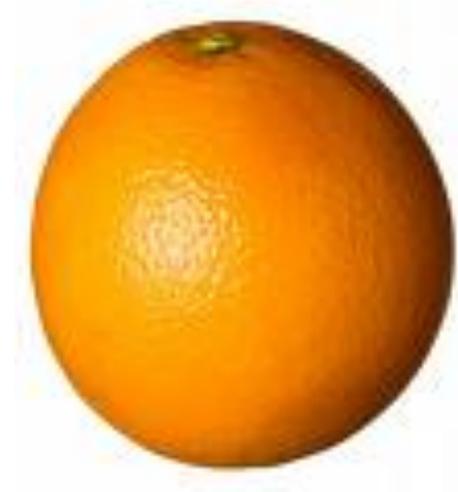


The Role of Attention in Simple Choice

Antonio Rangel
Caltech



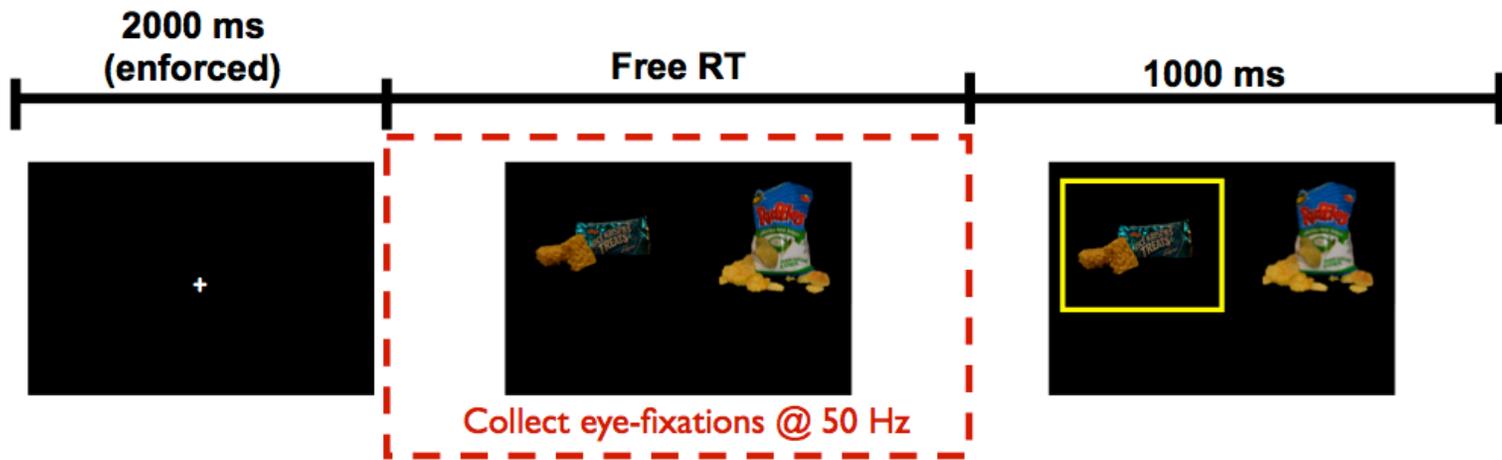
Left button press



Right button press

I

Attention across options



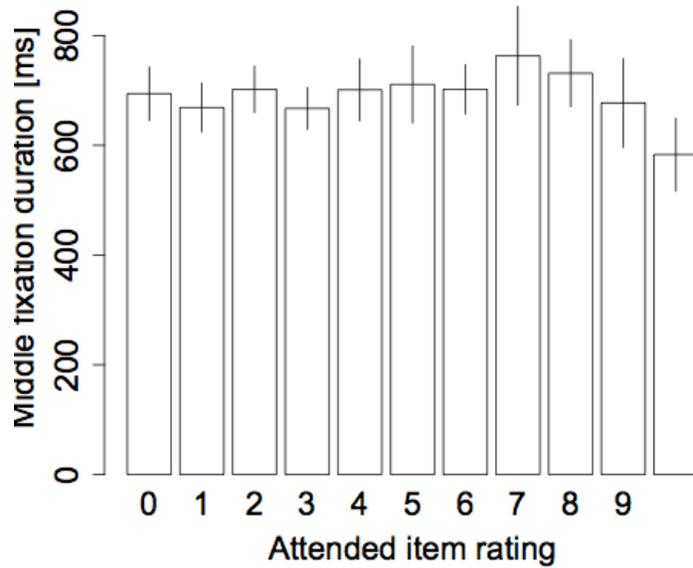
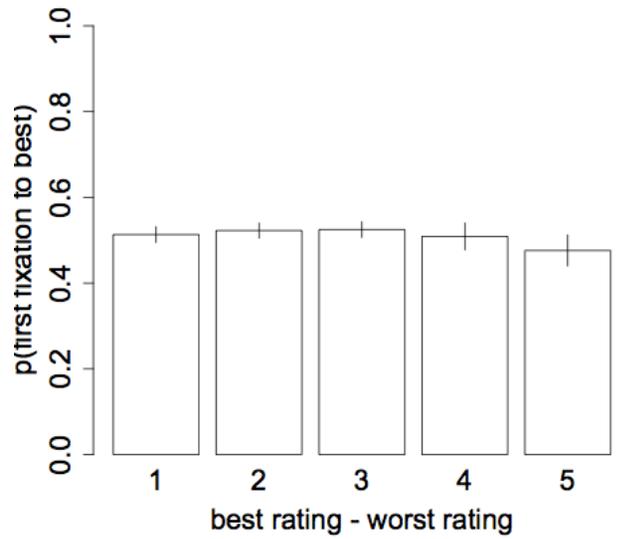
Attentional Drift Diffusion Model (aDDM)



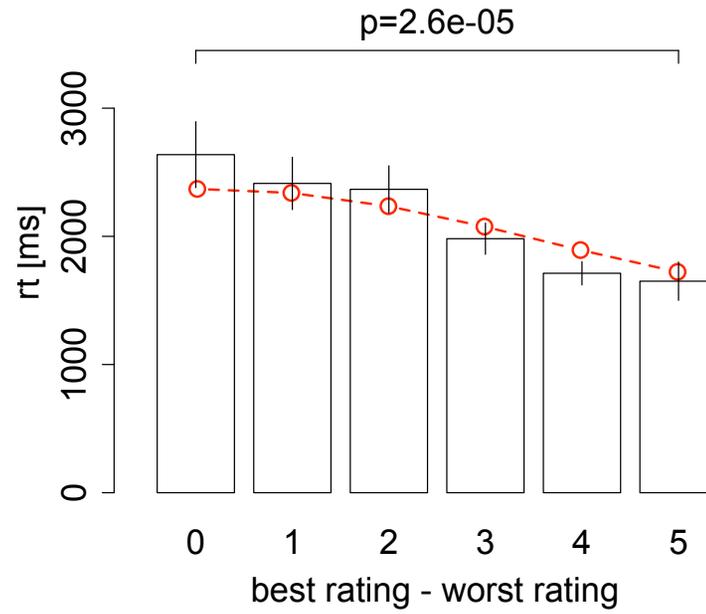
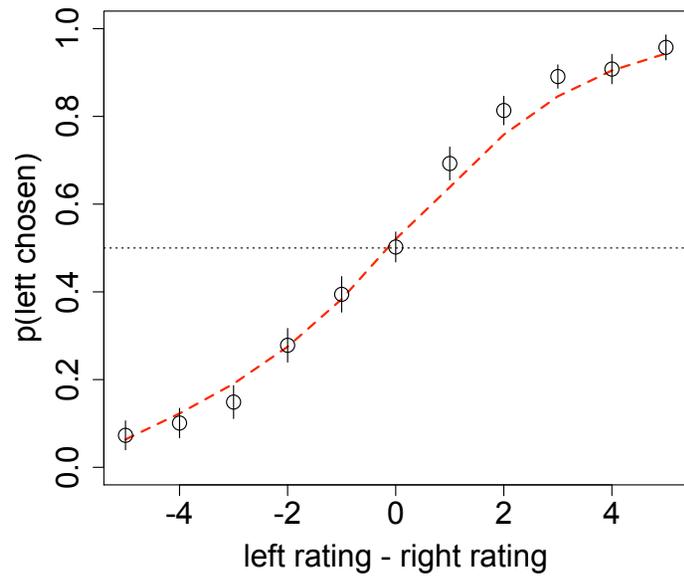
$$V(t) = V(t-1) + a(v_{\text{target}} - \theta v_{\text{non-target}}) + u_t$$
$$u_t \sim N(0, s^2)$$

Fixation process exogenous to choice process

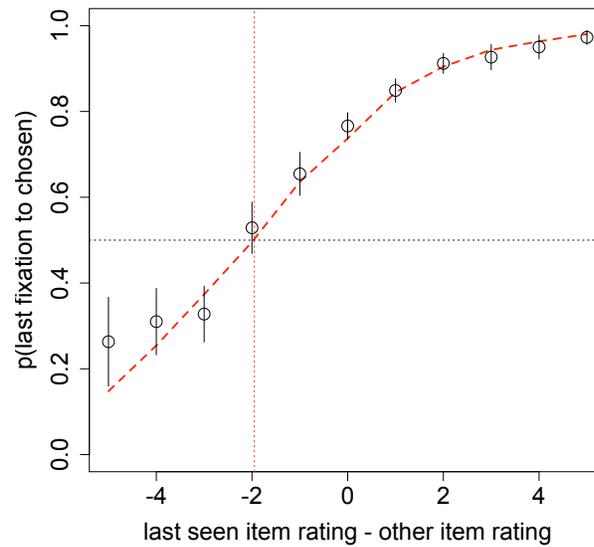
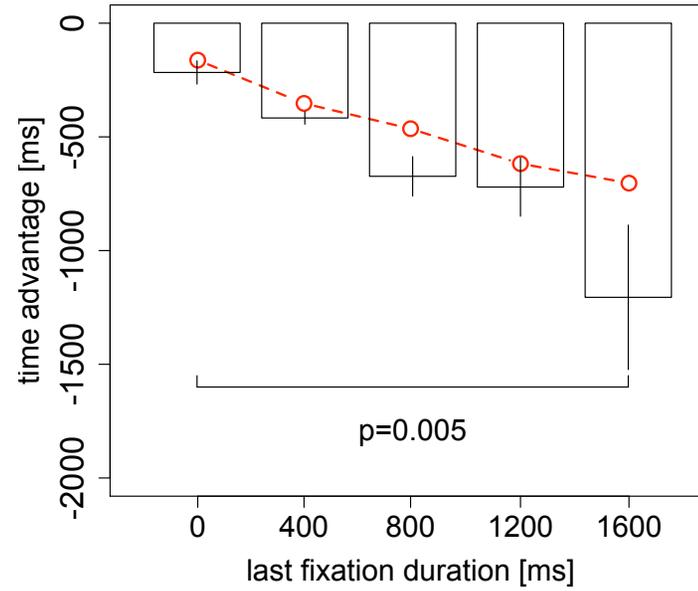
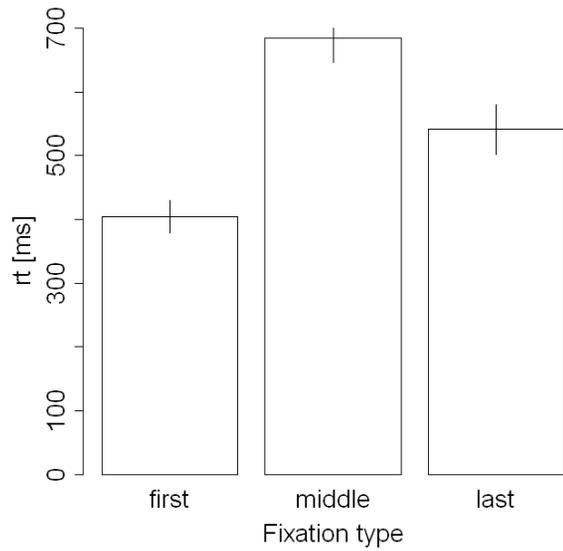
Basic fixation patterns



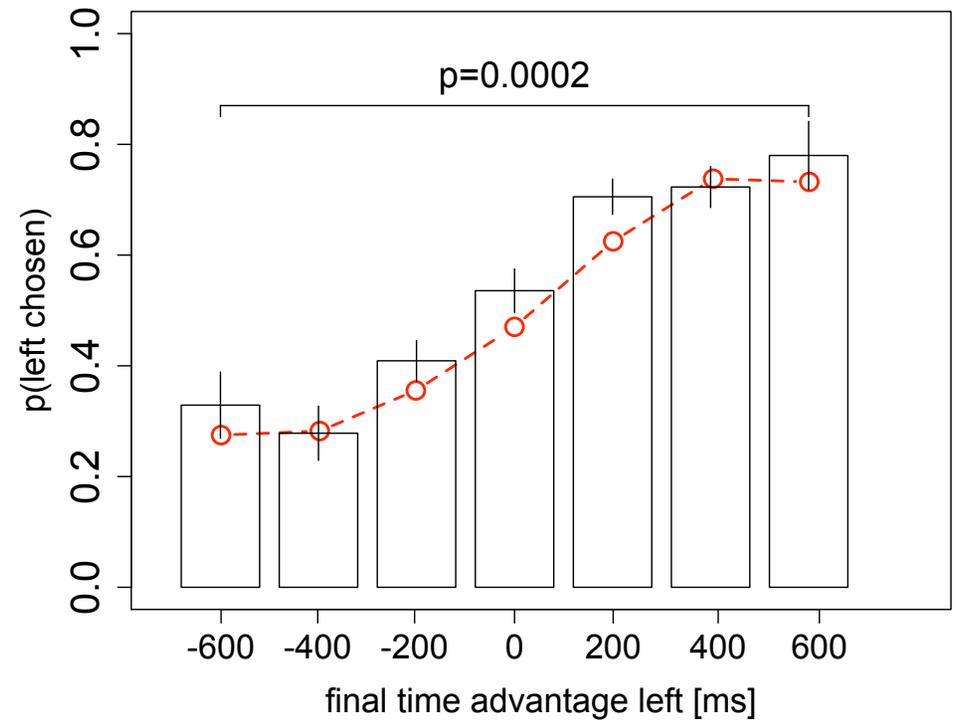
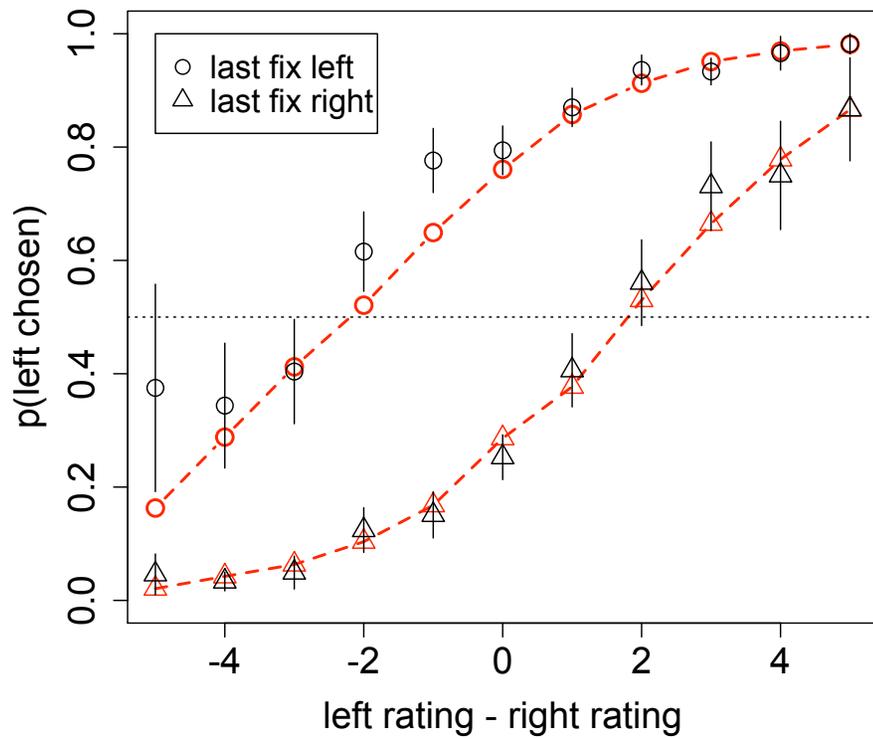
Basic psychometrics

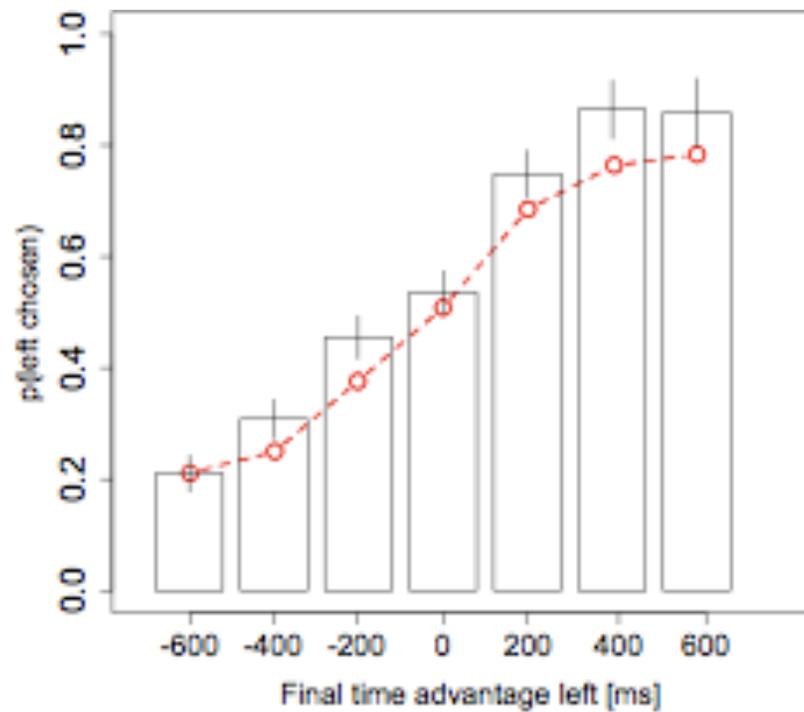
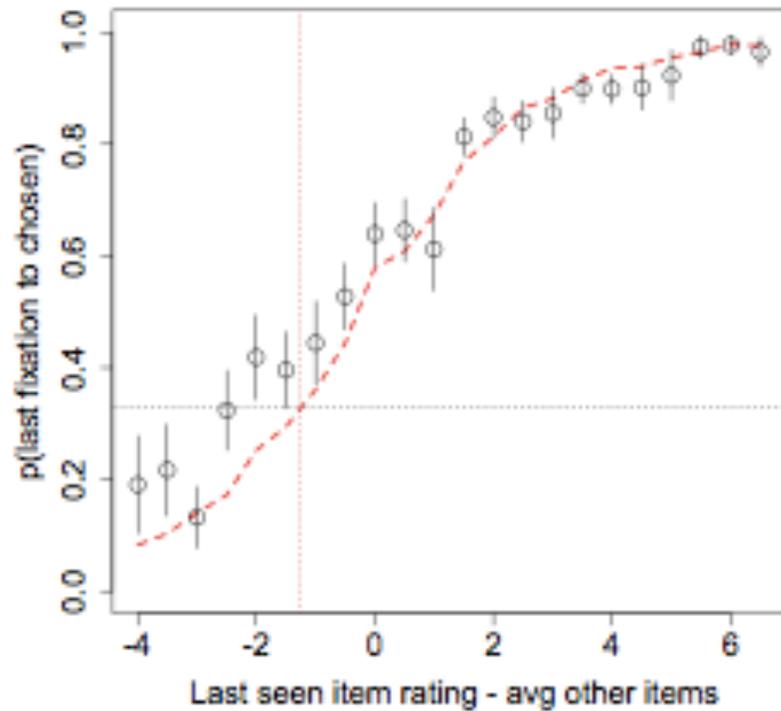
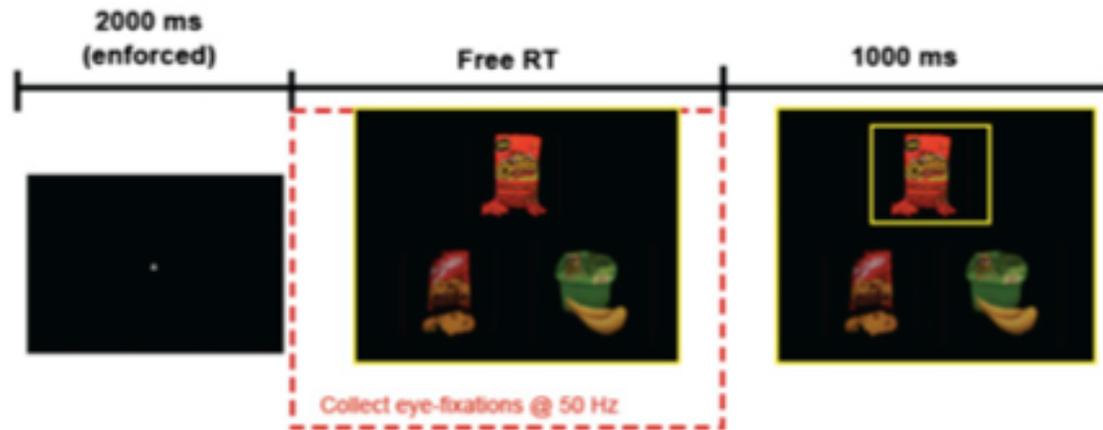


Key tests of the model

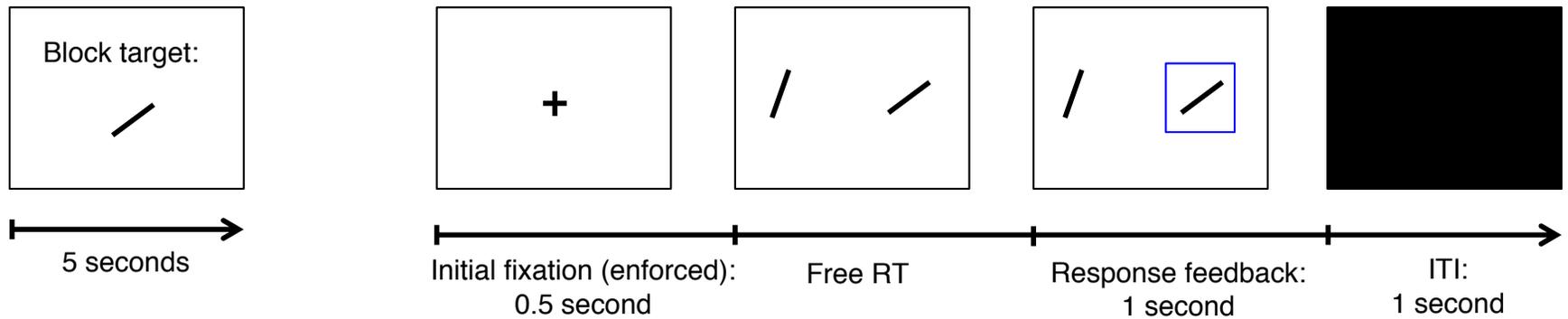


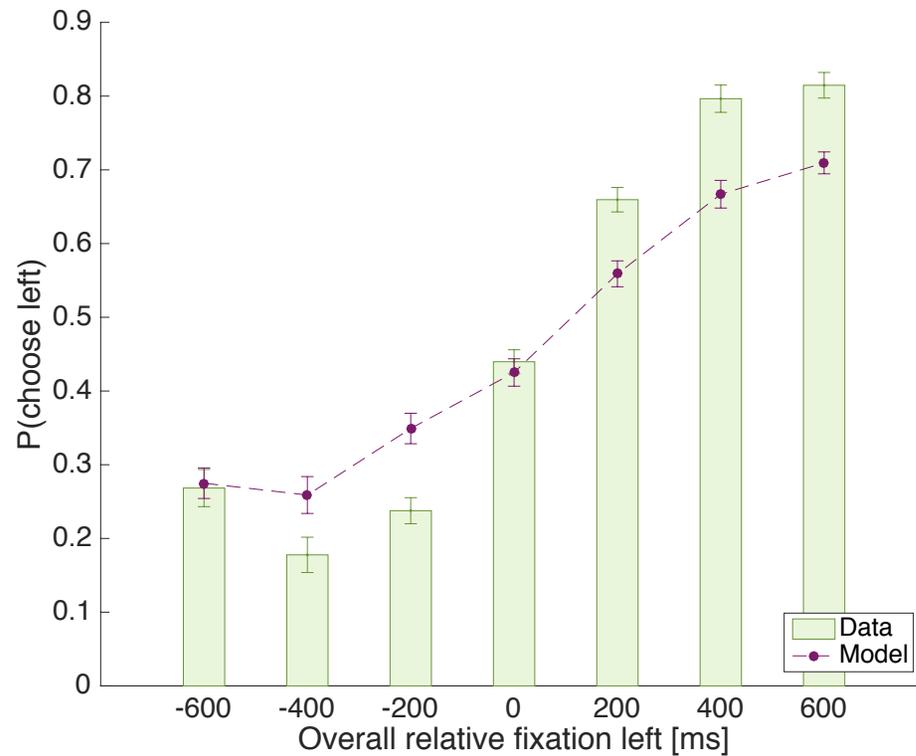
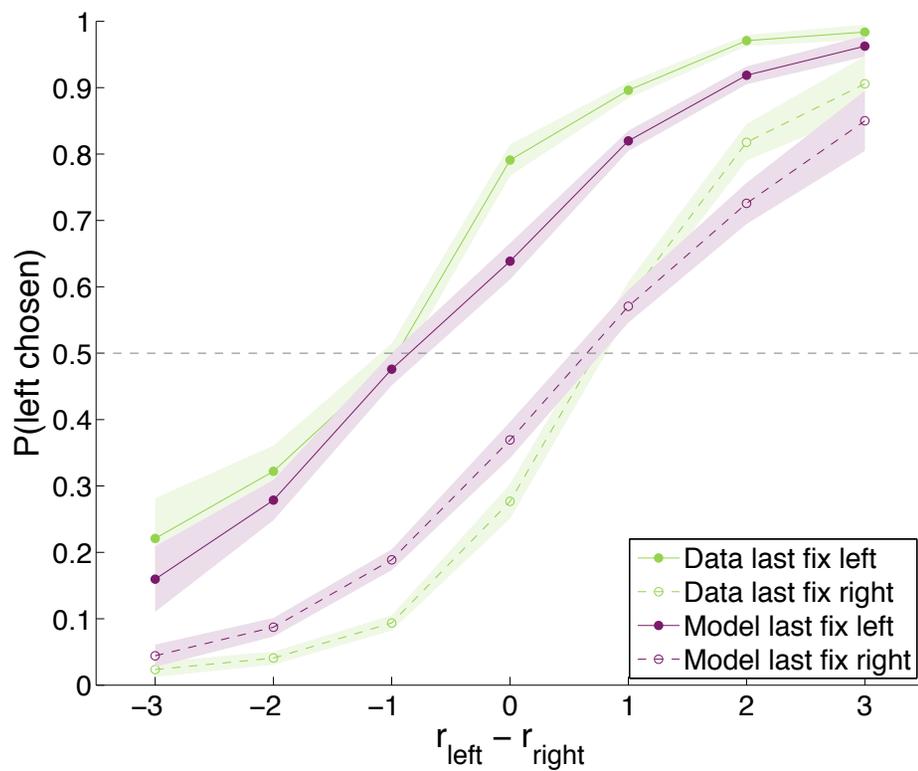
Predicted choice biases

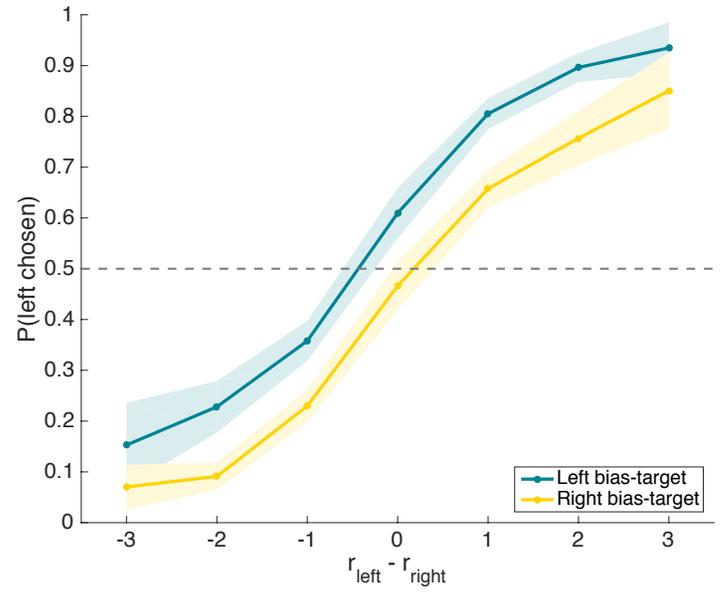
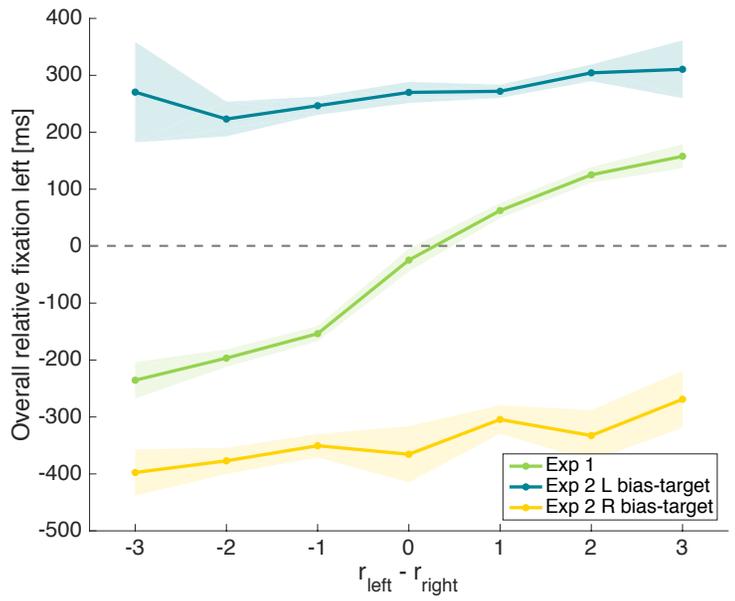
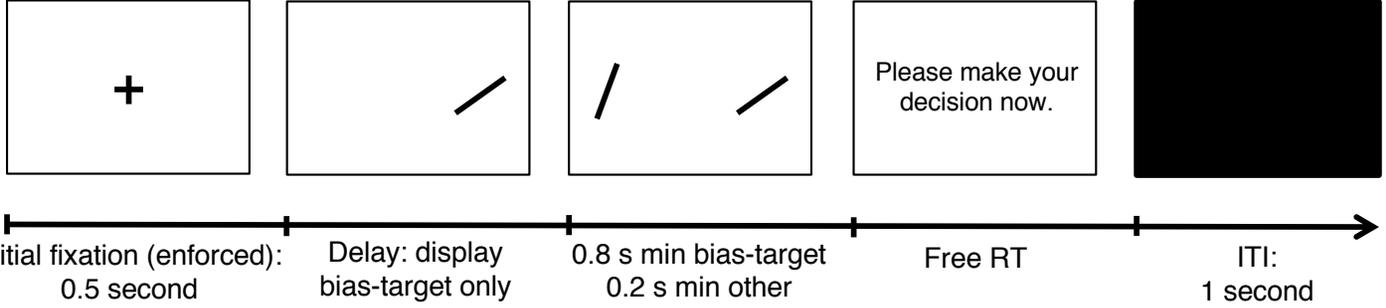


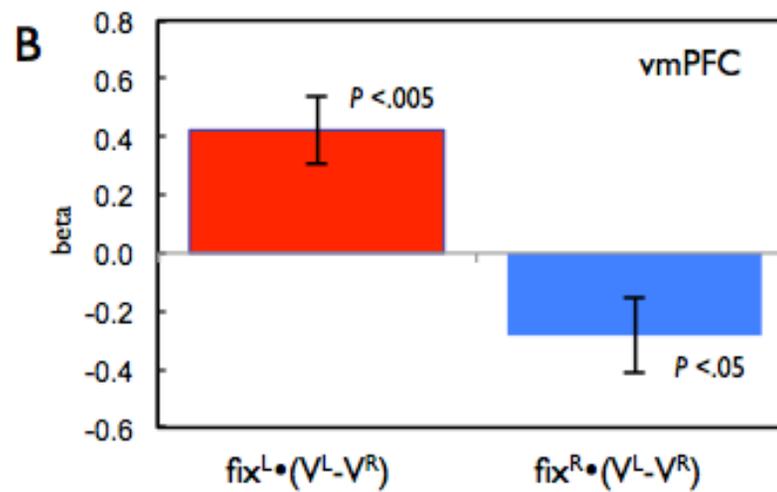
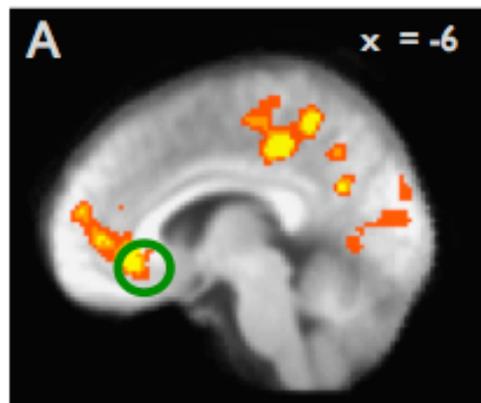
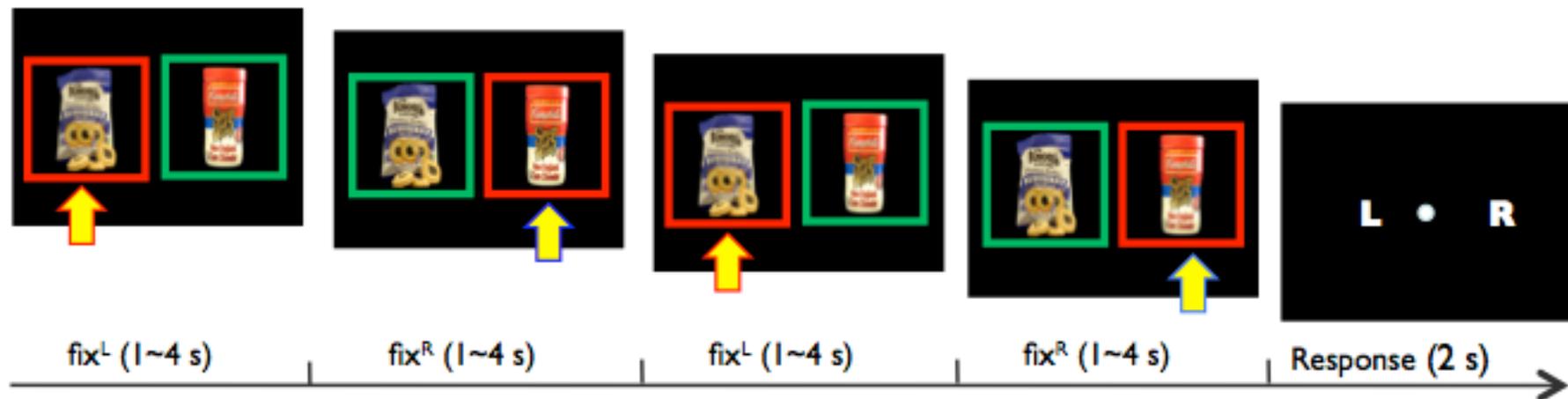


aDDM and perceptual choice









Orbitofrontal Cortex Value Signals Depend on Fixation Location during Free Viewing

Vincent B. McGinty,^{1,*} Antonio Rangel,² and William T. Newsome^{1,3}

¹Department of Neurobiology, Stanford University, Stanford, CA 94305, USA

²Division of the Humanities and Social Sciences, California Institute of Technology, Pasadena, CA 91125, USA

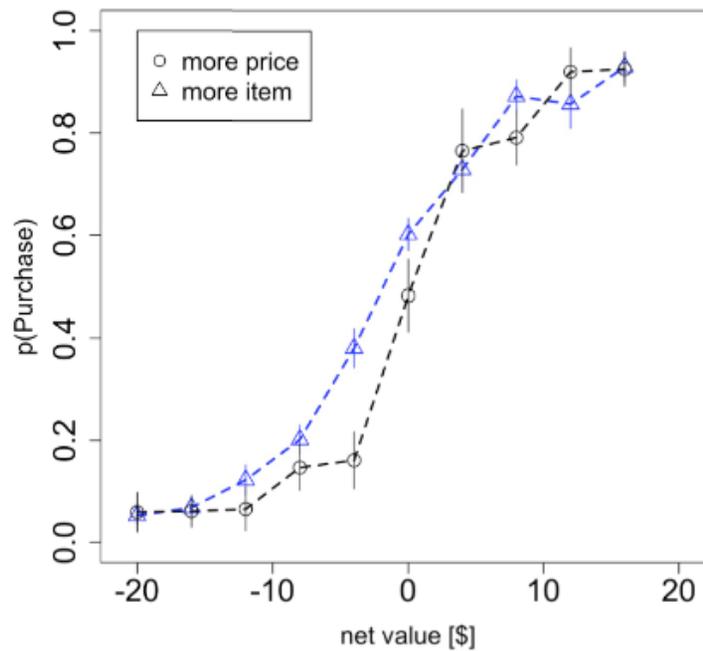
³Howard Hughes Medical Institute, Stanford University, Stanford, CA 94305, USA

*Correspondence: vmcginty@stanford.edu

<http://dx.doi.org/10.1016/j.neuron.2016.04.045>

II

Attention across attributes



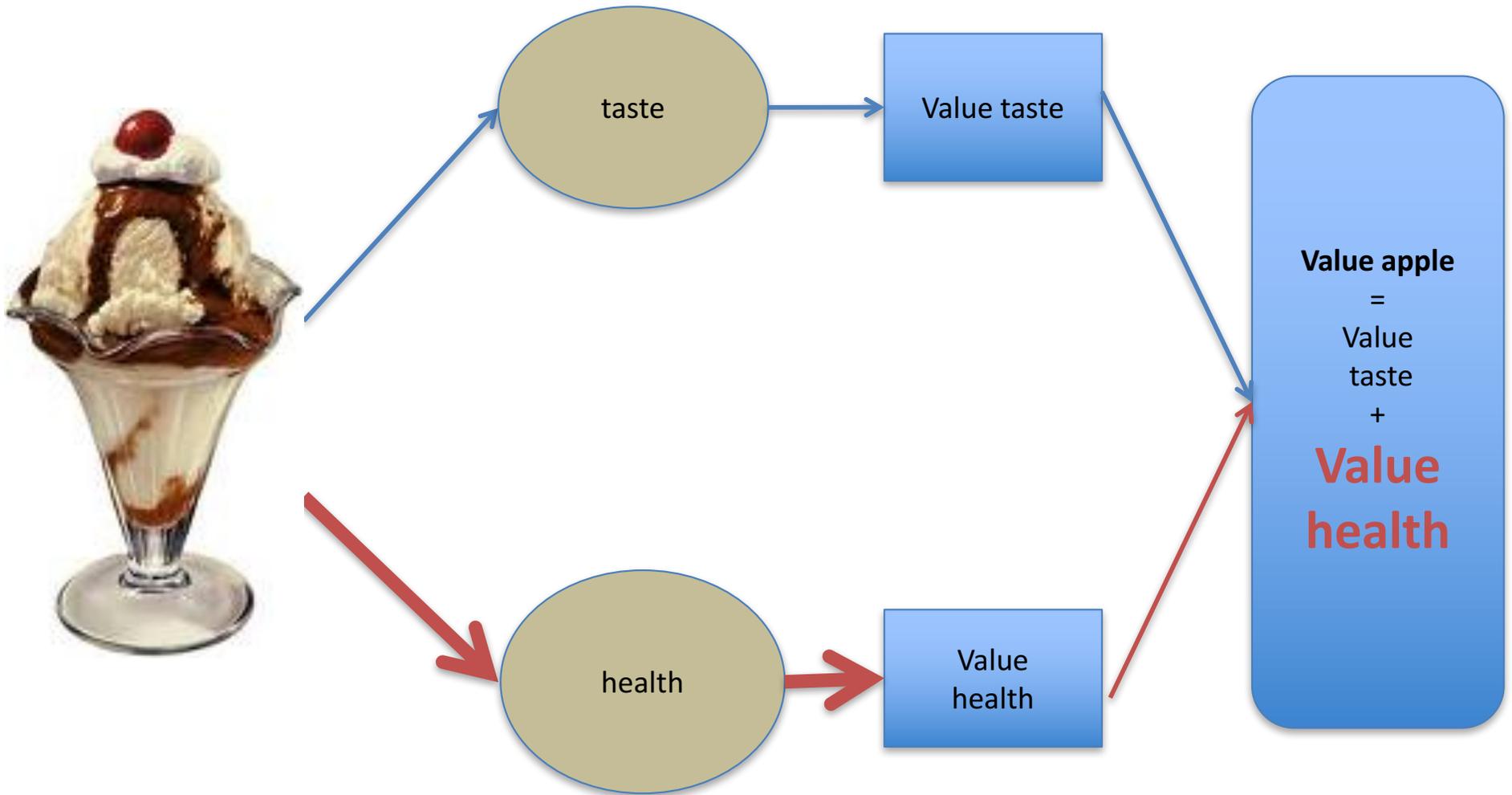
Self-control and speed of attribute computation



Left button press



Right button press



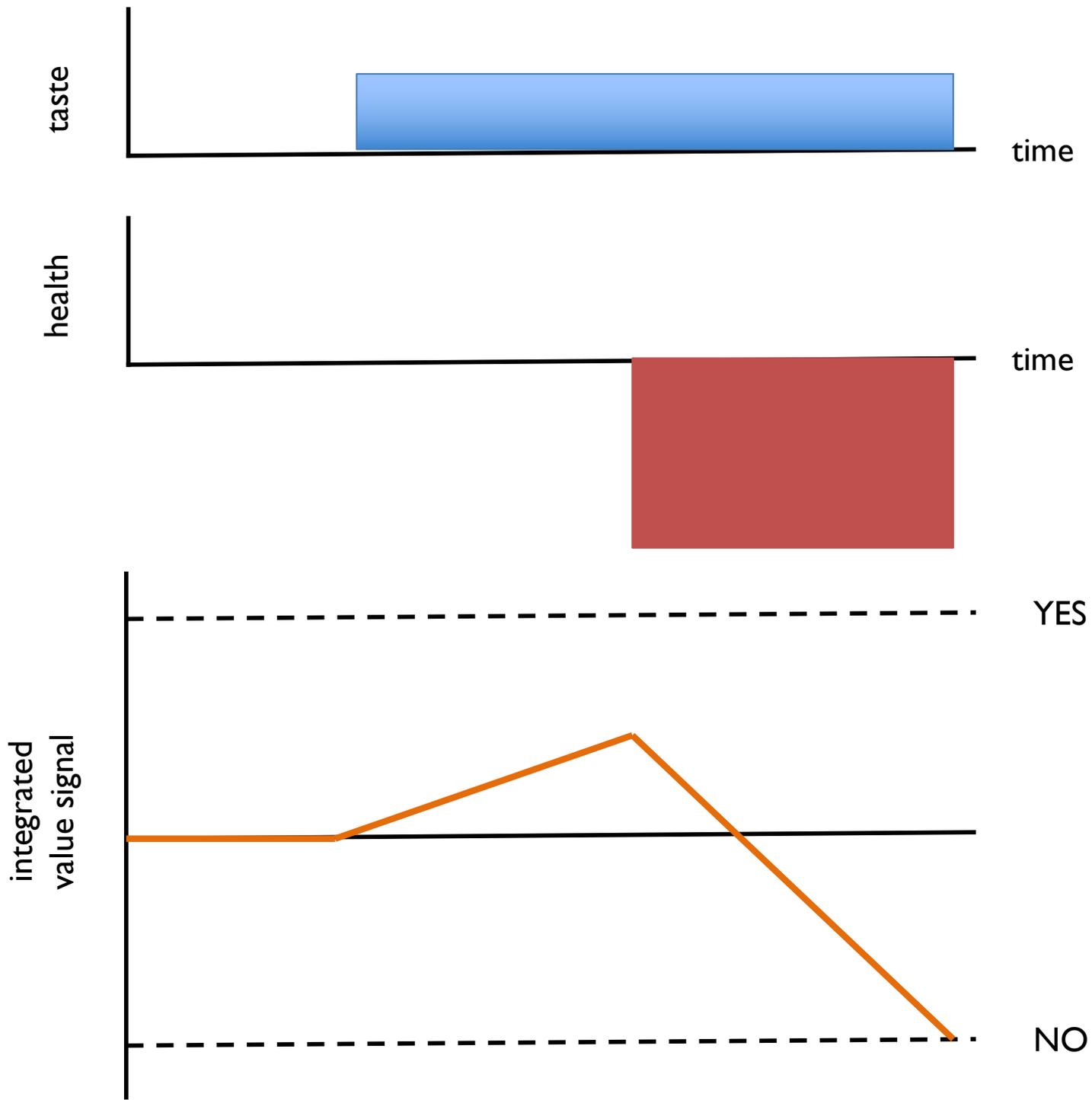
taste

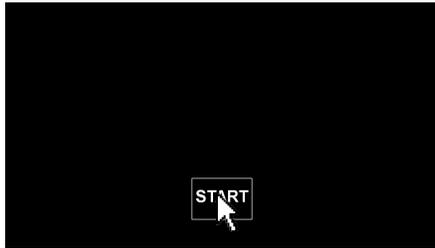
Value taste

health

Value health

Value apple
=
Value
taste
+
Value health

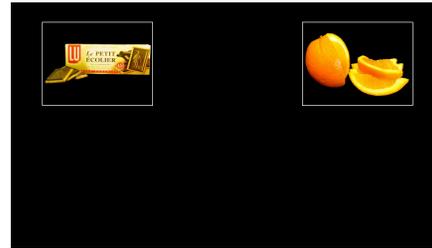




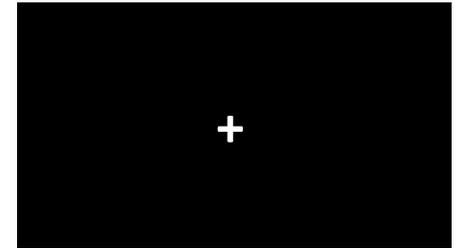
Start button



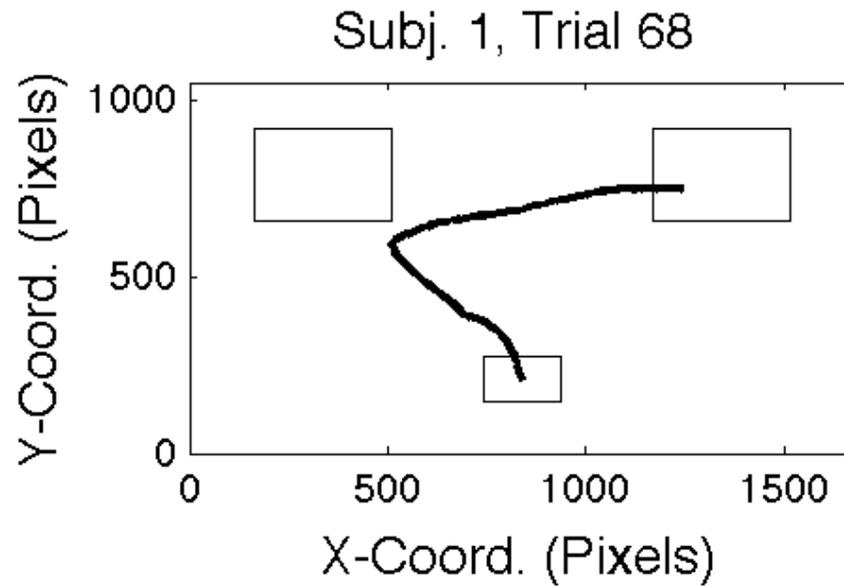
Jittered blank screen
(Mean .3 sec.)

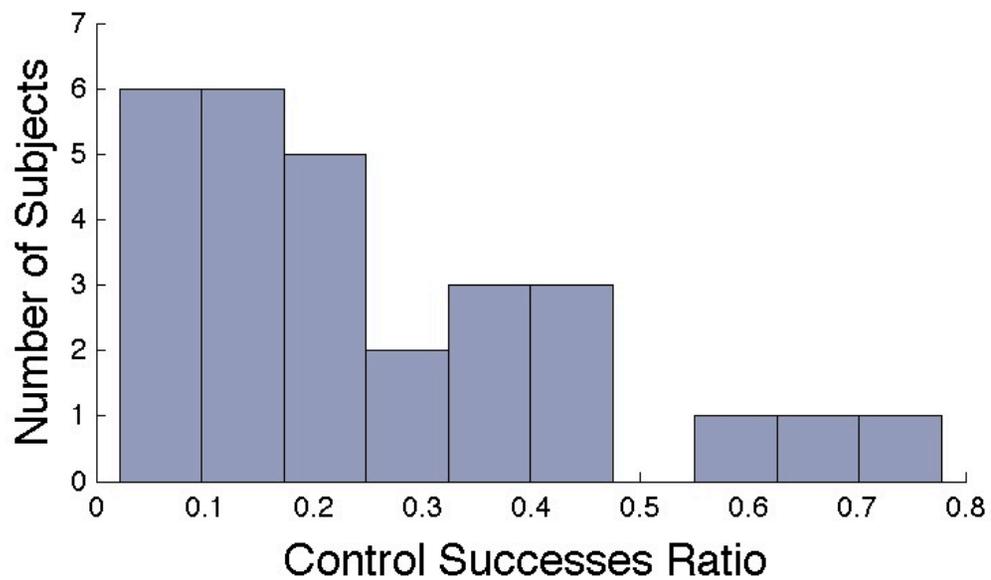
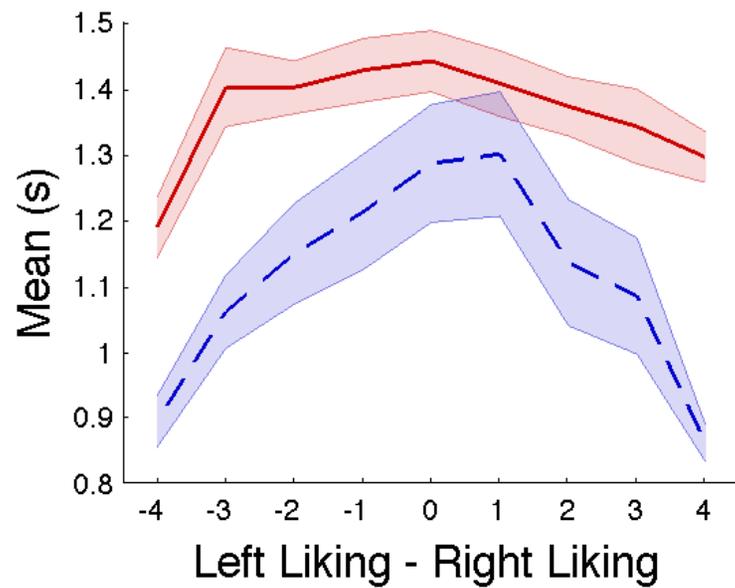
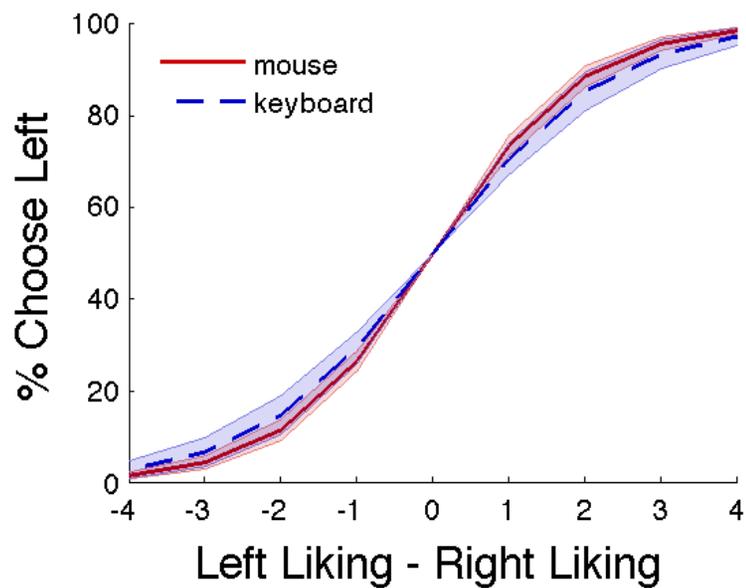


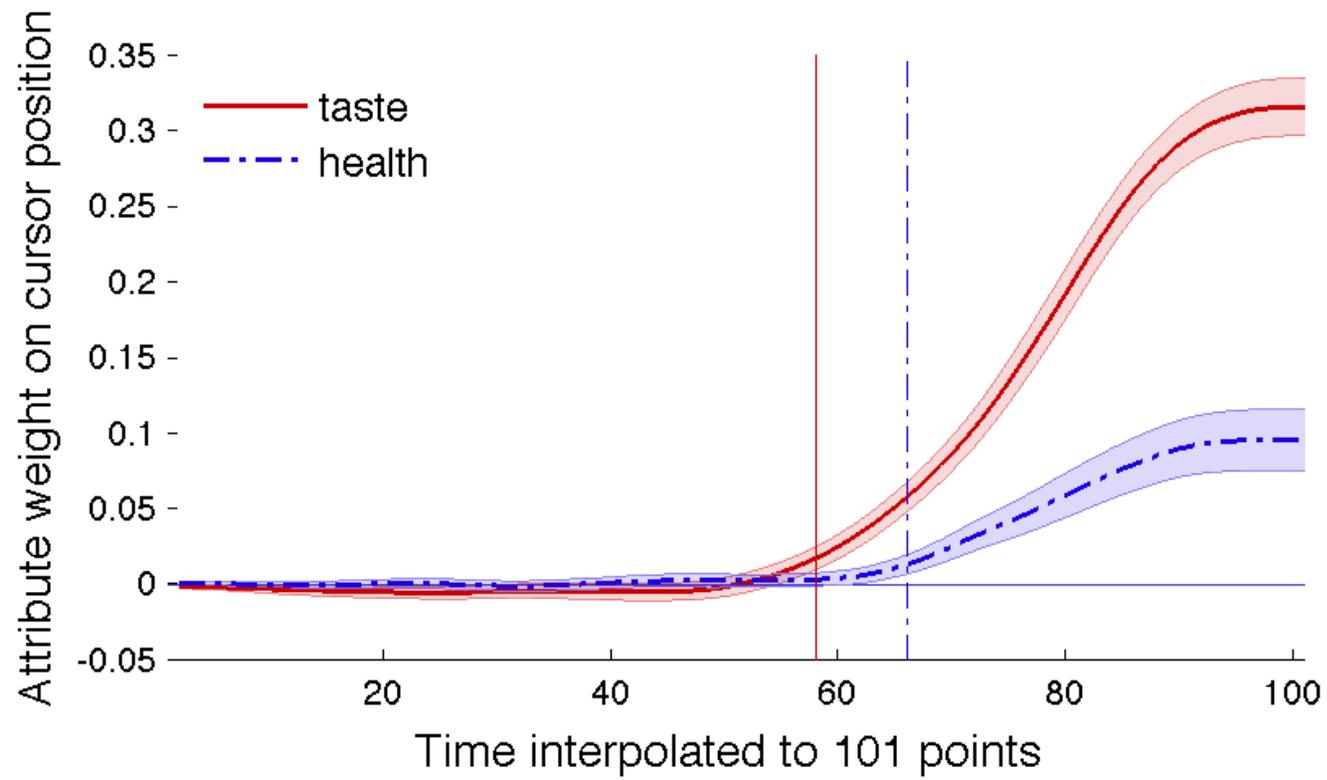
Choice screen
(Free RT)

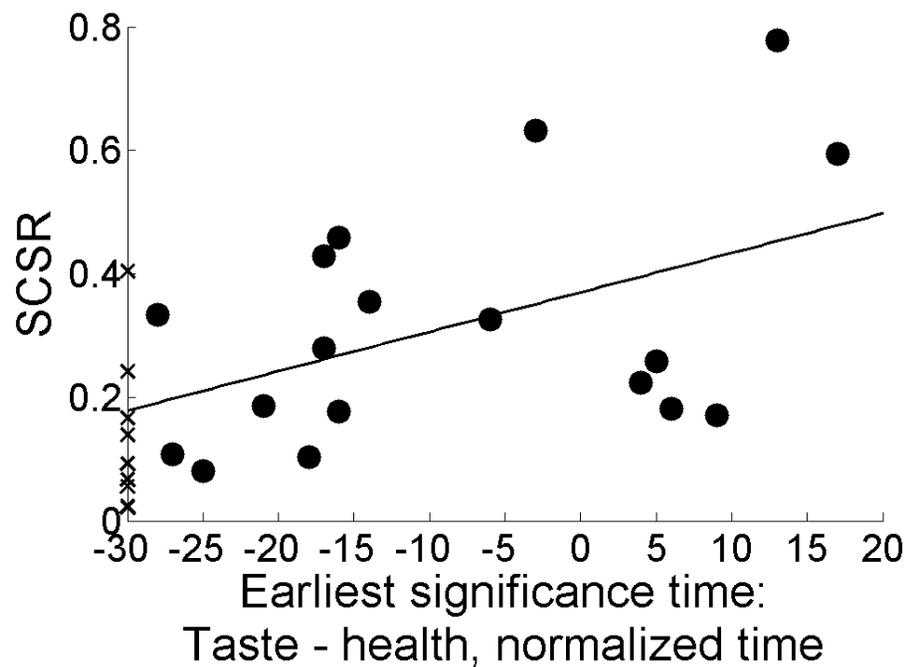
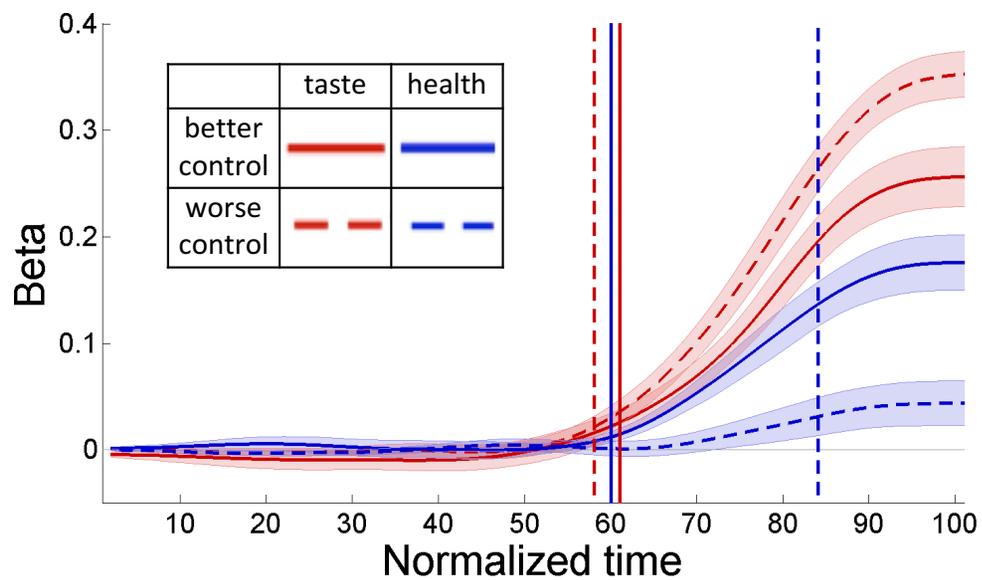


Jittered fixation
(Mean .55 sec.)







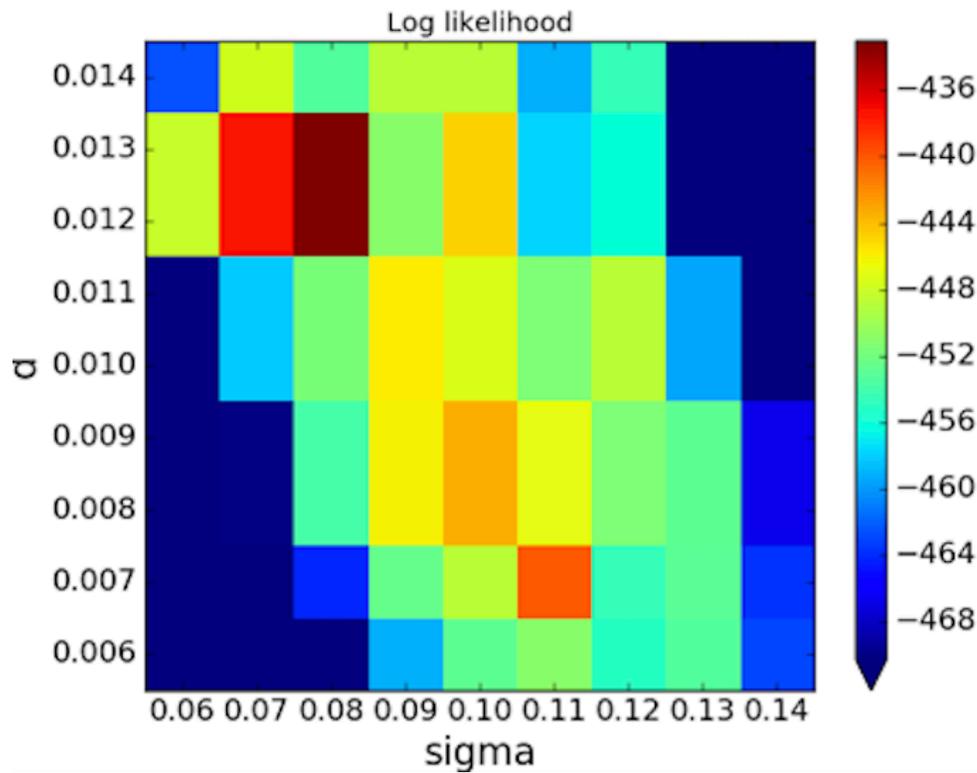


III

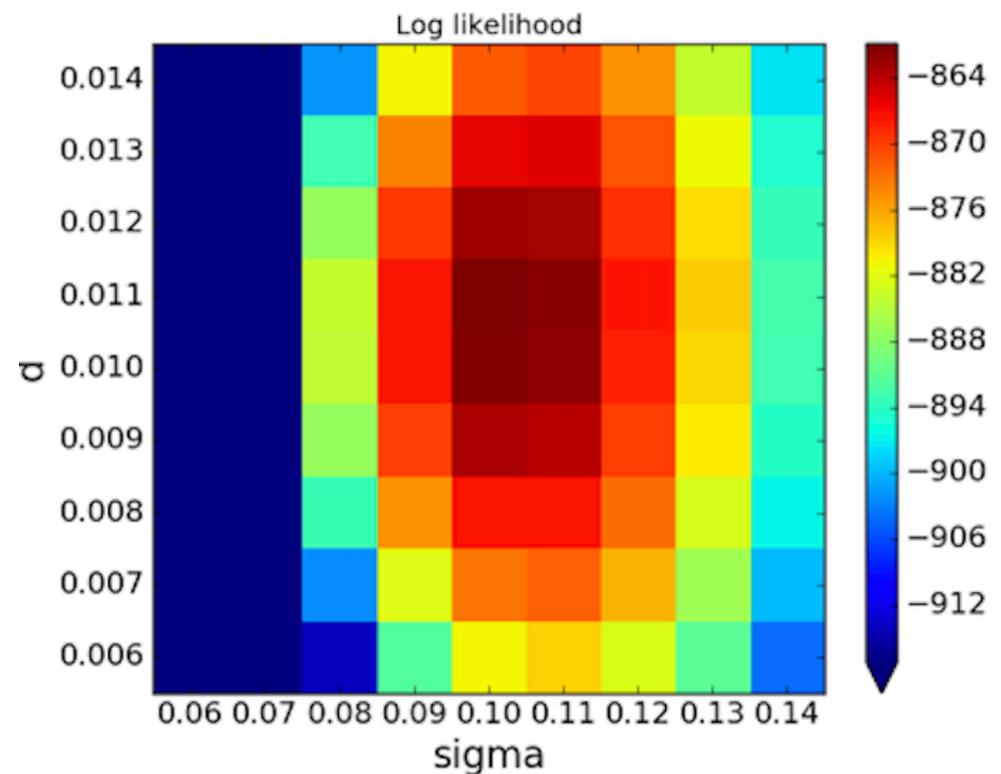
Methods

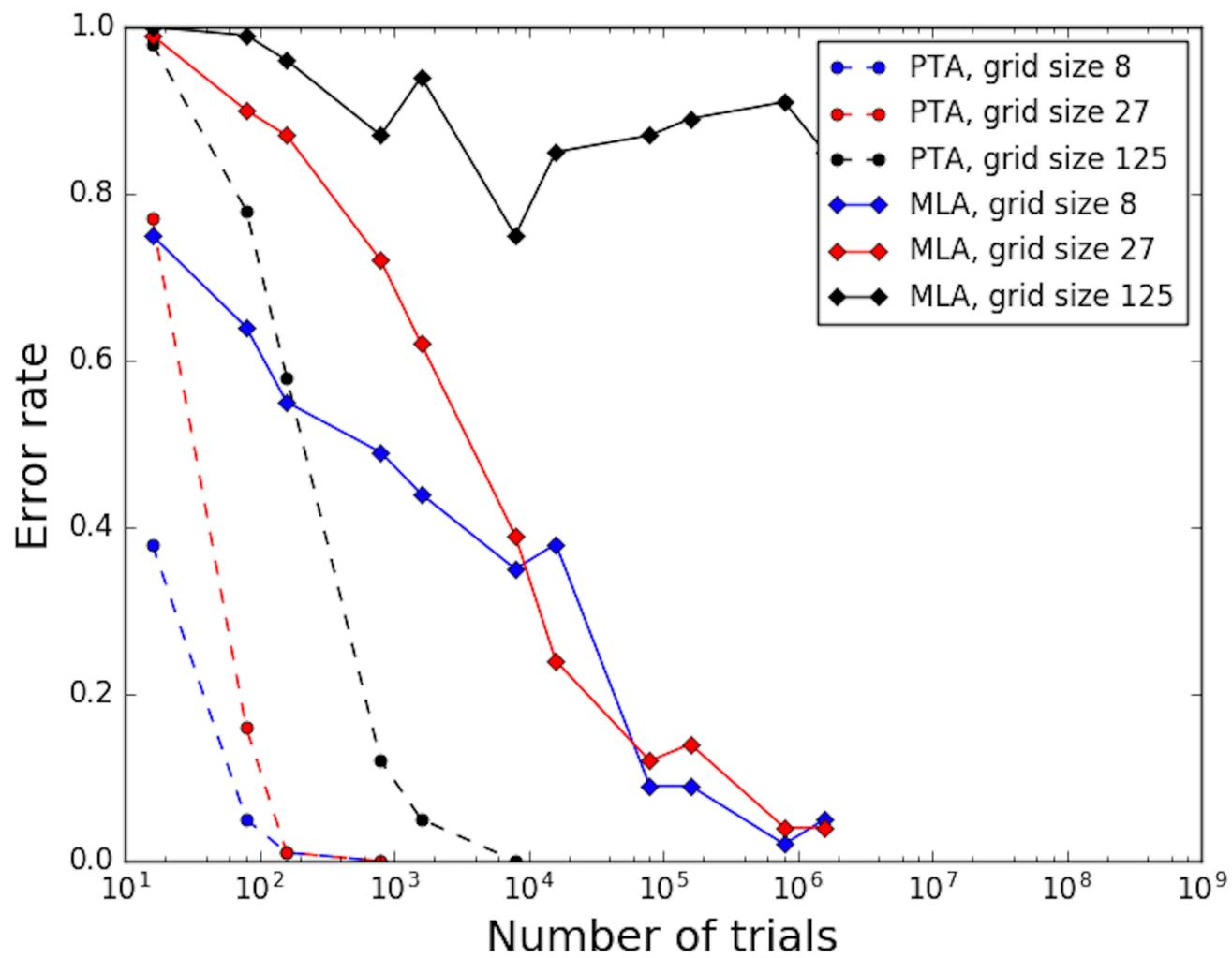
9x9 grid, 160 trials

standard MLE



forward MLE





github.com/goptavares/aDDM-Toolbox



This repository

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Pull requests

Issues

Marketplace

Explore



goptavares / aDDM-Toolbox

Unwatch 4

★ Star 1

Fork 3

Code

Issues 0

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Projects 0

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Settings

Insights

A toolbox for data analysis using the attentional drift-diffusion model.

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6 releases

1 contributor

GPL-3.0

Branch: master

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goptavares Move data files to data subdirectory. Fix bug in simulate_addm_true_d...		Latest commit 6aedec0 a day ago
addm_toolbox	Move data files to data subdirectory. Fix bug in simulate_addm_true_d...	a day ago
.gitignore	Add GPL license, README, gitignore and setup files.	2 days ago
COPYING.GPL	Add GPL license, README, gitignore and setup files.	2 days ago
MANIFEST.in	Move data files to data subdirectory. Fix bug in simulate_addm_true_d...	a day ago
README.md	Move data files to data subdirectory. Fix bug in simulate_addm_true_d...	a day ago
setup.cfg	Add package dependencies, classifiers and entry point scripts. Improv...	2 days ago
setup.py	Move data files to data subdirectory. Fix bug in simulate_addm_true_d...	a day ago

IV

Discussion

Key findings

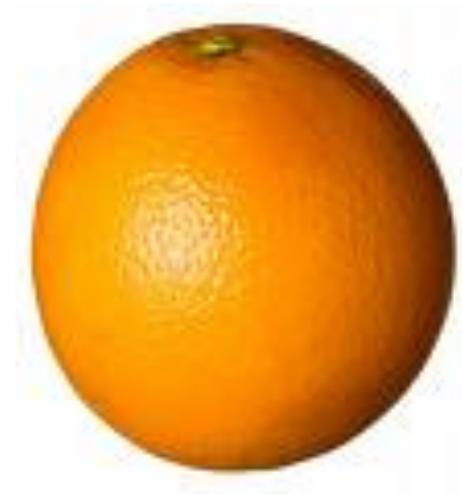
- Exogenous fluctuations in visual attention have a causal effect in choices
- aDDM like models provide reasonable quantitative explanations of the choice-RT-fixation psychometrics
- Differences in the relative speed at which attributes are computed can drive differences in self-control, risk-taking, social preferences, ...

Open question: multi- option & attribute choice



\$1

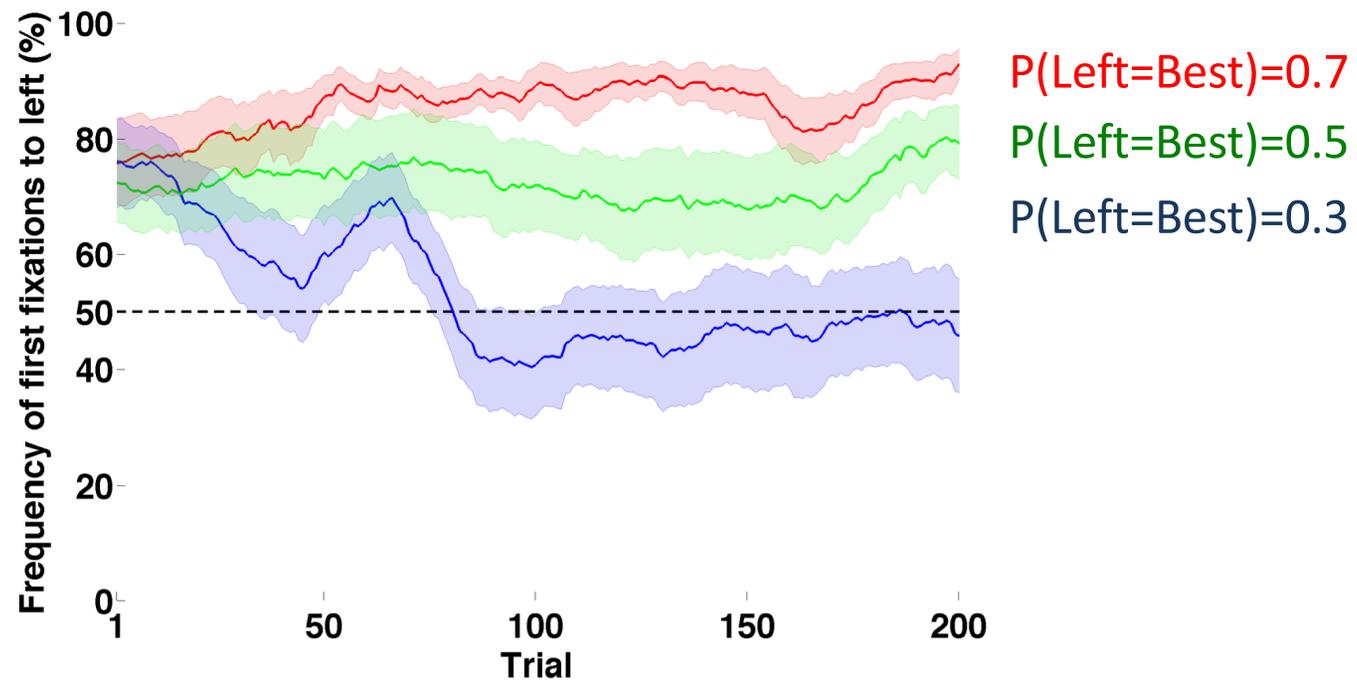
?



\$2

**Open question:
endogeneous attention within decision trials**

Open question: exogenous attention across decision trials



Open question: medium and large choice sets



**Open question:
neural code of value computation,
value comparison and
their modulation by attention**

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