a

PSYCH-101 160 psychological experiments, 60,092 individual participants, 10,681,650 human choices, 253,597,411 text tokens

Multi-armed bandits

In this task, you have to repeatedly choose between two slot machines labeled B and C. When you select one of the machines, you will win or lose points. Your goal is to choose the slot machines that will give you the most points.
You press <<C>> and get -8 points.
You press <<B>> and get 0 points.
You press <<B>> and get 1 points.

Decision-making

You will choose from two monetary lotteries by pressing N or U. Your choice will trigger a random draw from the chosen lottery that will be added to your bonus.
Lottery N offers 4.0 points with 80.0% or 0.0 points with 20.0%.
Lottery U offers 3.0 points with 100.0%.
You press <<U>>.

Memory

You will view a stream of letters on the screen, one letter at a time. You have to remember the last two letters you saw since the beginning of the block. If the letter you see matches the letter two trials ago, press E, otherwise press K.
You see the letter V and press <<K>>.
You see the letter X and press <<K>>.
You see the letter V and press <<E>>.

Supervised learning

In each trial, you will see between one and three tarot cards. Your task is to decide if the combination of cards presented predicts rainy weather (by pressing P) or fine weather (by pressing L).
You are seeing the following: card 3, card 4. You press <<L>>. You are right, the weather is fine.
You are seeing the following: card 1, card 4. You press <<P>>. You are right, the weather is rainy.

Markov decision processes

You will be taking one of the spaceships F or V to one of the planets M or S. When you arrive at each planet, you will ask one of the aliens for space treasure.
You are presented with spaceships V and F.
You press <<V>>. You end up on planet M and see aliens G and W. You press <<G>>.
You find 1 pieces of space treasure.

Miscellaneous

You will be presented with triplets of objects, which will be assigned to the keys E, Z, and B. In each trial, please indicate which object you think is the odd one out by pressing the corresponding key.
E: tablet, Z: fox, and B: vent. You press <<Z>>.
E: ivy, Z: coop, and B: drink. You press <<B>>.
E: kite, Z: flan, and B: jar. You press <<E>>.
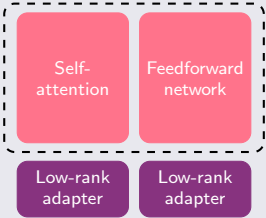E: wand, Z: flag, and B: fire. You press <<Z>>.

b

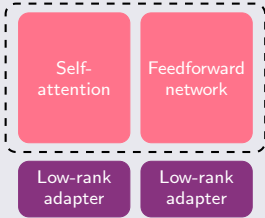**Centaur: a foundation model of human cognition**

In this task, you have to repeatedly choose between two slot machines labeled B and C. [...] You press << → Token embedding → Self-attention | Feedforward network ··· Self-attention | Feedforward network → OUTPUT C

Low-rank adapter   Low-rank adapter   Low-rank adapter   Low-rank adapter