

Separately maximizing reward & information in learning Jack Burgess^{1,2,4}, Erik Peterson³, Krista Bond^{3,4}, Timothy Verstynen^{3,4}

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Motivation: do we intrinsically Results: when information change is local, arms which change the most are explored the most value information? • Arms with probability changes (higher information arms) are chosen more in the local condition The exploration-exploitation dilemma is considered a fundamental but intractable • The most reinforced arm is chosen more during reinforcement blocks, as expected problem in the learning and decision sciences Global information Global information This is because it is typically formulated such that exploration and exploitation ú ^{0.30 J} share the objective of maximizing reward

- If the problem is reformulated such that there are separate values for reward and information, there is an easy solution (Peterson & Verstynen, 2019):

$$\pi_{\pi} = \begin{cases} \pi_E : E_t - \eta > R_t \\ \pi_R : E_t - \eta \le R_t \end{cases}$$

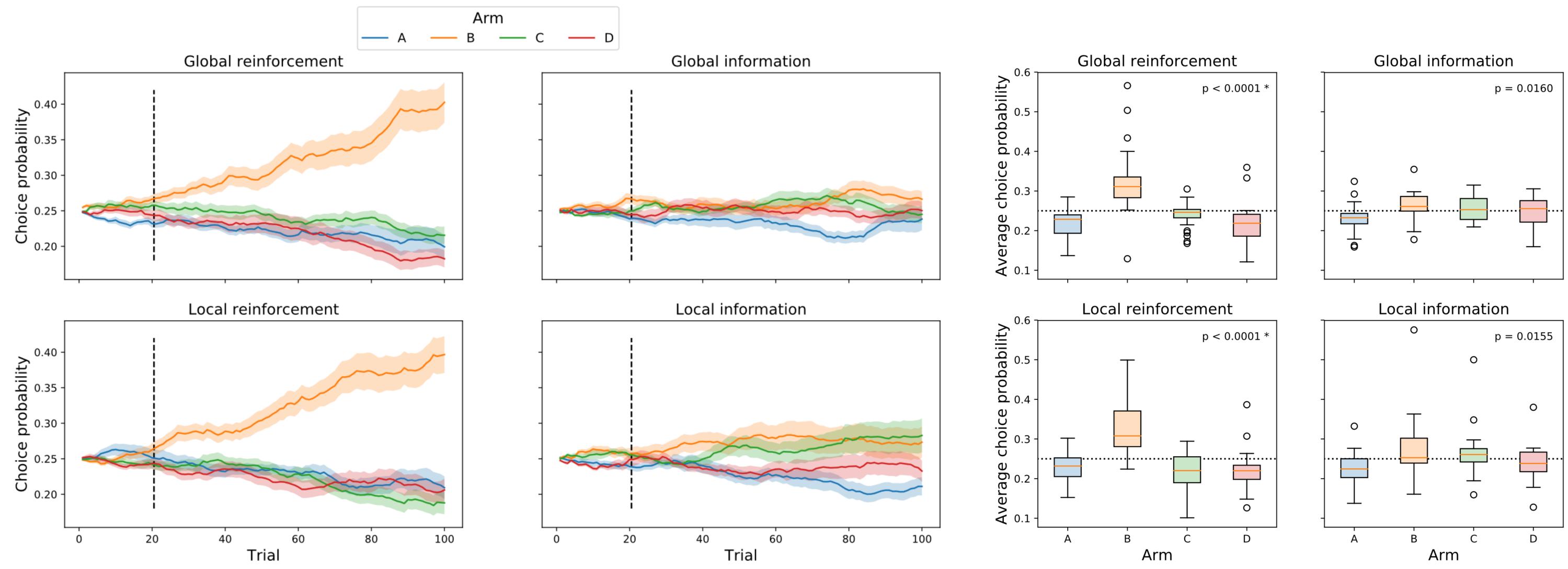
Assuming: $\mathbb{E}[R] > 0$, p(R) < 1, $E - \eta \ge 0$

This experiment was designed to test if humans value reward and information separately

Methods: testing with reward and information bandits

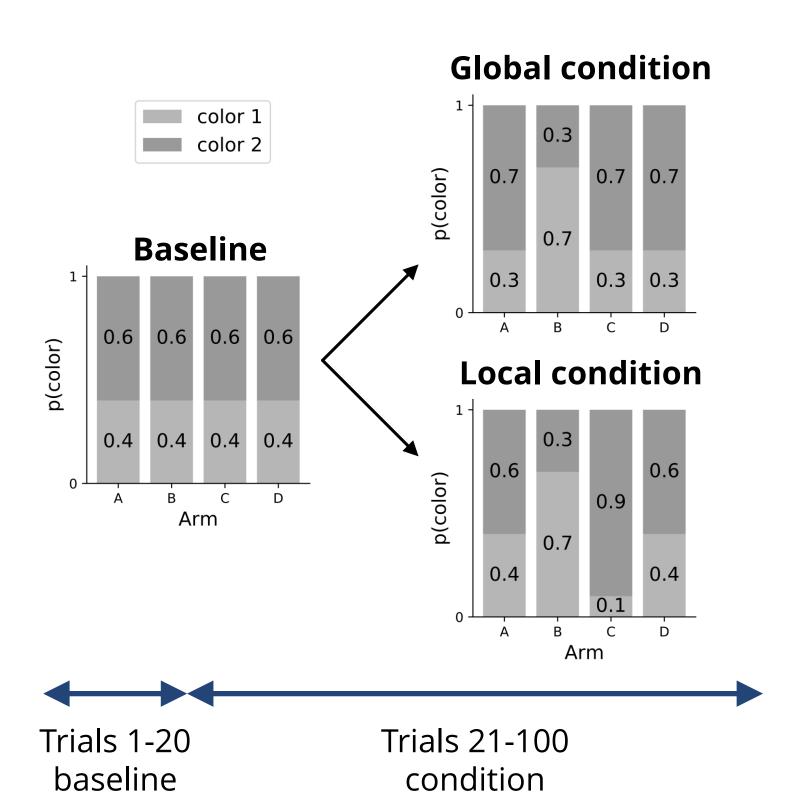
Trial design: 4-arm bandit

blank cards choice screen Choice prompts 0.25 sec flip animation flipped card screen P button box controller Color shown for 0.75 sec (4-arm bandit) before refreshing to choice screen, next trial begins



Dashed line denotes point of arm-color probability changes. Shading represents SE bounds. Subject sequential choice probability is estimated by incrementing an arm's relative probability each time it is chosen.

Local vs. global conditions



Reward vs. Information conditions

- Reinforcement (reward) and information blocks use distinct color pairs In reinforcement blocks color 1 is rewarded In information blocks neither color is rewarded

Dotted line denotes random choice probability. Average sequential choice probability taken over condition. P-values from one-way ANOVAS. * Bonferroni-corrected significance threshold of 0.0125.

Conclusion: to be determined

References



Our experiment found evidence supportive of the idea that reward and information value can be learned independently There could be many variables affecting human behavior, even those we tried to account for like individual color preference Future experiments will need to find ways of increasing the effect of information learning