

# Using Recurrent Neural Networks to Understand Human Reward Learning



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## Motivation

In cognitive modeling, questions arise after model comparison:

- Have we found the best possible model?
- Can we improve the best cog model, and how?

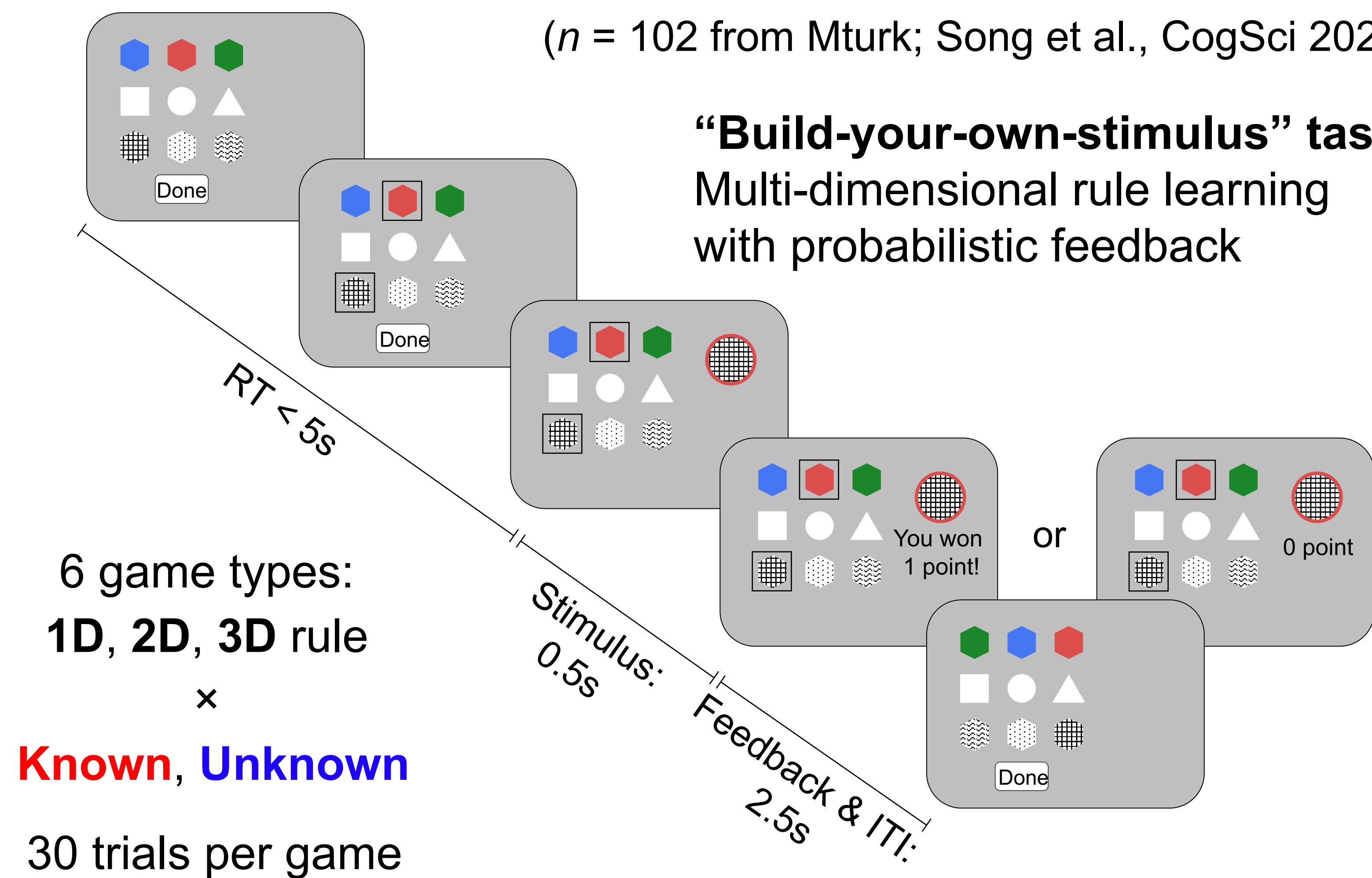
Proposal: use recurrent neural networks (RNN) to fit behavior

- RNN serves as benchmark for goodness-of-fit
- Network analysis informs where to improve cog model

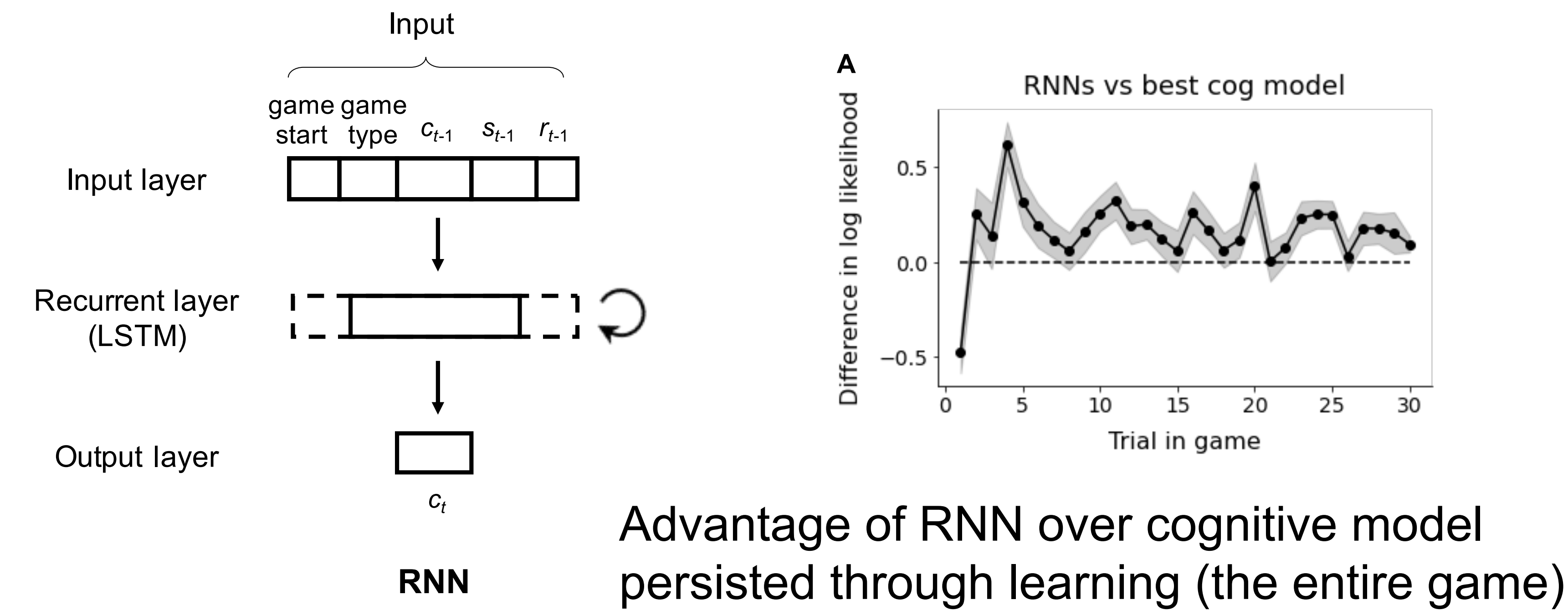
## Reward learning task

( $n = 102$  from Mturk; Song et al., CogSci 2020)

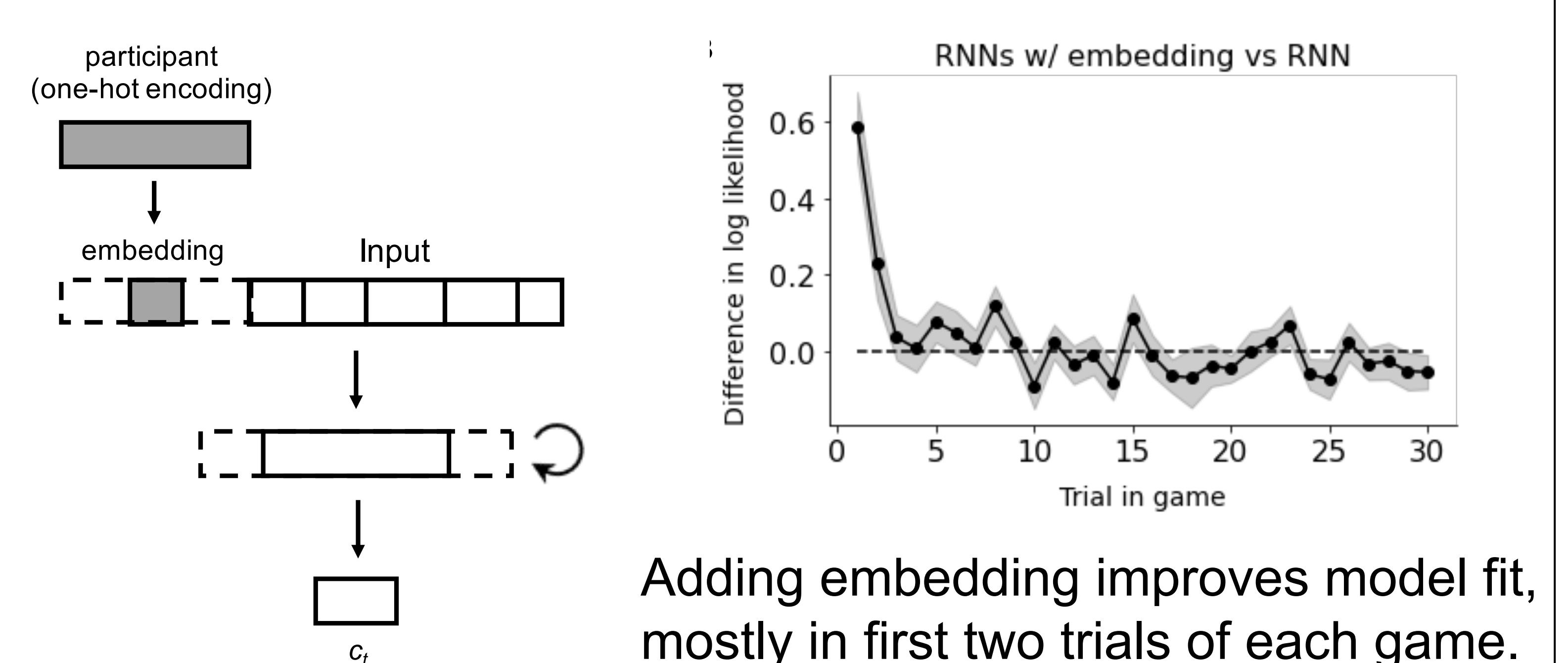
**“Build-your-own-stimulus” task**  
 Multi-dimensional rule learning with probabilistic feedback



## Apply RNN to fit behavior

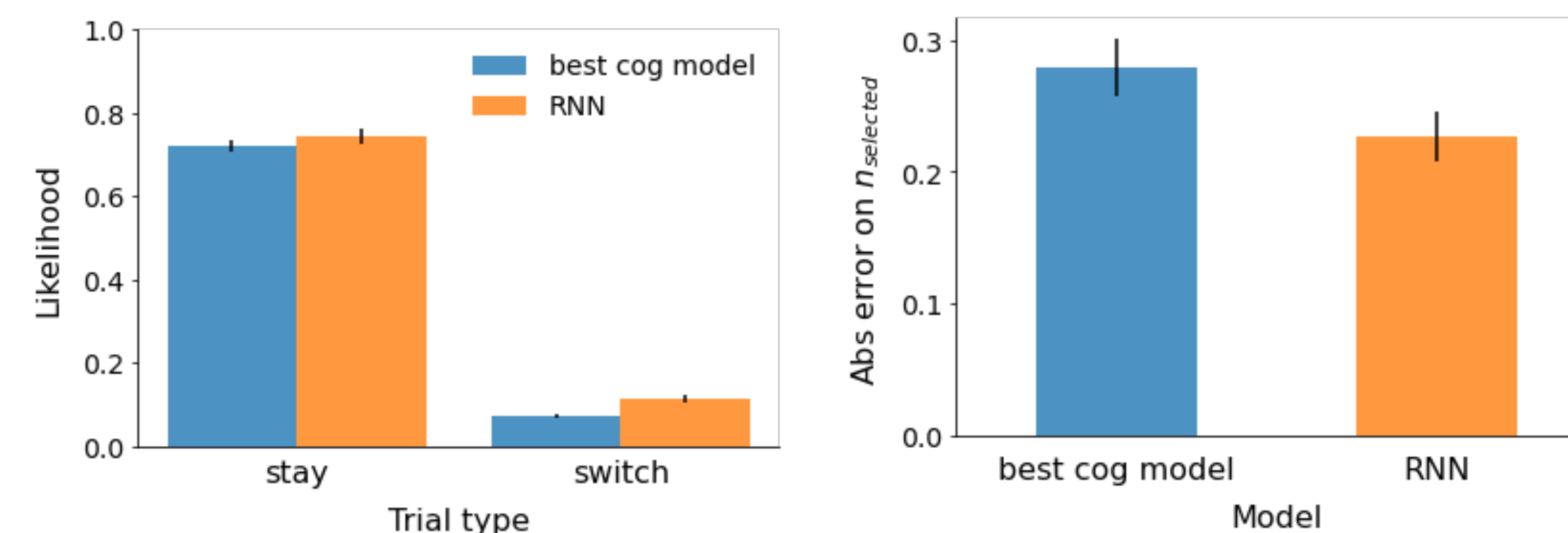


## RNN embedding captures individual difference



## RNN is better than cognitive model on predicting

- stay vs switch (**temporal dependency between trials**)
- the number of features,  $n_{\text{selected}}$  (identifying the **correct subspace in the large choice space**)

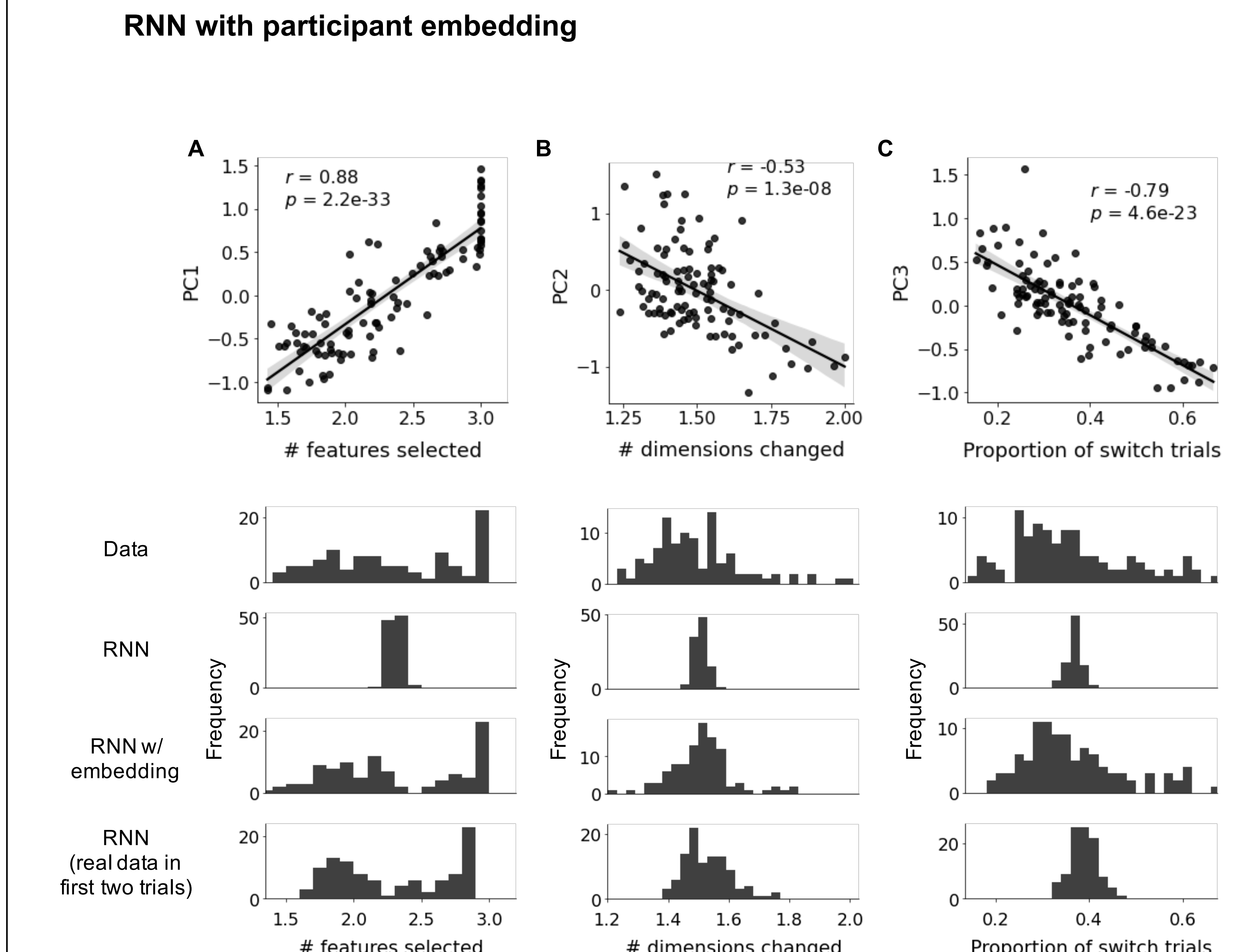
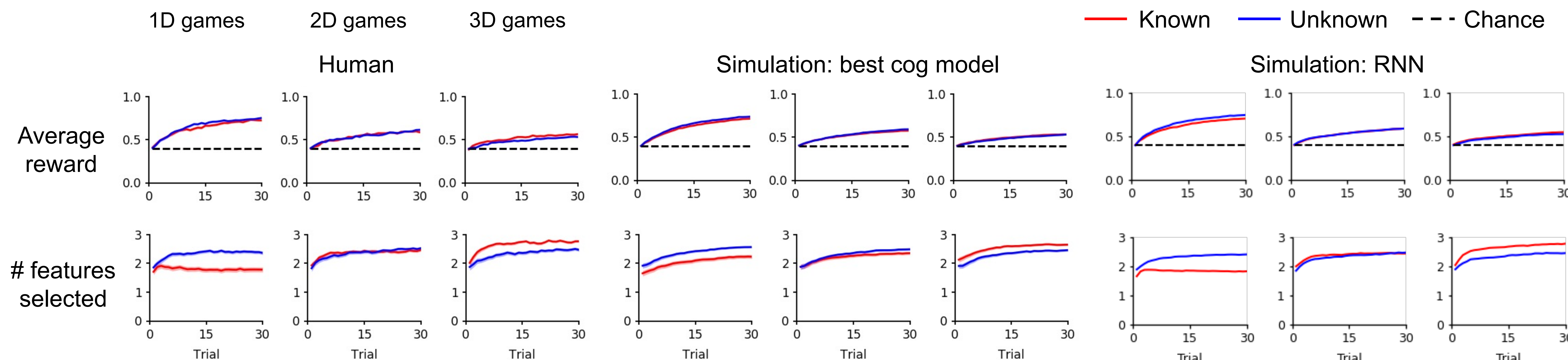


## Cognitive modeling

reveals learning strategy and individual differences  
 but fails to account for all behavioral variance

The best cognitive model

- Combines value-based (reinforcement learning) and rule-based (hypothesis testing) strategies
- Captures individual differences on hypothesis and choice policy



- Principle components of embedding activity correlate with cognitive variables of individual participants.
- Embedding layer necessary for individual difference.

## Conclusions

Use RNNs to predict human behavior in complex cognitive tasks with rich individual variability:

- Find the empirical upper bound for goodness of fit
- Reveal what is missing in the cognitive models
- Capture richness of individual behavioral differences with an embedding layer

**Future work:** improve cognitive model based on what we learned from RNN