

EEG signals sensitive to cognitive control and uncertainty differ depending on the exploration strategy used

Main Point 1: How humans explore can be shifted by the structure of the environment

Main Point 2: Different exploration strategies are related to changes in uncertainty/surprise signals and control processes in the brain



Poster





Funding Thanks!







Background

Rationale

- Humans use different exploration strategies to learn
- Directed Exploration: people explore to reduce uncertainty - Random exploration: people simply explore randomly due to stochasticity
- But... it's unclear why people change how they explore and what cognitive processes help explain different strategies
- Experiment 1 Can modifying the environment structure change how people explore?
- Experiment 2 If we can shift exploration strategies can neural-cognitive differences help us understand why?

Results

Approach

- 4 arm bandit with 10 "Risk" blocks (points can be lost) & 10 "Safe" blocks (no points lost)
- Before each block humans were forced to explore each arm twice (forced explore)
- Paradigm was identical for experiment 1 and 2

Research Q's

Experiment 1 (n = 55 people):

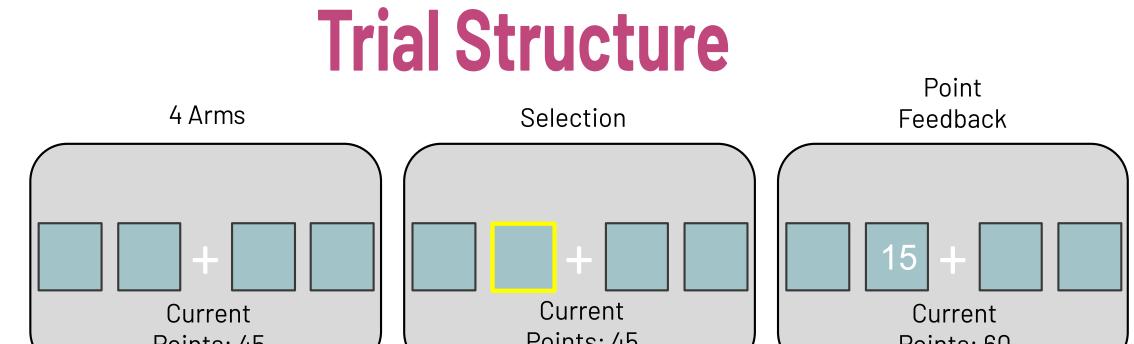
- RQ 1: Do people adopt different strategies in "risk" and "safe" blocks?

Experiment 2 (n = 49 people):

- RQ 2: Are there EEG differences between exploration strategies?

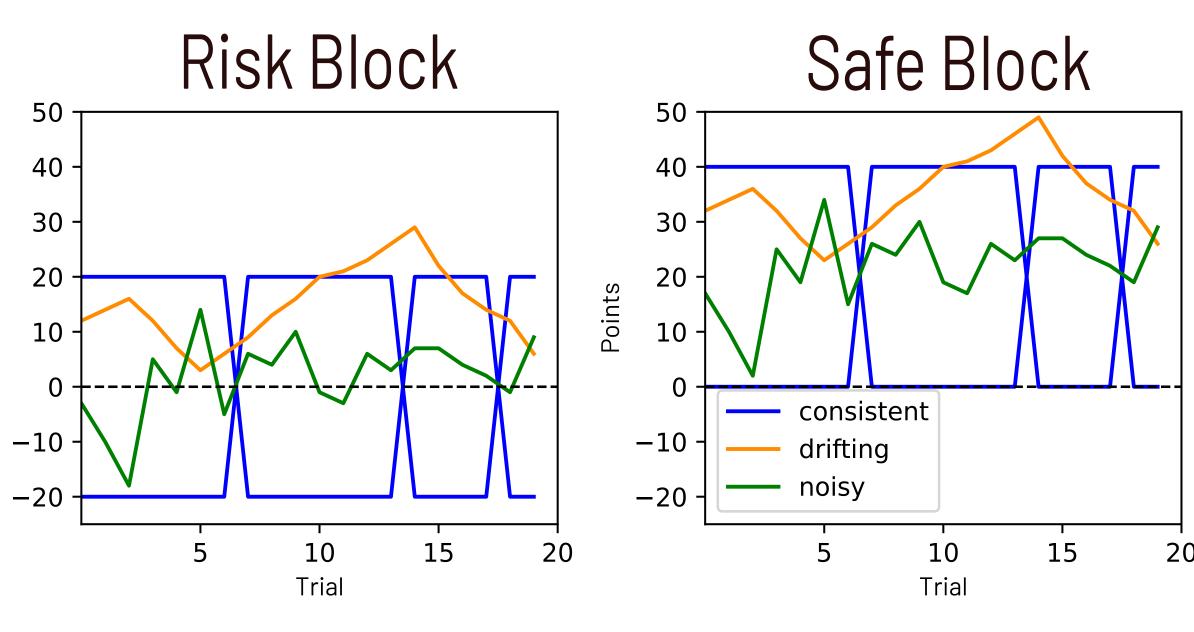
Environment

Method



learning to classify humans' exploration strategies Undirected Random Uncertainty, Value Directed

Reward Structure



EEG

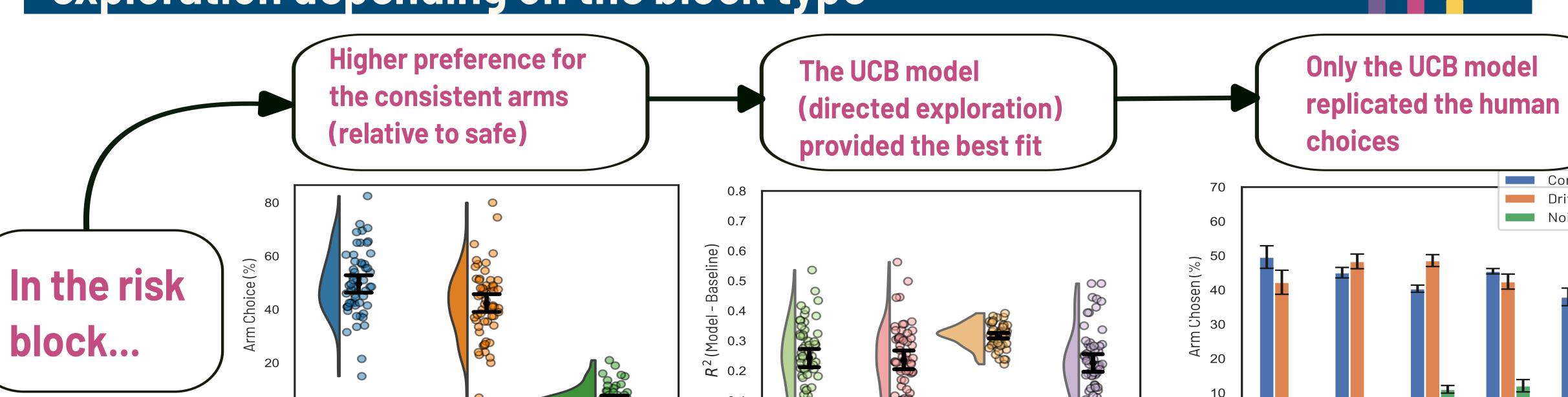
Models

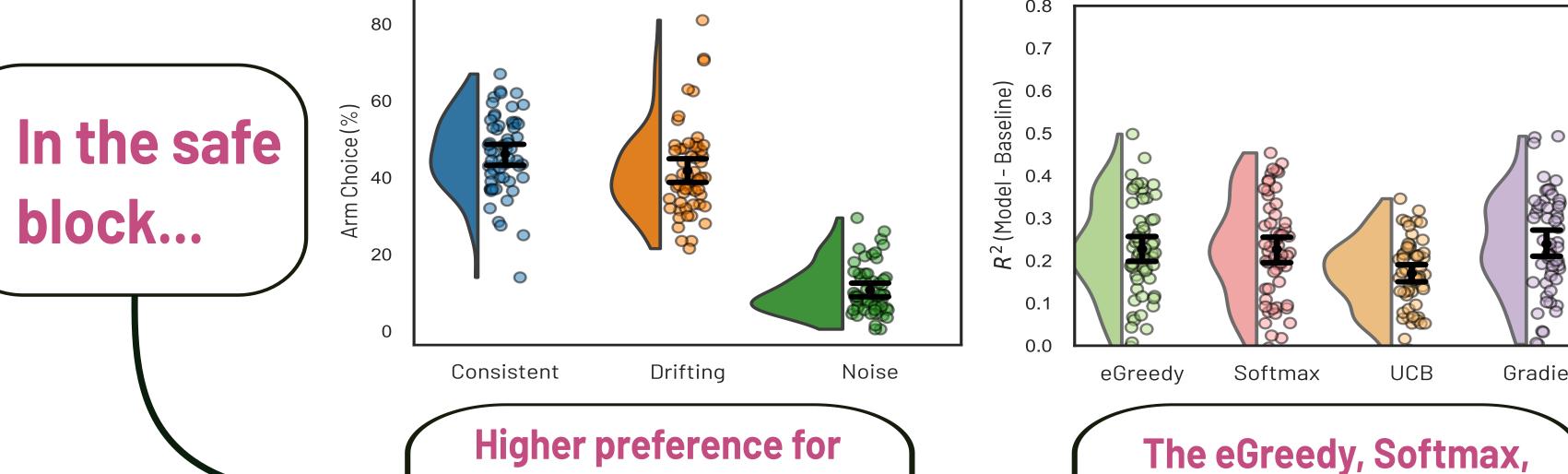
In experiment 2, we collected EEG to determine if there are differences in neural signals tied to:

We used a series of models adapted from reinforcement

- (1) uncertainty/surprise P300
- (2) cognitive control Theta oscillations
- ...depending on the exploration strategy used

Exp 1 - People either use directed (UCB) or random (eGreedy) exploration depending on the block type



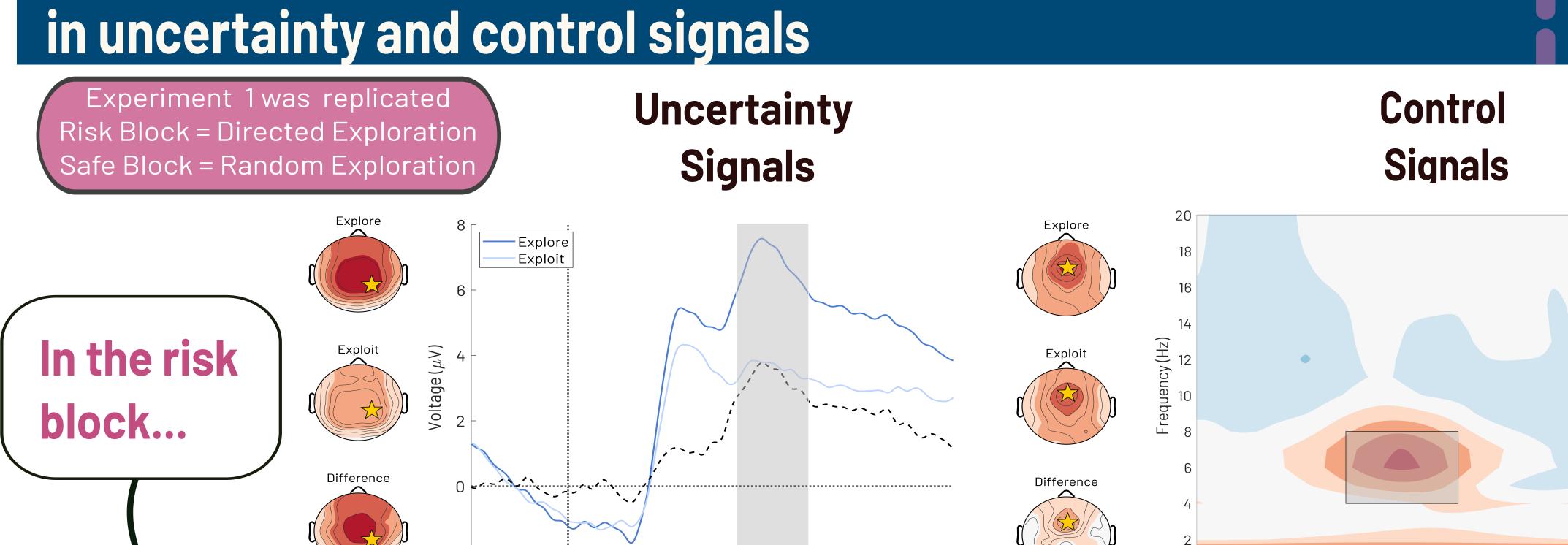


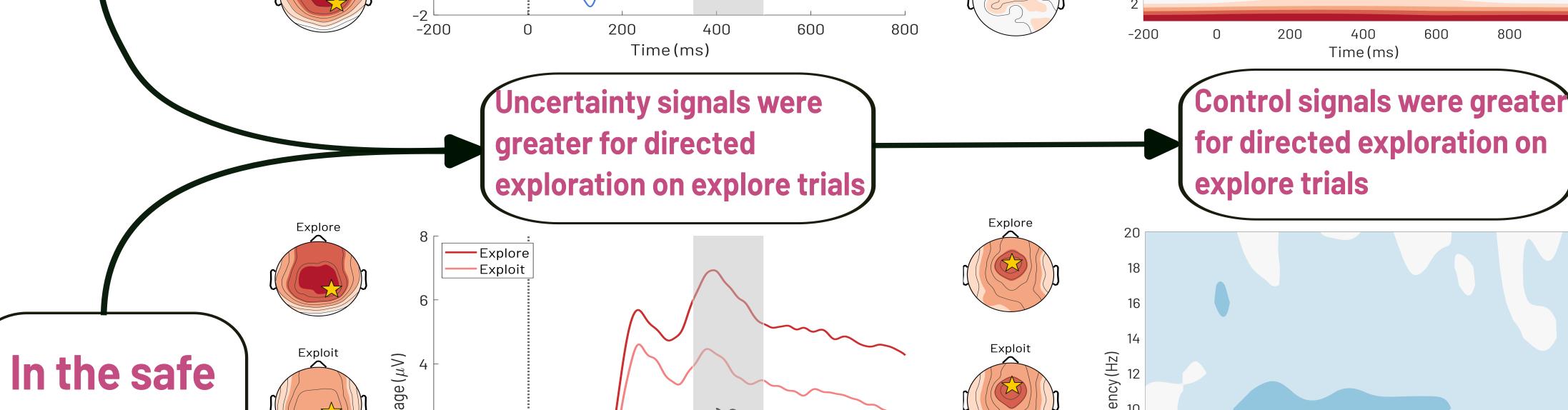
Higher preference for the drifting/noisy arms **Gradient models all** (relative to risk) provided good fits but...

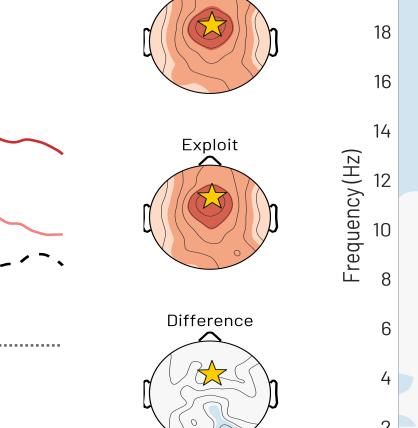
block... Only the eGreedy model replicated the

human choices

Exp 2 - The type of exploration strategy was related to changes







400 600 800 Time (ms)

Note: 0 ms is presentation of feedback, models were used to classify trials as explorations, gray bar is where uncertainty signal (the P300) was measured

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Note: 0 ms is feedback, models were used to classify trials as explorations, black box is where control signal (theta; 4 to 8 Hz) was measured, data show difference wave