

# Option Transfer in Humans

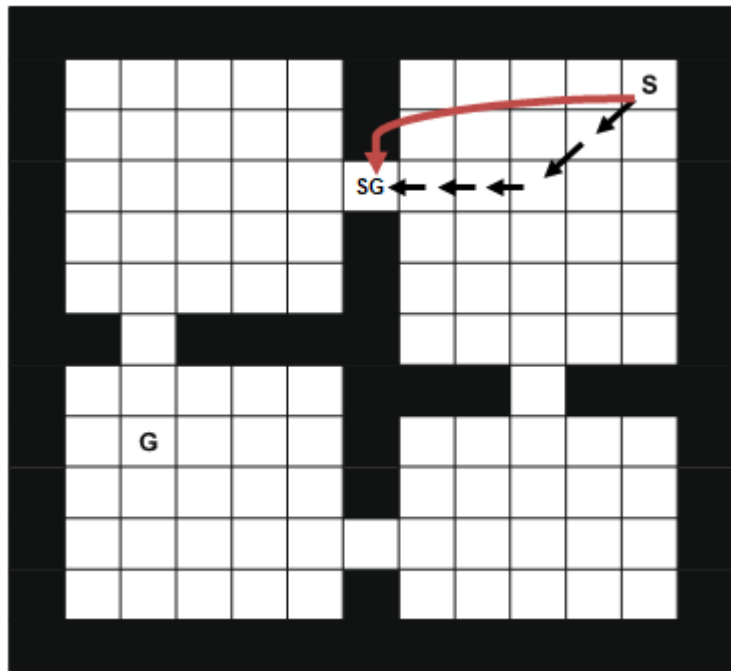
Liyu (Jimmy) Xia, Anne Collins

*University of California, Berkeley*

# Hierarchical human behavior

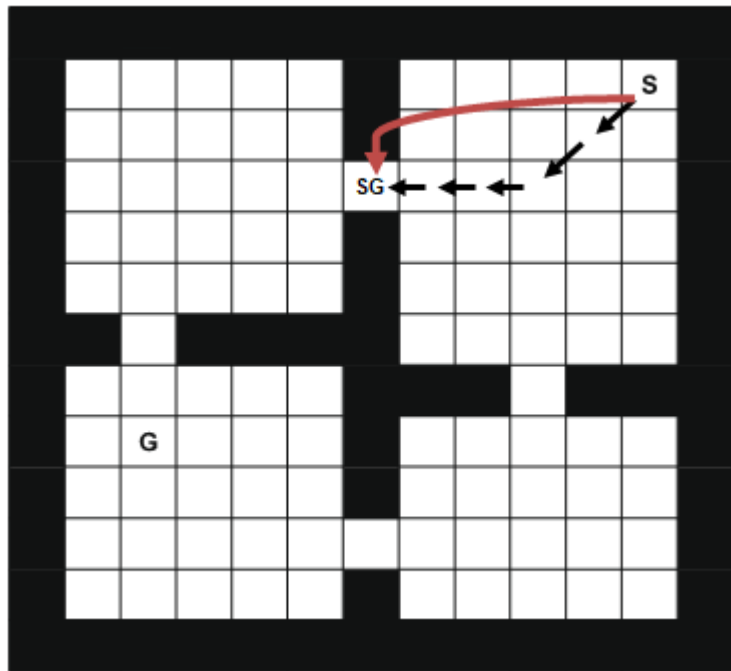
# The Options Framework

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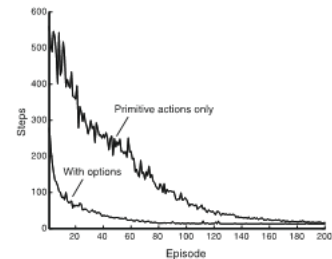


(Precup & Barto; Botvinick, Niv & Barto)

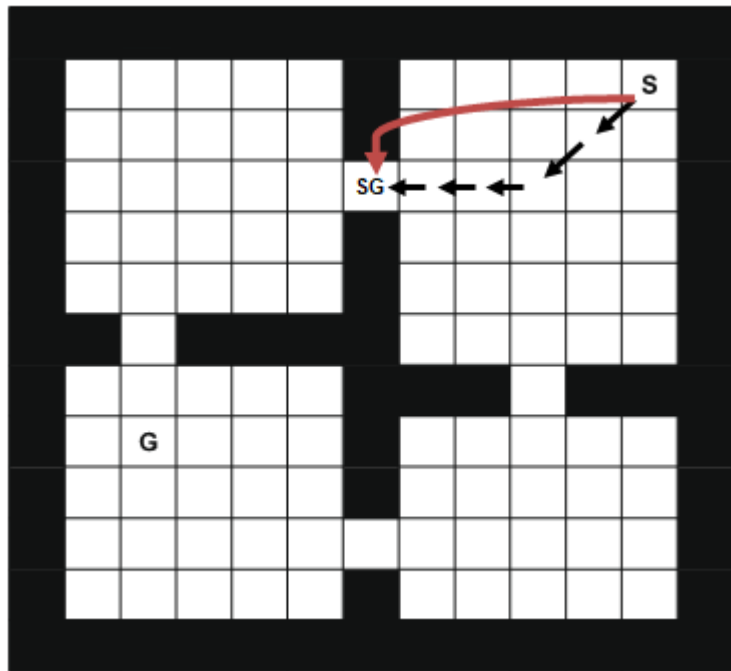
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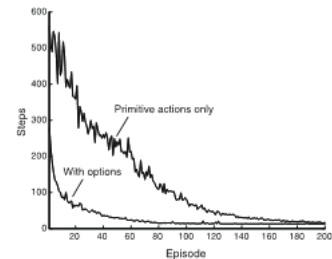
## 1. Speed up learning



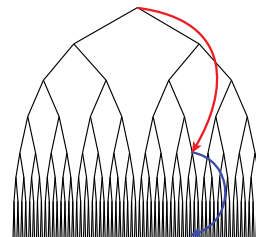
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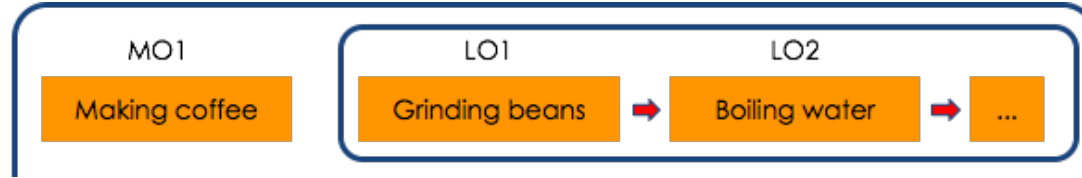


2. Long-term planning



# What about Human Learning?

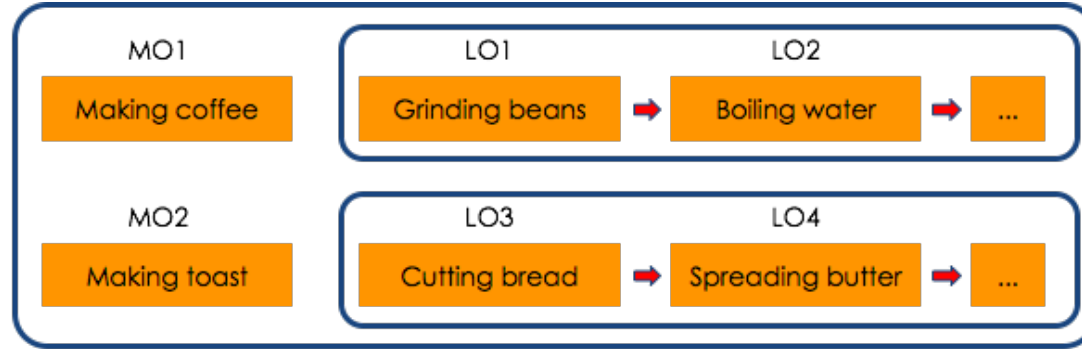
# What about Human Learning?



Hierarchically structured

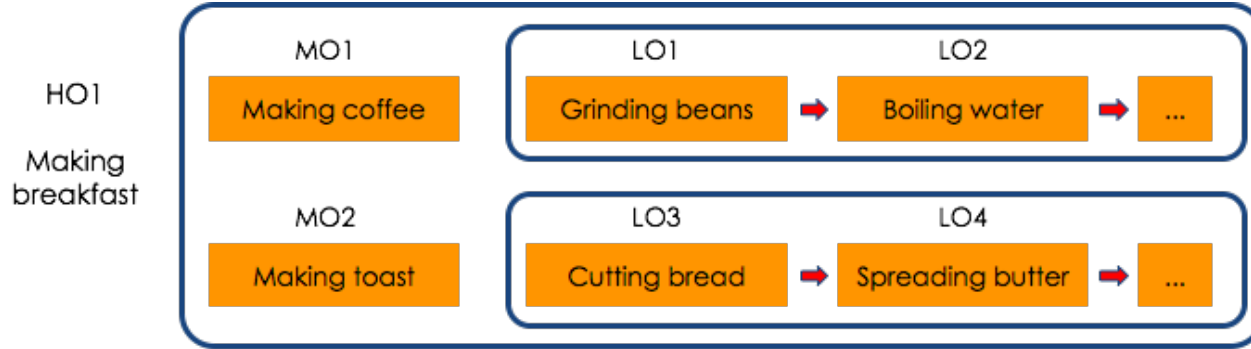


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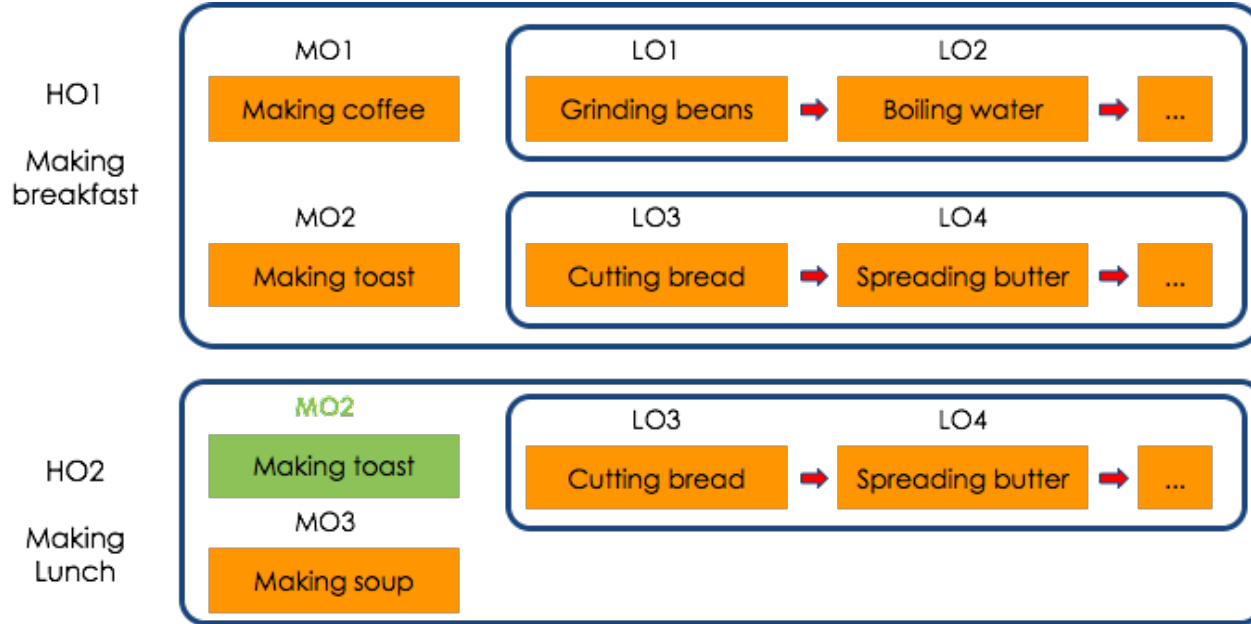
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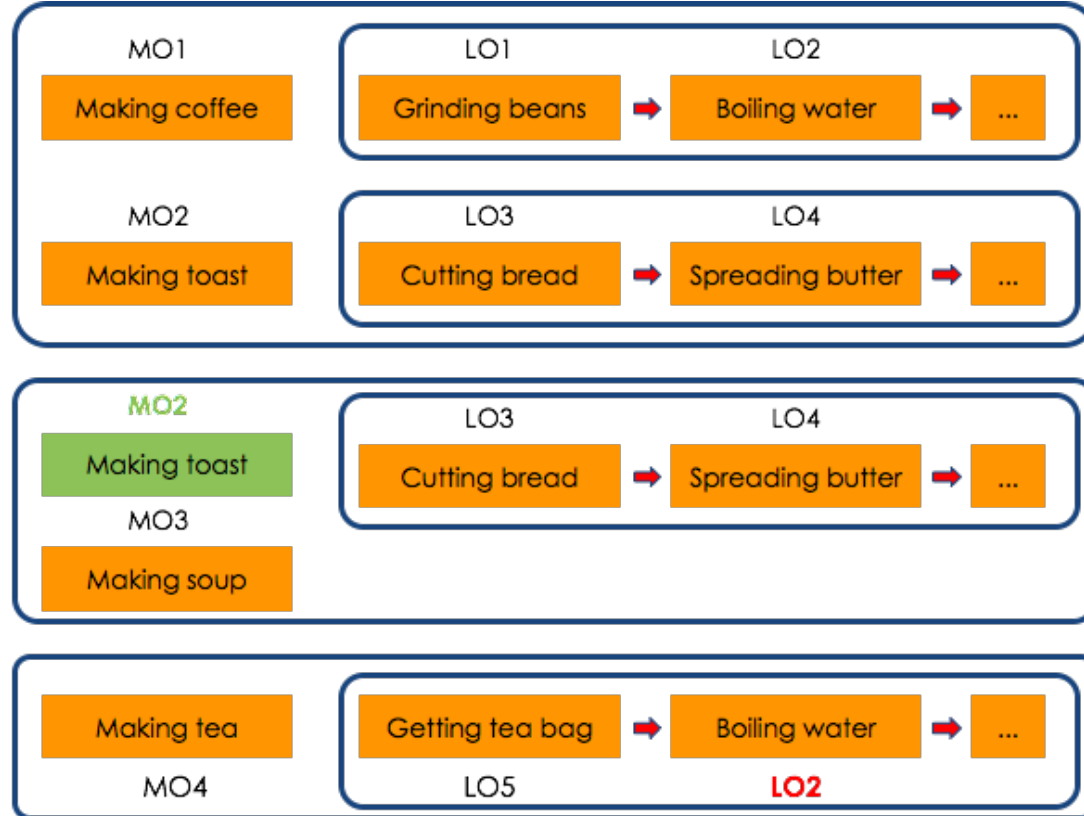
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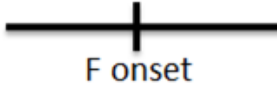
# Options in Human Learning?

1. Do we learn options (through RL)? Options of options?
2. Can we transfer options? At any level?
3. Does option improve exploration and speed up human learning?

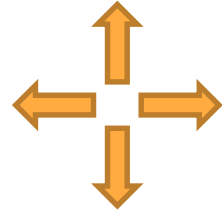
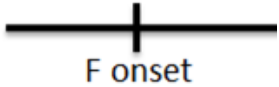
# Experimental Design: Trial Structure



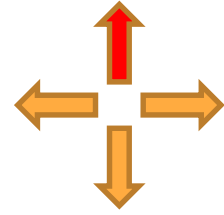
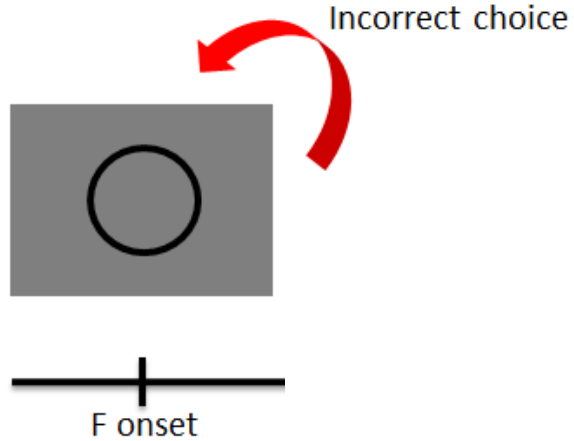
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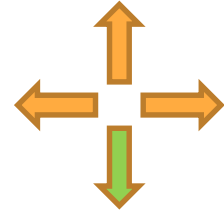
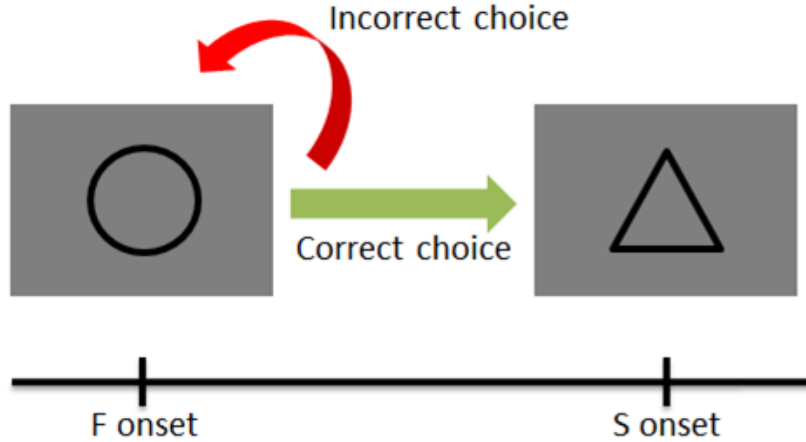
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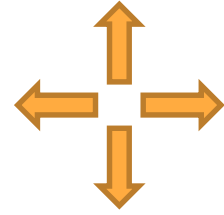
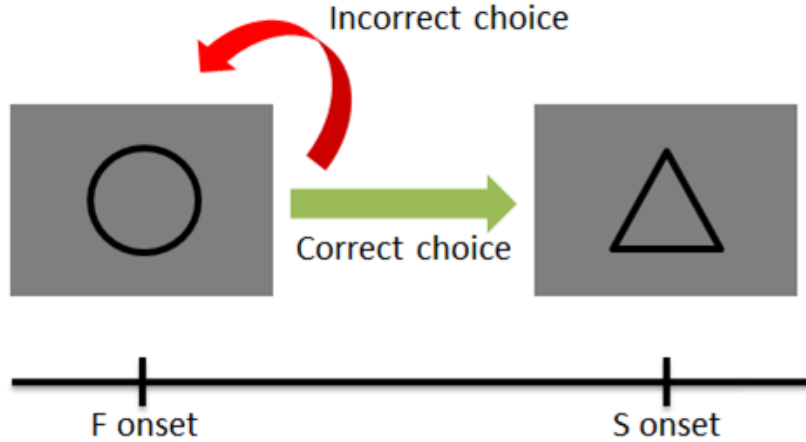
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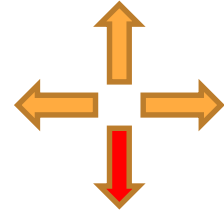
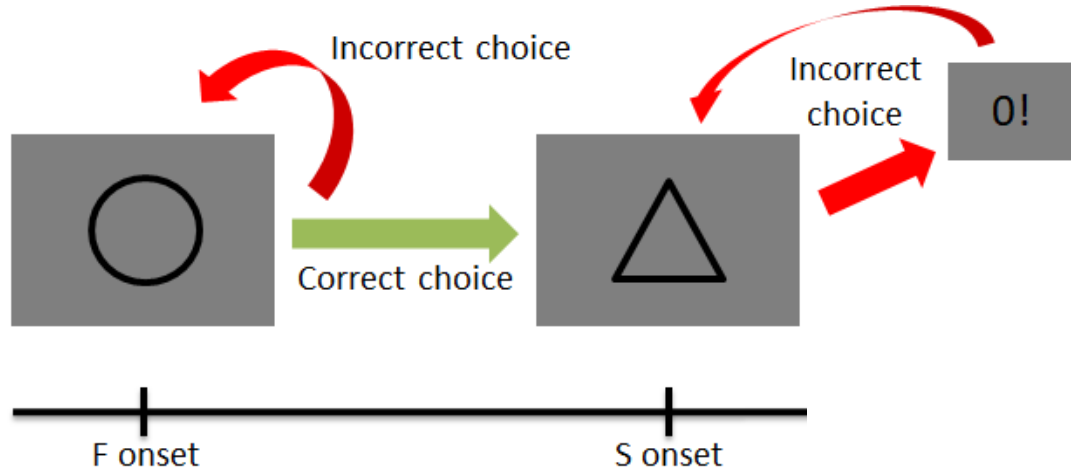
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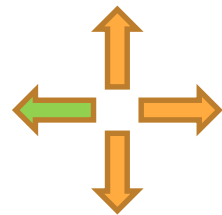
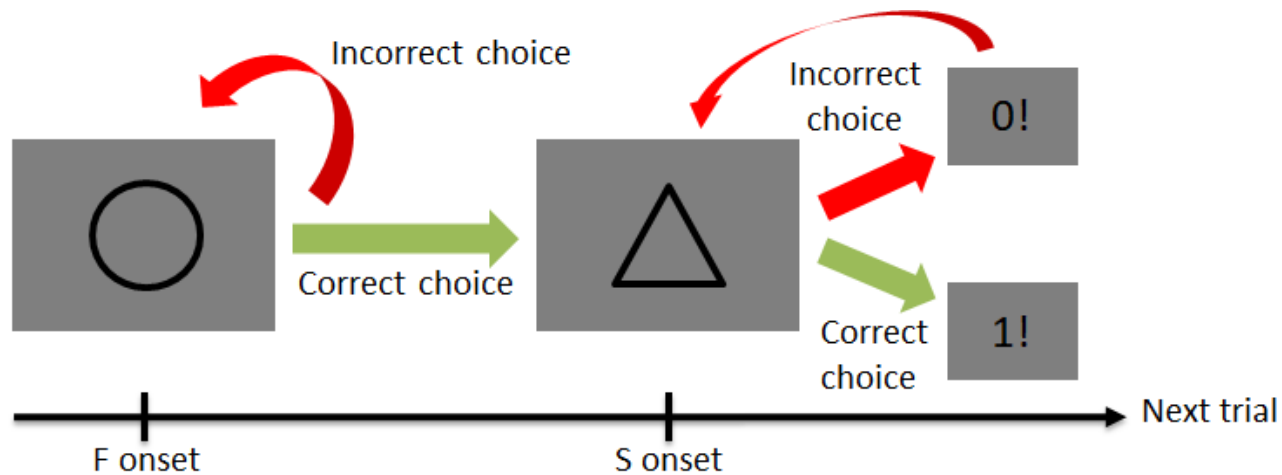
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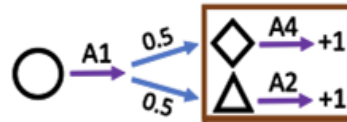
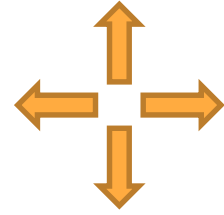
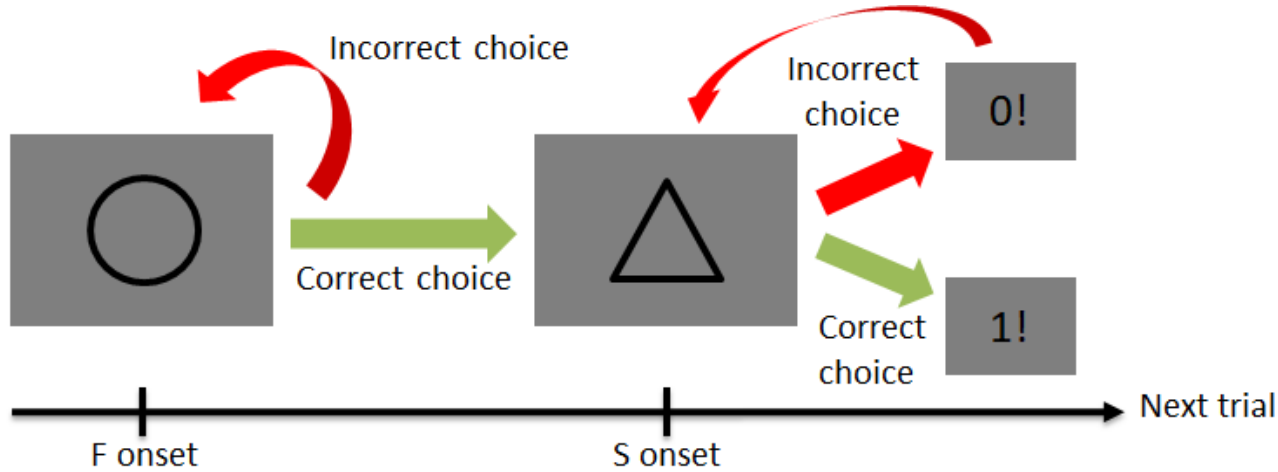
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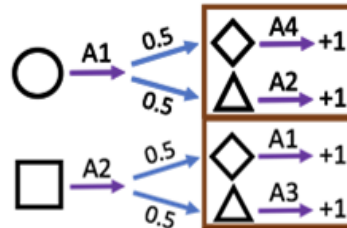
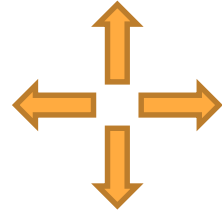
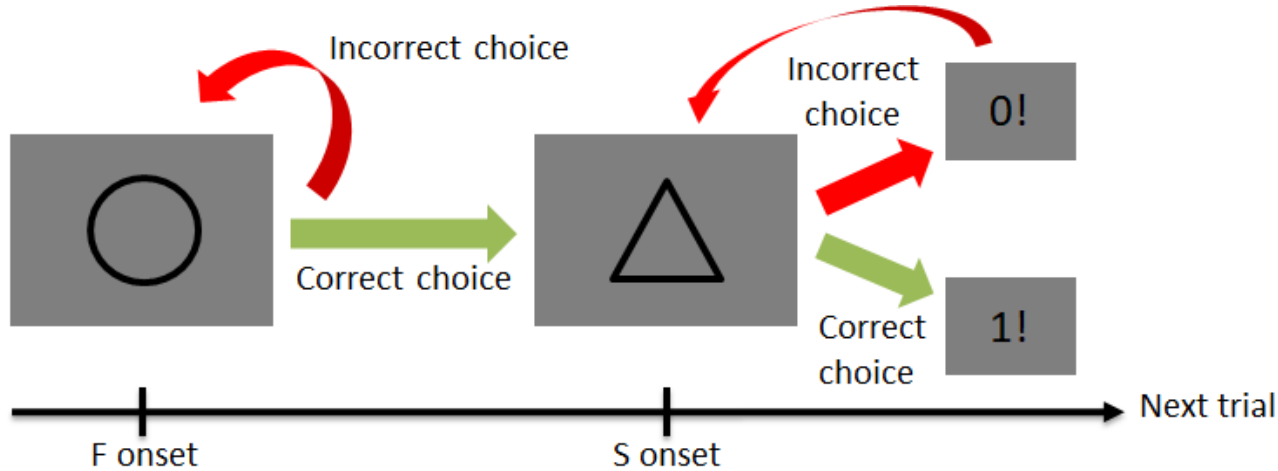
# Experimental Design: Trial Structure



2<sup>nd</sup> stage shape is random:  
Rule out pure sequence learning



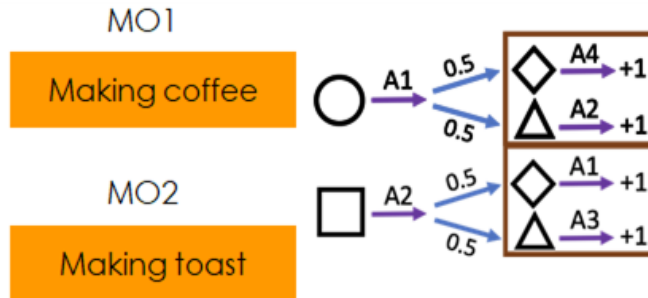
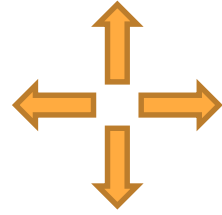
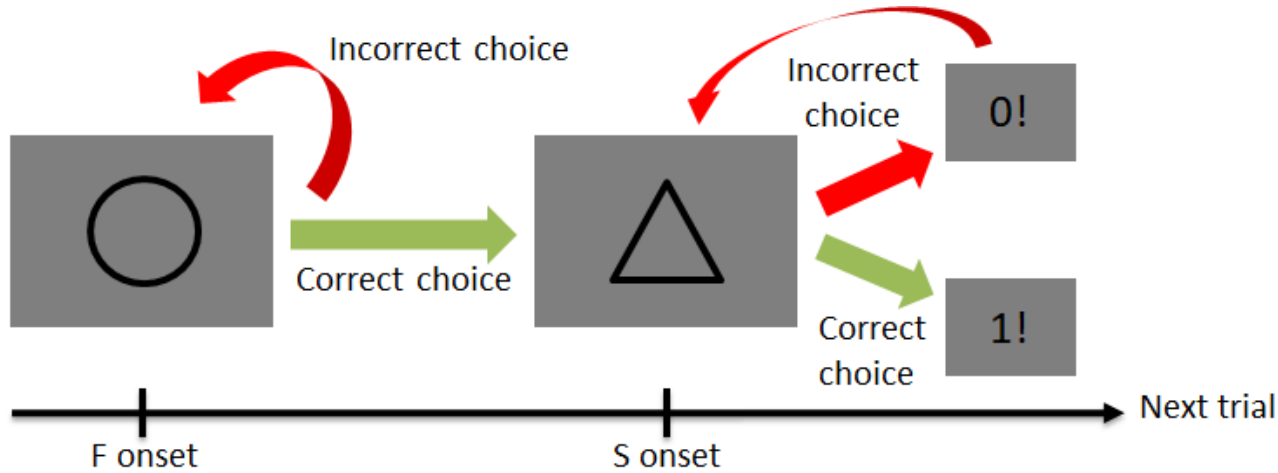
# Experimental Design: Trial Structure



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2<sup>nd</sup> stage depends on 1<sup>st</sup> stage:  
**Option**-specific policies

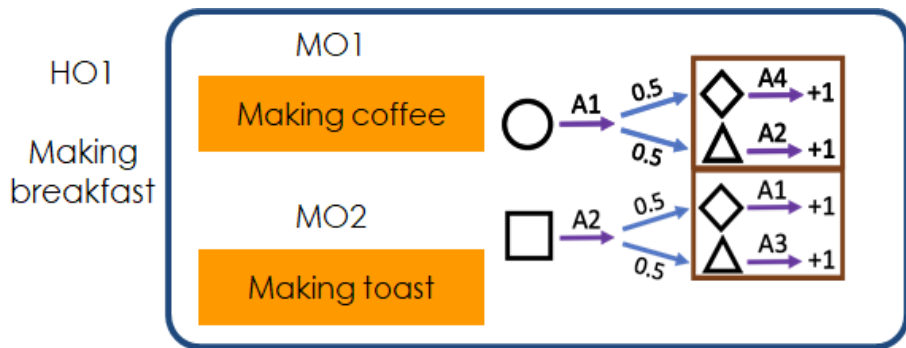
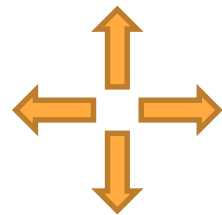
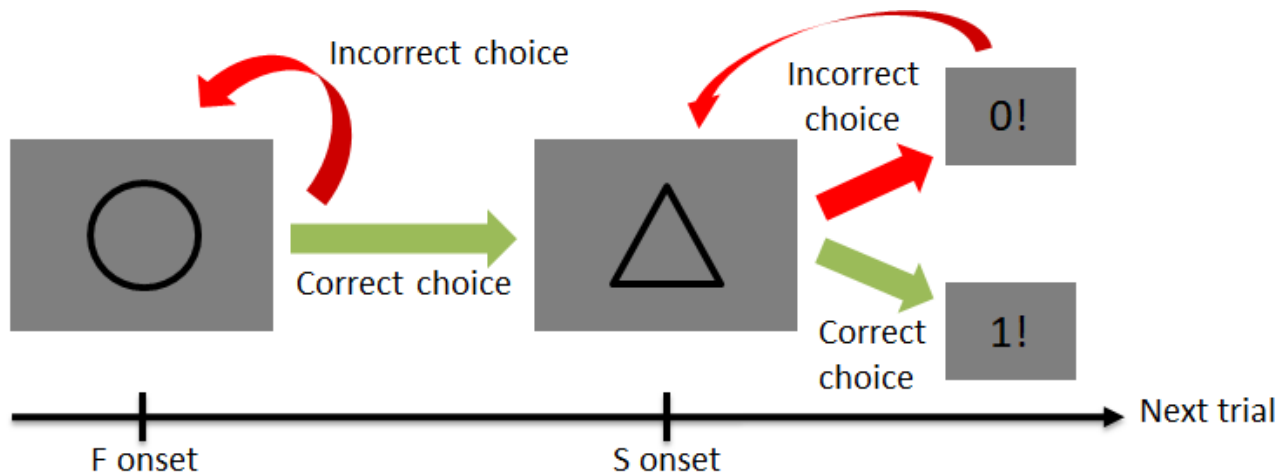
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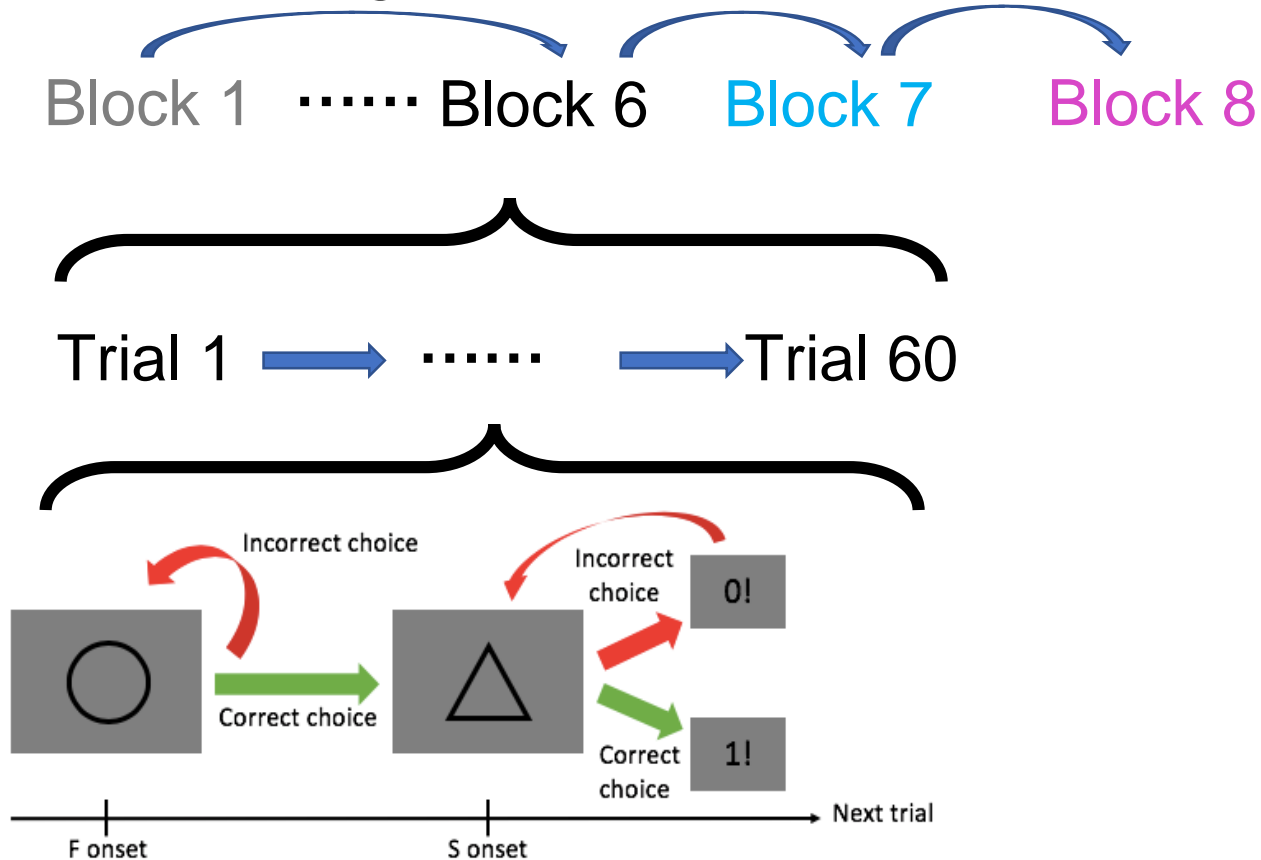
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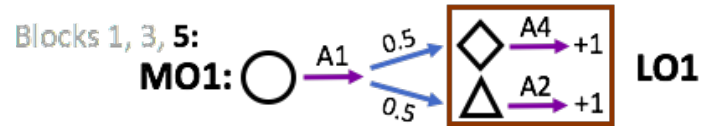
2<sup>nd</sup> stage depends on 1<sup>st</sup> stage:  
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# Experimental Design: Block Structure

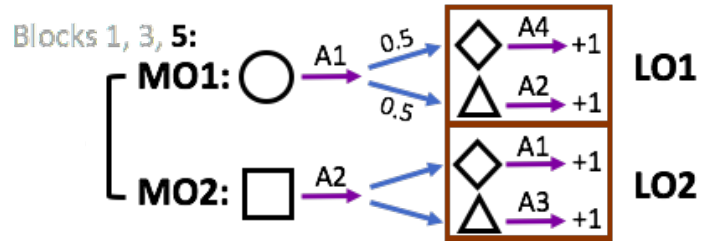


# Experimental Design: Action Assignments

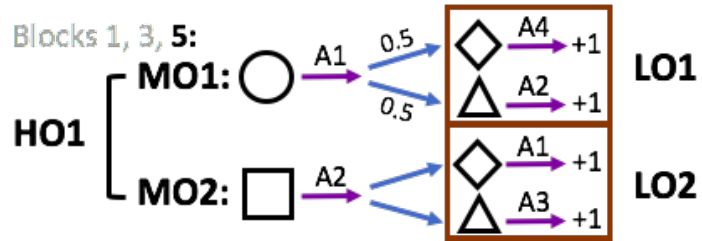
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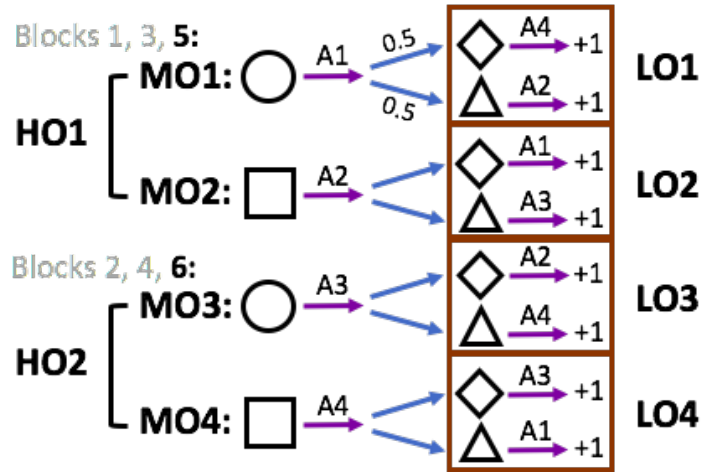


# Experimental Design: Action Assignments





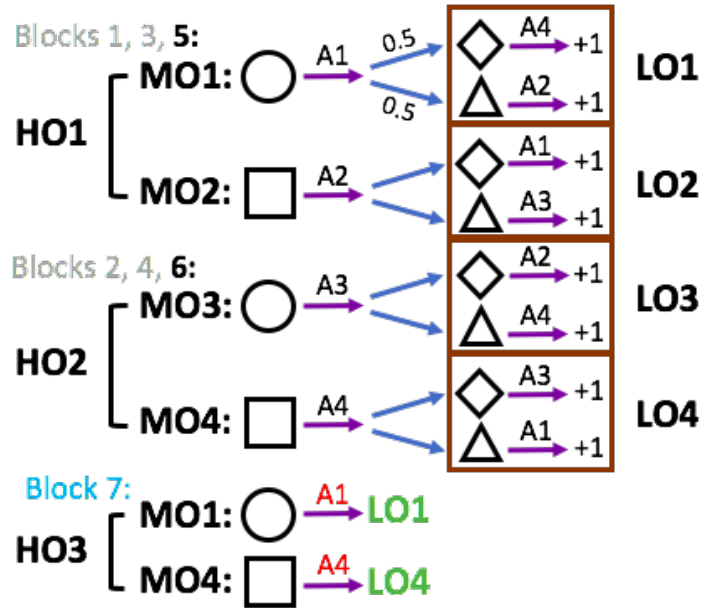
# Experimental Design: Action Assignments



Unsignaled context: test

- **creation** of two sets of high level options
- **reactivation** of high-level options in Blocks 3-6

# Experimental Design: Action Assignments



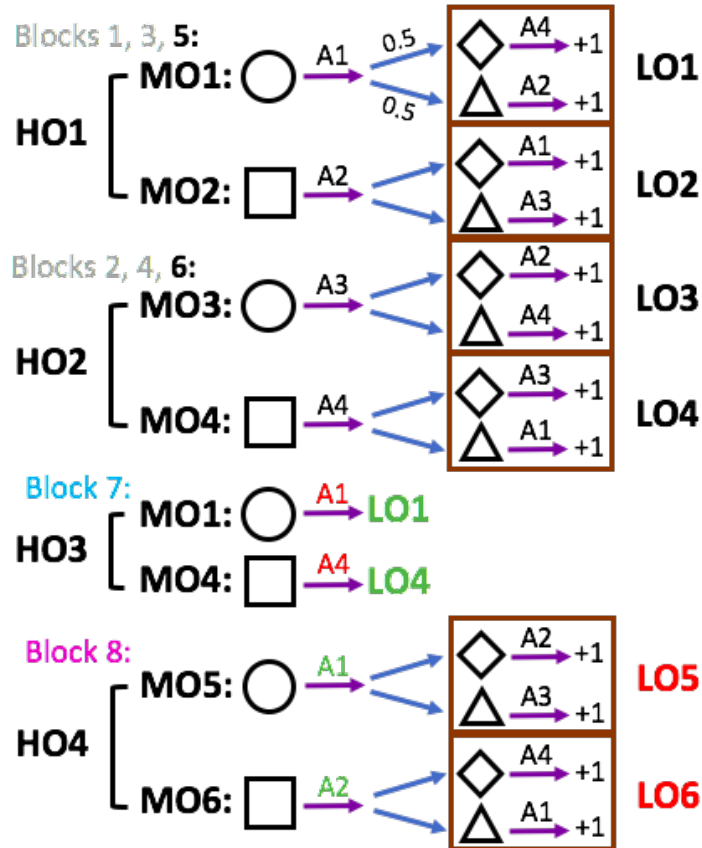
Unsignaled context: test

- **creation** of two sets of high level options
- **reactivation** of high-level options in Blocks 3-6

Test

- **positive transfer** of low-level options
- **negative transfer** of high-level options

# Experimental Design: Action Assignments



Unsignaled context: test

- **creation** of two sets of high level options
- **reactivation** of high-level options in Blocks 3-6

Test

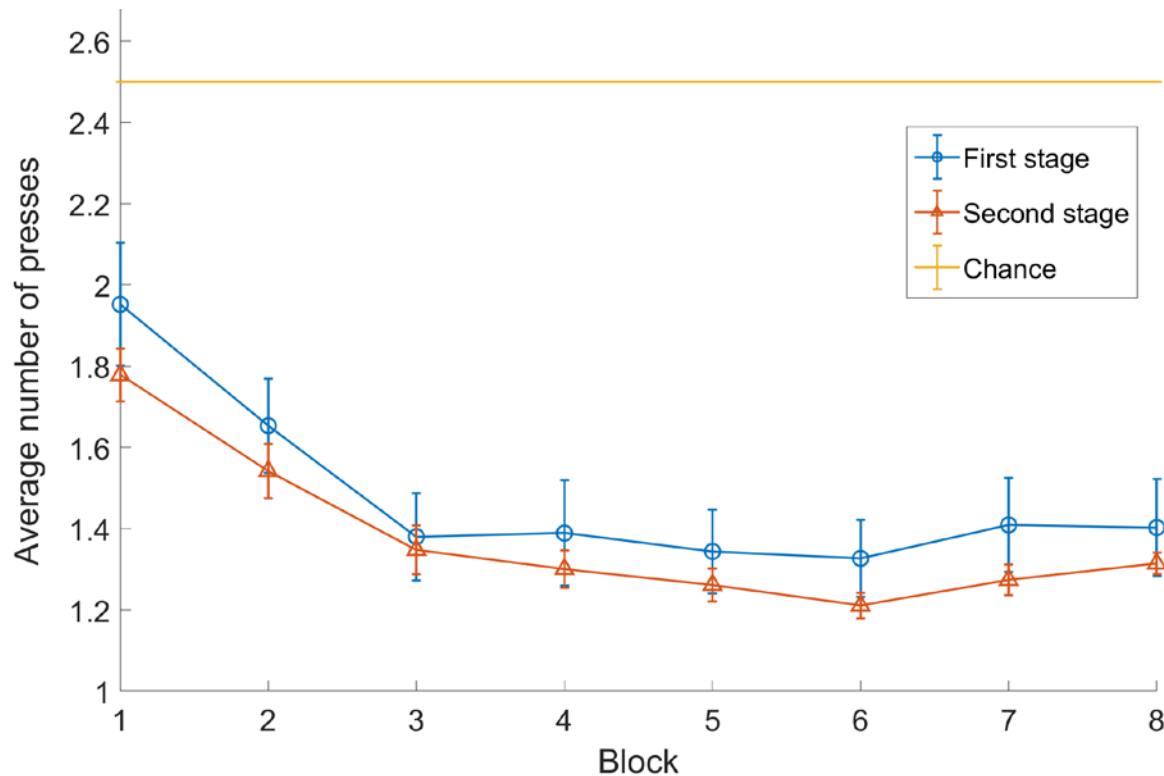
- **positive transfer** of low-level options
- **negative transfer** of high-level options

Test

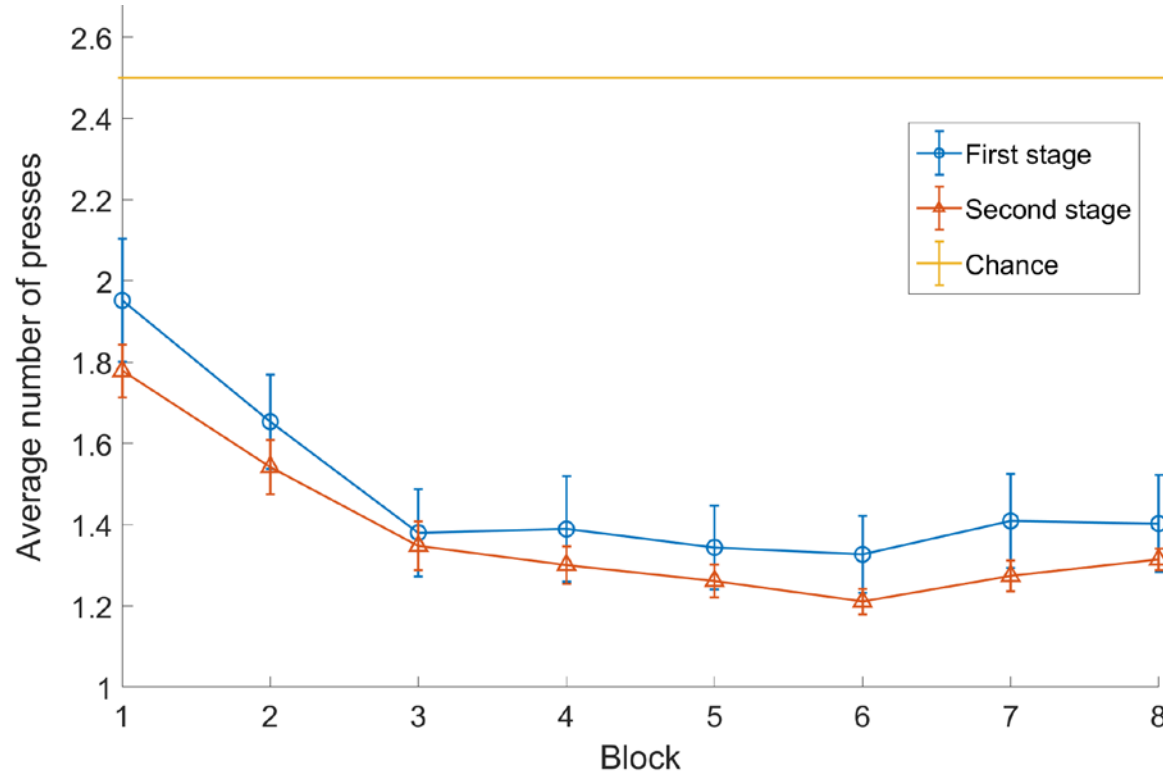
- **positive transfer** of high-level options
- **negative transfer** of mid-level options

# General Behavior: Average Number of Presses

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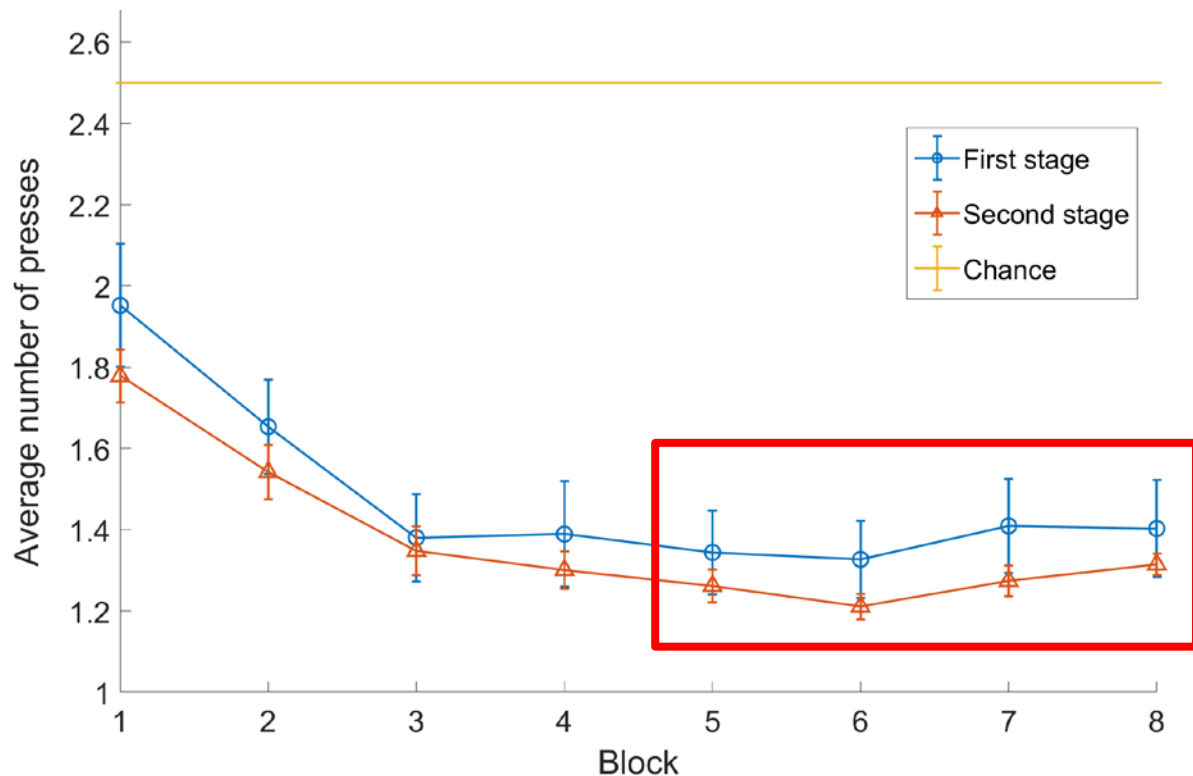


# General Behavior: Average Number of Presses



Participants (N = 23) are able to learn the task fairly well.

# General Behavior: Zoom in on Blocks 5-8



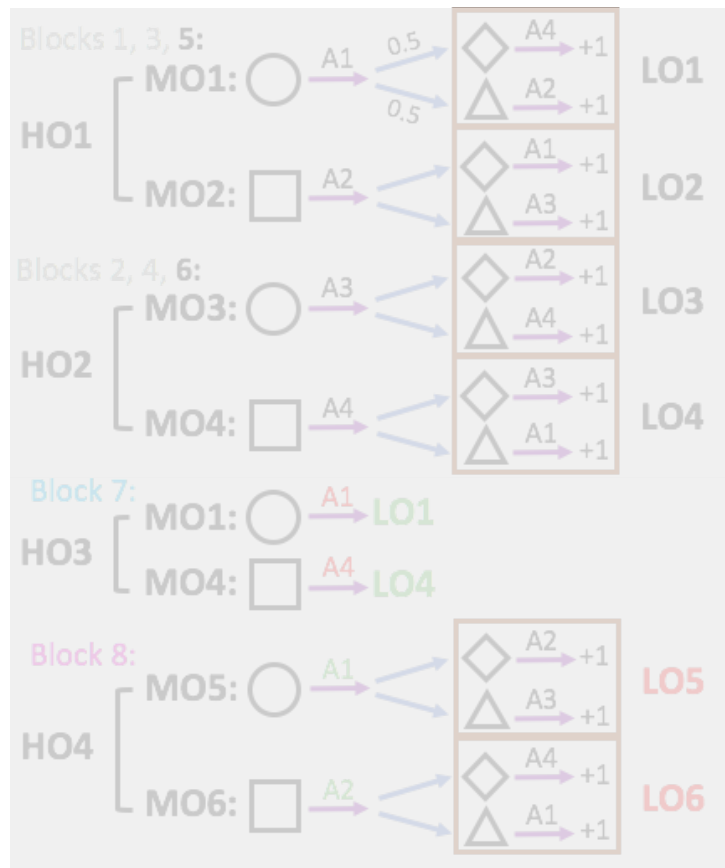
Participants ( $N = 23$ ) are able to learn the task fairly well.

**Blocks 5-6:** Learning saturation (benchmark)

**Block 7:** First testing block

**Block 8:** Second testing block

# Zoom in Blocks 5-8: First 10 Trials



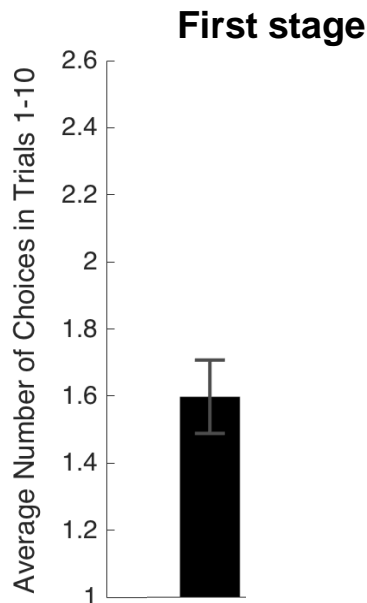
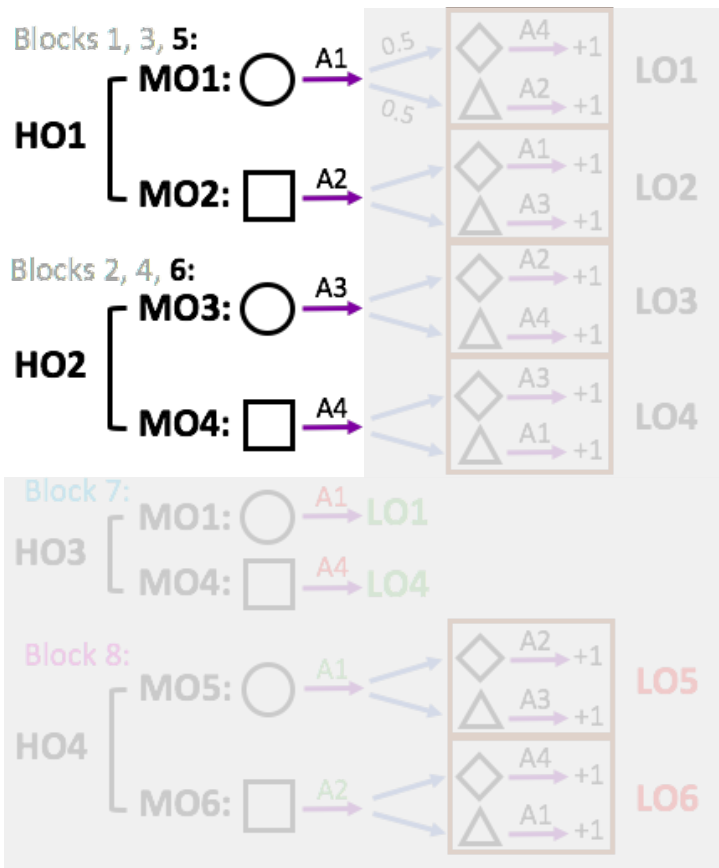
Average Number of Choices in Trials 1-10



Block 5-6  
Block 7  
Block 8

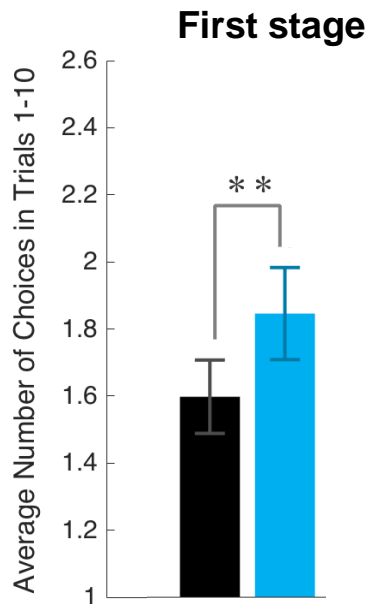
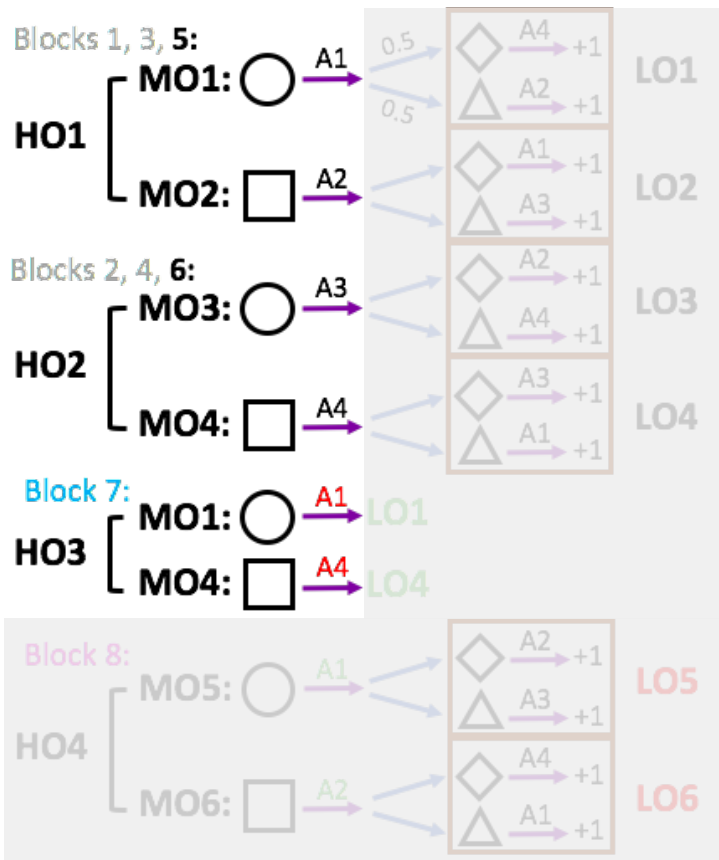


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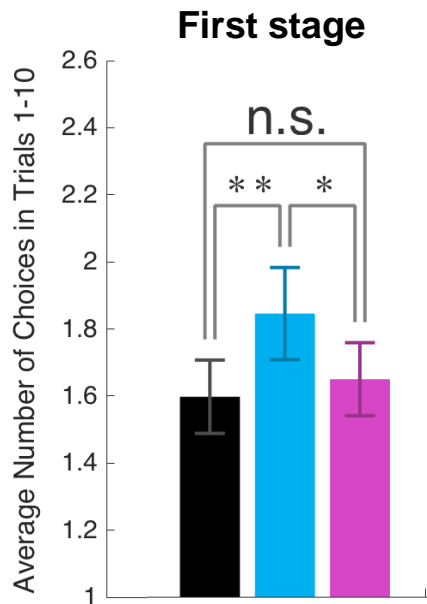
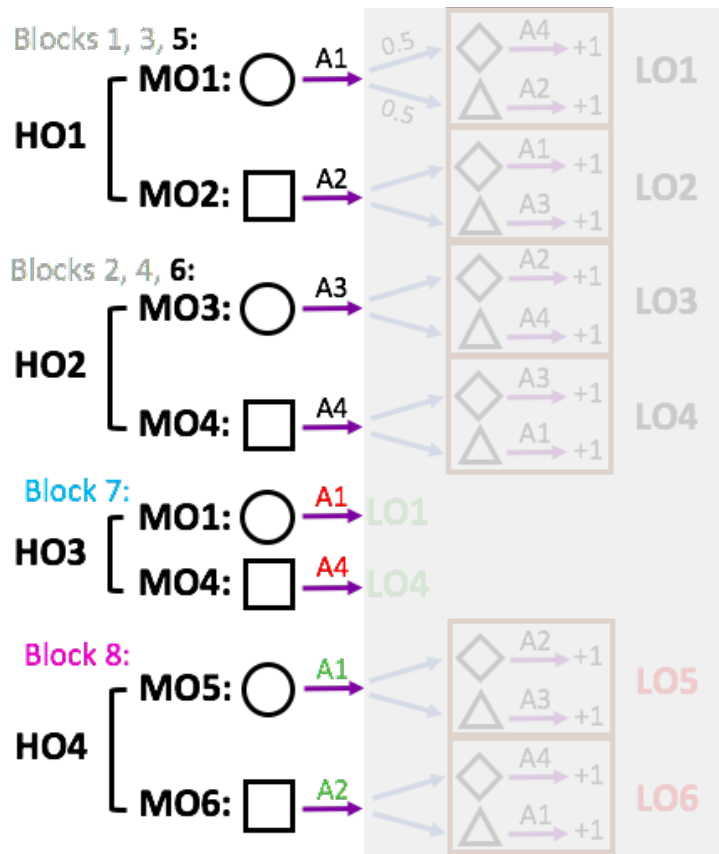
Block 5-6  
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# Zoom in Blocks 5-8: First 10 Trials



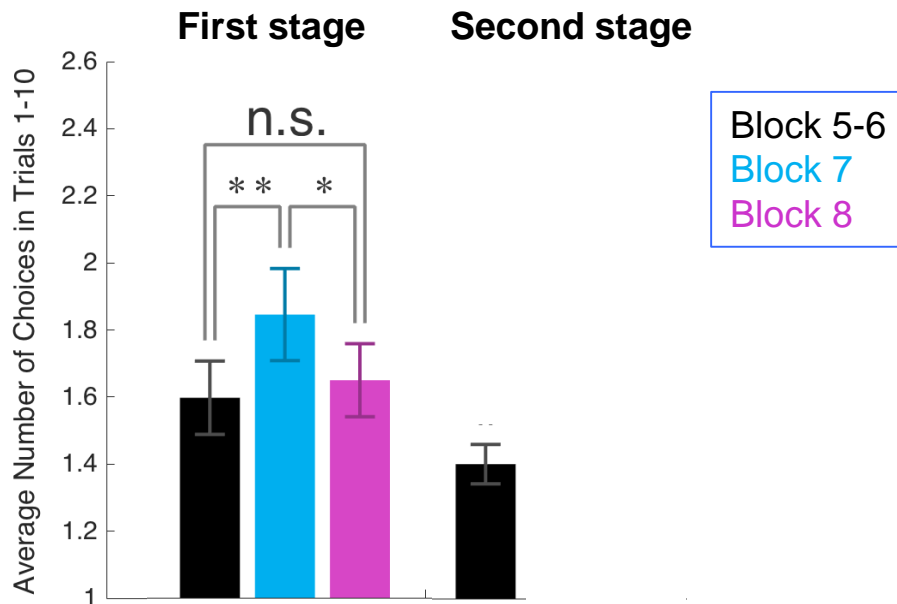
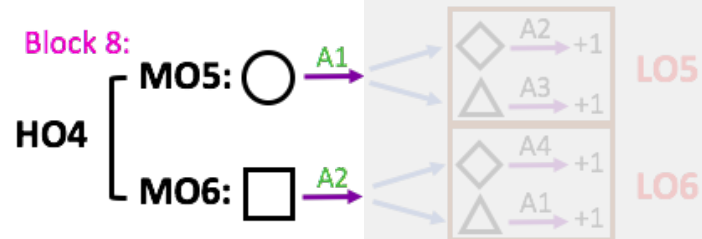
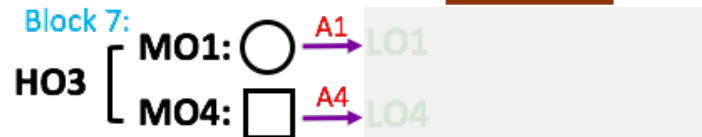
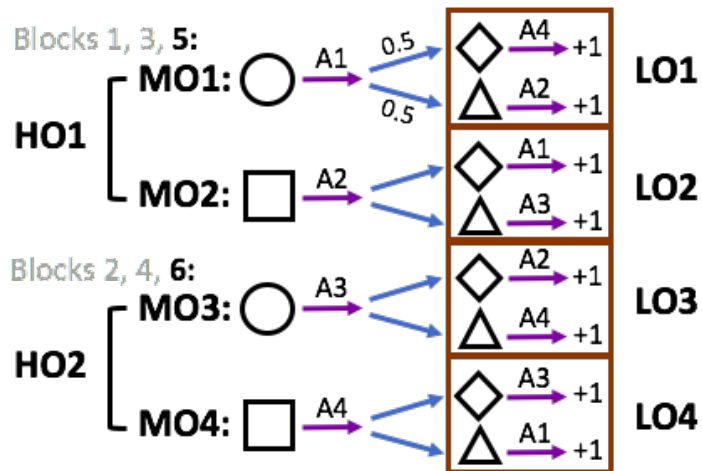
Block 5-6  
Block 7  
Block 8

# Zoom in Blocks 5-8: First 10 Trials

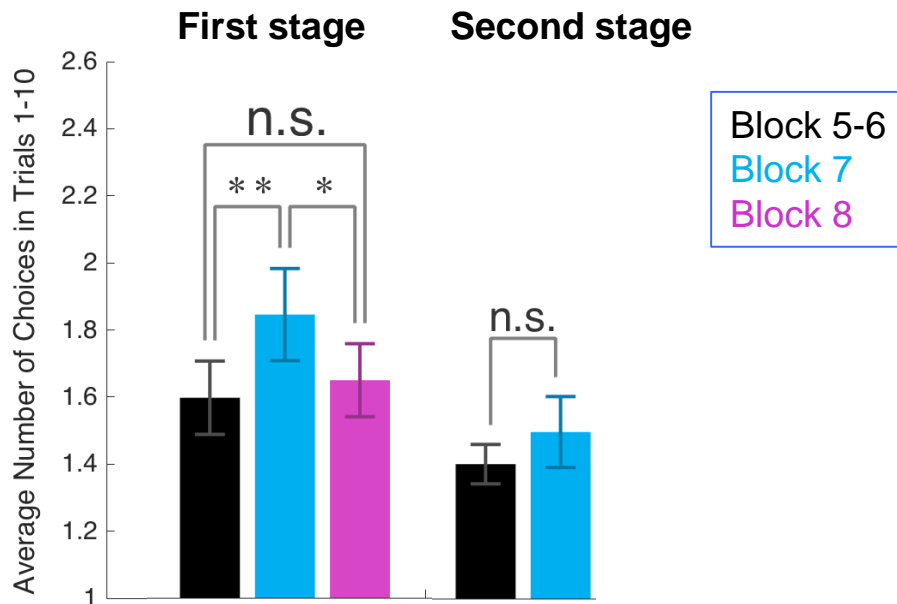
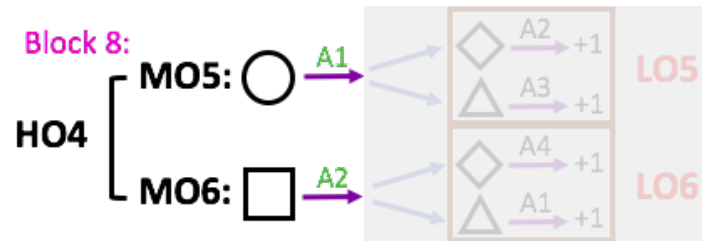
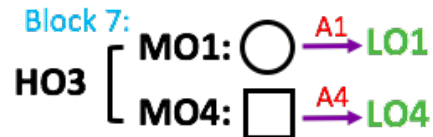
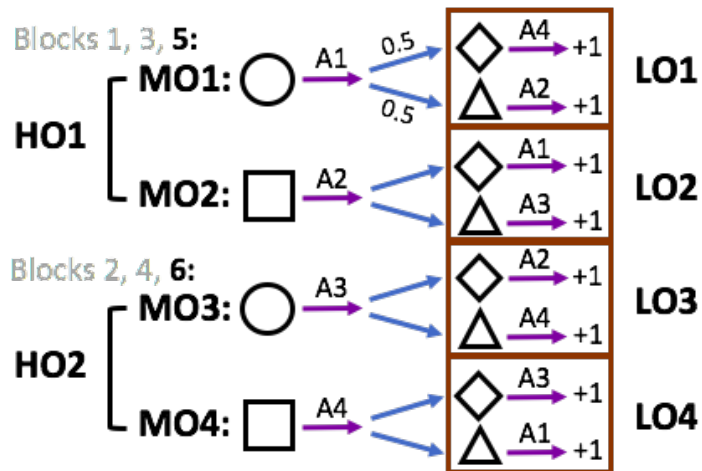


Block 5-6  
Block 7  
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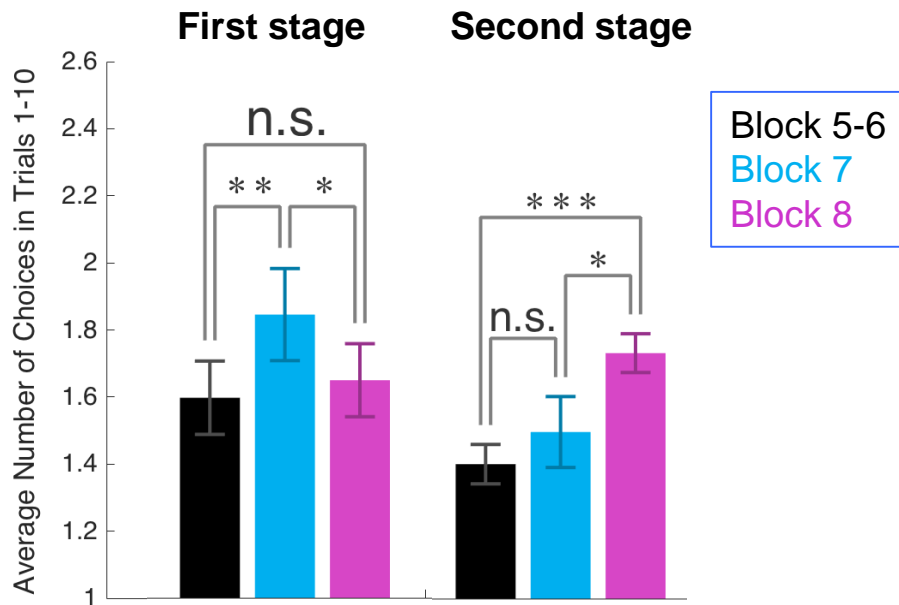
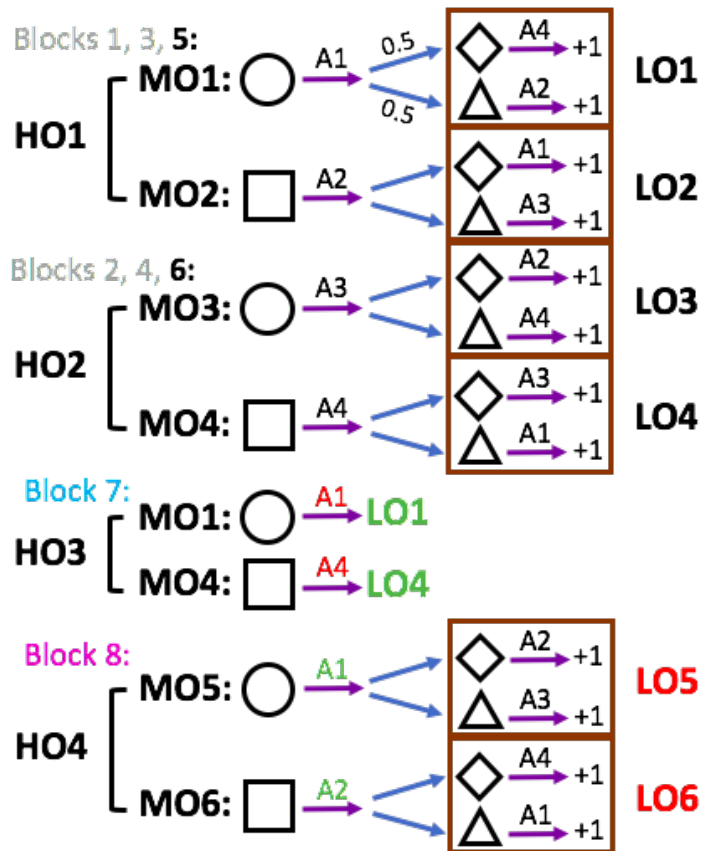
# Zoom in Blocks 5-8: First 10 Trials



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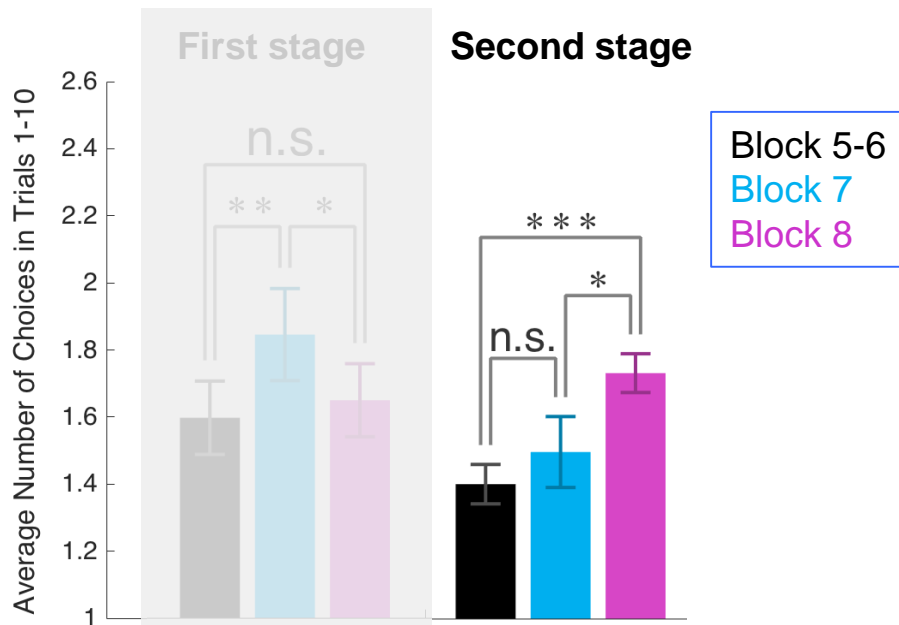


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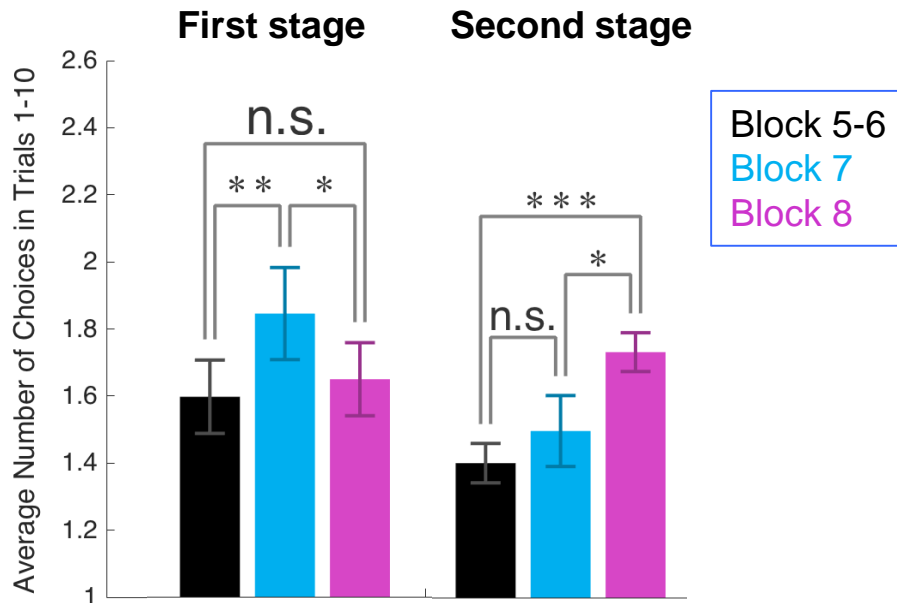
Participants learn and  
(positive/negative) transfer **options**.



# Zoom in Blocks 5-8: First 10 Trials

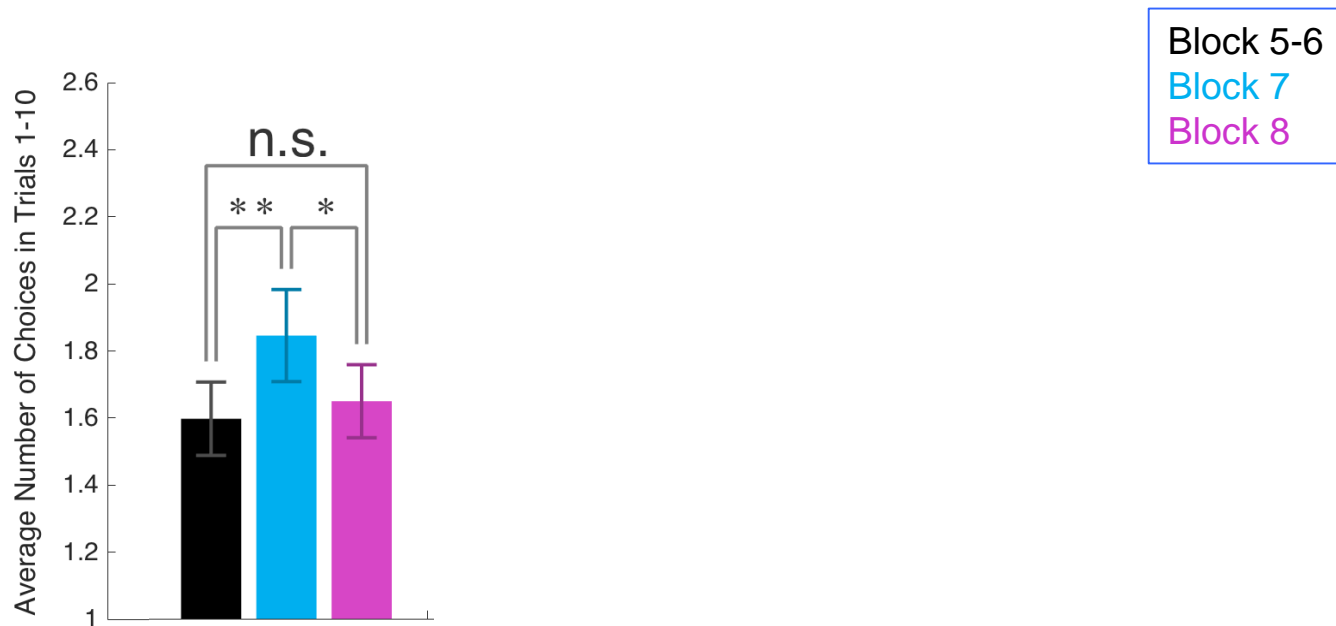
Participants learn and  
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Participants learn and  
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**options**.

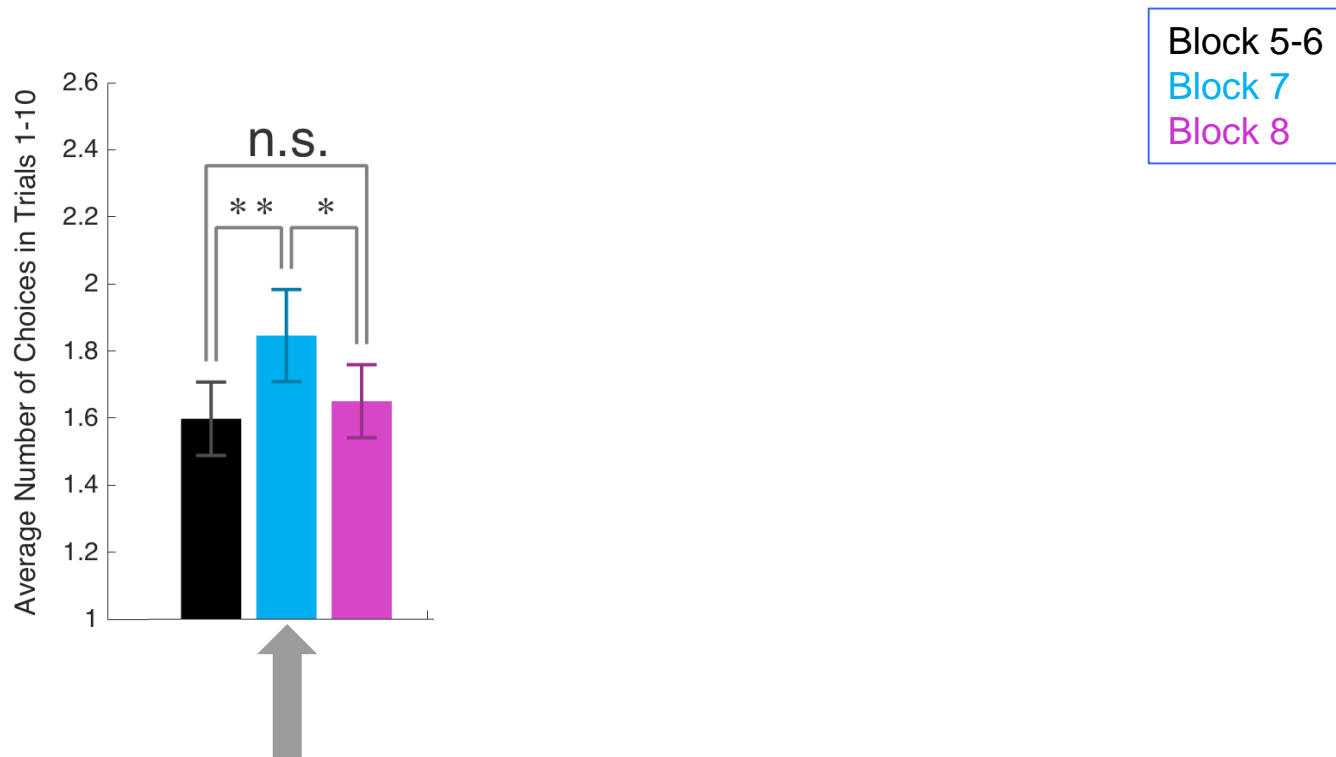




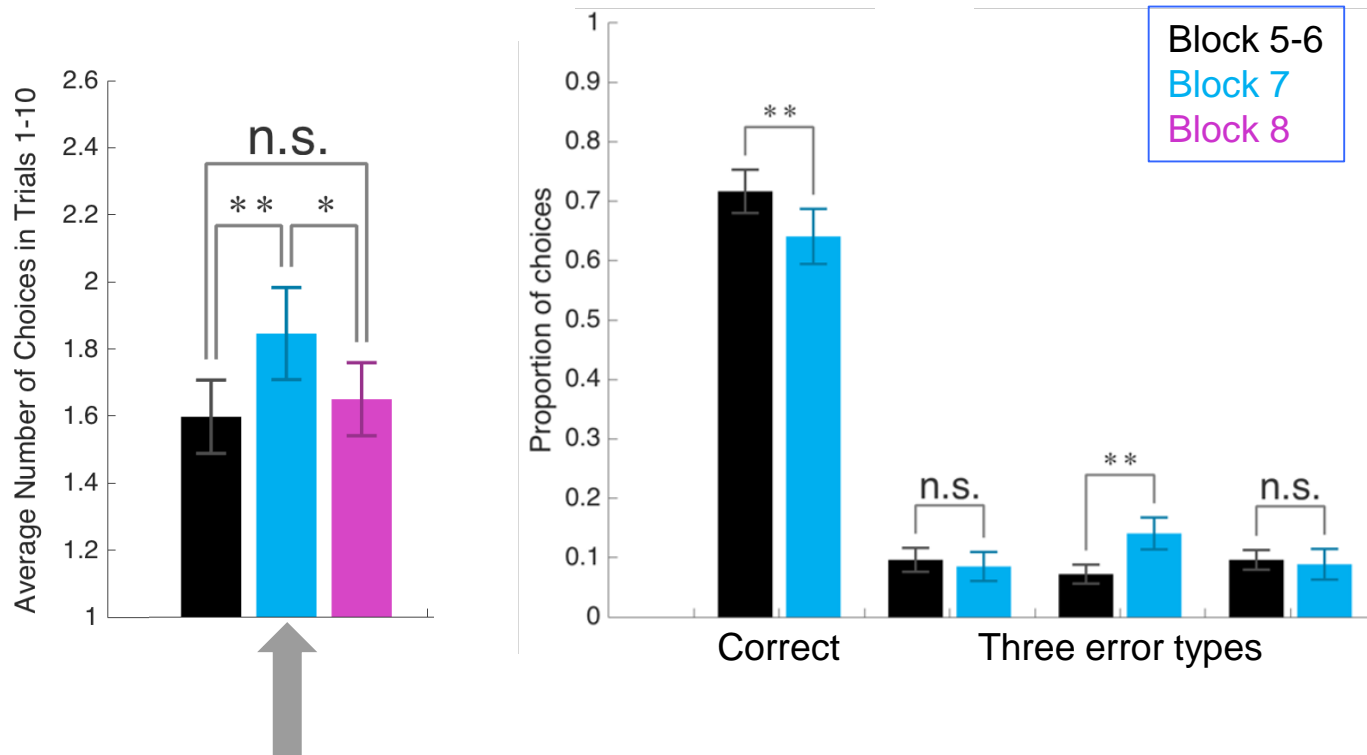
# Zoom in the First Stage: Choice Type



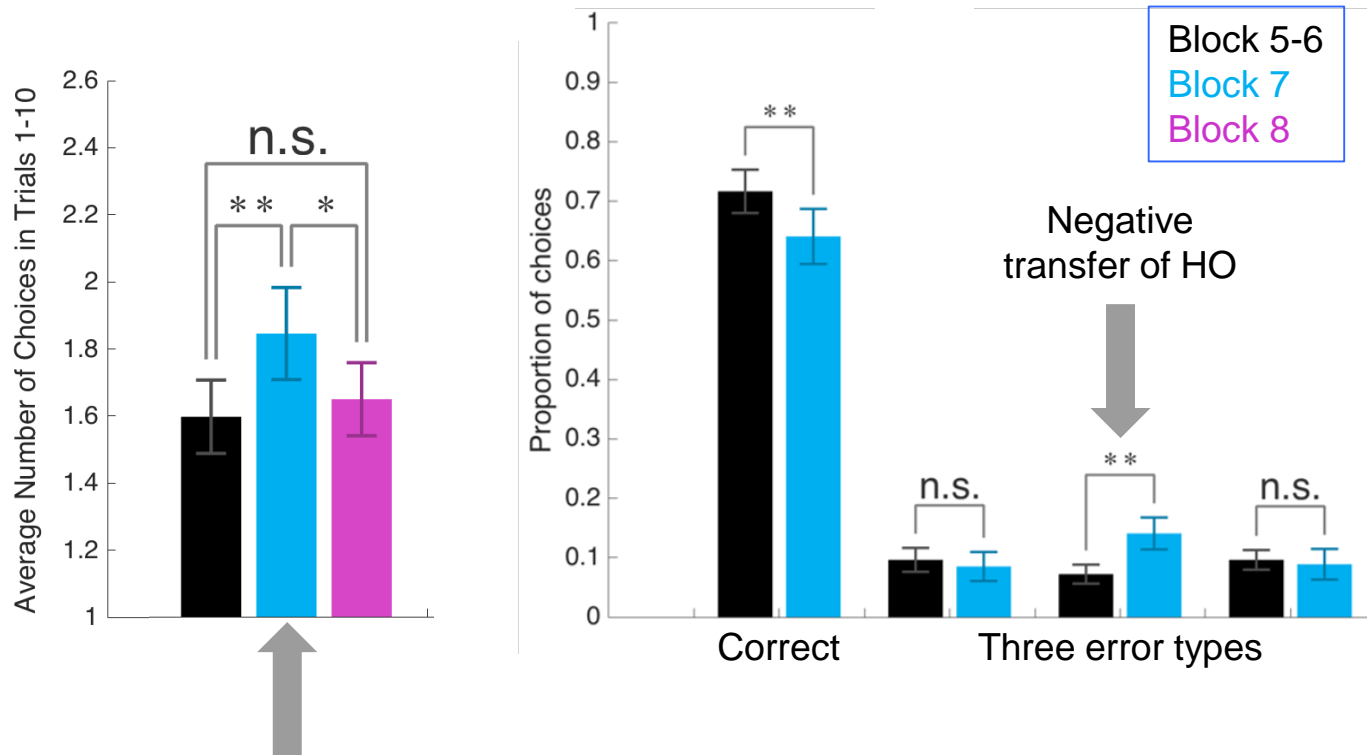
# Zoom in the First Stage: Choice Type



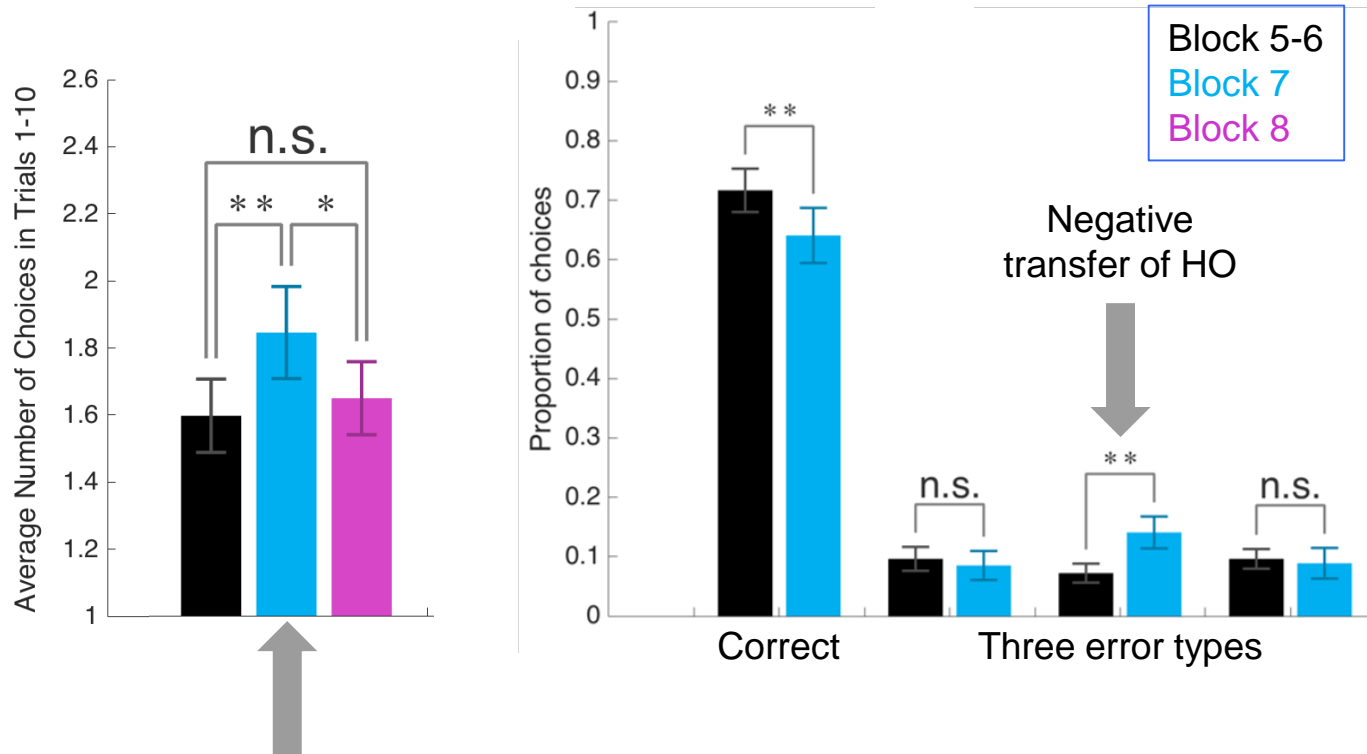
# Zoom in the First Stage: Choice Type



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# Zoom in the First Stage: Choice Type



Similar choice type analysis for all other transfer effects

# Modeling

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- **The Options Framework:** Learn option-specific policies through Q-learning

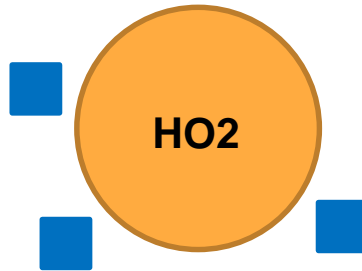
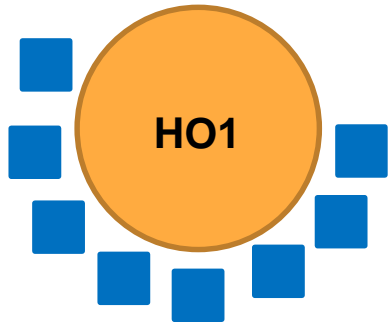
# Modeling

- **The Options Framework:** Learn option-specific policies through Q-learning
- **Chinese Restaurant Process (CRP):** Cluster hidden contexts to achieve transfer

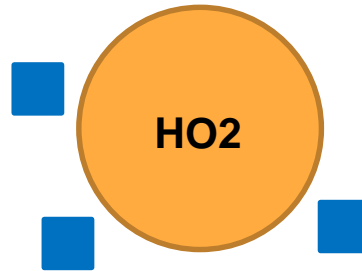
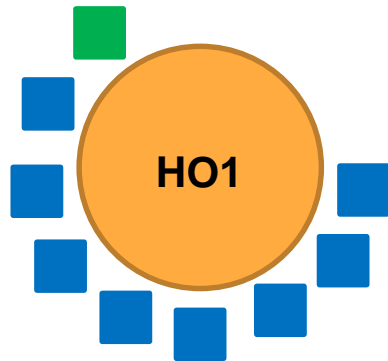


# Modeling: First Stage CRP

 Which table?

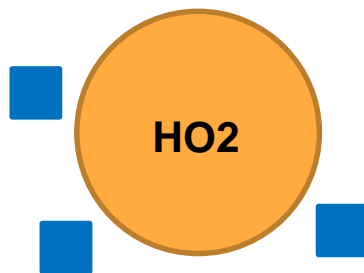
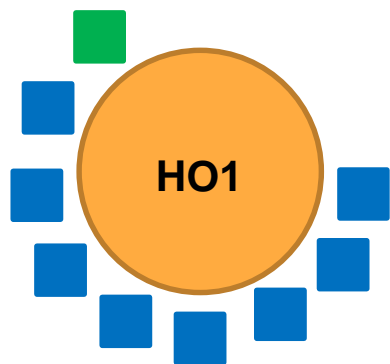


# Modeling: First Stage CRP



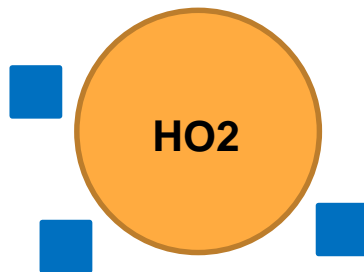
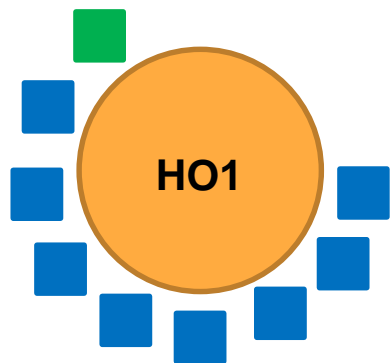
# Modeling: First Stage CRP

Context: temporal/block context





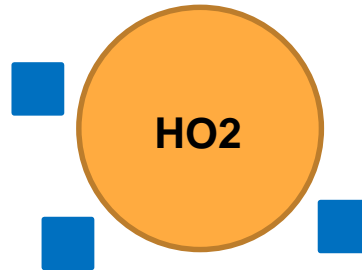
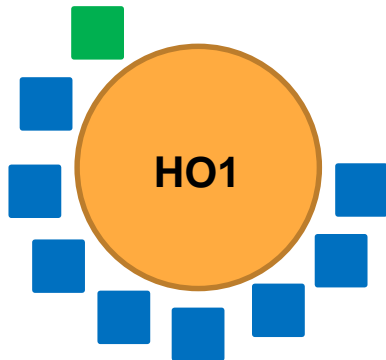
# Modeling: First Stage HO1-specific Policy (Breakfast)

HO1	A1	A2	A3	A4
○	Q-values learned through Q-learning			
□				



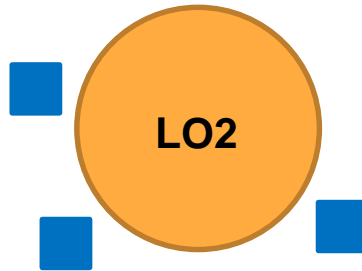
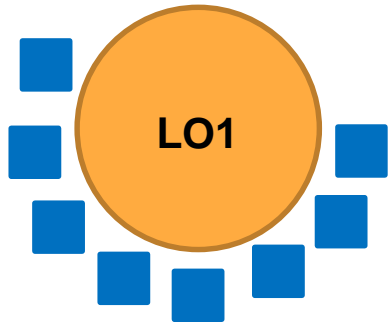
# Modeling: First Stage HO1-specific Policy (Breakfast)

HO1	A1	A2	A3	A4
	Choosing MO1 (Coffee) as a whole			
				

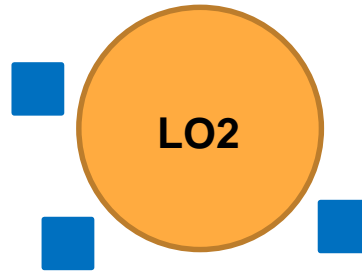
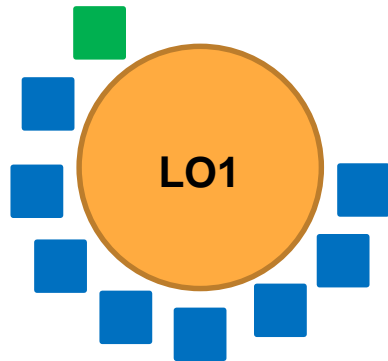


# Modeling: Second Stage CRP

 Which table?

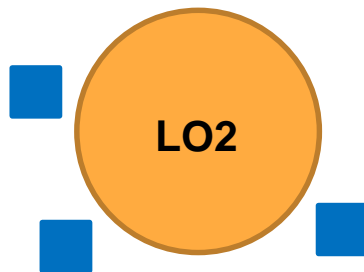
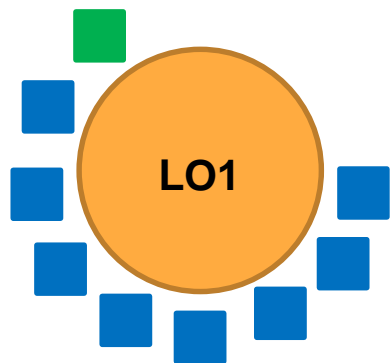


# Modeling: Second Stage CRP



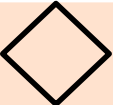

# Modeling: Second Stage CRP

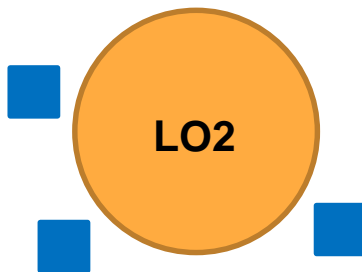
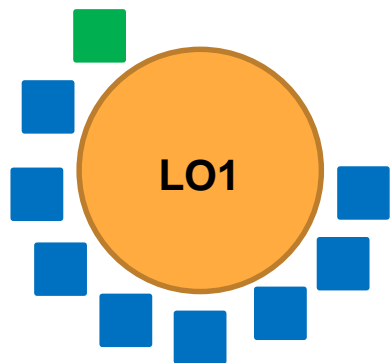
Context: MO



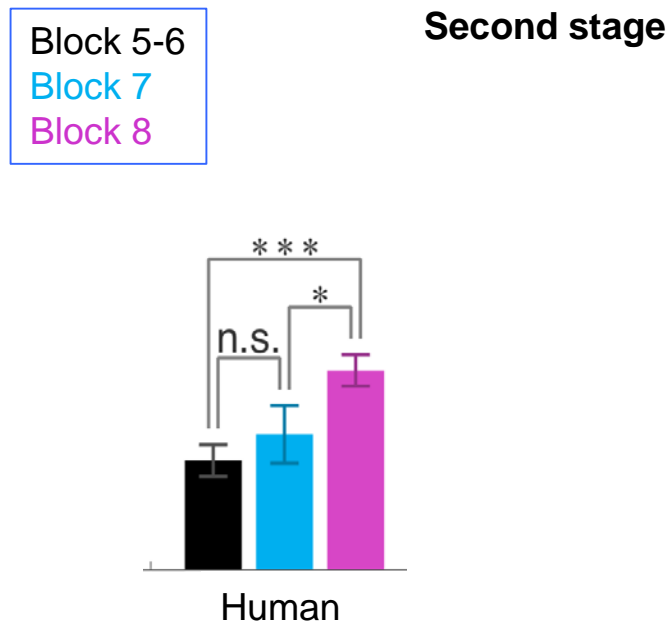
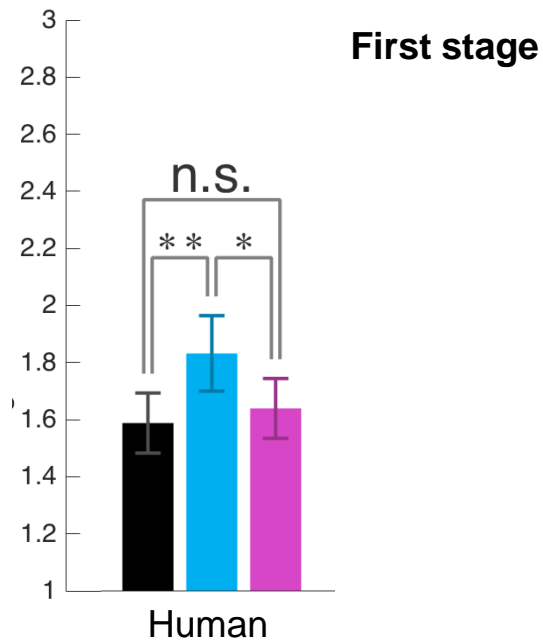


# Modeling: Second Stage LO1-specific Policy (Boil)

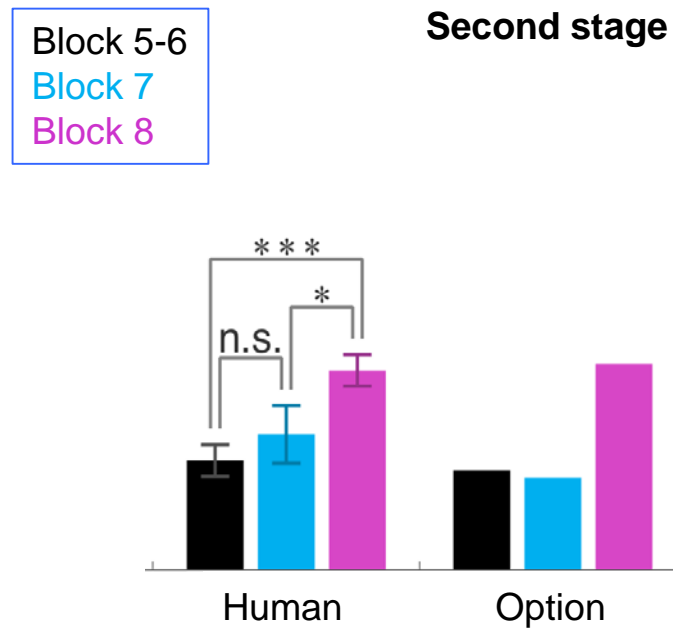
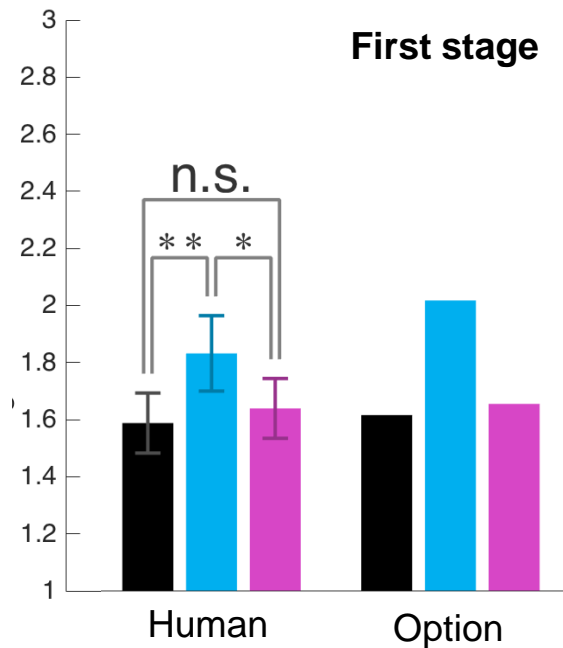
LO1	A1	A2	A3	A4
	Q-values learned through Q-learning			
				



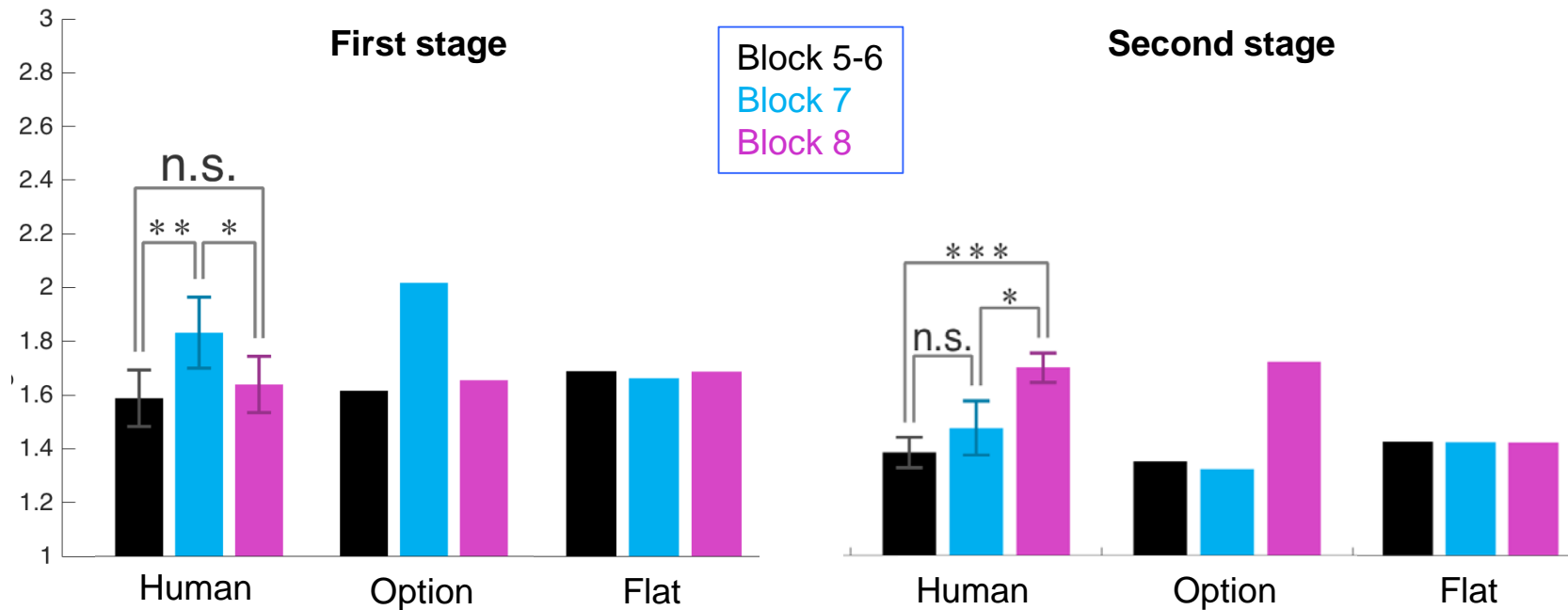
# Simulation Results



# Simulation Results

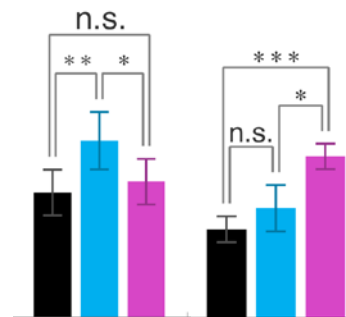
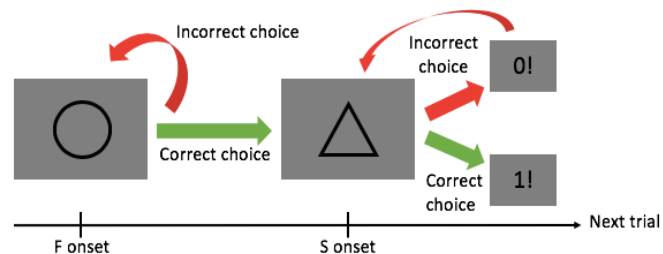


# Simulation Results



# Summary

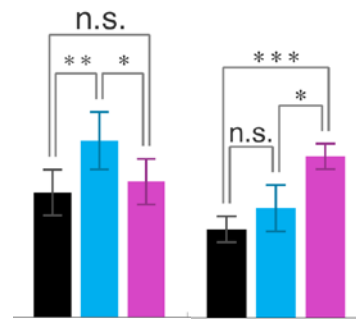
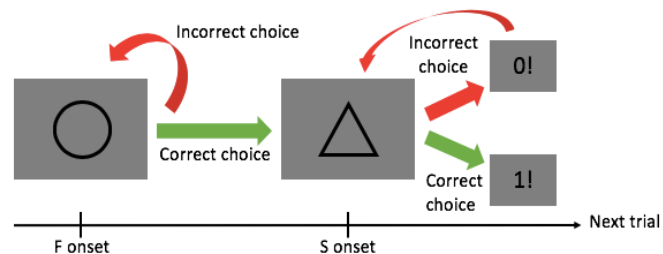
1. **Psy:** Behavioral signatures of option learning and transfer (and options of options) through a novel behavioral paradigm.



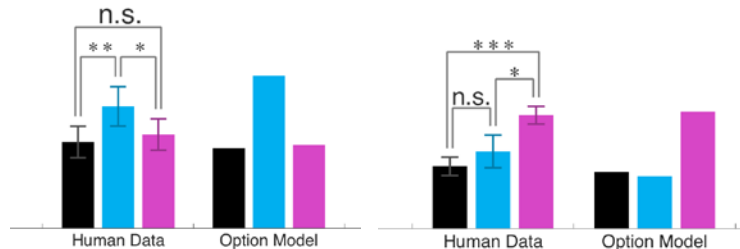
Block 5-6  
Block7  
Block8

# Summary

1. **Psy:** Behavioral signatures of option learning and transfer (and options of options) through a novel behavioral paradigm.
2. **AI:** The Option Model + CRP is human-like (when flat RL fails) and enables flexible option transfer at multiple levels.

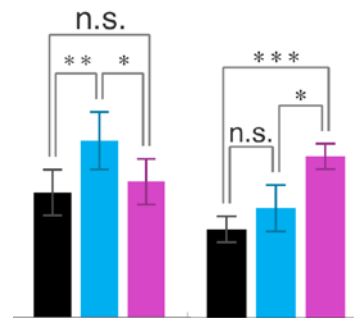
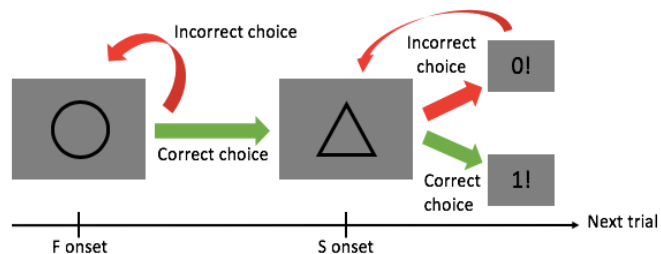


Block 5-6  
Block7  
Block8

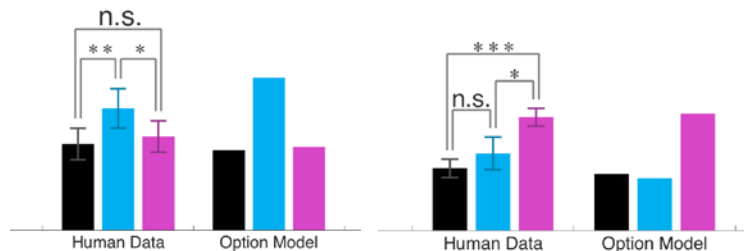


# Summary

1. **Psy:** Behavioral signatures of option learning and transfer (and options of options) through a novel behavioral paradigm.
2. **AI:** The Option Model + CRP is human-like (when flat RL fails) and enables flexible option transfer at multiple levels.
3. Three more experiments testing other aspects of options: **naturalistic**, **compositional**, etc, and replicating.



Block 5-6  
Block7  
Block8



# Acknowledgements



CCN Lab PI:  
Anne Collins

Lab manager:  
Sarah Master

Undergrad RAs:  
Katya Brooun  
Ham Huang  
Helen Lu  
Wendy Shi

CCN Lab  
NIH R01MH119383-01

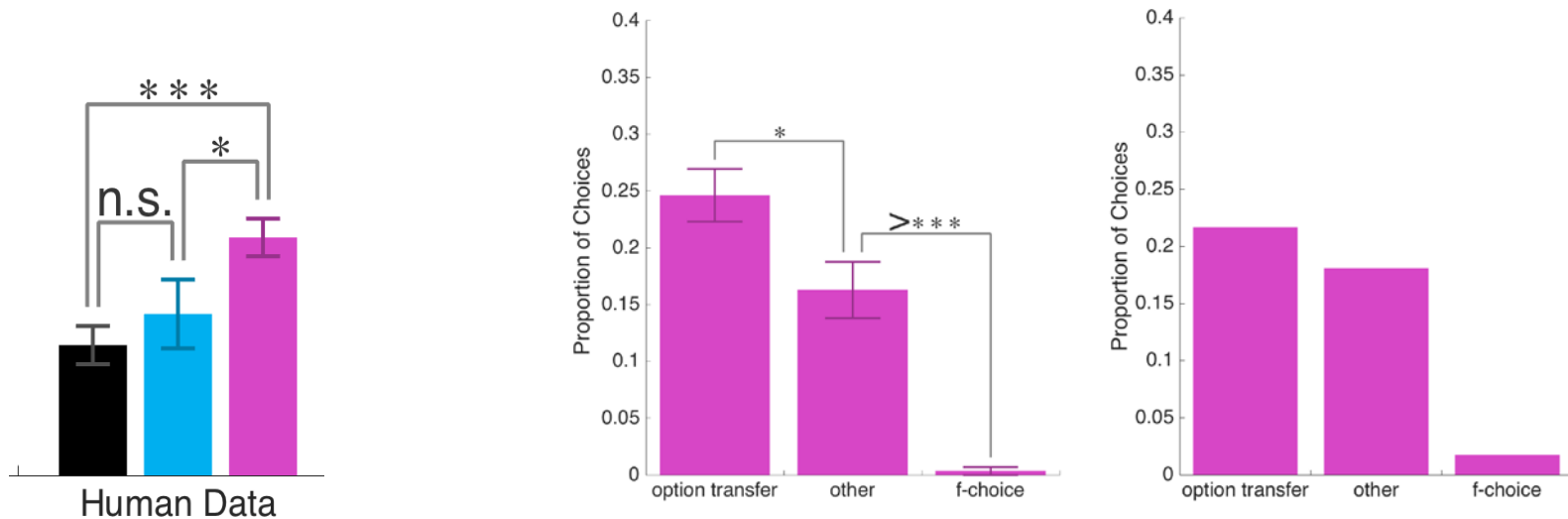
**Contact me:** [jimmyxia@math.berkeley.edu](mailto:jimmyxia@math.berkeley.edu)

RLDM



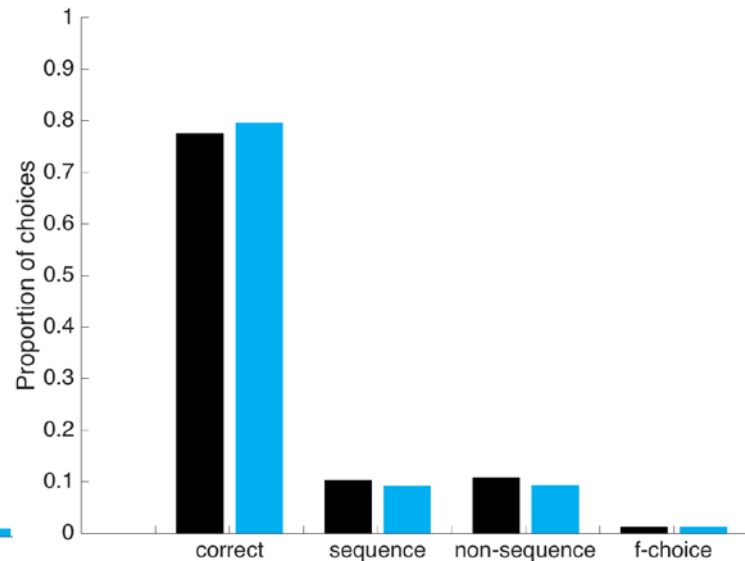
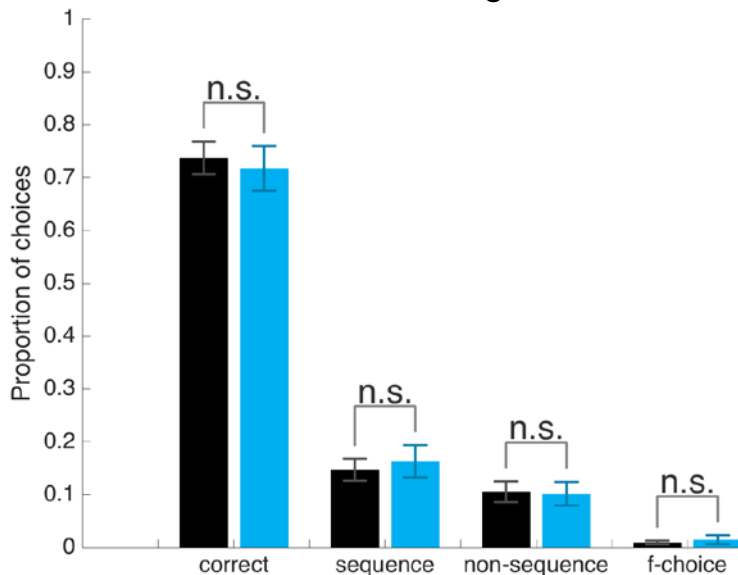
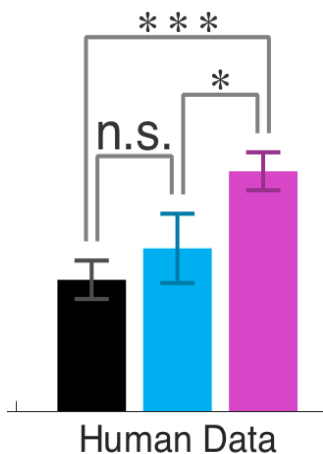
# Block 8 Second Stage Error Type

Negative transfer dominated by the error type predicted by option transfer. Modeling replicates.

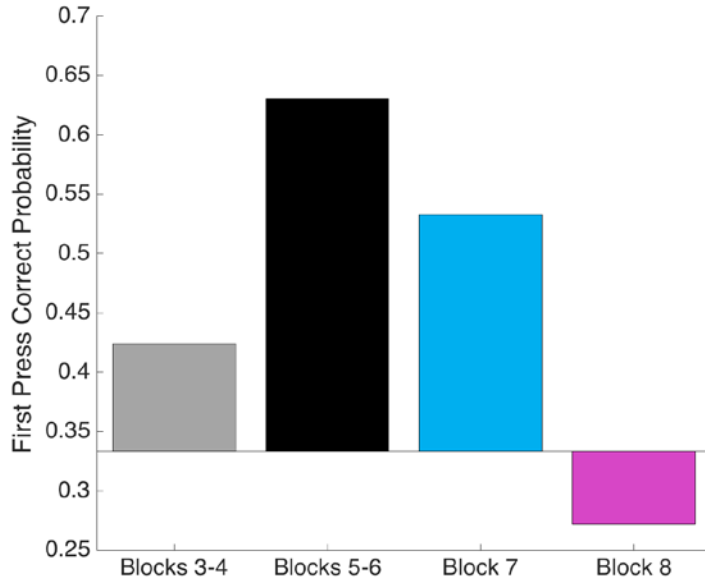


# Block 7 Second Stage Error Type

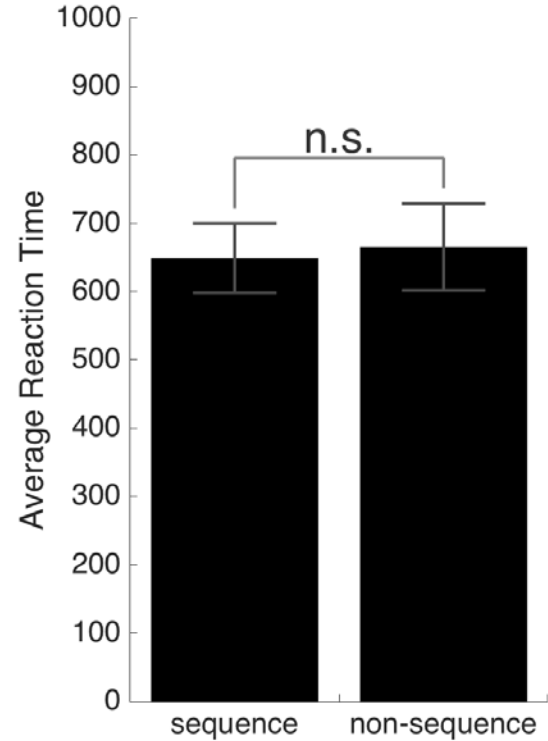
Positive transfer: no significant difference across all types. Modeling replicates.



# More Second Stage Analysis



First press in the second stage: significant (positive/negative) in the first press of the block.



Reaction time: rule out pure sequence learning effects