

# Psychological Reason

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## 0.1 The Decision Process

Suppose time is discrete. Let  $X_T$  denote the sequence of rewards  $[x_0, x_1, \dots, x_T]$ , which yields reward  $x_t$  in time period  $t$ .<sup>1</sup> The time length of this sequence, denoted by  $T$ , is finite. For any  $t \in \{0, 1, \dots, T\}$ , the reward level  $x_t$  is a random variable defined on  $\mathbb{R}_{\geq 0}$ . I assume that making an intertemporal choice involves three steps:

Step 1. (Sampling) The decision maker subjectively draws a few potential realizations of  $X_T$ , and from each drawn realization, she draws a few time periods and observes their rewards; then, she combines all observed rewards into a sample.

Step 2. (Valuation) The decision maker uses the mean utility of sampled rewards as an approximate value representation of  $X_T$ .

Step 3. (Choice-making) She chooses the sequence with the highest value from all the available reward sequences.

In the decision process described above, Step 3 is standard. By Step 1-2, I take the notion that, to evaluate a stimuli, the decision maker needs to assess all the relevant information, while her information processing capacity is limited. Consequently, she selectively attends to only *a subset* of the available information (which is termed *a sample*), then aggregates the attributes observed in the sample to calculate the stimuli value. This sampling process is not

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<sup>1</sup>I use uppercase letters to represent a sequence and lowercase letters to represent elements within the sequence.

unbiased; on the contrary, the decision maker aims to retain more of the information that they consider more relevant in the sample. Such a notion has a long history in psychological research.<sup>2</sup> In recent years, many theories grounded in this (or similar notions) have made significant progress in explaining choice anomalies, such as decision field theory (Busemeyer and Townsend, 1993), decision-by-sampling (Stewart et al., 2006), utility-weighted sampling (Lieder et al., 2018) and efficient coding theory (Heng et al., 2020). In the next subsection, I describe the sampling and valuation process in detail.

## References

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<sup>2</sup>Weber and Johnson (2009) and Chun et al. (2011) provide good reviews for such studies.