

Losses-Disguised-as-Wins and Risky Choice in Rats: A Reinforcement Learning Perspective

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INTRODUCTION

- <u>Losses-disguised-as-wins (LDWs)</u>: Objective losses that are presented along with win-related stimuli (e.g., flashing lights on slot machines).
- LDWs represent a nontrivial proportion of gambling outcomes.¹
- LDWs may cause gamblers to overestimate frequencies of winning.²
- Rats are riskier after zero-valued and non-zero-valued losses that occur at similar frequencies of large gains than losses that occur at different frequencies of large gains,³ suggesting that rats are sensitive to differential losses and may be susceptible to LDWs.
- Experimental goal: Determine whether exposure to LDWs promotes increased risky choice in rats after recent and past losses.

METHODS

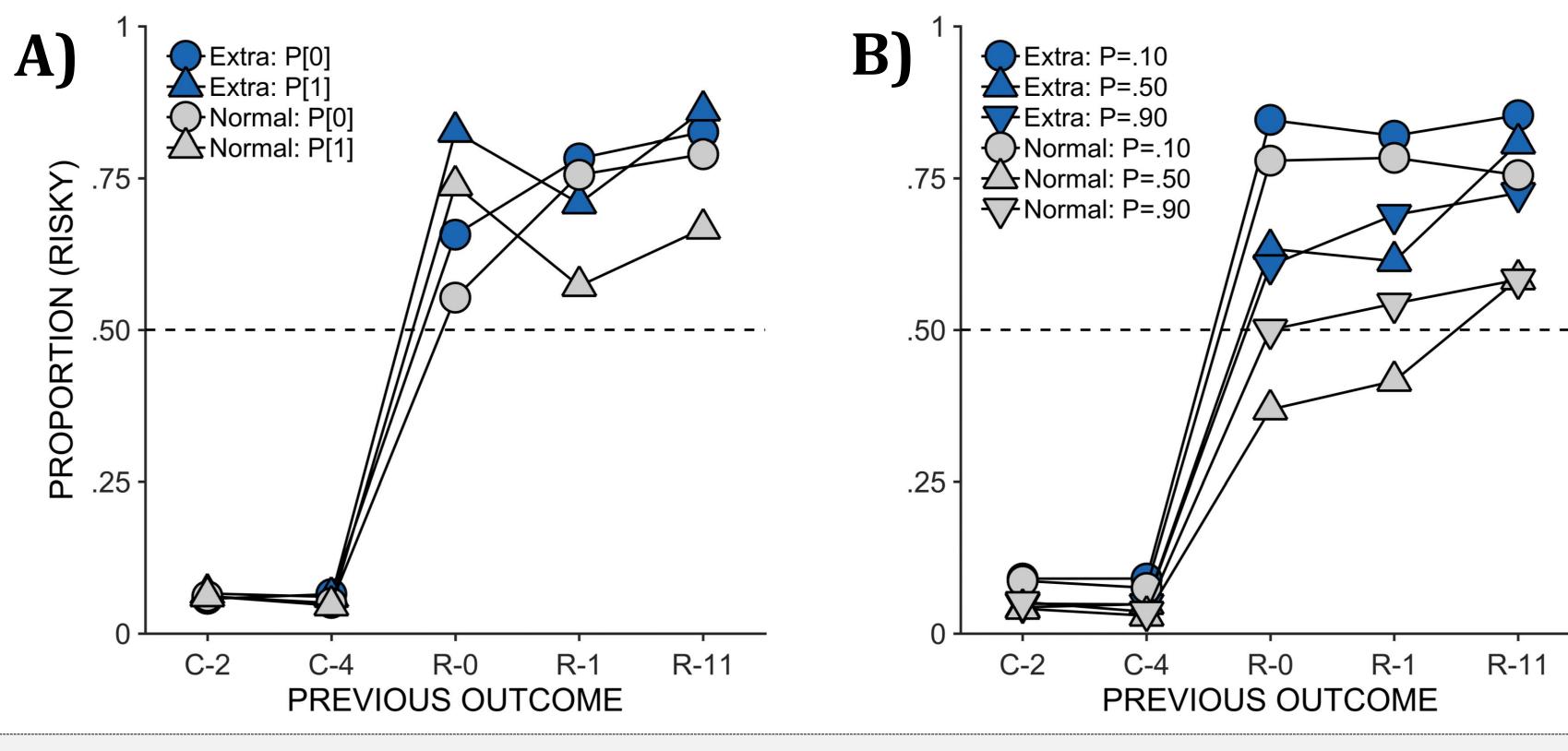
- 24 experimentally-naïve male Sprague Dawley rats
- Risky choice (R-0, R-1, R-11 pellets) vs. certain choice (C-2, C-4 pellets)
 - P[0]: p(R-0) = .1, .5, .9; p(R-1) = p(R-11) = .45, .25, .05
 - P[1]: p(R-1) = .1, .5, .9; p(R-0) = p(R-11) = .45, .25, .05
- Two groups (*n*=12): Normal-Feedback, Extra-Feedback
 - <u>Normal-Feedback</u>: For both choices, # nosepoke key flashes above chosen lever = # delivered food pellets



setup for Group Extra-Feedback.

• Extra-Feedback: Certain choices: same as Group Normal-Feedback; Risky choices: 0, 1, or 11 delivered food pellets + 11 nosepoke key flashes above risky lever + 11 food pellets delivered to external receptacle (i.e., multimodal win-related stimuli of LDWs)

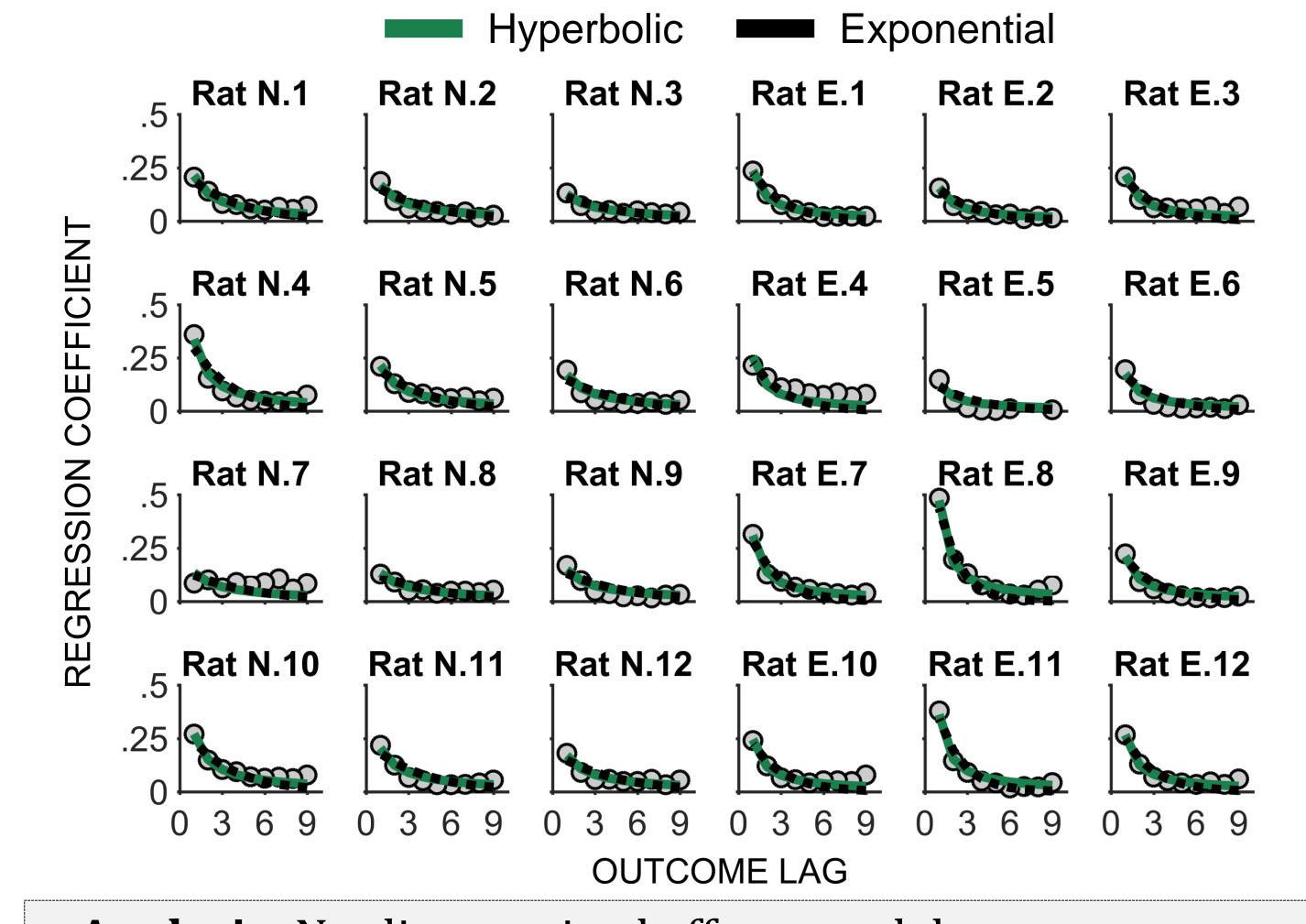
RESULTS: PREVIOUS OUTCOME EFFECTS



- Analysis: Generalized linear mixed effects model (binomial)
- Criterion: Certain choices (0) and risky choices (1)
- <u>Model</u>: Group × Phase × Previous Outcome, Group × Probability × Previous Outcome (random effects = phase, previous outcome)
- **Results:** Group Extra-Feedback was riskier than Group Normal-Feedback after risky outcomes across phases (A) and probabilities (B); Post R-0 loss-chasing in P[1] condition in both groups (A).

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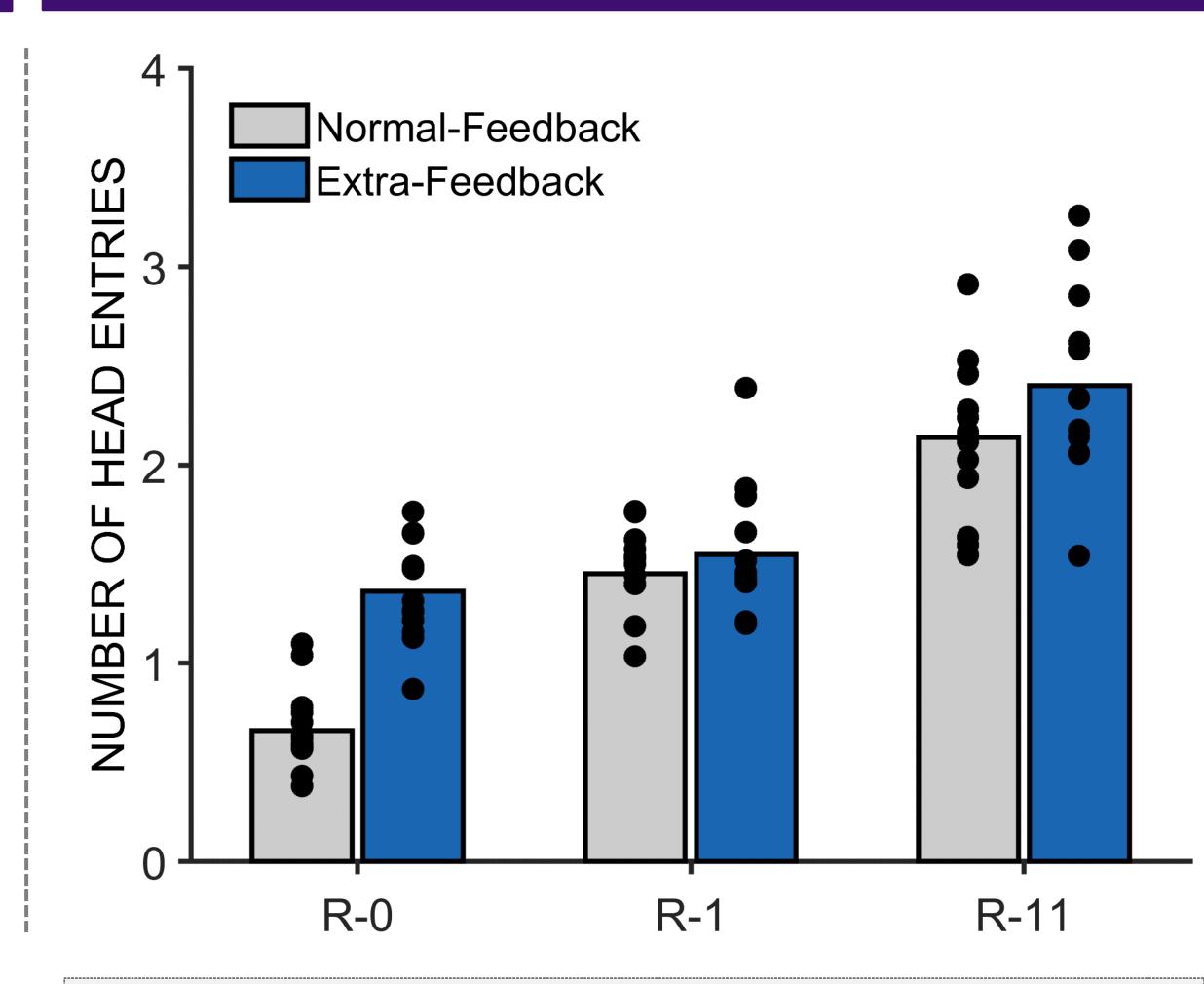
RESULTS: REINFORCEMENT HISTORY





- <u>Criterion</u>: Regression coefficients of past 9 outcomes
- <u>Model</u>: Hyperbolic and exponential decay functions (random effects = intercept, decay rate of function)
- **Results:** Steeper decay functions in Group Extra-Feedback; Better fit by hyperbolic decay function

RESULTS: GOAL TRACKING



- **Analysis:** Generalized linear mixed effects model (Poisson)
 - Criterion: Post-outcome head entries
 - <u>Model</u>: Group × Risky Outcome (random effects = risky outcome)
- Results: Group Extra-Feedback: ↑ head entries

RESULTS: REINFORCEMENT LEARNING (RL) MODEL

• Analysis: Asymmetric RL

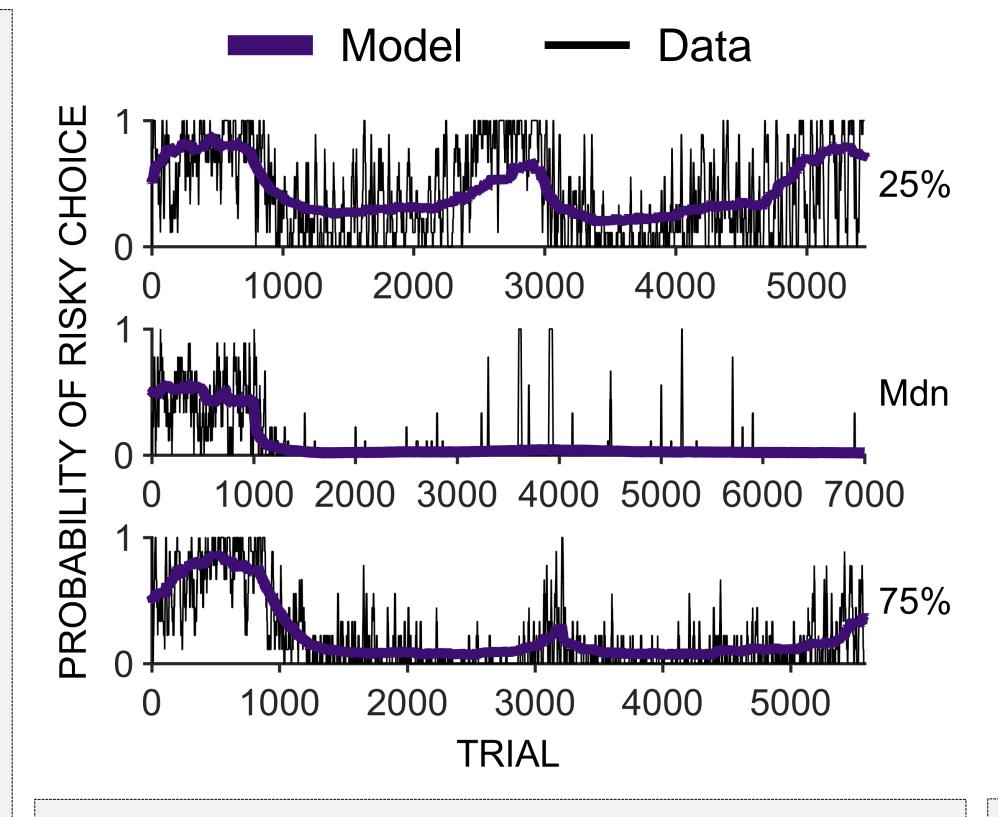
$$\delta_{N,T} = R_{N,T} - V_{N,T-1}$$

$$V_{N,T} = V_{N,T-1} + \alpha \delta_{N,T}$$

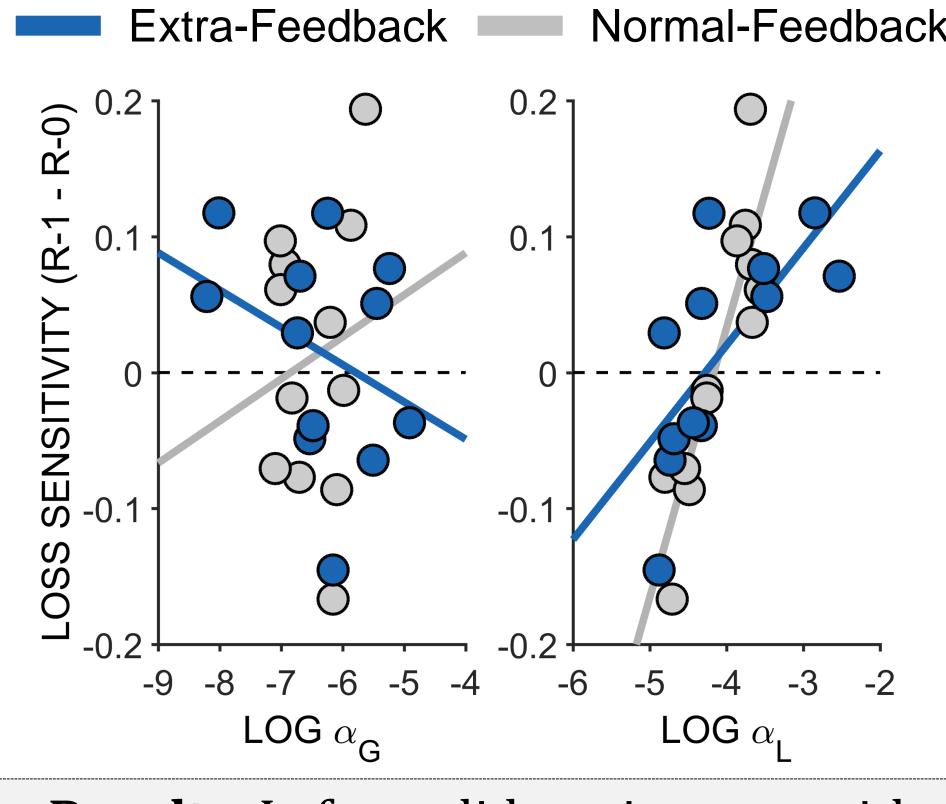
- $\delta_{N,T}$ = Prediction error for choice N on trial T
- $R_{N,T}$ = Reward magnitude
- $V_{N,T}$ = Reward value
- Assumption: Separate value-updating rates for gains (α_G) and losses (α_L)

$$\alpha = \begin{cases} \alpha_G, \delta_{N,T} > 0 \\ \alpha_L, \delta_{N,T} \le 0 \end{cases}$$

• Softmax decision rule



• **Results**: Model fits corresponding to 25%ile, median, and 75%ile of ω^2 values (mean ω^2 = .50); Model tracked rats' trial-by-trial behavior



• **Results**: Left: α_G did not interact with group to predict loss sensitivity; Right: Group $\times \alpha_L$ interaction (i.e., shallower slope in Group Extra-Feedback)

DISCUSSION

- LDWs in Group Extra-Feedback increased risky choice, decreased relative effect of past reinforcement, and reduced loss sensitivity.
- Greater risk-taking given LDWs may be driven by deficits in learning from losses or a reduced sensitivity to differential losses.
- Greater loss-based value-updating indicative of loss aversion in rats.³

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