



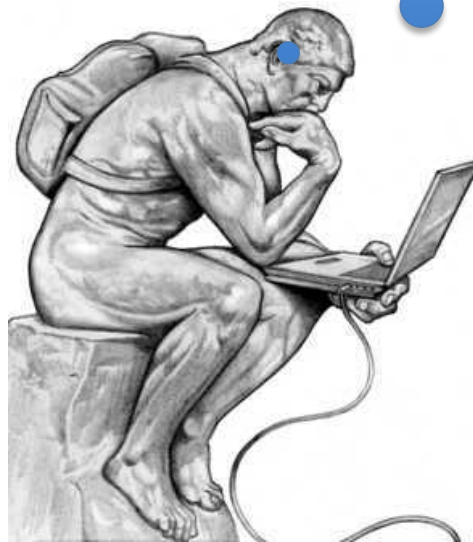
Utility-weighted sampling in decisions from experience

Falk Lieder, Tom Griffiths, Ming Hsu
UC Berkeley

Extreme potential outcomes influence people as if they were far more likely than they really are.



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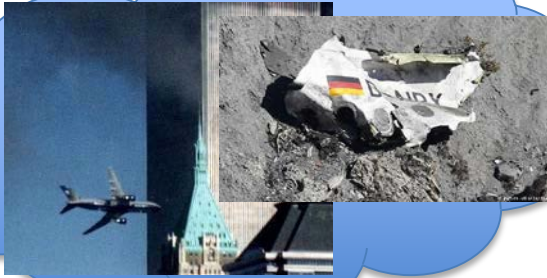
Extreme potential outcomes influence people as if they were far more likely than they really are.



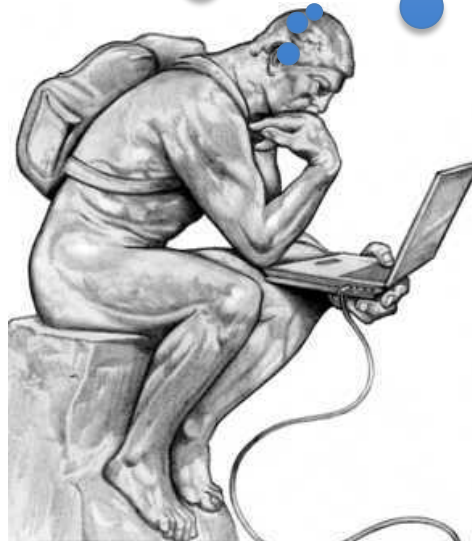
38% of Americans say they are less likely to travel overseas because of 9/11.



Extreme potential outcomes influence people as if they were far more likely than they really are.



38% of Americans say they are less likely to travel overseas because of 9/11.



Expected Utility Theory

Expected Utility Theory

utility of
outcome O

Take action $\operatorname{argmax}_a \mathbf{E}_{p(O|a)} [u(O)]$
expected
value

Expected Utility Theory

utility of
outcome O

Take action $\operatorname{argmax}_a \mathbf{E}_{p(O|a)} [u(O)]$
expected
value

$$\int p(o | a) \cdot u(o) \, do$$

Expected Utility Theory

Take action $\underset{a}{\operatorname{argmax}} \underset{\text{expected value}}{\mathbf{E}}_{p(O|a)} \left[\underset{\text{utility of outcome } O}{u(O)} \right]$

$$\int p(o|a) \cdot u(o) \, do$$

Intractable!

Expected Utility Theory

Violated!

utility of
outcome O

Take action $\operatorname{argmax}_a \mathbf{E}_{p(O|a)} [u(O)]$
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$$\int p(o | a) \cdot u(o) \, do$$

Intractable!

EU can be Approximated by Sampling

$$EU = \int p(o | a) \cdot u(o) \, do$$

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$$o_1, \dots, o_s \sim p(o | a)$$

simulated
outcomes

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EU estimates

$$\hat{U}(a) = \frac{1}{S} \sum_{i=1}^s u(o_s)$$

EU can be Approximated by Sampling

$$EU = \int p(o | a) \cdot u(o) \, do$$

$$o_1, \dots, o_s \sim p(o | a)$$

$$\hat{a}^* = \operatorname{argmax}_a \hat{U}(a)$$

simulated
outcomes

→ EU estimates → decision

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decision

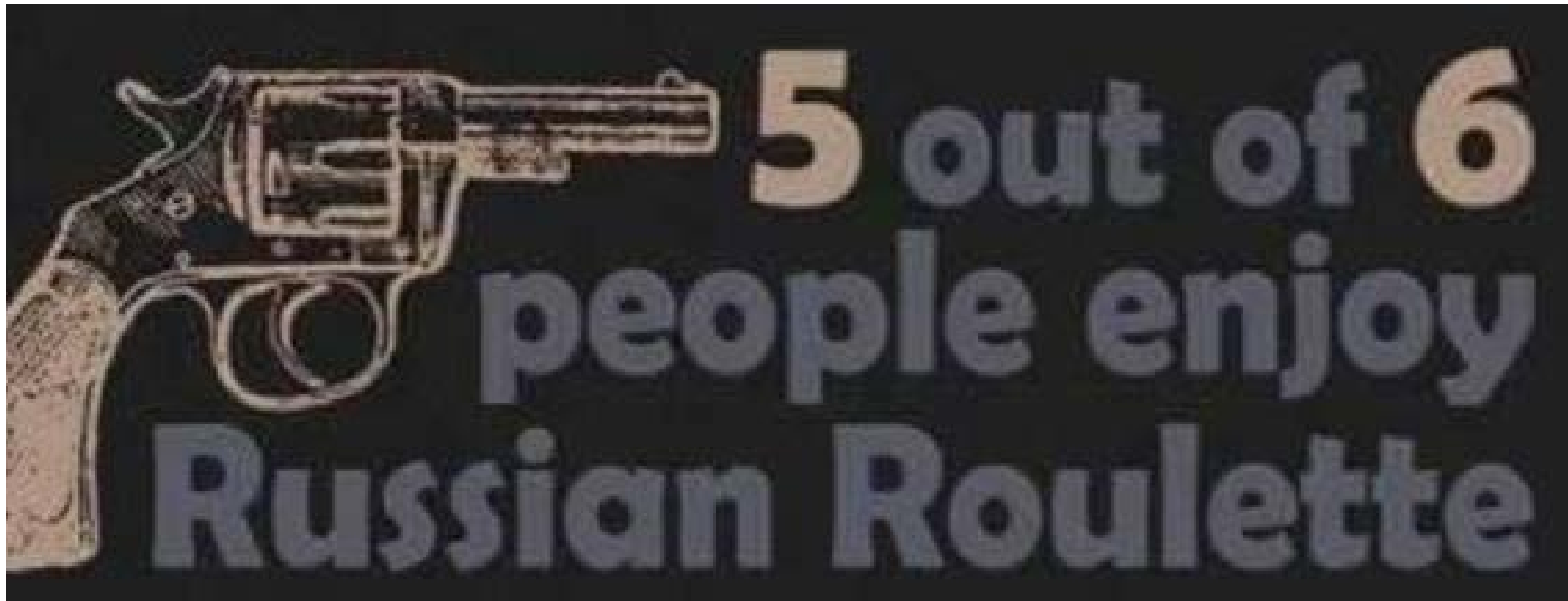
$$\hat{U}(a) = \frac{1}{S} \sum_{i=1}^S u(o_s)$$

finite time \rightarrow finitely many simulated outcomes

Representative sampling is dangerous



Representative sampling is dangerous



Representative sampling is dangerous



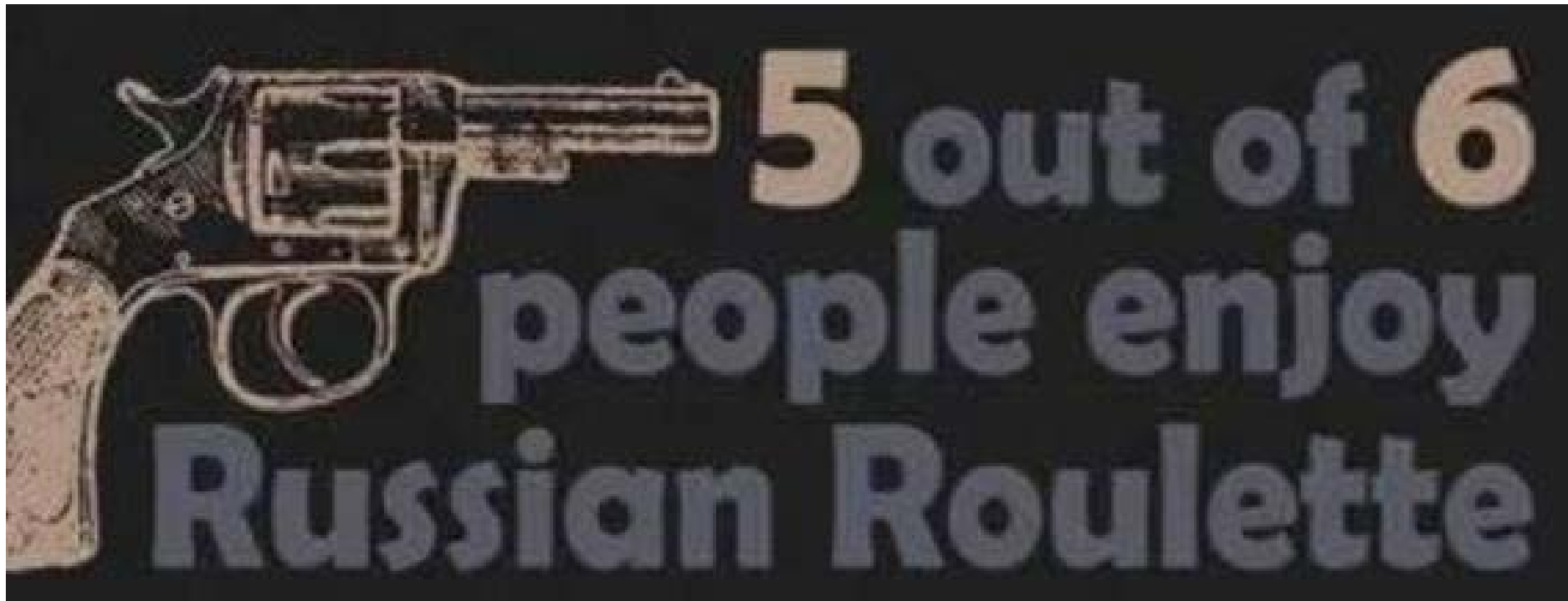
variance



Representative sampling is dangerous



variance



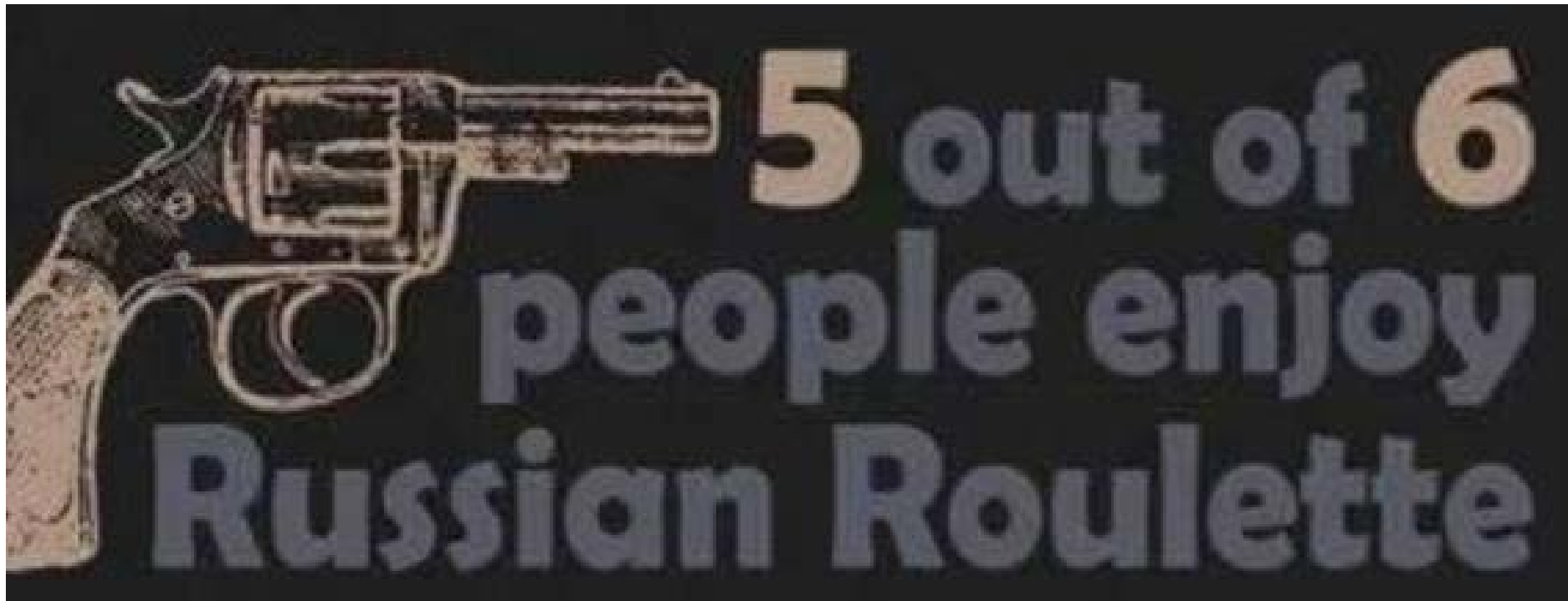
Representative sampling is dangerous



bias



variance



Representative sampling is dangerous

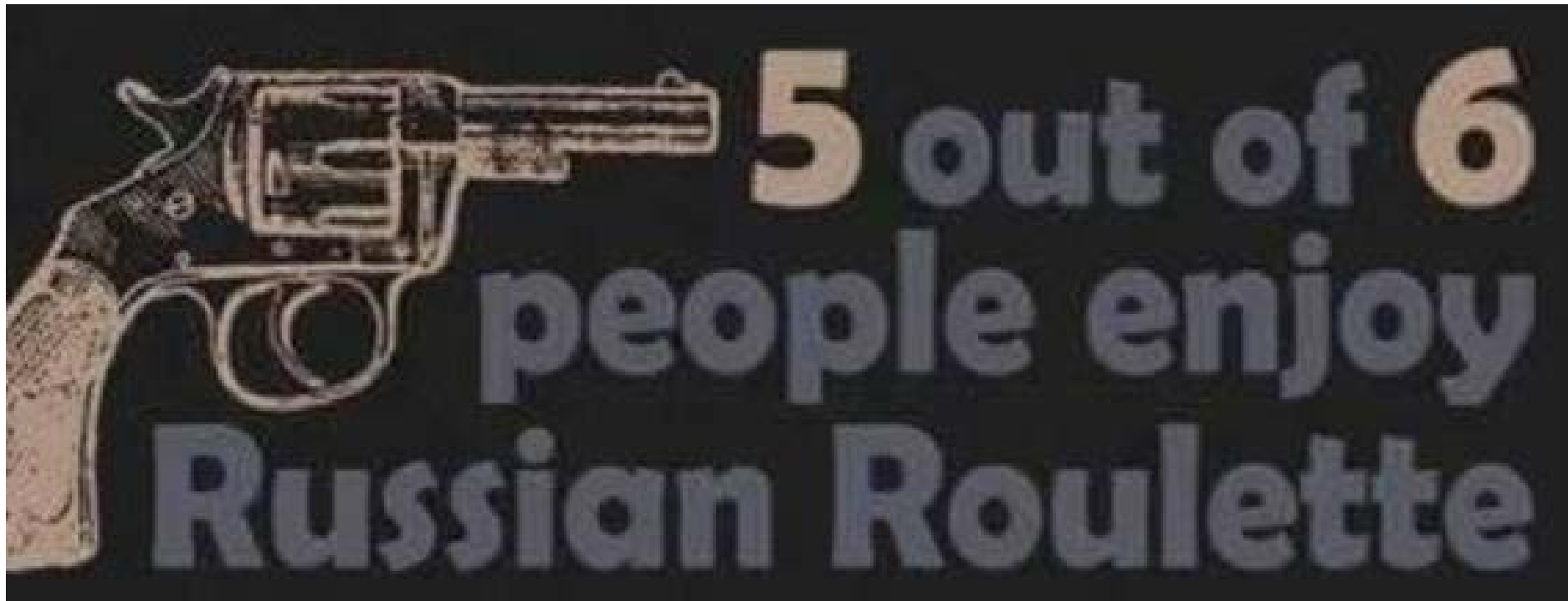


bias

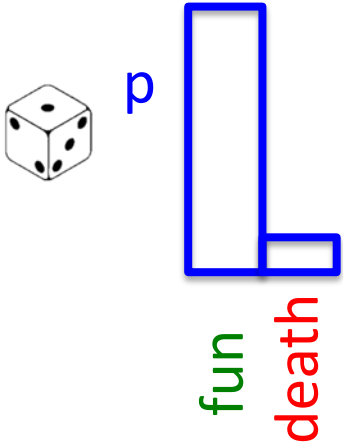
vs.



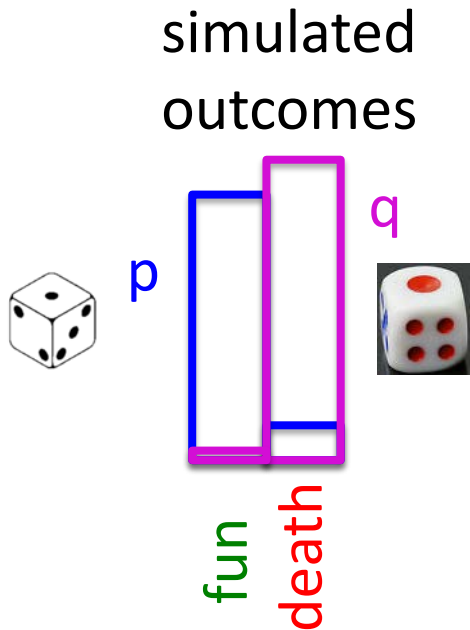
variance



Utility estimation by importance sampling

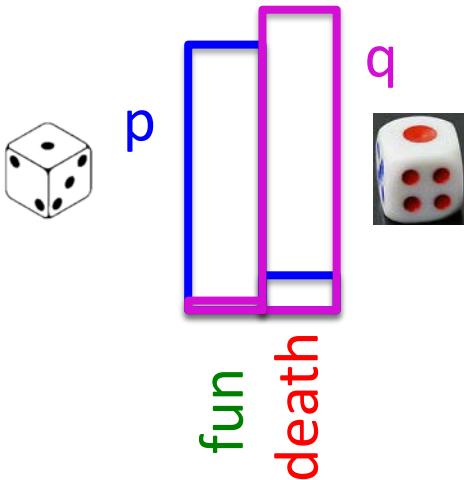


Utility estimation by importance sampling



Utility estimation by importance sampling

$O_1, O_2, O_3 \sim q$
simulated
outcomes



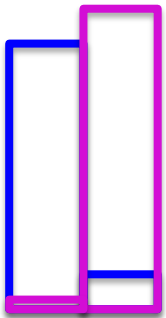
Utility estimation by importance sampling

$o_1, o_2, o_3 \sim q$
simulated
outcomes

→ EU estimates



p



fun

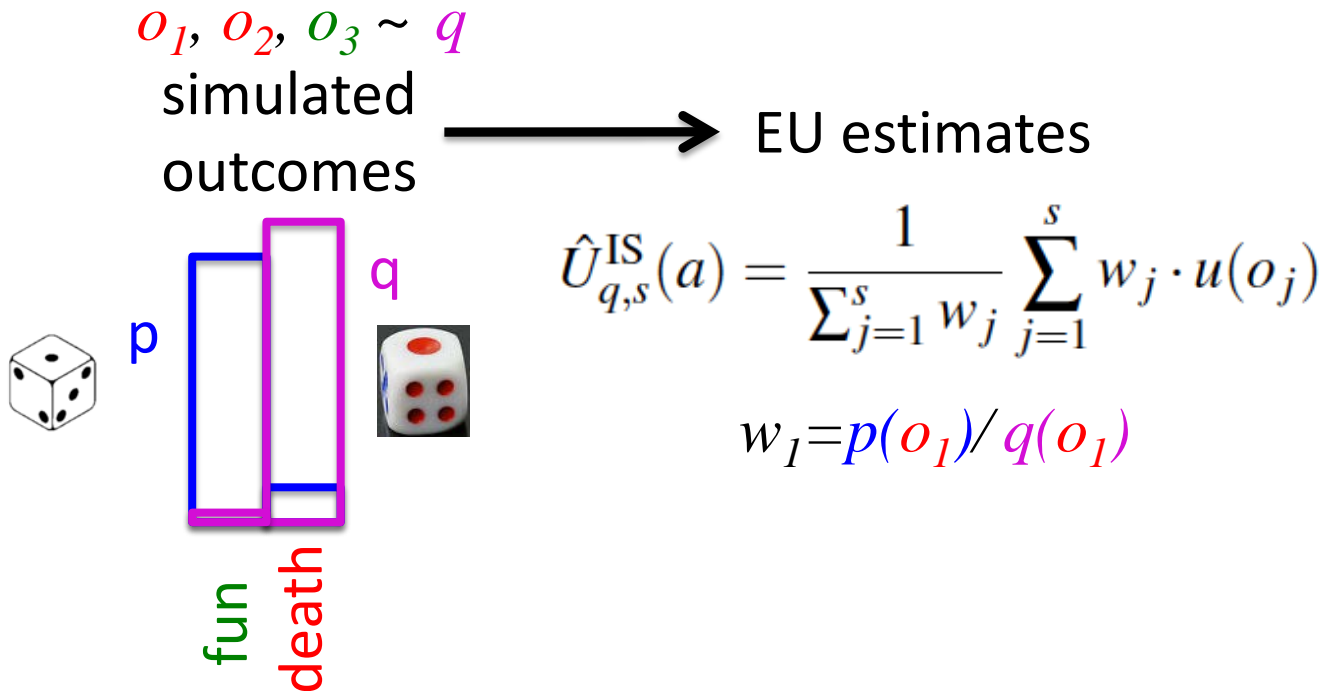
death

q



$$\hat{U}_{q,s}^{\text{IS}}(a) = \frac{1}{\sum_{j=1}^s w_j} \sum_{j=1}^s w_j \cdot u(o_j)$$

Utility estimation by importance sampling



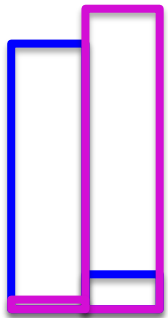
Utility estimation by importance sampling

$o_1, o_2, o_3 \sim q$
simulated
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→ EU estimates



p



fun

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q



$$\hat{U}_{q,s}^{\text{IS}}(a) = \frac{1}{\sum_{j=1}^s w_j} \sum_{j=1}^s w_j \cdot u(o_j)$$

$$w_1 = p(o_1) / q(o_1)$$

...

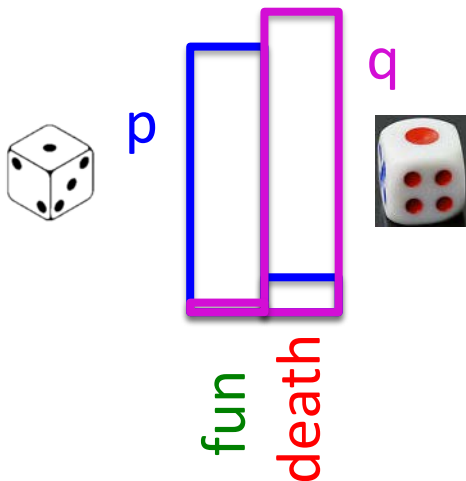
$$w_3 = p(o_3) / q(o_3)$$

Utility estimation by importance sampling

$$\hat{a}^* = \arg \max_a \hat{U}_{q,s}^{\text{IS}}(a)$$

$o_1, o_2, o_3 \sim q$
simulated
outcomes

EU estimates → decision



$$\hat{U}_{q,s}^{\text{IS}}(a) = \frac{1}{\sum_{j=1}^s w_j} \sum_{j=1}^s w_j \cdot u(o_j)$$

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...

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Utility estimation by importance sampling

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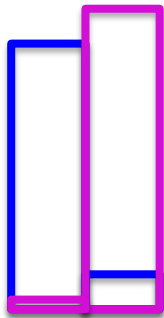
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decision



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$$\hat{U}_{q,s}^{\text{IS}}(a) = \frac{1}{\sum_{j=1}^s w_j} \sum_{j=1}^s w_j \cdot u(o_j)$$

$$w_1 = p(o_1) / q(o_1)$$

...

$$w_3 = p(o_3) / q(o_3)$$

Which distribution should the brain sample from?

Answer: Utility-Weighted Sampling (UWS)

probability

$$\tilde{q}(o) \propto p(o) \cdot |u(o)|$$

simulation
frequency

extremity

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Decisions from Experience (Ludvig, et al., 2014)



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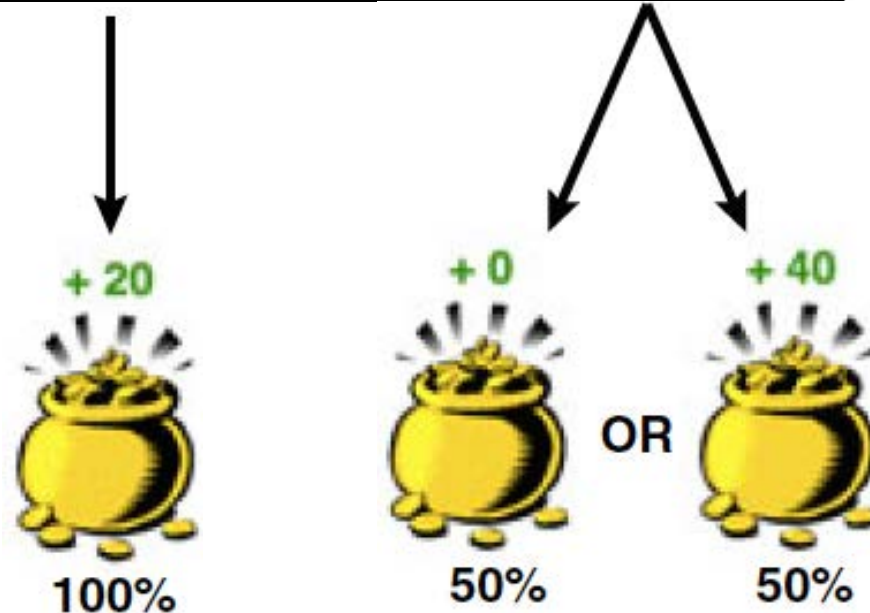


+ 20

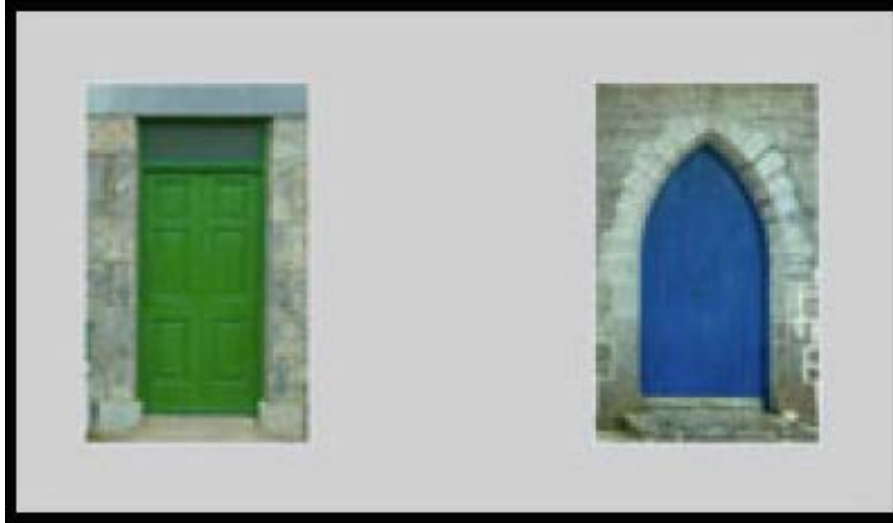


100%

Decisions from Experience (Ludvig, et al., 2014)



Decisions from Experience (Ludvig, et al., 2008)



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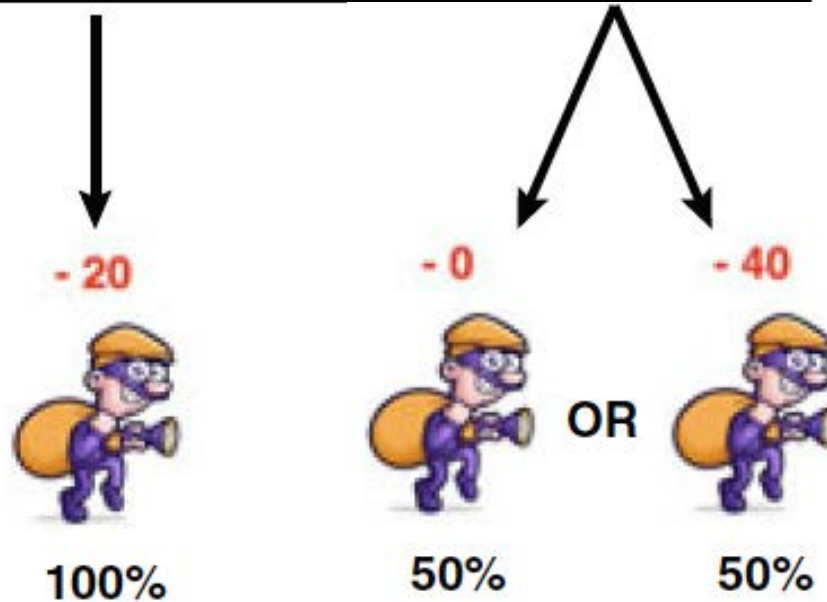


- 20



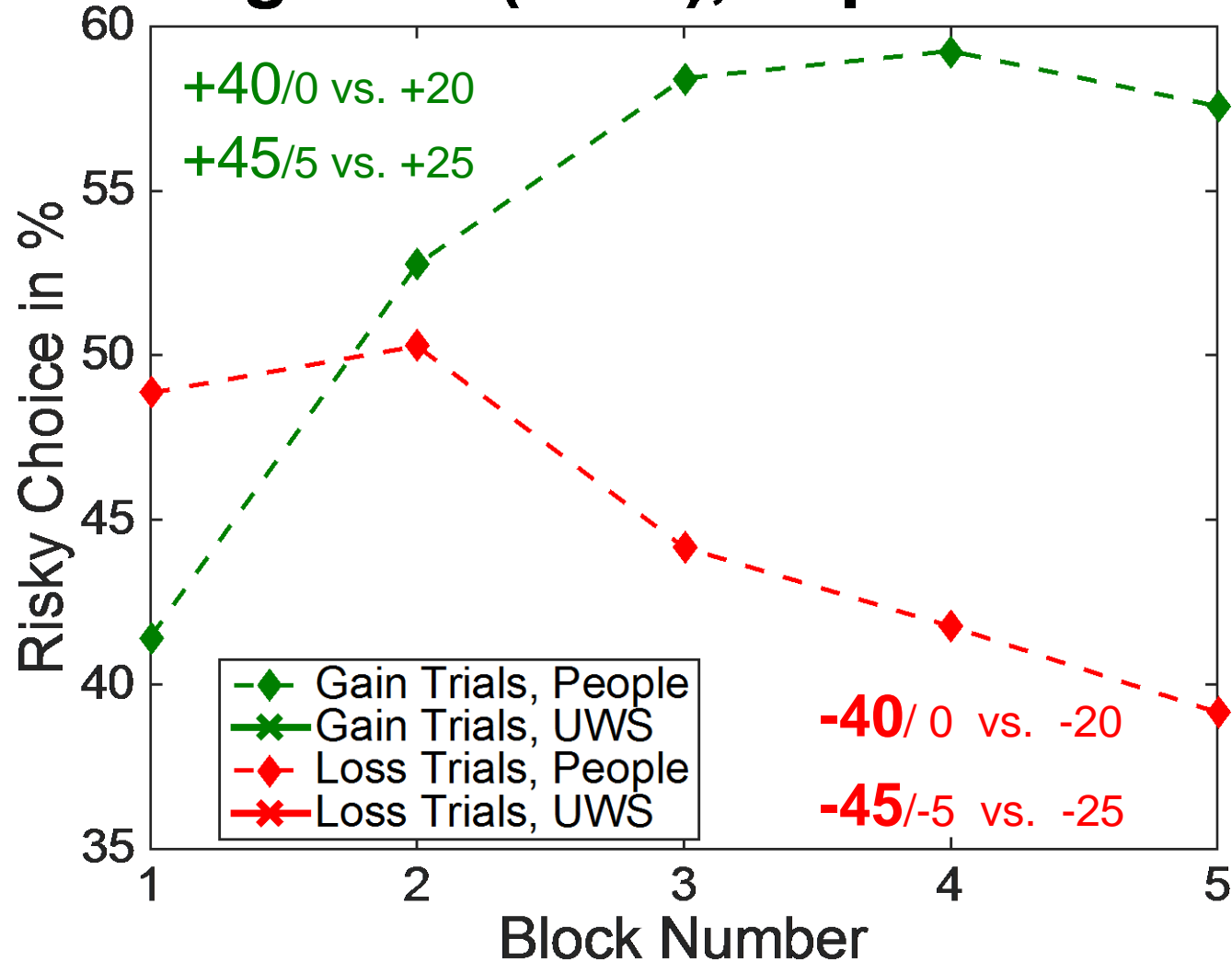
100%

Decisions from Experience (Ludvig, et al., 2008)



Inconsistent Risk Preferences Emerge from Learning

Ludvig et al. (2014), Experiments 1-2



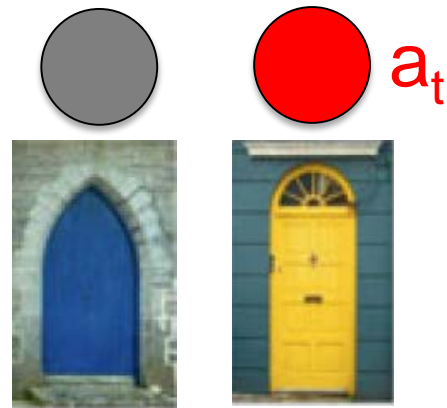
UWS Can Emerge from Reward-Modulated Associative Learning

Actions:



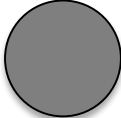
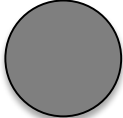
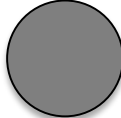
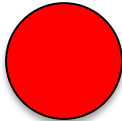
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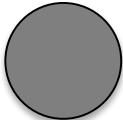
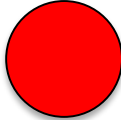




UWS Can Emerge from Reward-Modulated Associative Learning

Outcomes: -40 -20 +20 +40

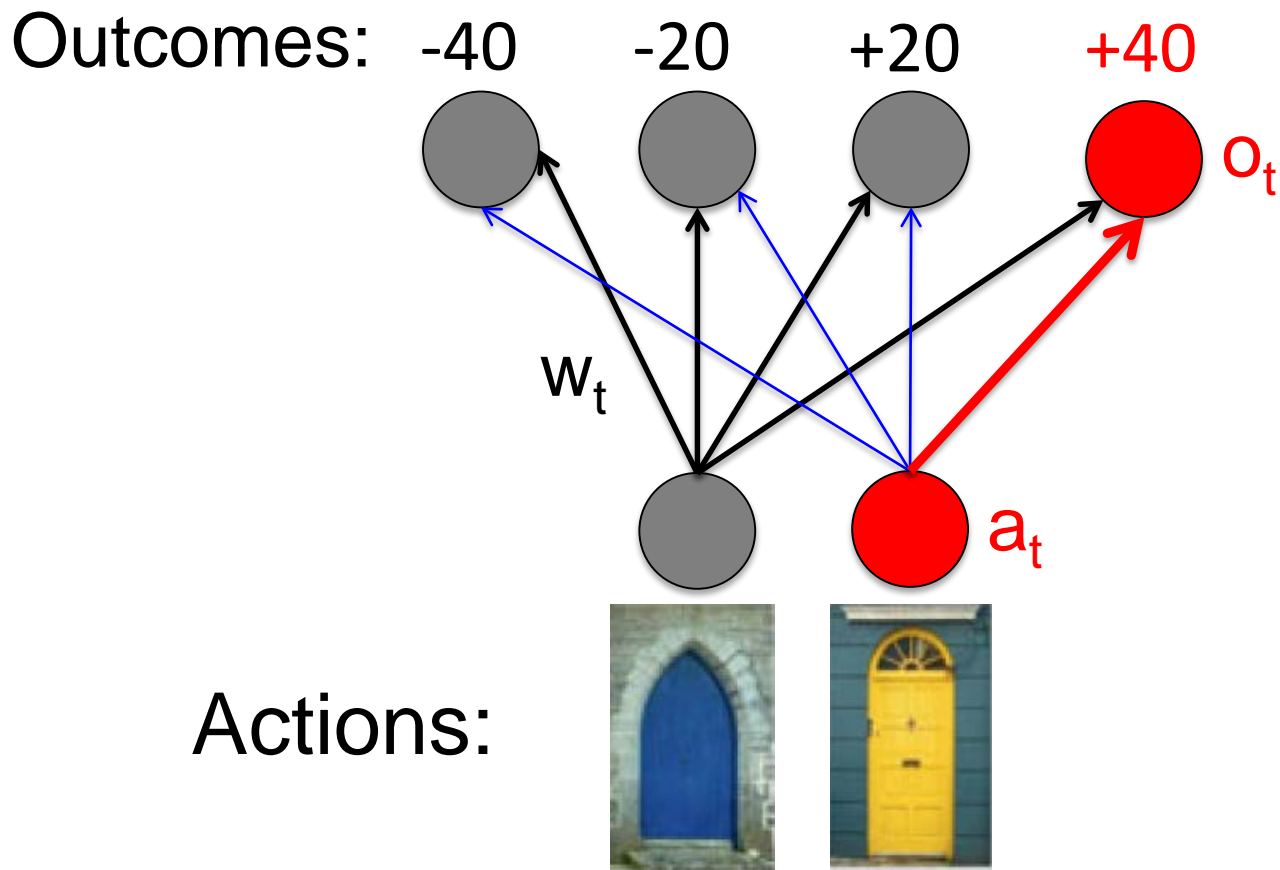
    O_t

Actions:

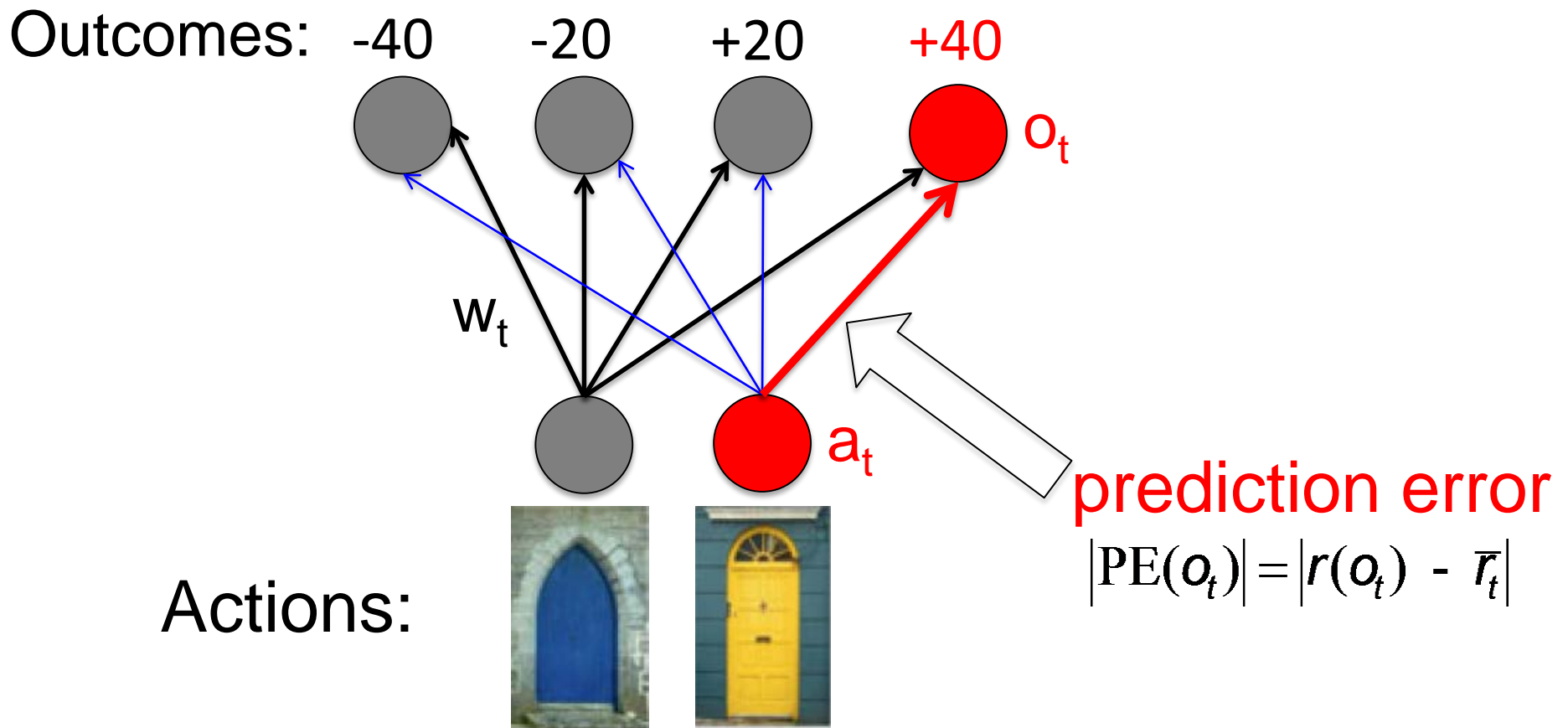
  a_t

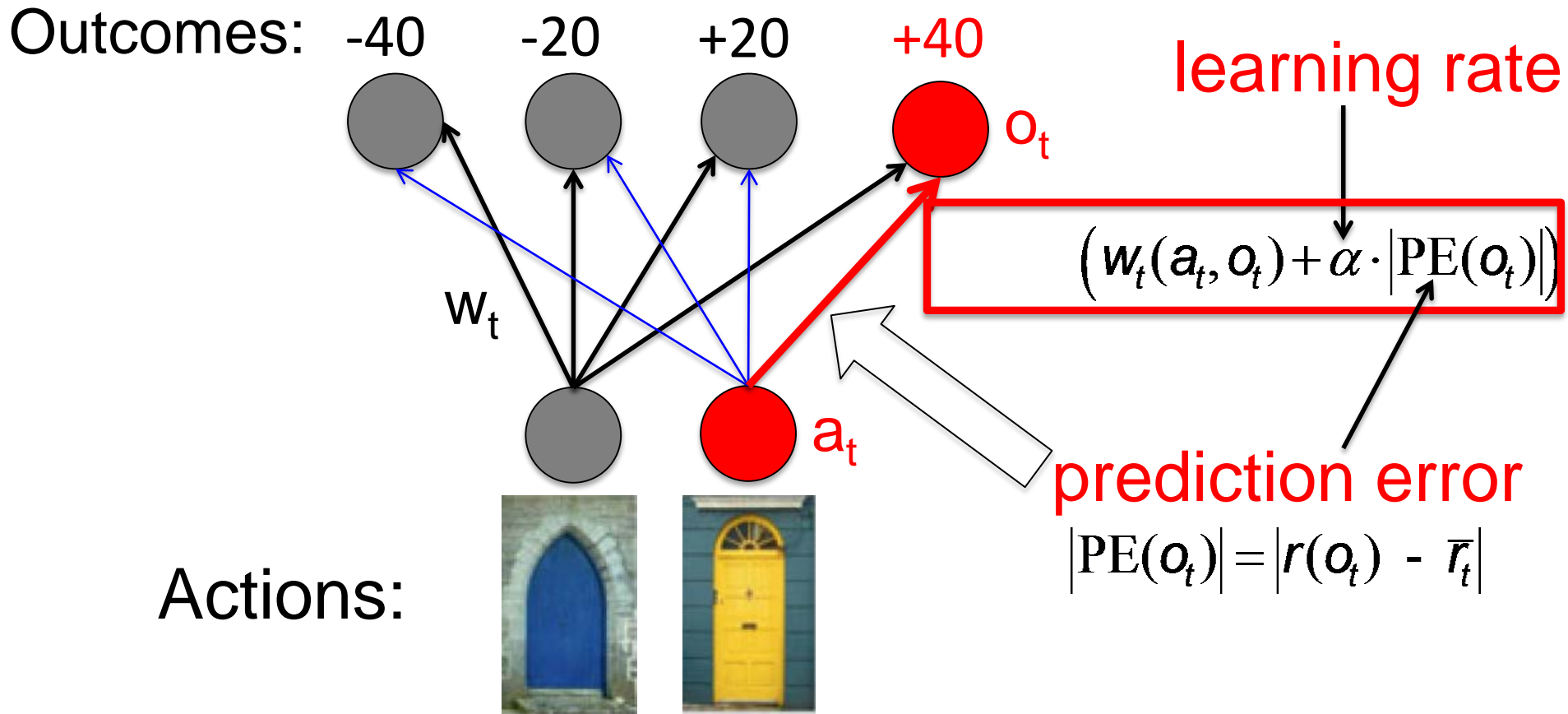
UWS Can Emerge from Reward-Modulated Associative Learning



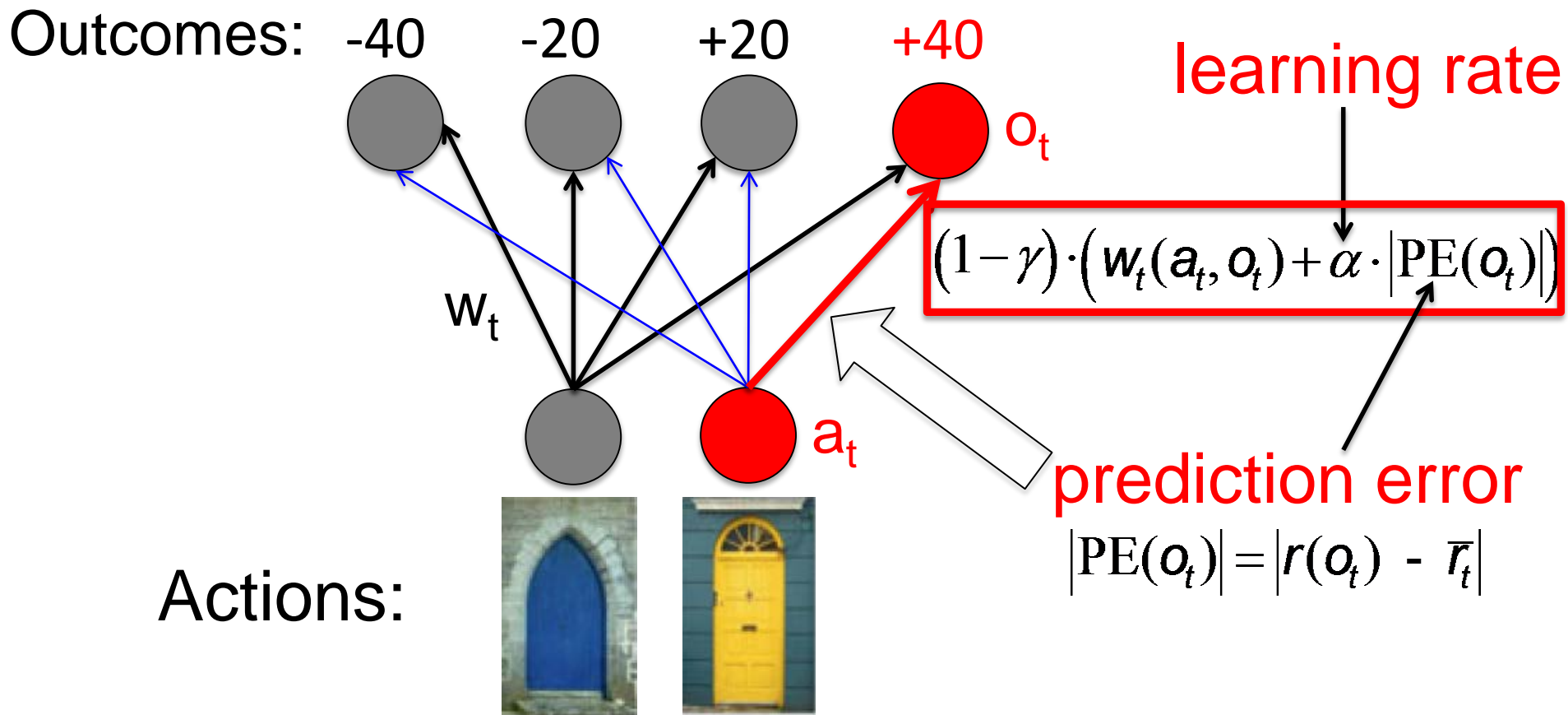
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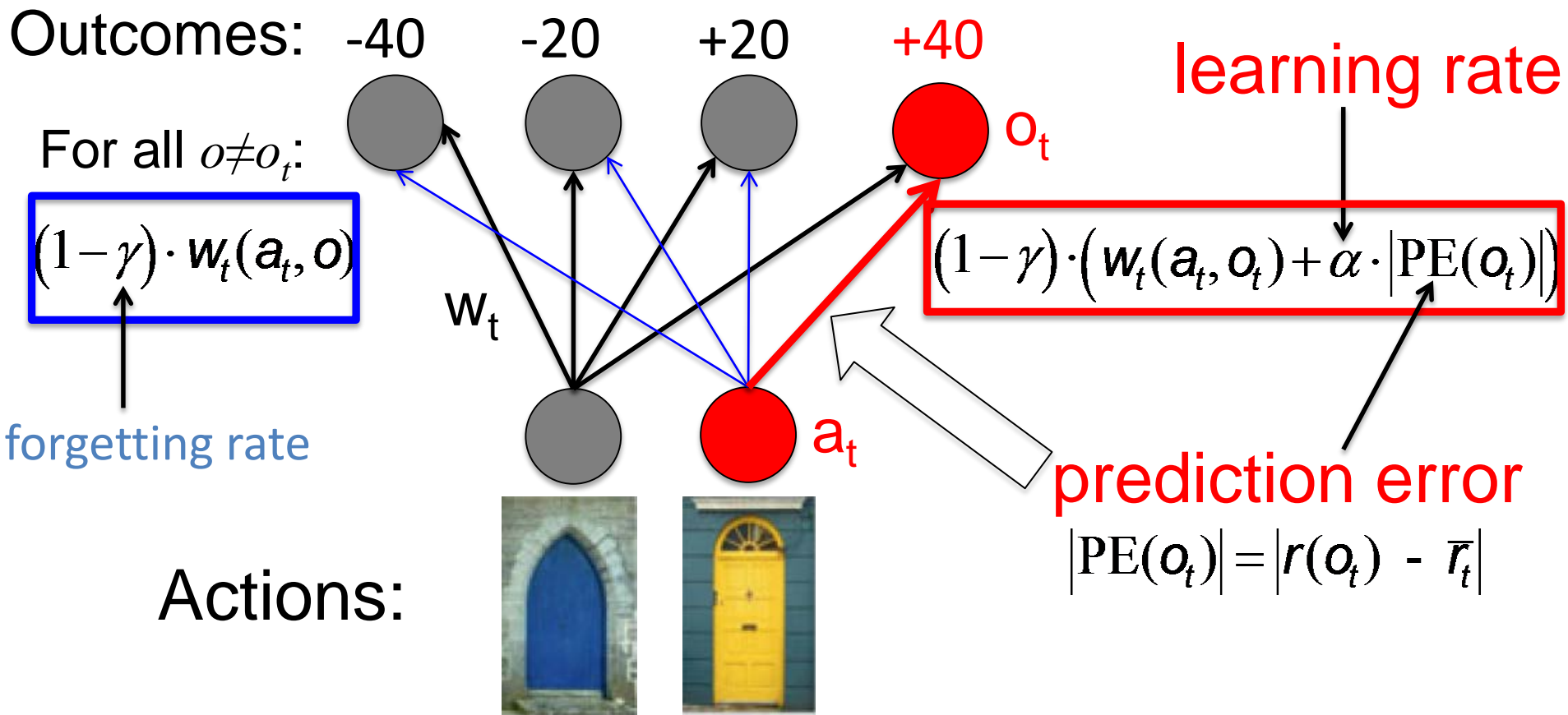
UWS Can Emerge from Reward-Modulated Associative Learning



UWS Can Emerge from Reward-Modulated Associative Learning



UWS Can Emerge from Reward-Modulated Associative Learning



Learning Rule Convergences to Utility-Weighted Sampling

Utility-weighted learning converges to

$$w_{a,o} \propto p(o|a) \cdot |u(o)| \quad \text{with} \quad u(o) = \text{PE}(o)$$

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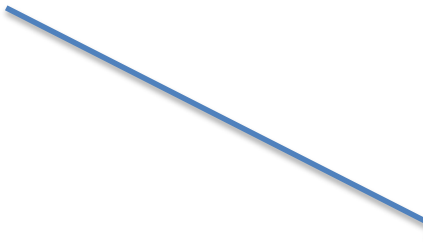
with activation function $P(Y=1) \propto \mathbf{w}^t \cdot \mathbf{x}$ the network learns to perform utility-weighted sampling.

Efficient coding (Summerfield & Tsetsos, 2015)

$$|\text{PE}(\mathbf{o}_t)| = |r(\mathbf{o}_t) - \bar{r}_t|$$


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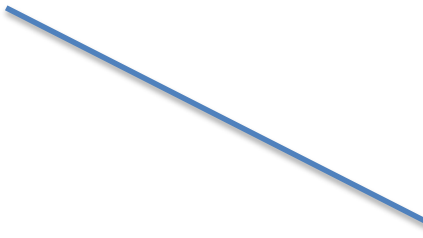

$$\bar{r}_t = \bar{r}_{t-1} + \eta \cdot (r_t - \bar{r}_{t-1})$$

Efficient coding (Summerfield & Tsetsos, 2015)

$$|\text{PE}(\mathbf{o}_t)| = |r(\mathbf{o}_t) - \bar{r}_t|$$


$$r(\mathbf{o}) = \frac{\mathbf{o}}{\mathbf{o}_t^{\max} - \mathbf{o}_t^{\min}} + \varepsilon$$

$$\varepsilon \sim N(0, \sigma_\varepsilon^2)$$


$$\bar{r}_t = \bar{r}_{t-1} + \eta \cdot (r_t - \bar{r}_{t-1})$$

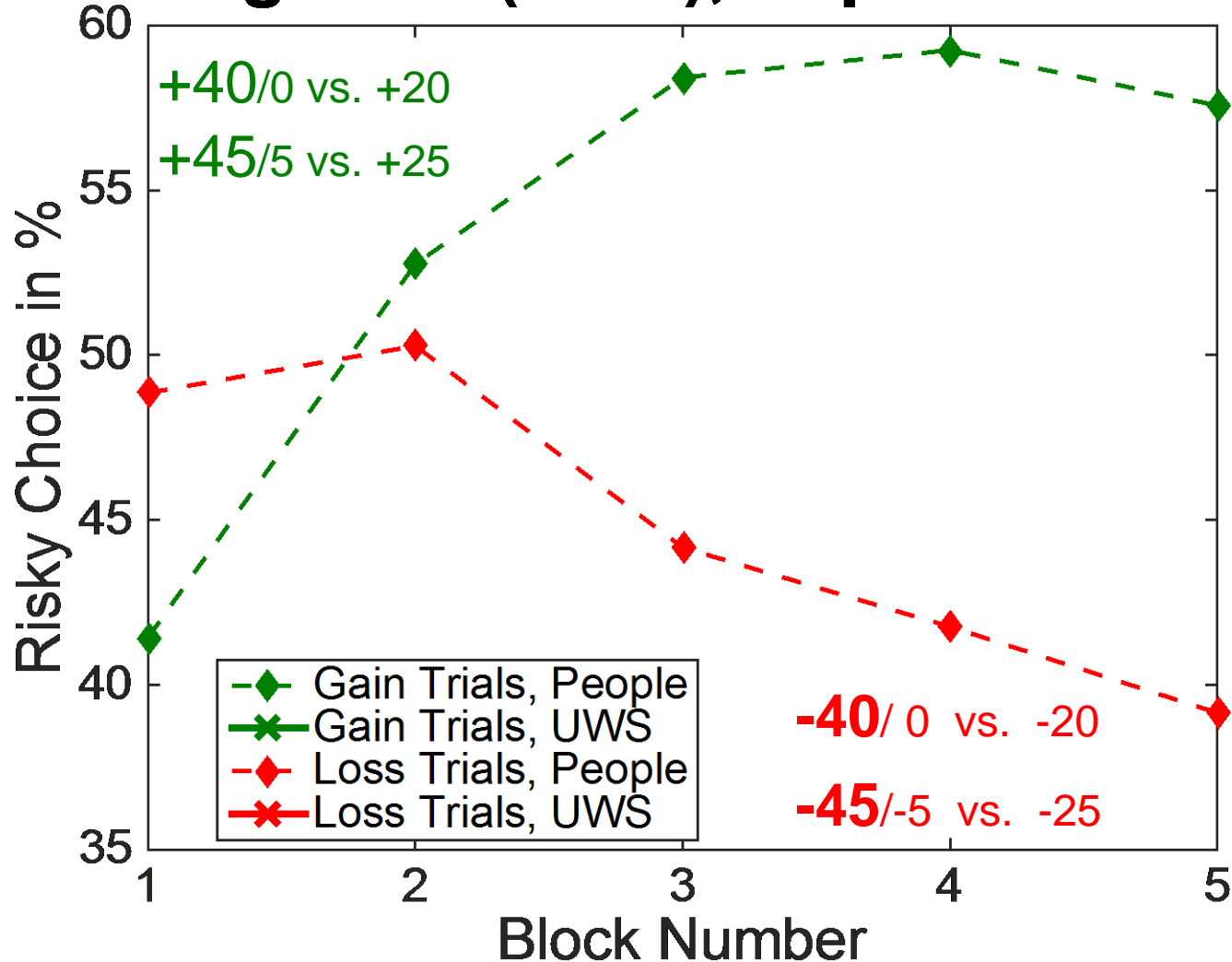
Model fitting

Maximum-Likelihood-Estimation of $\xi, \alpha, \gamma, \lambda$, and σ_ε^2 from block-by-block choice frequencies in Experiments 1-4 by Ludvig et al. (2014).

A single set of parameters fits all experiments.

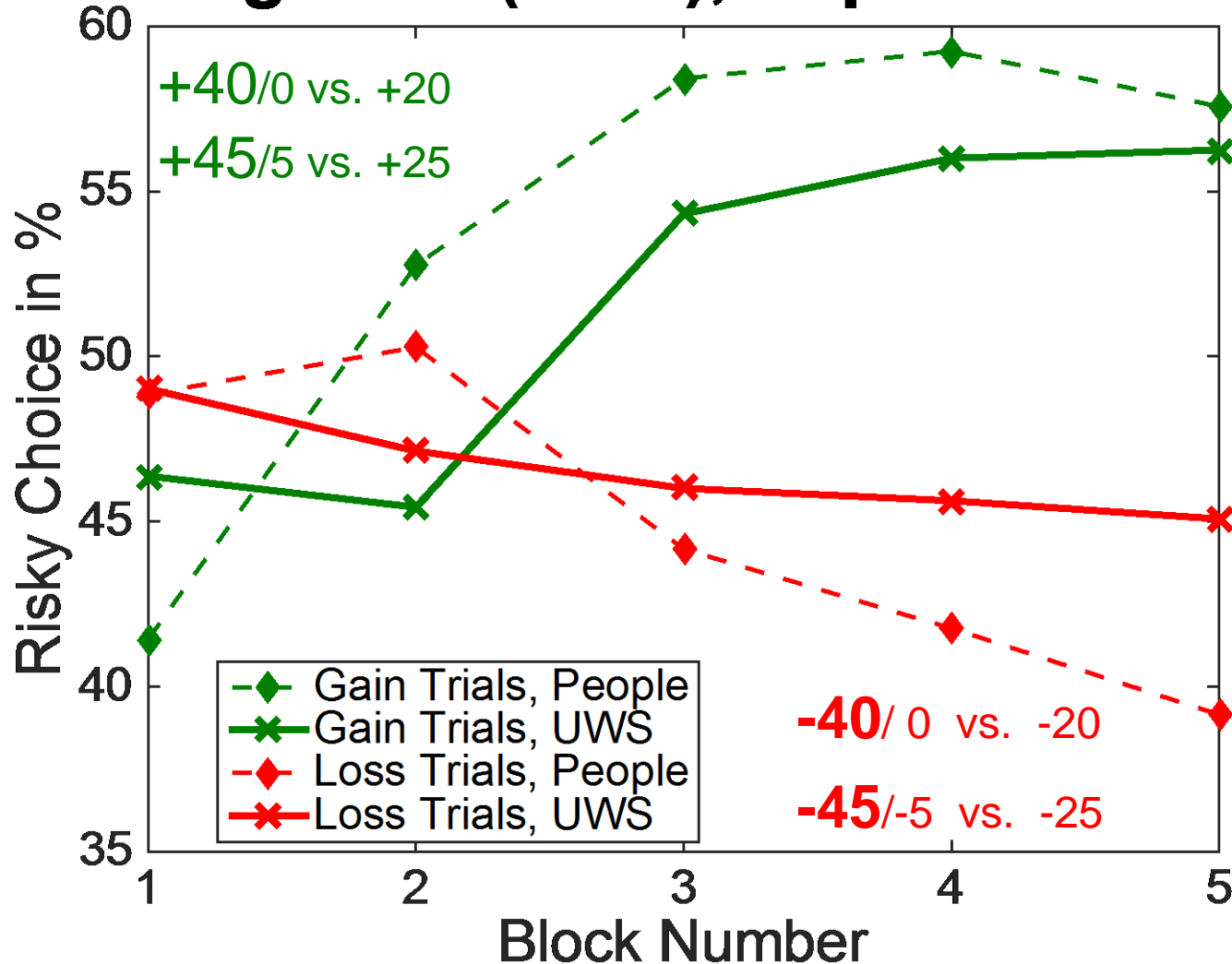
UWS captures that people learn to overweight extreme outcomes

Ludvig et al. (2014), Experiments 1-2



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Utility-Weighted Sampling Captures Memory Biases (Madan et al. 2014)

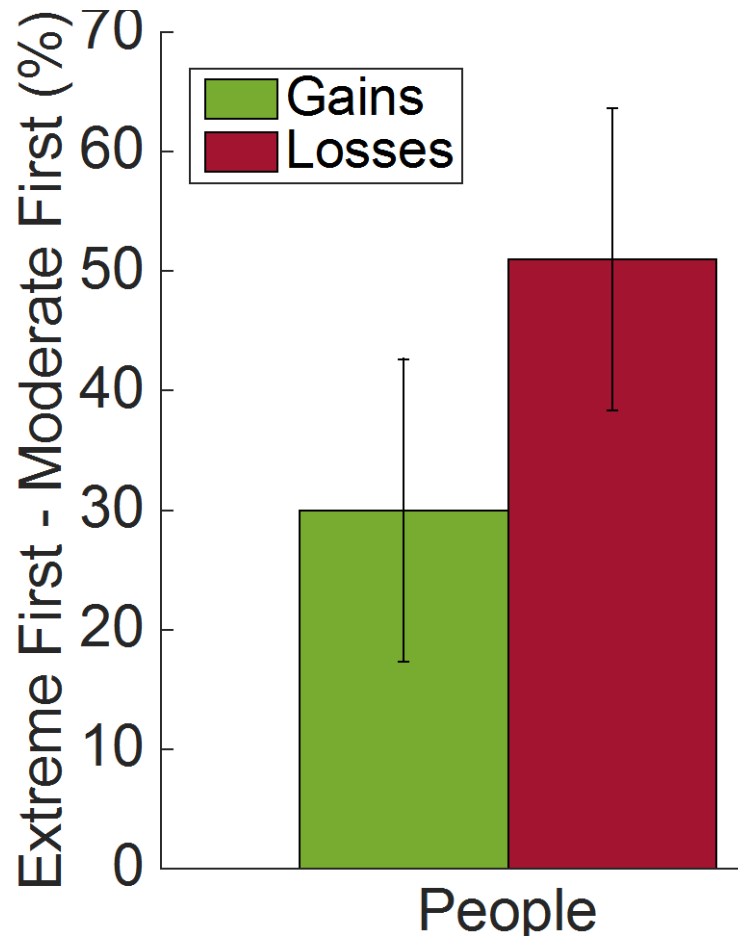


Which outcome
comes to mind first?

Utility-Weighted Sampling Captures Memory Biases (Madan et al. 2014)



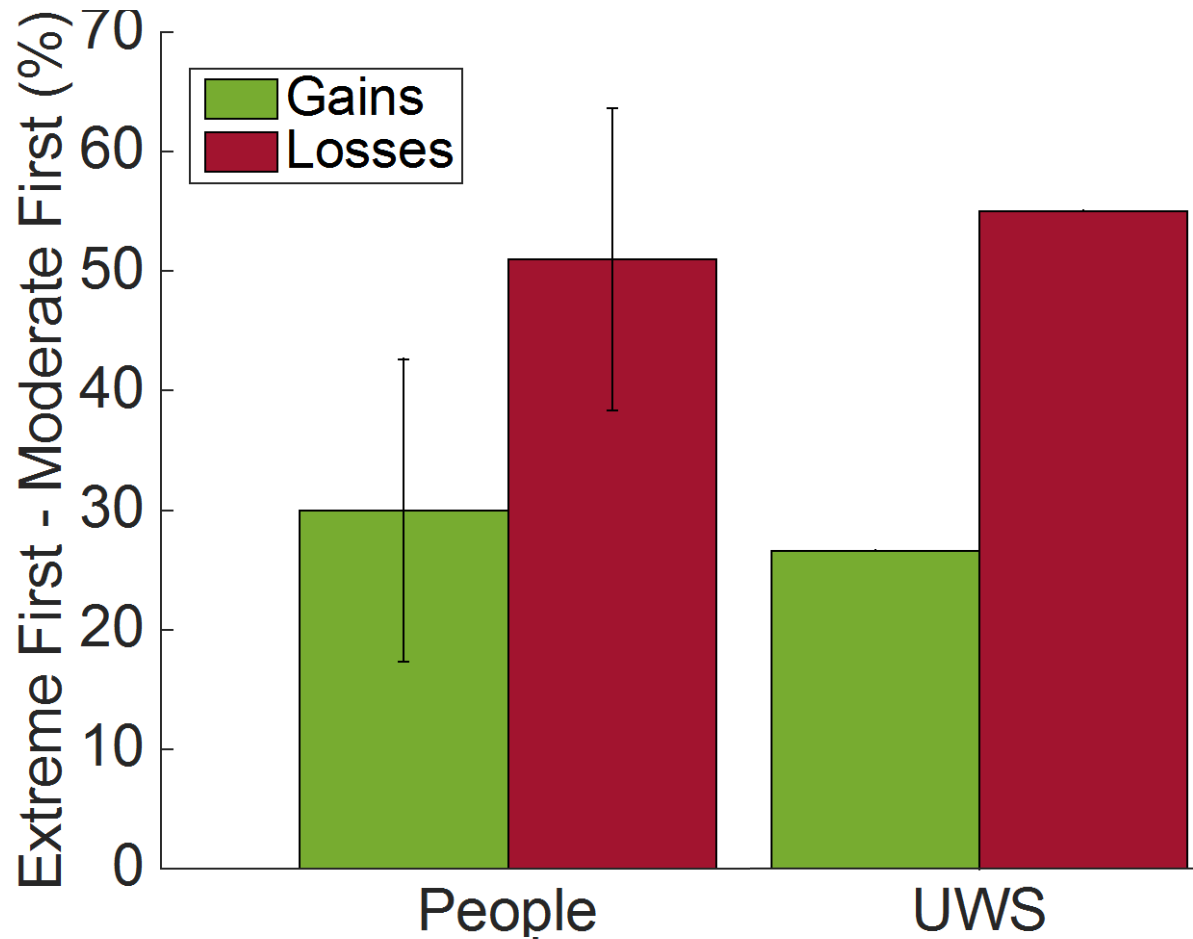
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Utility-Weighted Sampling Captures Memory Biases (Madan et al. 2014)



Which outcome
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Utility-Weighted Sampling Captures Frequency Estimation Bias (Madan et al. 2014)



How often did this
door lead to each
outcome?

+40: _____ %

+20: _____ %

0: _____ %

Utility-Weighted Sampling Captures Frequency Estimation Bias (Madan et al. 2014)

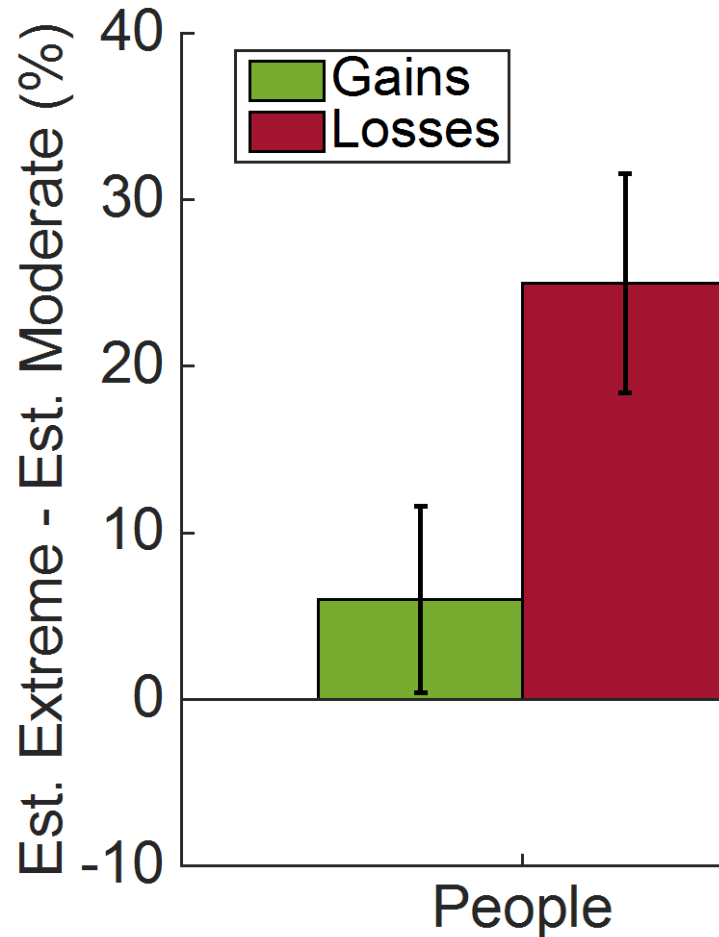


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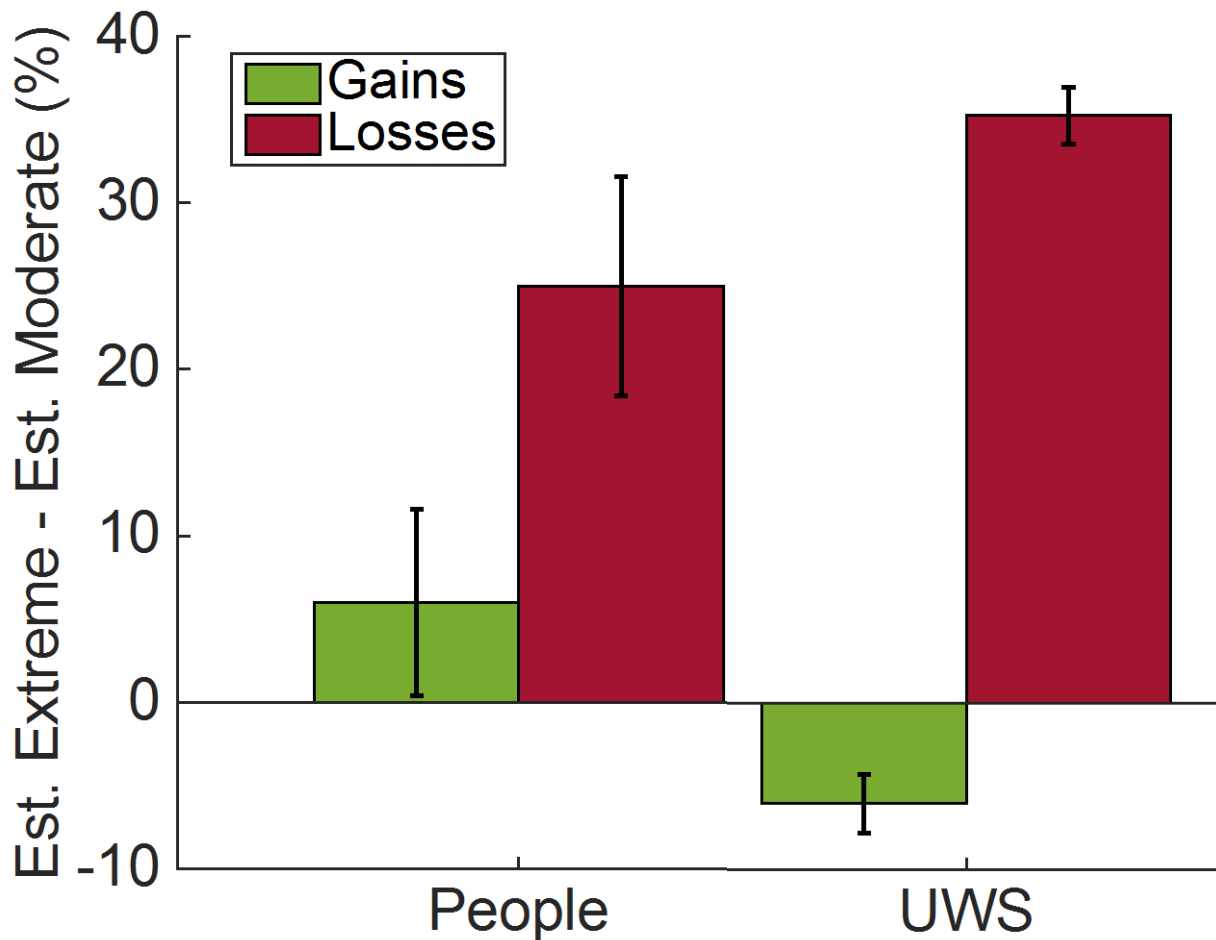


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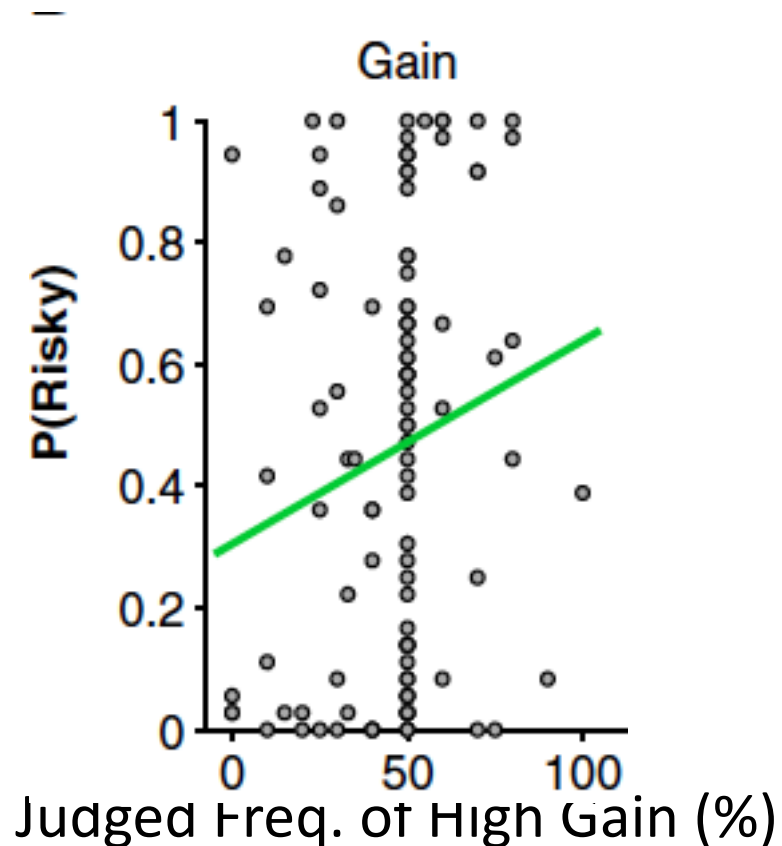
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Biased Beliefs Predict Risk Seeking

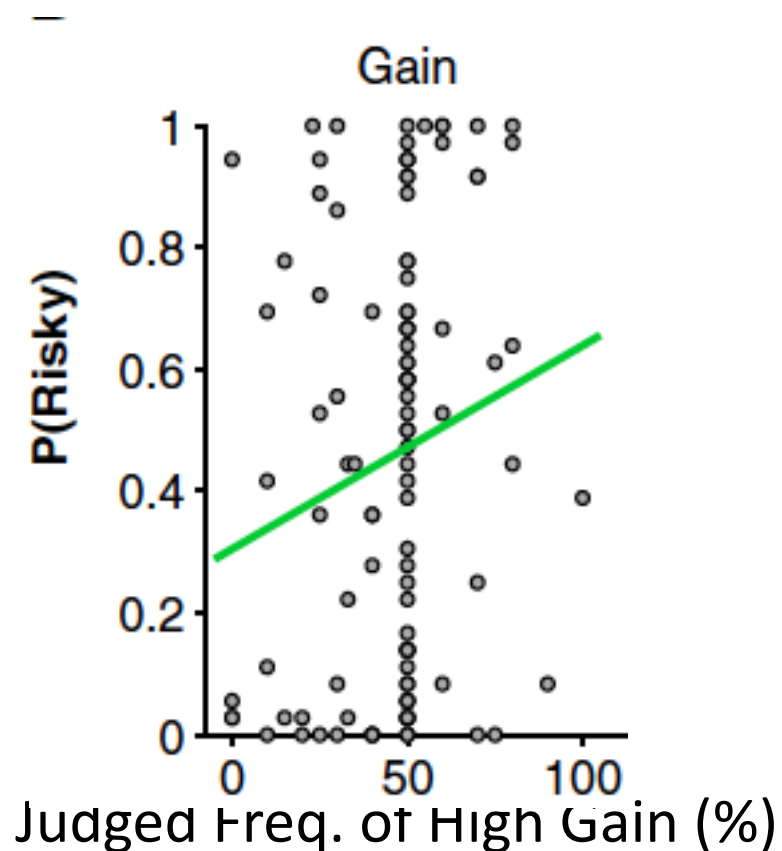
$$r_{\text{people}} = +0.16; p < 0.05$$



Biased Beliefs Predict Risk Seeking

$$r_{UWS} = +0.23$$

$$r_{\text{people}} = +0.16; p < 0.05$$

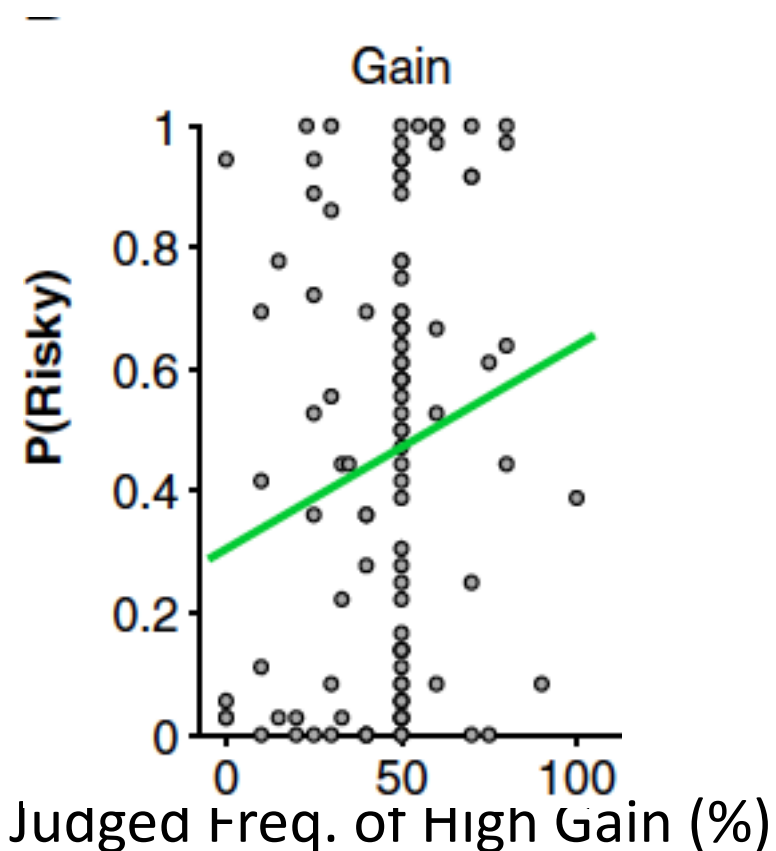


Biased Beliefs Predict Risk Seeking

$$r_{UWS} = +0.23$$

$$r_{\text{people}} = +0.16; p < 0.05$$

$$r_{\text{people}} = -0.48; p < 0.05$$



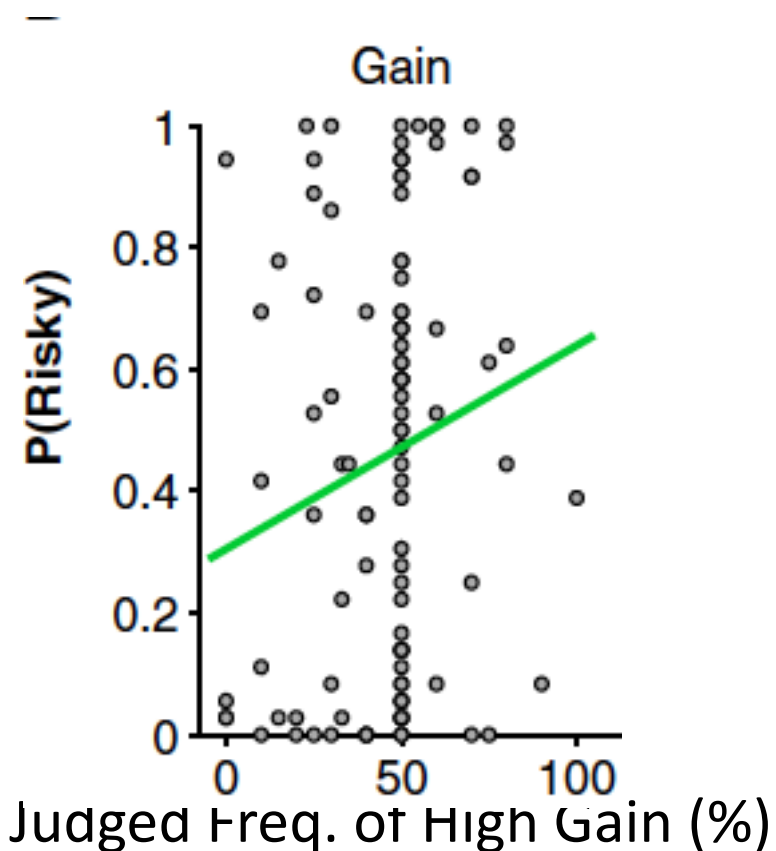
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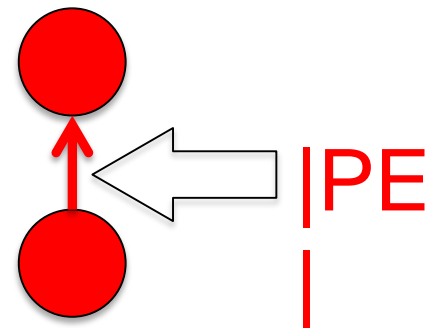
$$r_{UWS} = -0.44$$

$$r_{\text{people}} = -0.48; p < 0.05$$





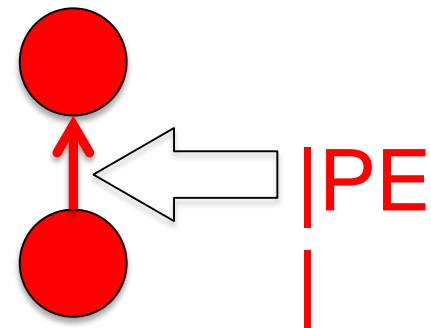
Conclusions





Conclusions

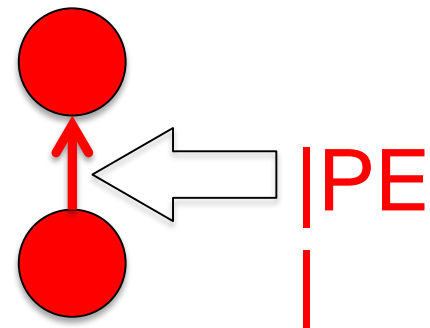
1. Utility-weighted sampling provides a unifying explanation for biases in memory, judgment, and decision making.





Conclusions

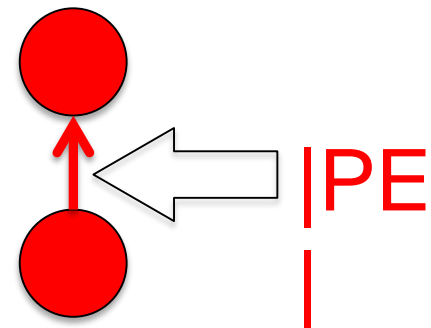
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2. Utility-weighted sampling can emerge from reward-modulated associative learning.





Conclusions

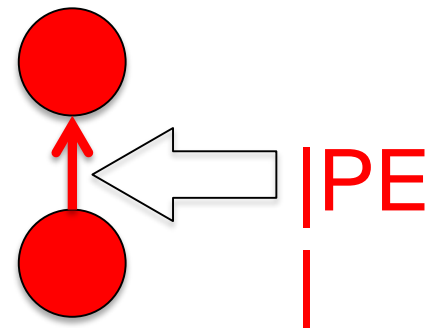
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3. People overweight extreme events, because it is rational to focus on the most important eventualities.





Conclusions

1. Utility-weighted sampling provides a unifying explanation for biases in memory, judgment, and decision making.
2. Utility-weighted sampling can emerge from reward-modulated associative learning.
3. People overweight extreme events, because it is rational to focus on the most important eventualities.
4. Some cognitive biases may serve or reflect the rational allocation of finite cognitive resources.



Poster T28

Thank you!

This work was supported by grant number N00014-13-1-0341 from the Office of Naval Research to Thomas L. Griffiths, grant number RO1 MH098023 from the National Institutes of Health to Ming Hsu, and a Berkeley Graduate Fellowship to Falk Lieder.

We thank Elliot Ludvig, Quentin Huys, and Mike Pacer for their suggestions and feedback.