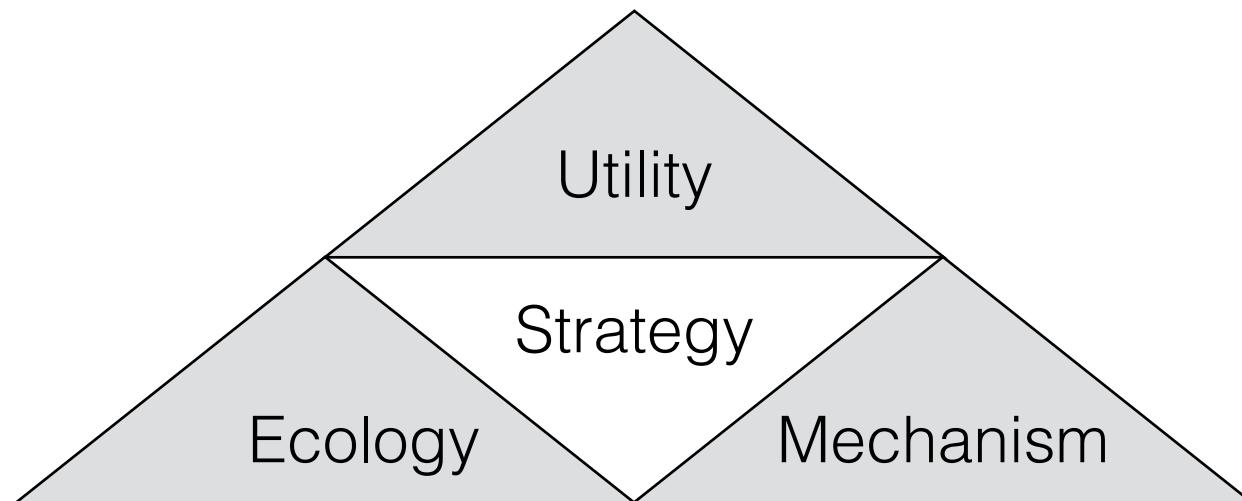
- **Background**
- **Computational rationality**
  - exploration v exploitation
  - multi-arm bandit & Google maps
- **Reinforcement learning 1 (Markov Decision Processes)**
  - menu search; using a vending machine
- **Reinforcement learning 2 (Partial Observability).**
  - human decision making; using a vending machine

# What is a human?



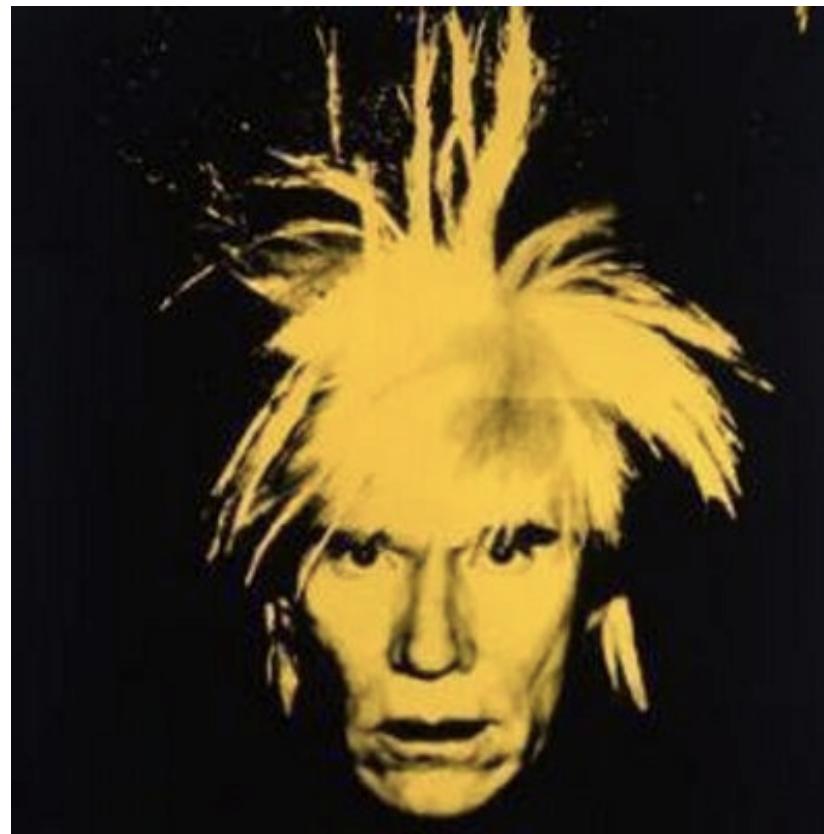


# Computational rationality



**adaptation**

**bounds**





alternatively...

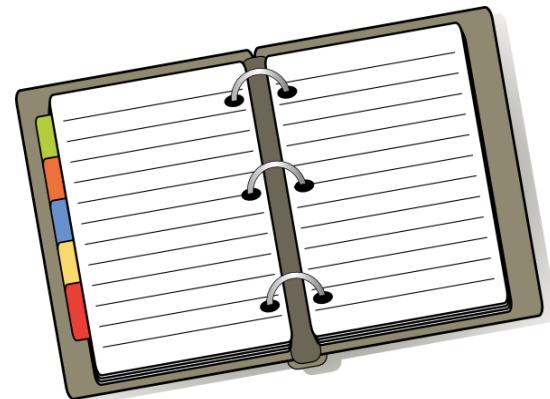
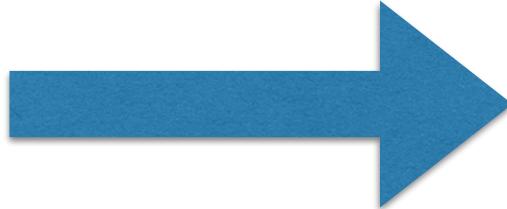


Charman and Howes (2003): Journal of Experimental Psychology: Applied

**adaptation**

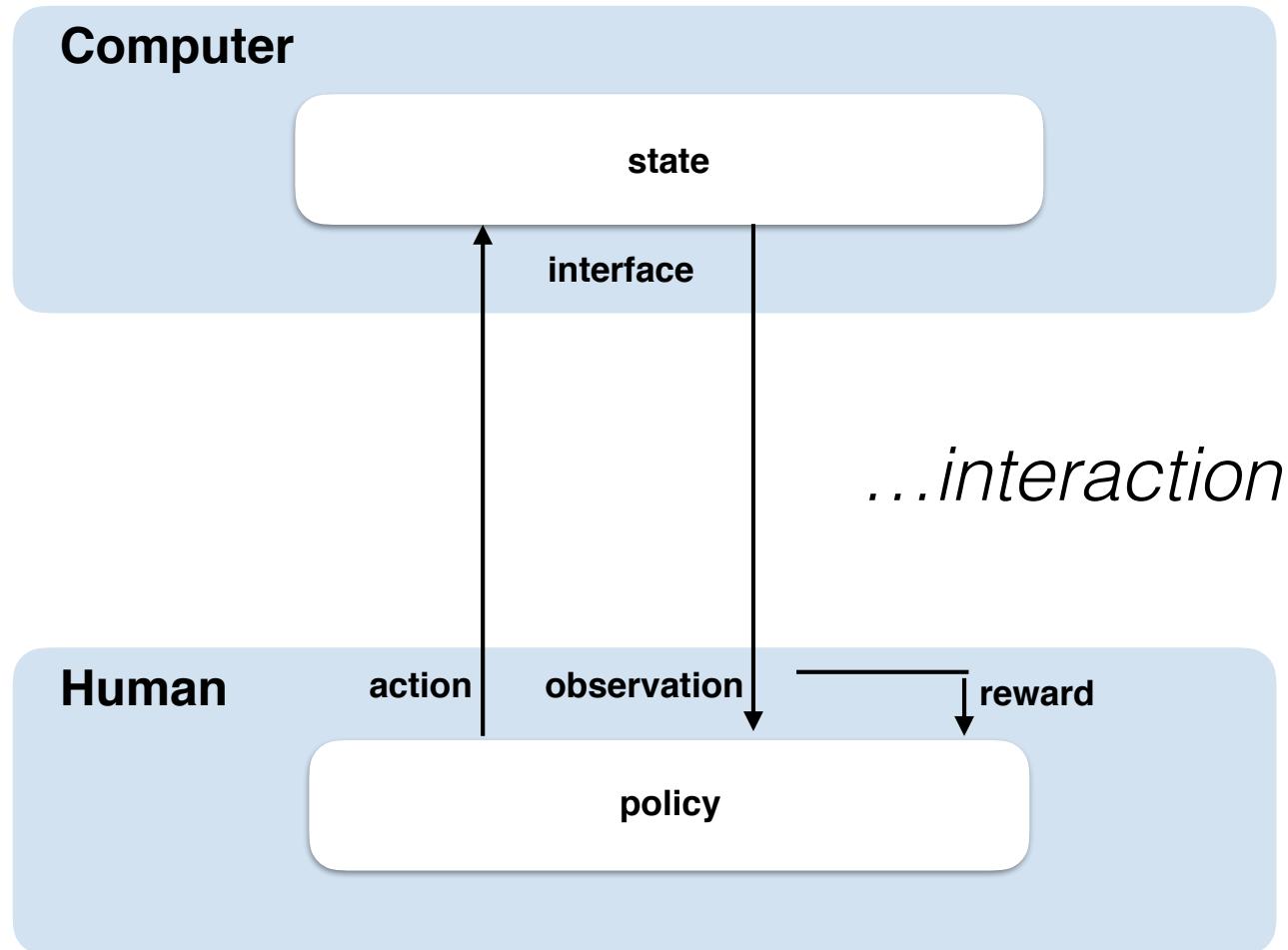
**bounds**

Sarah 9.30  
Peter 10.00  
Simon 11.00  
Andrea 15.00  
Jean 15.15  
David 1530  
Iain 1600  
Julie 1630  
Wayne 1700  
Satinder 1730  
Rachel 1900



Howes et al (2015) *Cognitive Science*

# Can we predict interaction?

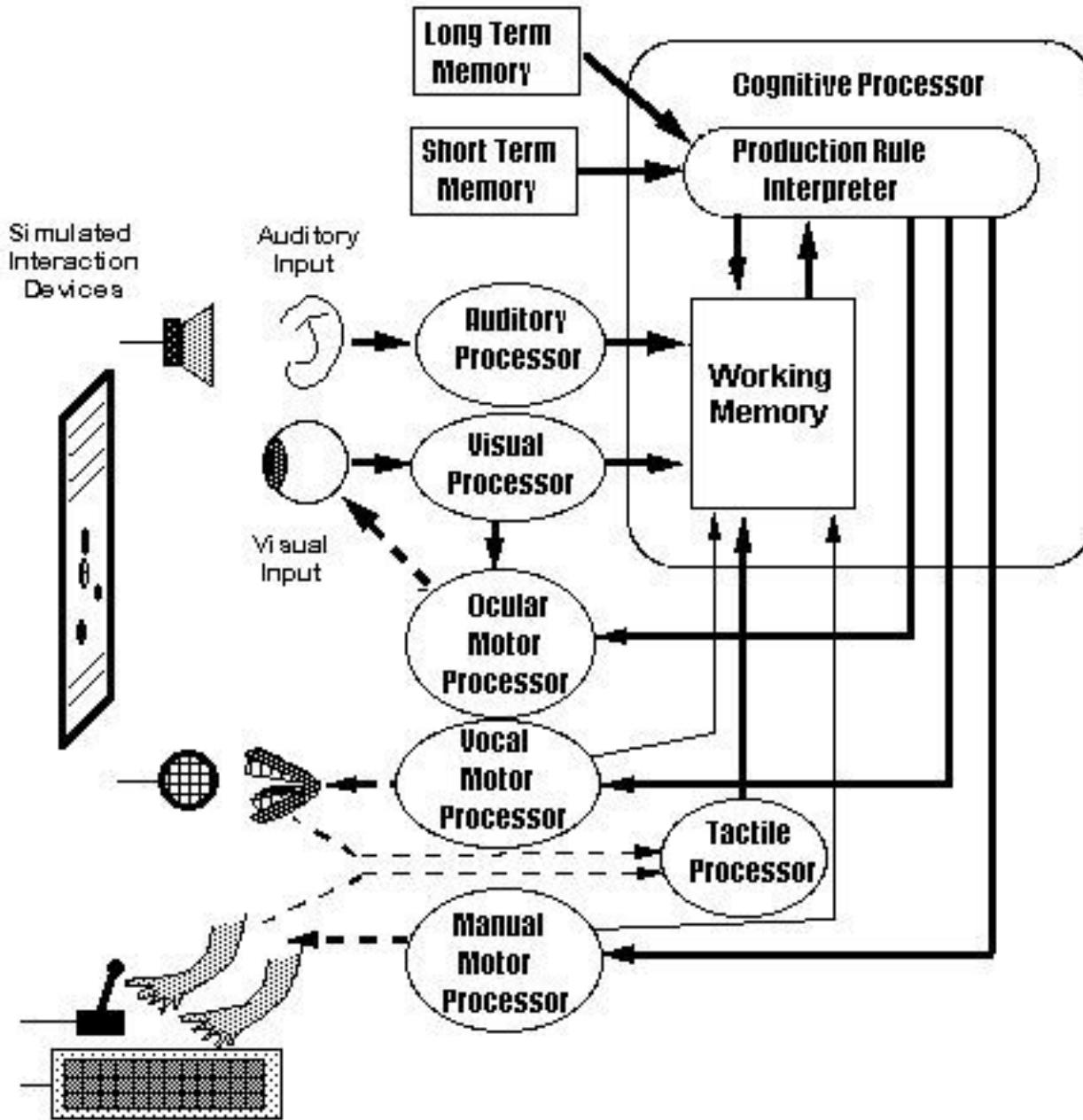


# why model?

- **Explanation:** avoid being hacky, ad hoc, and trial-and-error.
- **Design:** Design is infinite, users are not... good design is bounded.
- **Optimization:** Algorithms can design user interfaces, attacking very hard problems, if it is informed by understanding of how a user may behave in the context of a particular UI.

# History of Cognitive Modeling in HCI and Human Factors

- Fitts's Law
- Control Theory
- GOMS and KLM
- cognitive architectures (ACT-R and EPIC)
- adaptive interaction



The EPIC cognitive architecture

# cognitive architectures

- **Strengths**
  - broad descriptive power
  - extremely flexible
- **Weaknesses**
  - require to be reprogrammed for every new task
  - often requires fitting to outcome data.
  - too flexible

# The dangers: Over-fitting and mistaking adaptive strategy for fixed mechanism.

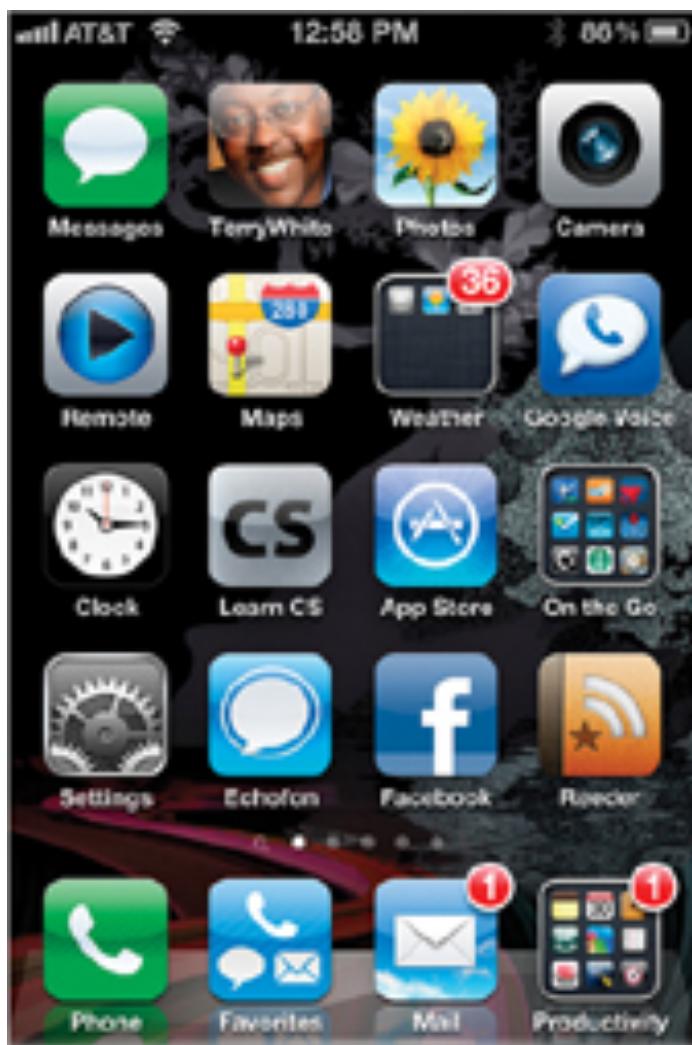


As observed by Tanner & Swets (1954), Newell (1973),  
Meyer & Kieras (1997).....

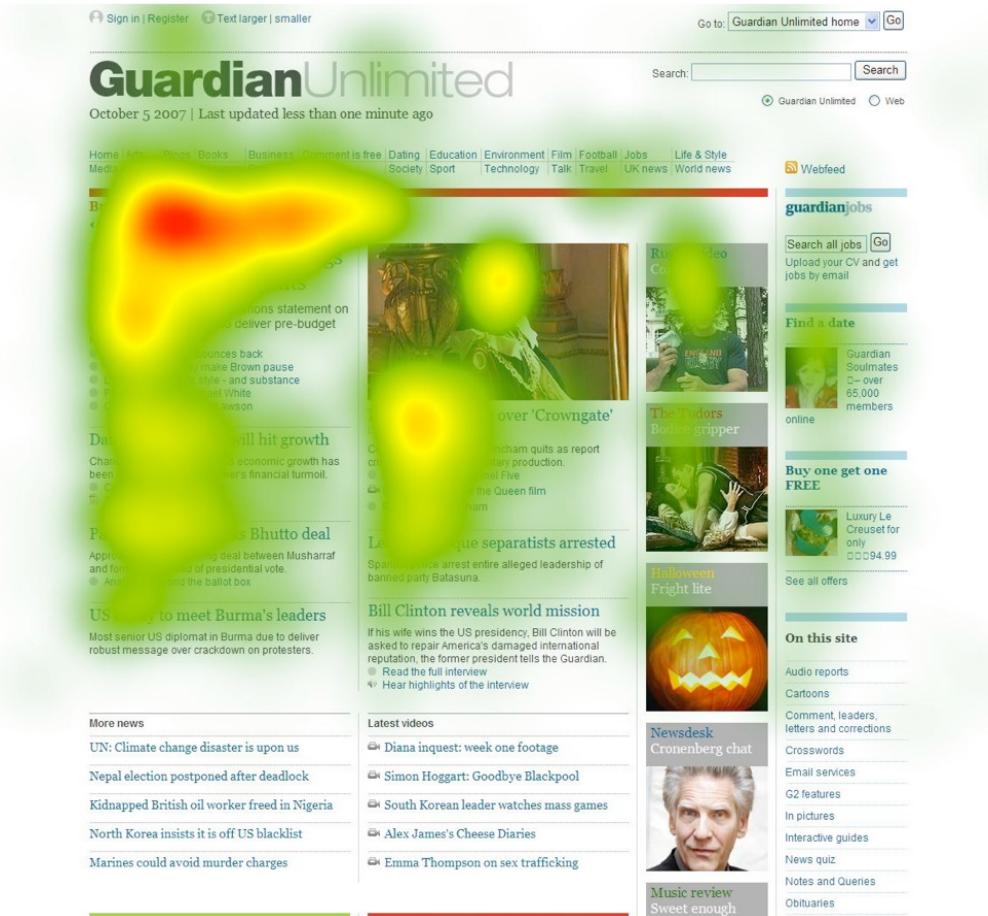
visual search is adapted...

Find the blue speech bubble

+

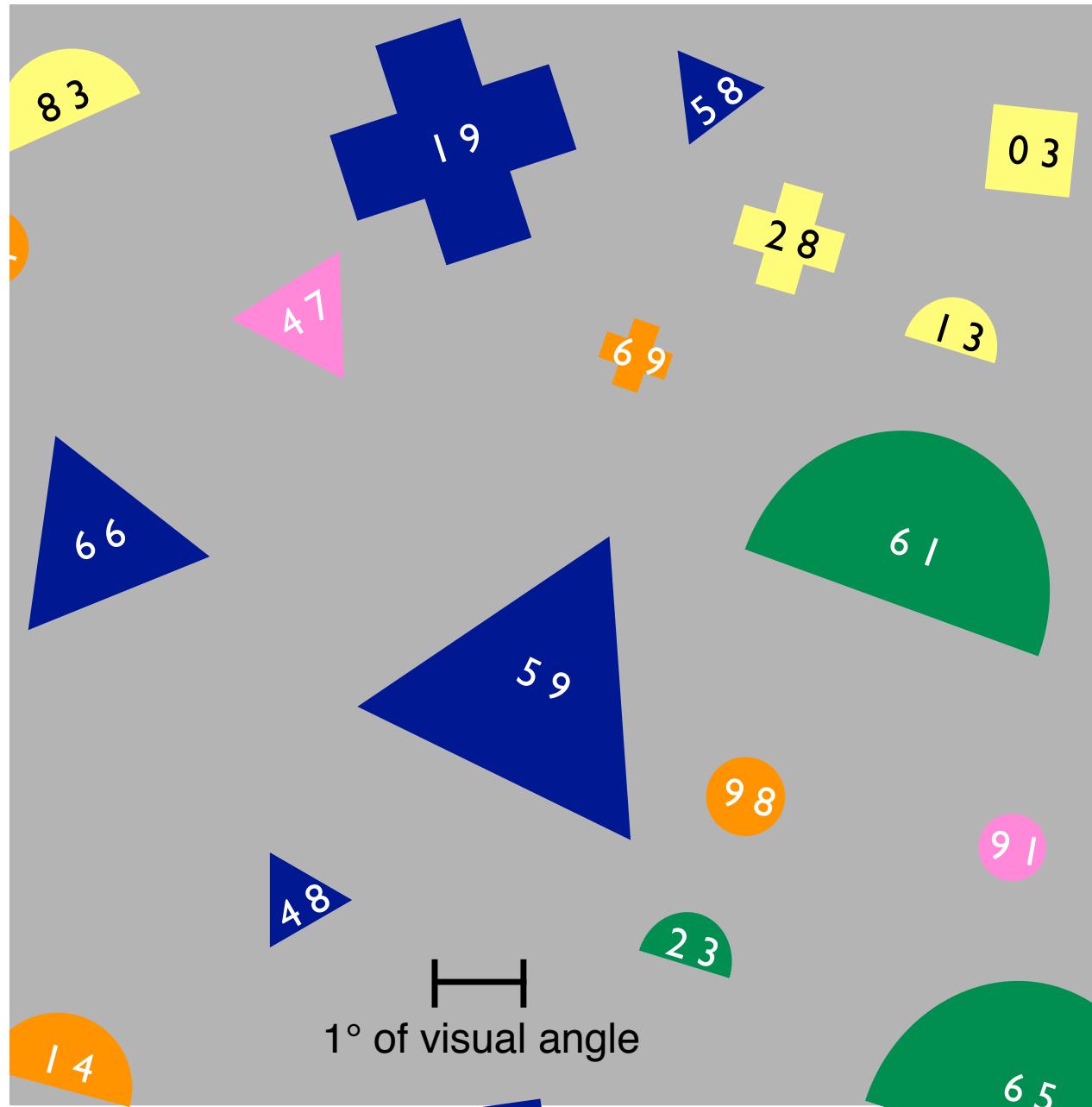


# adapted to prior



[http://wel.cs.manchester.ac.uk/studies/saswat/images/guardian\\_dynamic.jpg](http://wel.cs.manchester.ac.uk/studies/saswat/images/guardian_dynamic.jpg)

adapted to processing constraints

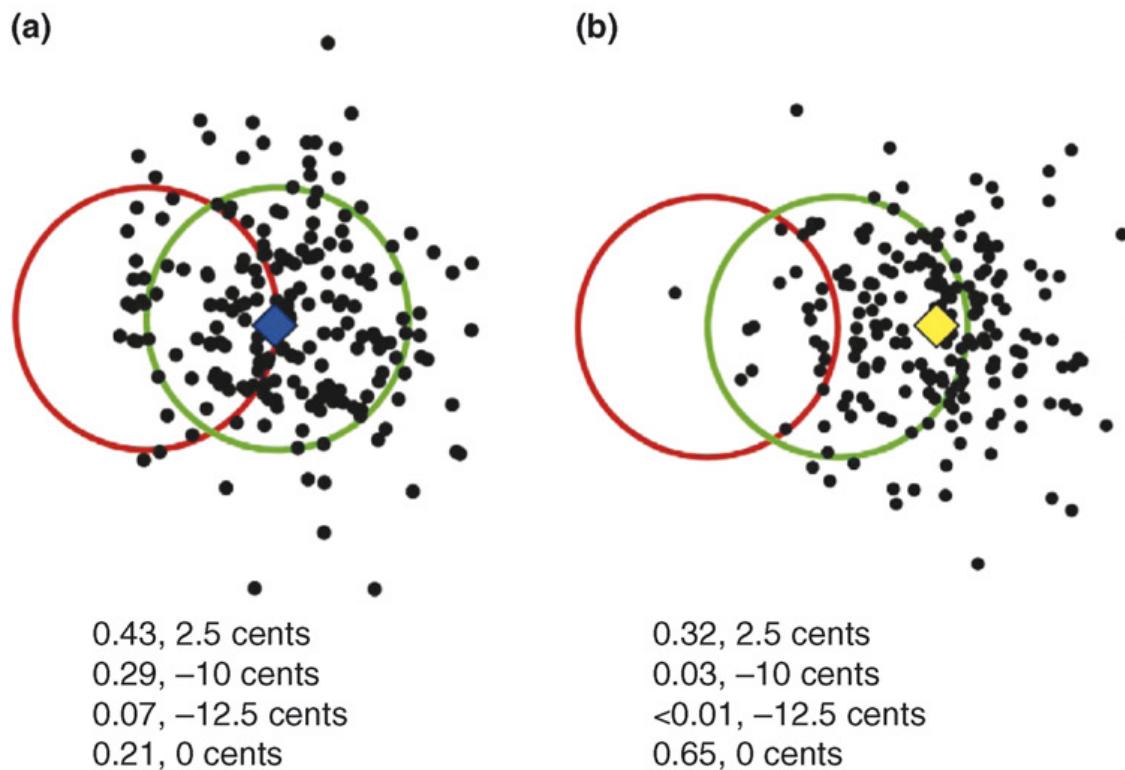


# Parafoveal vision

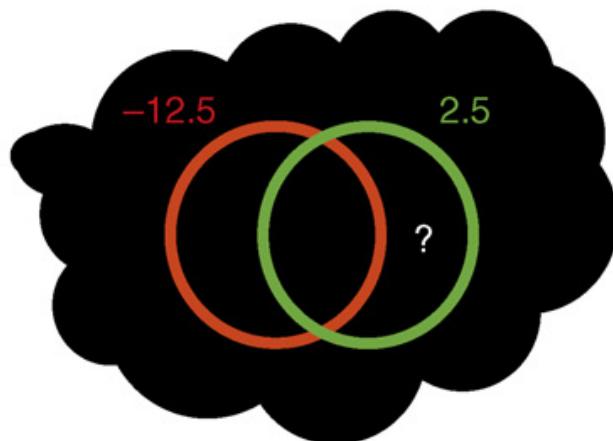
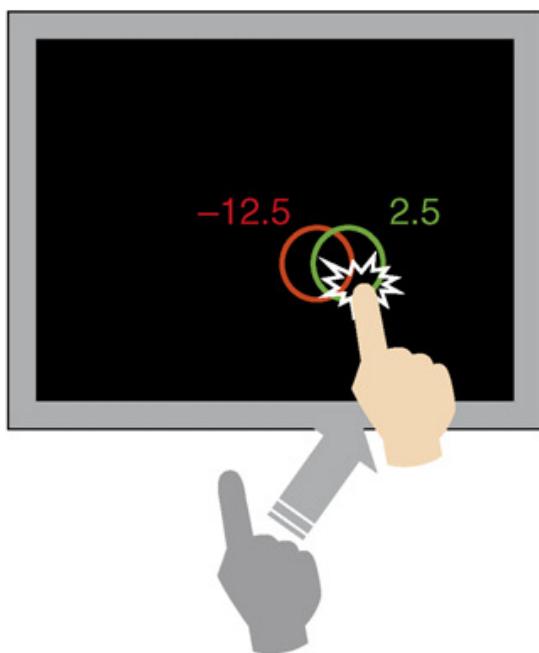
- focus on the red “C” of the word “Cognitive” on the right. Can you read the words on the left most white book?
- Move your eyes one book to the left? etc.
- Notice how acuity for books to the left increases as your eyes move to the left.
- Also notice that you can attend to somewhere other than where you are fixated.



motor processing also adapted  
Maloney et al. (2009)...

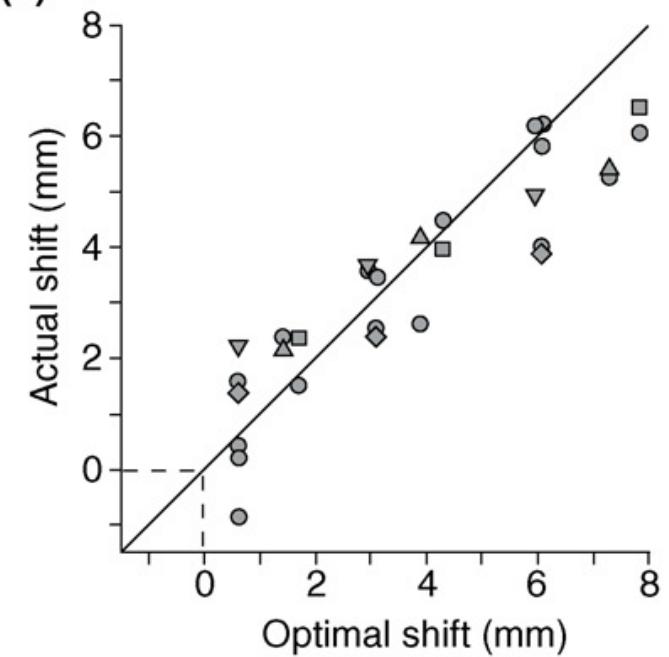


(a)



Where to aim?

(b)



TRENDS in Cognitive Sciences

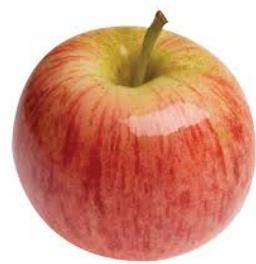
# memory... is adapted to needs probability...

## Schooler and Anderson (1989)

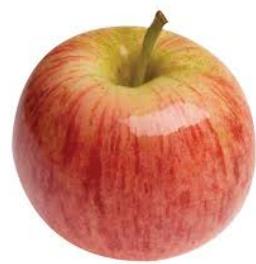


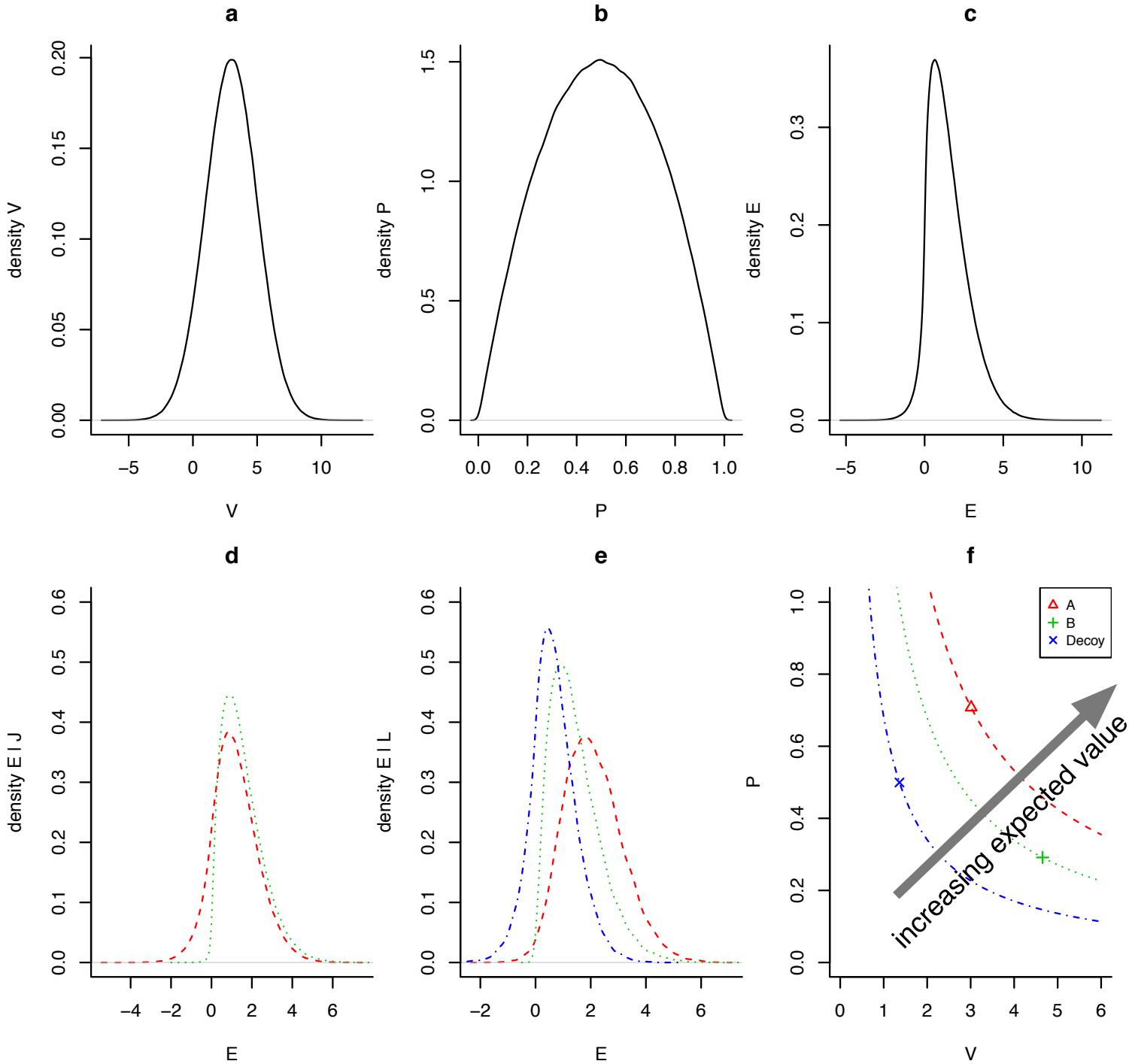
decision making is adaptive...





Howes et al. (2016)...



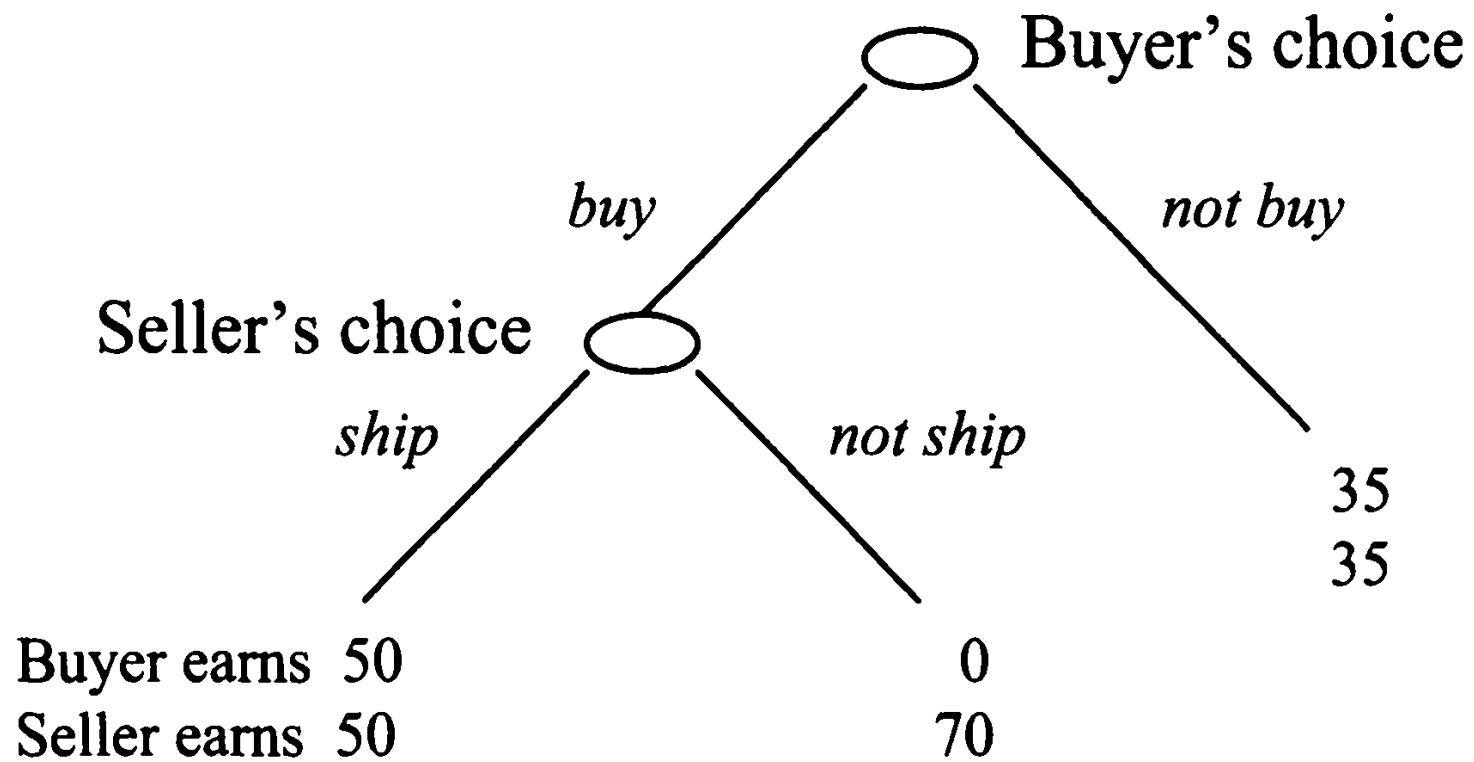


# Collaboration is adaptive

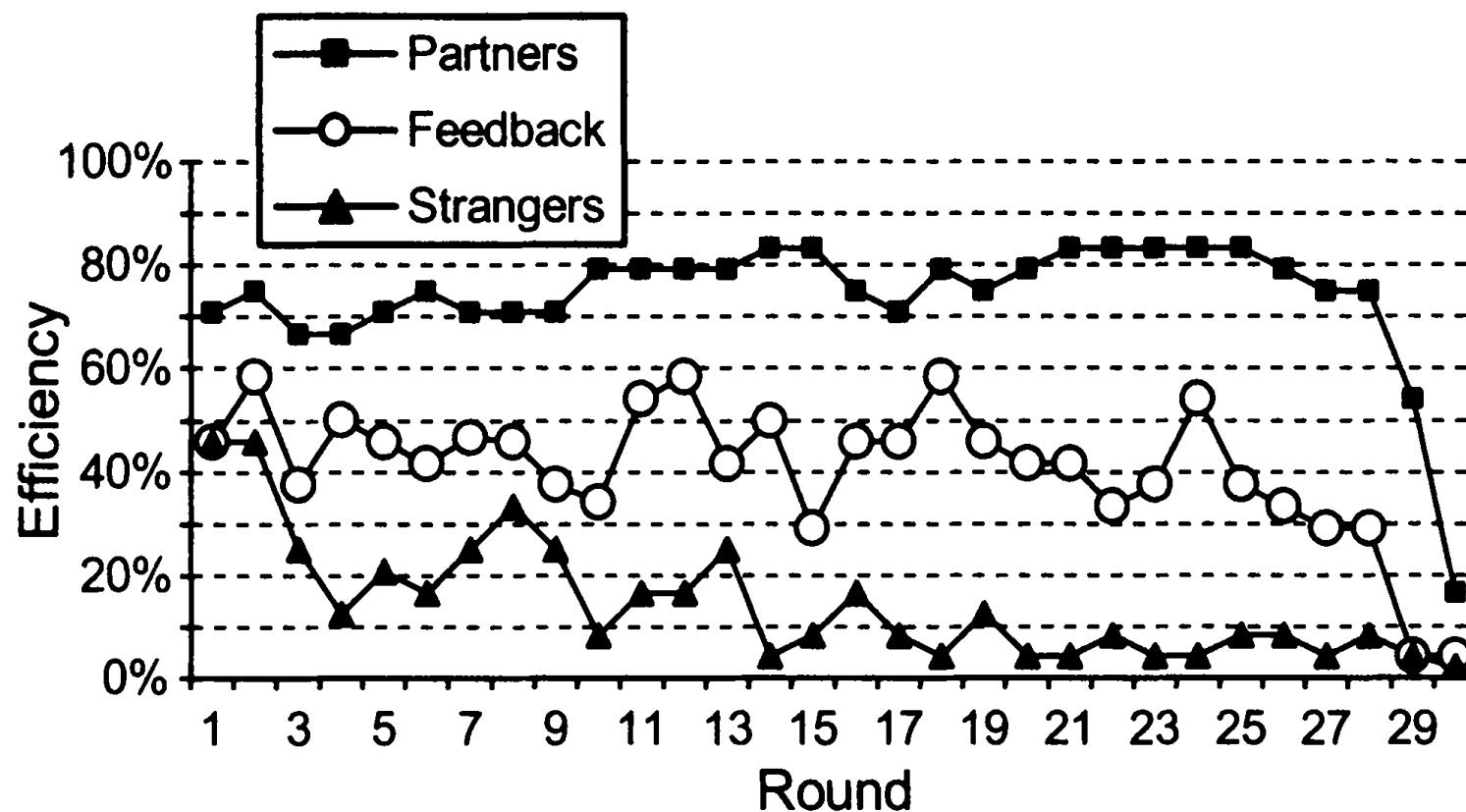


Bolton et al. (2004) — collaboration is adaptive.

**Figure 1**    **The Buyer-Seller Encounter**



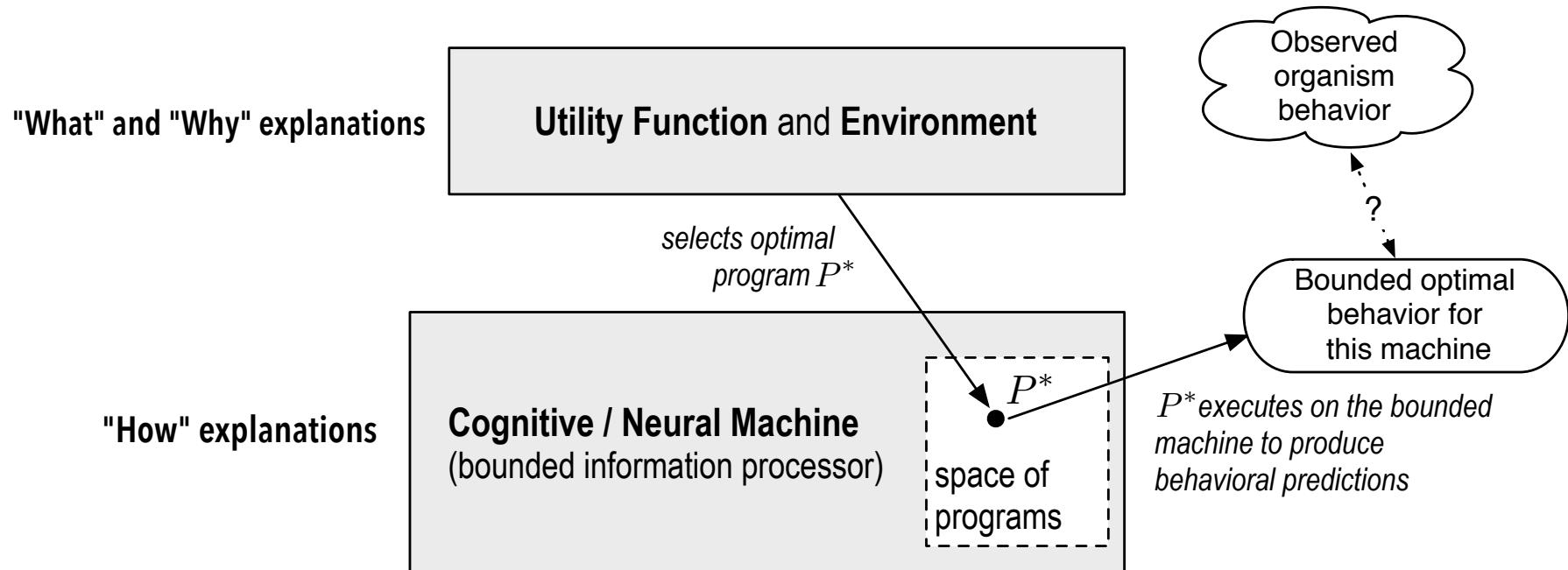
**Figure 2 Efficiency Measured as How Often the Gain from Trade Is Realized, by Round**



**Questions:**

- What is a good value of epsilon for modeling the human results?
- If epsilon-greedy is what people are doing then why do they not use a more effective learning rate? One which learns faster and reaches a higher plateau?
- What other constraints might be bounding the human performance?
- Is it possible to perform better by changing epsilon during learning?
- What would happen for decks that vary over time?
- Could this model be used to model individual differences?

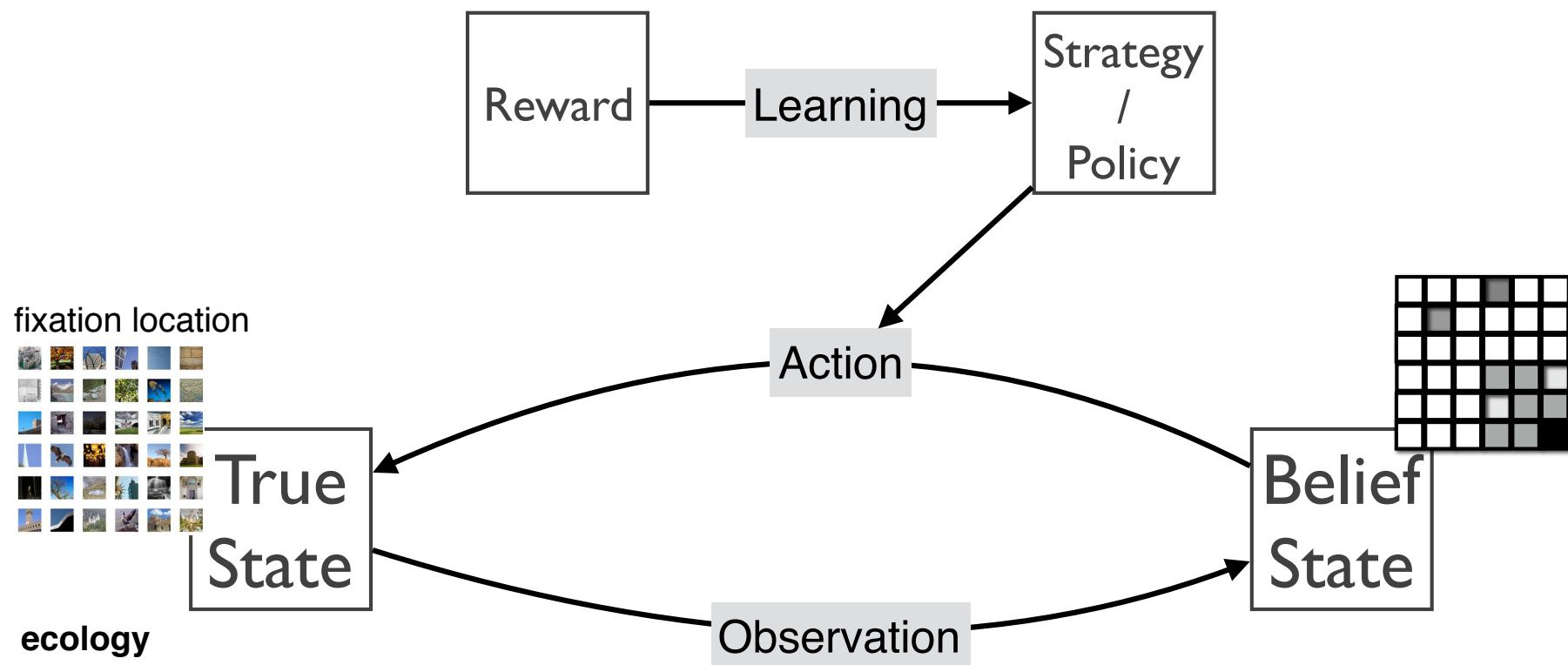
# computational rationality



Lewis, R. L., Howes, A., & Singh, S. (2014). Computational Rationality: Linking Mechanism and Behavior Through Bounded Utility Maximization. *Topics in cognitive science*, 6(2), 279-311.

Howes, A., Lewis, R. L., & Vera, A. (2009). Rational adaptation under task and processing constraints: implications for testing theories of cognition and action. *Psychological review*, 116(4), 717.

# A POMDP for visual search



# Plan

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# References

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- Butko, N. J., & Movellan, J. R. (2009). Optimal scanning for faster object detection. In Computer vision and pattern recognition, 2009. cvpr 2009. IEEE conference on (pp. 2751-2758).

# Reading

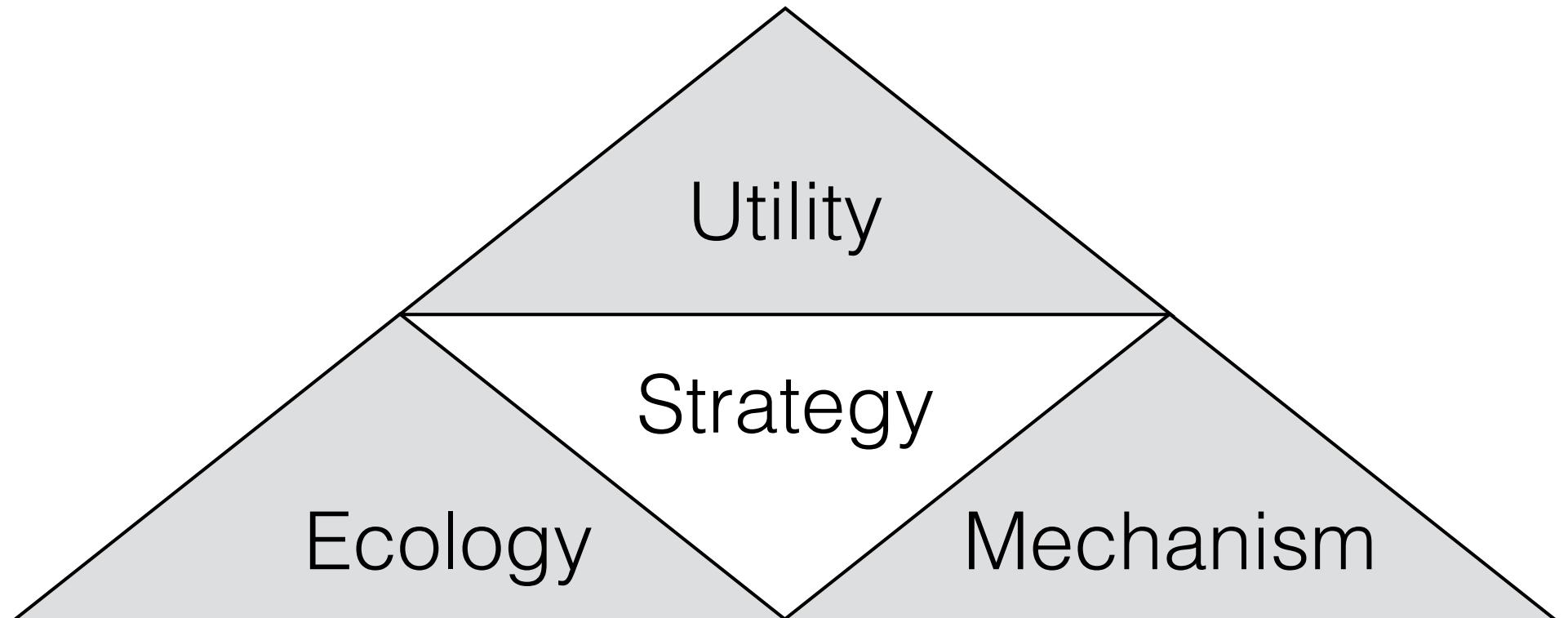
- Payne, S. J., and Howes, A. *Adaptive Interaction: A Utility Maximization Approach to Understanding Human Interaction with Technology*. Synthesis Lectures on Human-Centered Informatics 6, 1 (2013).
- Lewis, R. L., Howes, A., & Singh, S. (2014). Computational rationality: Linking mechanism and behavior through bounded utility maximization. *Topics in cognitive science*, 6(2), 279-311.

End.

# What is a computational model?

- A means of explaining human behaviour.
- Desirable properties:
  - Does not require fitting to what you are predicting.
  - Does not have to be rebuilt for each new design.
- Unambiguous
  - Not open to different interpretation.
  - Independent of the theorist.

# Computational rationality



# connections

- Control theory for humans (Murray-Smith)
- Probabilistic modeling of text entry (Kristensson)
- Unsupervised learning (Williamson)

- Howes, A., Lewis, R. L., & Vera, A. (2009). Rational adaptation under task and processing constraints: implications for testing theories of cognition and action. *Psychological review*, 116(4), 717.
- Howes, A., Warren, P., Farmer, G., El-Deredy, W., Lewis, R.L. (submitted). Why contextual preference reversals in humans are expected value maximizing. Invited for resubmission to ***Psychological Review***.
- Lewis, R. L., Howes, A., & Singh, S. (2014). Computational rationality: Linking mechanism and behavior through bounded utility maximization. ***Topics in cognitive science***, 6(2), 279-311.
- Myers, C.W., Lewis, R.L. & Howes, A. (2013). Bounded optimal state estimation and control in visual search: explaining distractor ratio effects. In M. Knauff, M. Pauen, N. Sebanz, & I. Wachsmuth (Eds.), ***Proceedings of the 35th Annual Conference of the Cognitive Science Society*** (pp. TBA). Austin, TX: Cognitive Science Society.
- Chen, X., Bailly, G., Brumby, D. P., Oulasvirta, A., & Howes, A. (2015). The Emergence of Interactive Behaviour: A Model of Rational Menu Search. In Proc. of the ***33rd Annual ACM Conf. on Human Factors in Computing Systems*** (pp. 4217-4226).



<http://mattbors.tumblr.com/post/100671142990/the-ultimatum-game-more-comics-at-the-nib>