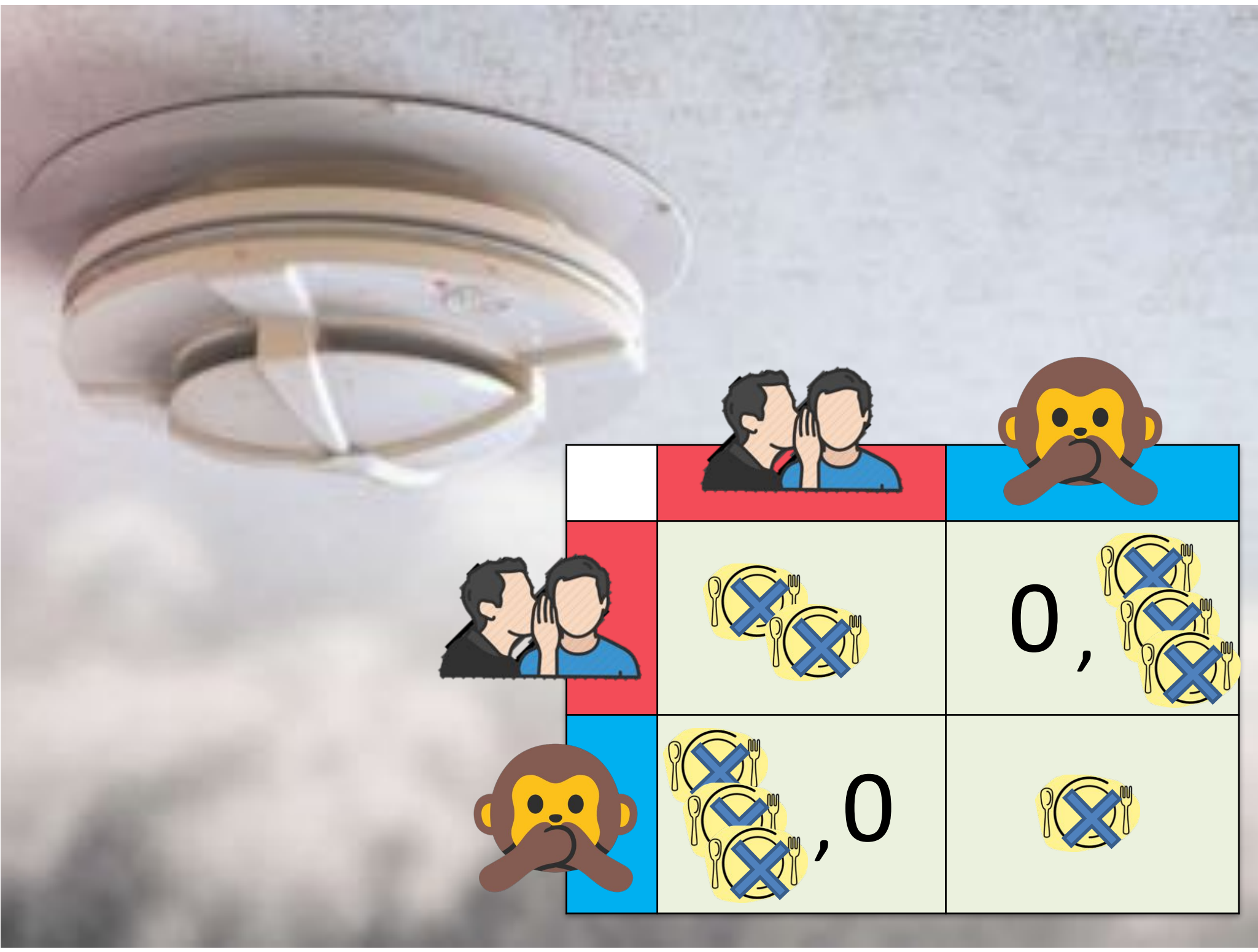






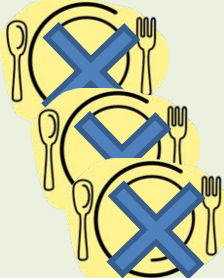



Cooperation: A social strategy?



Wei Song Ong, Michael Platt
University of Pennsylvania

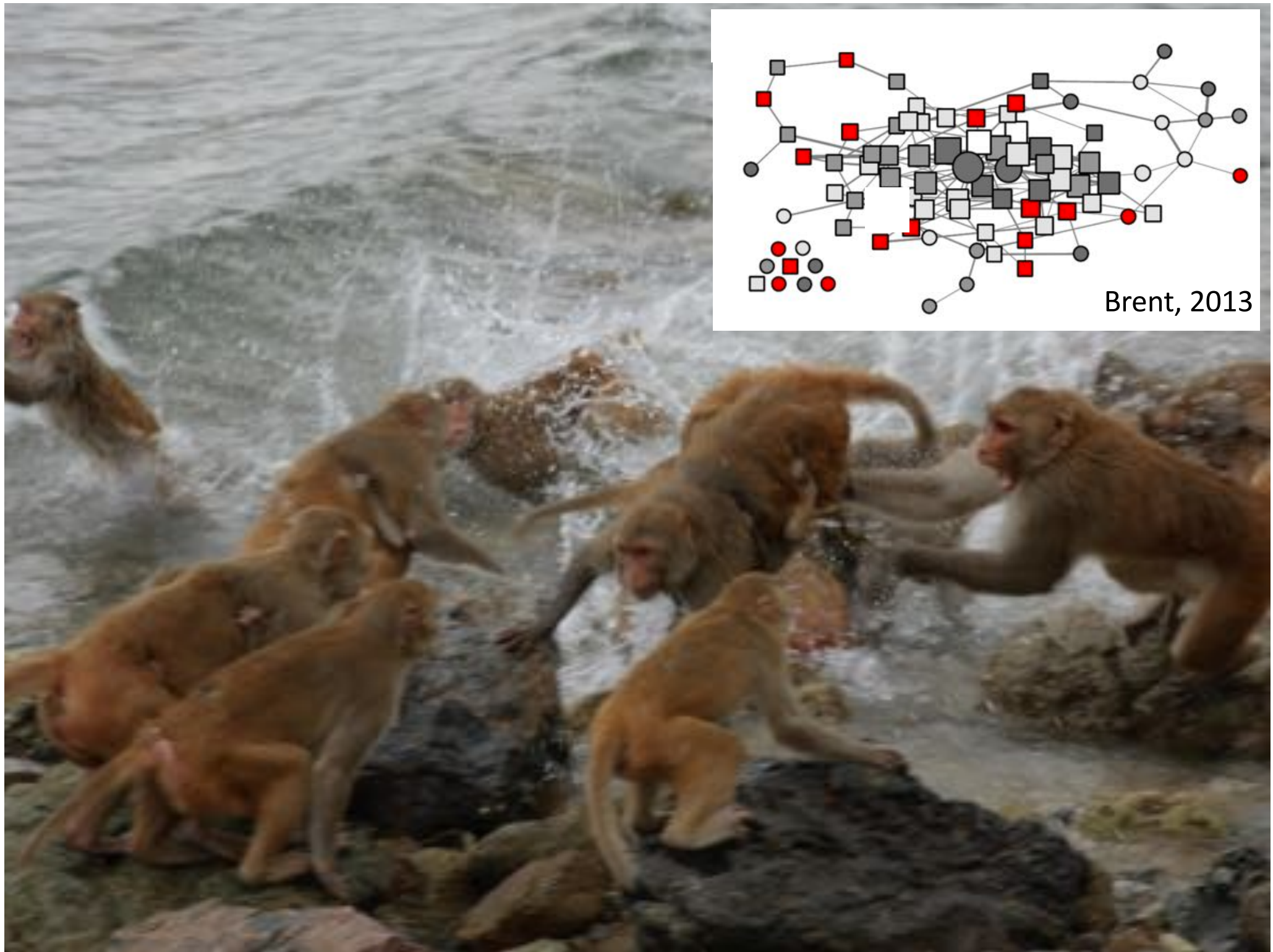


		
		<p>0,</p> 
	 <p>, 0</p>	














Brent, 2013

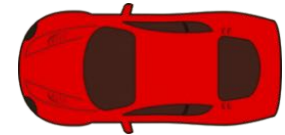
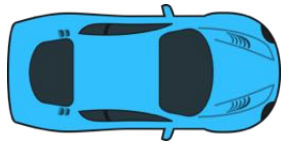
'Chicken'

an anti-coordination game with a twist


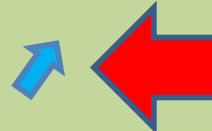

	Straight	Yield
Straight		
Yield		

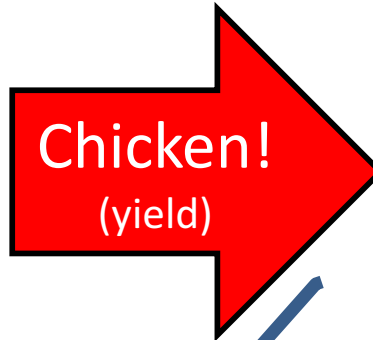
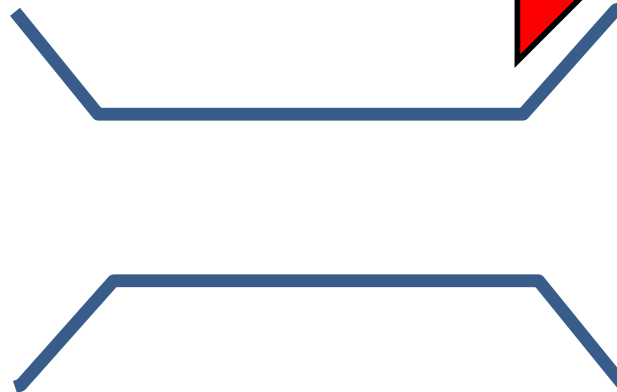
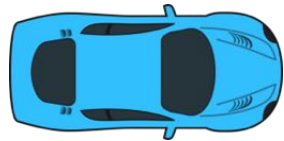
'Chicken'

	Straight	Yield
Straight		
Yield		

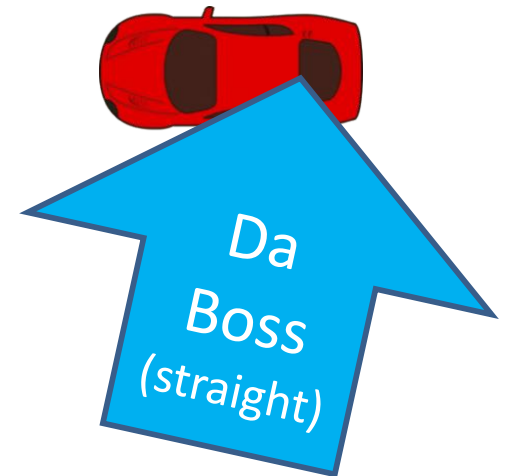


'Chicken'


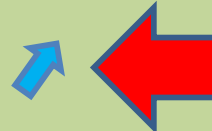


	Straight	Yield
Straight		
Yield		

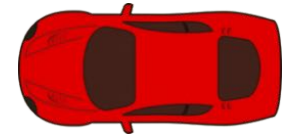
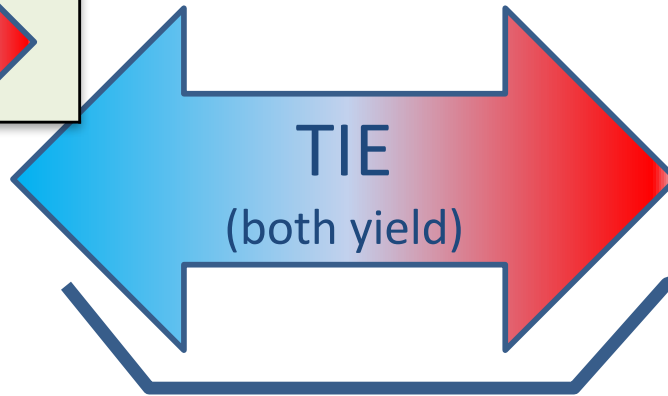
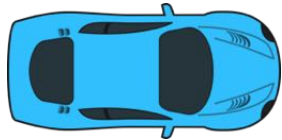


\$\$\$

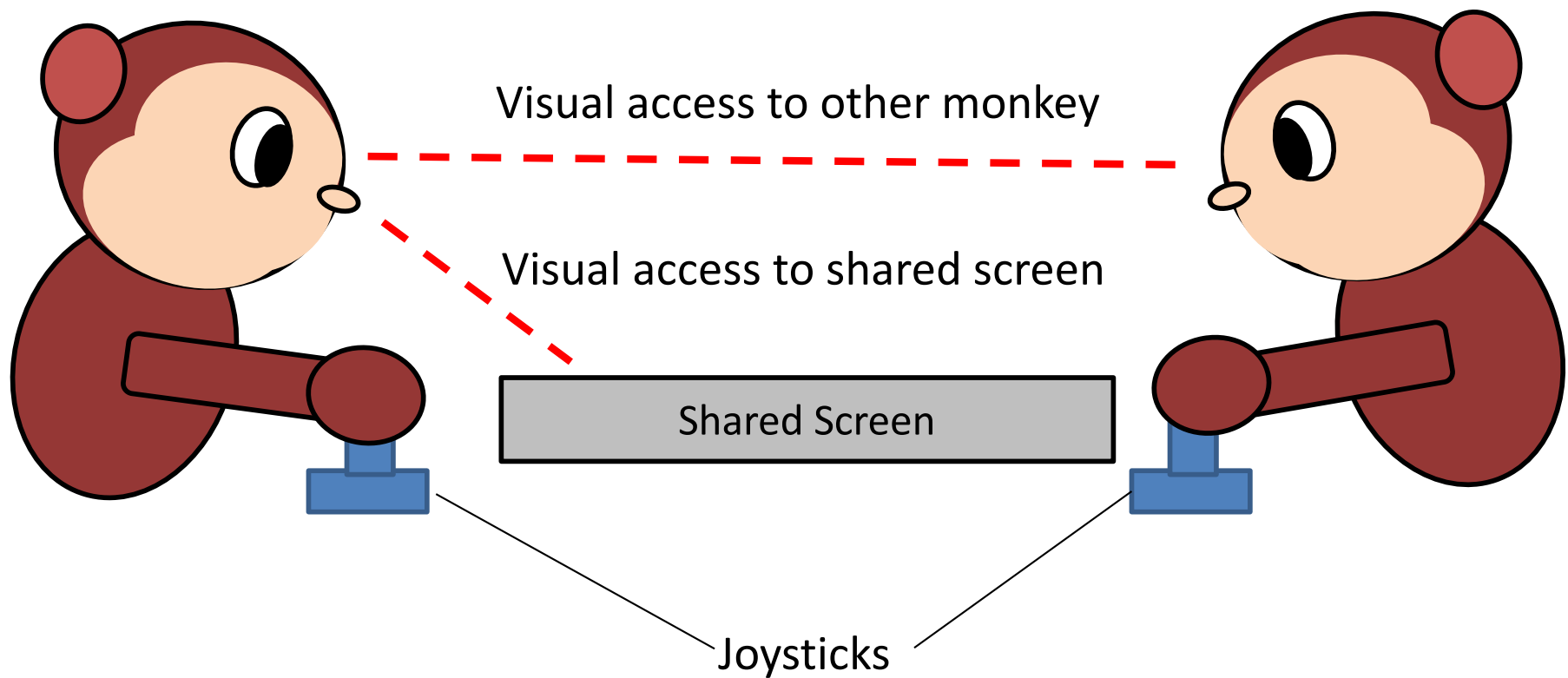


'Chicken'

	Straight	Yield
Straight		
Yield		



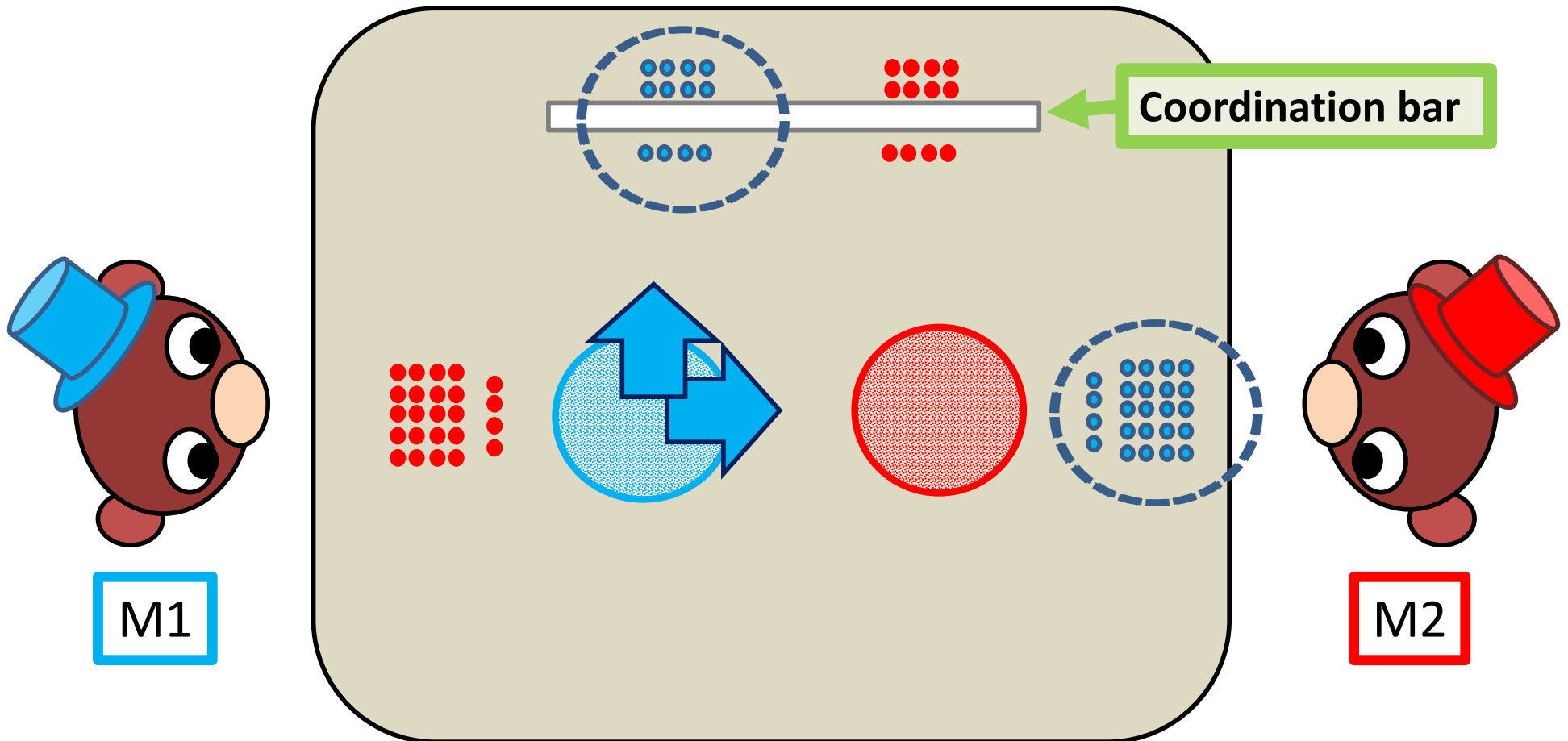
Monkey version




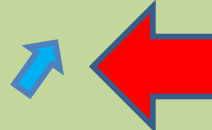


Monkey version

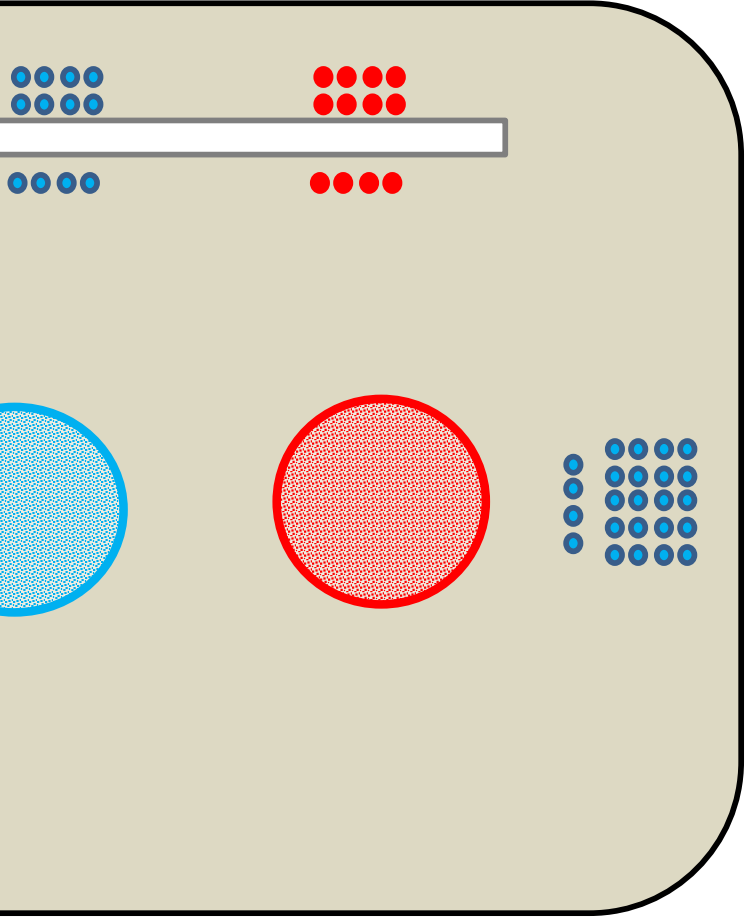
Payoffs:

Each colored token = 1 drop of juice

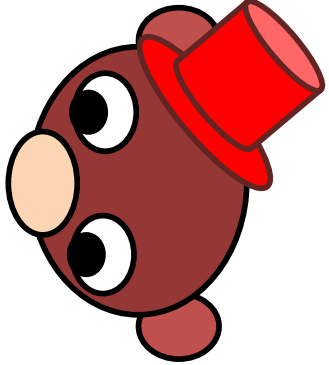


Monkey version

	Straight	Yield
Straight		
Yield		

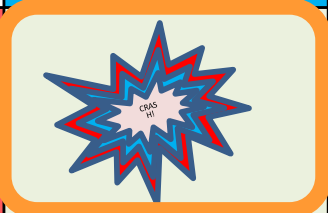
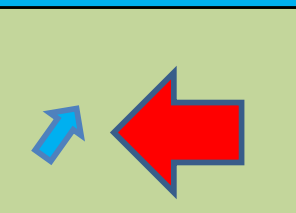
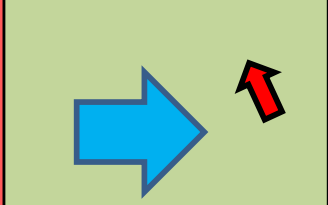
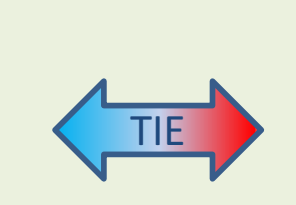


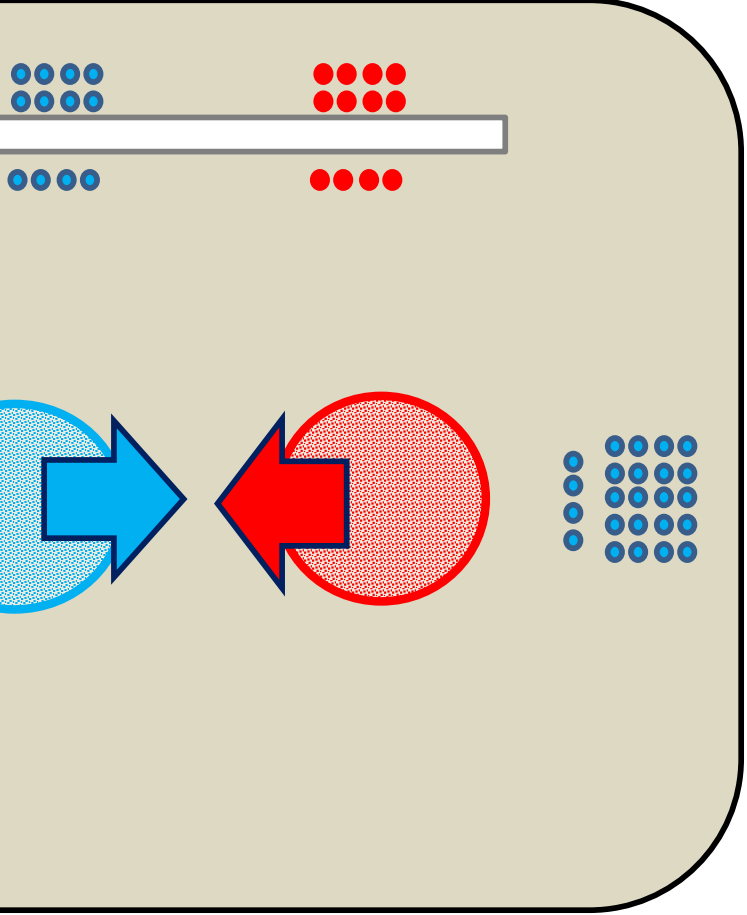
M1



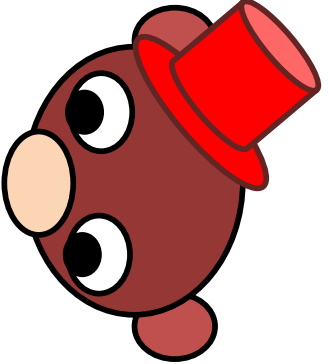
M2

Monkey version

	Straight	Yield
Straight		
Yield		


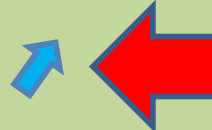




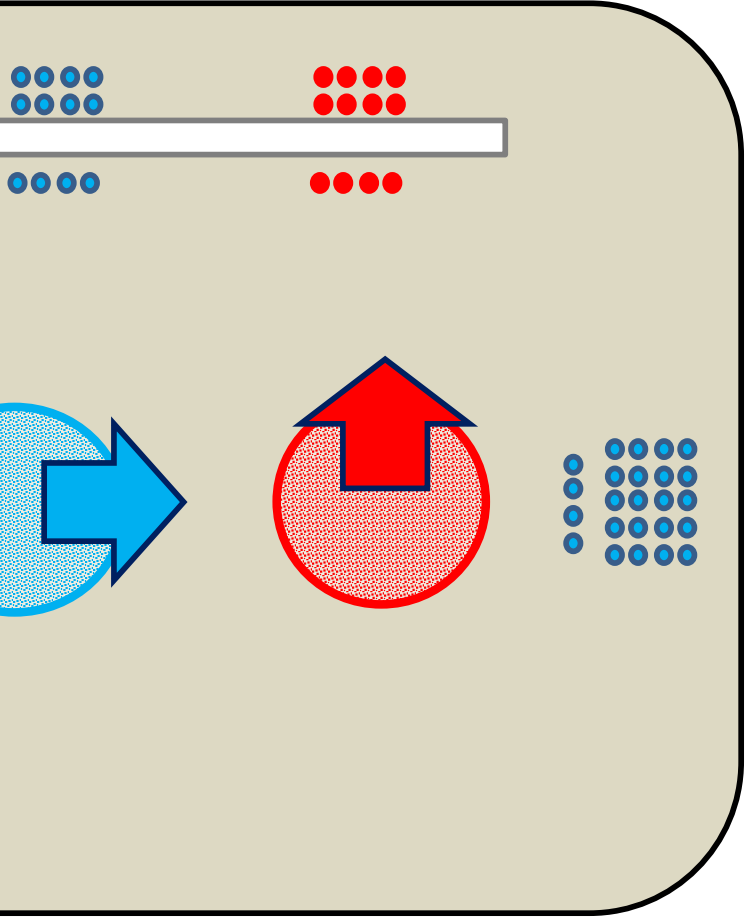
M1



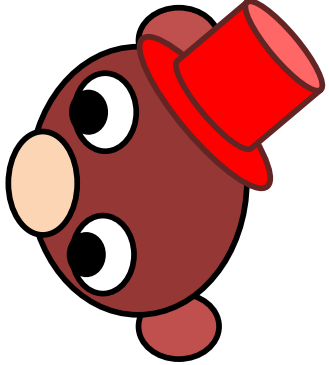
M2

Monkey version

	Straight	Yield
Straight		
Yield		


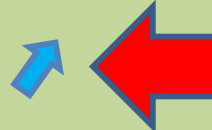




M1



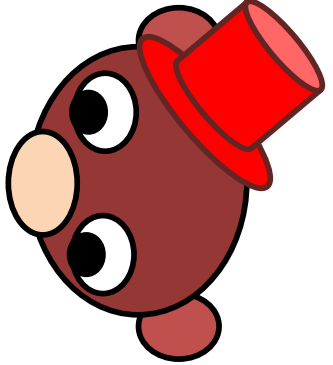
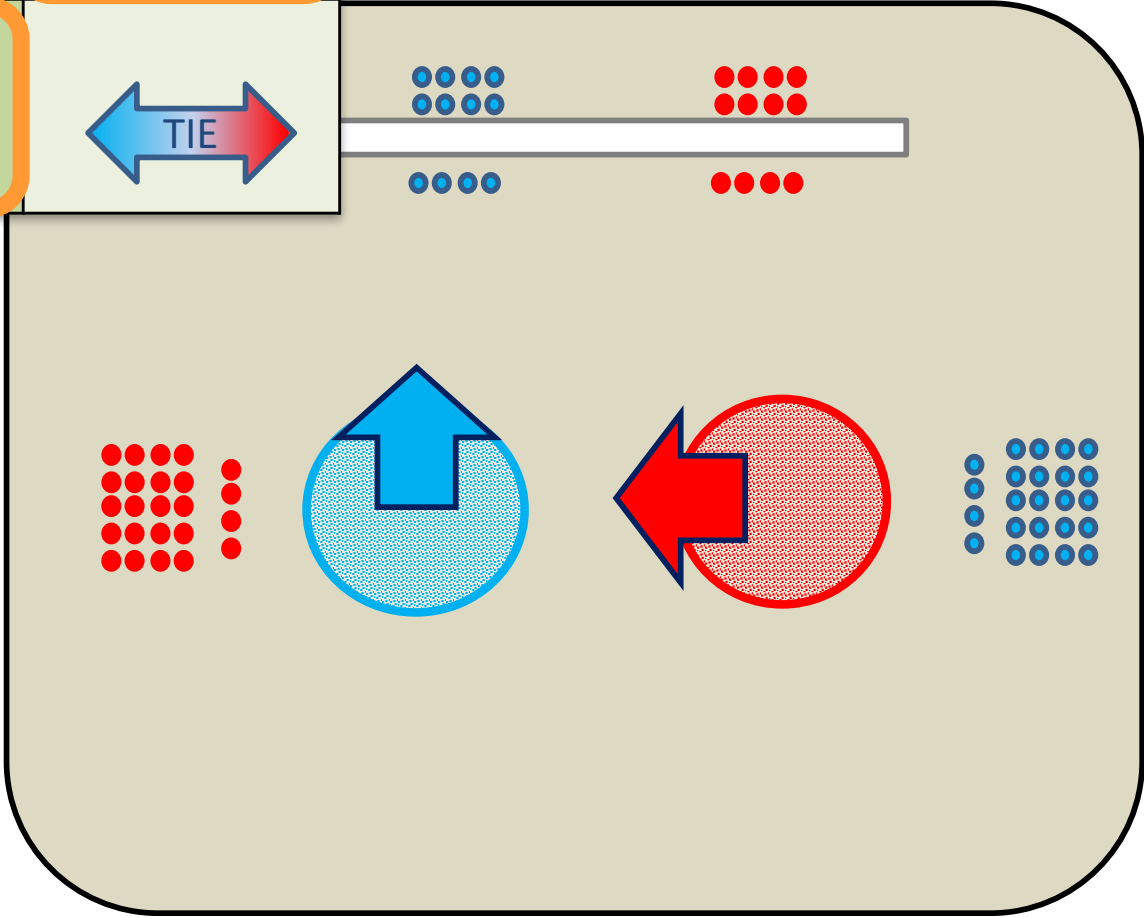
M2

Monkey version

	Straight	Yield
Straight		
Yield		


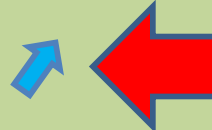




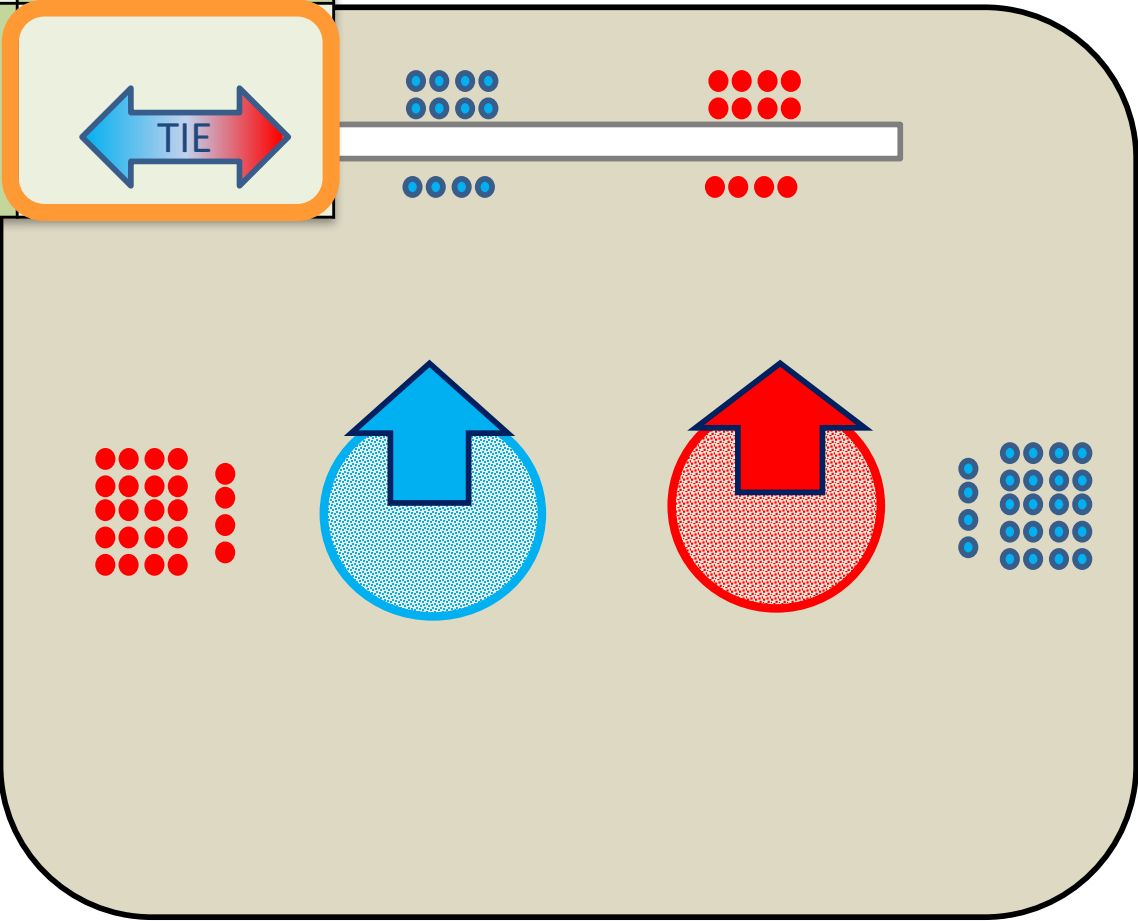
M1



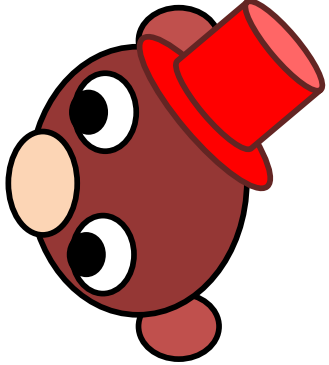
M2

Monkey version

	Straight	Yield
Straight		
Yield		



M1

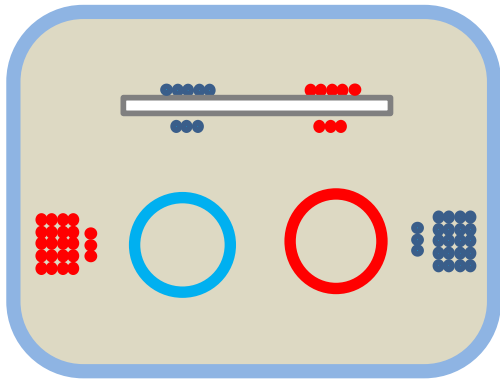


M2

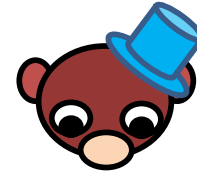
Monkey vs Monkey:



Payoffs and predictions

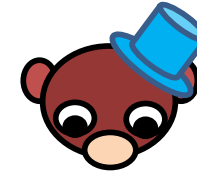
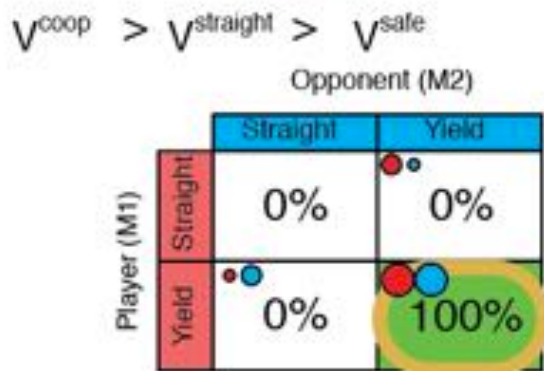
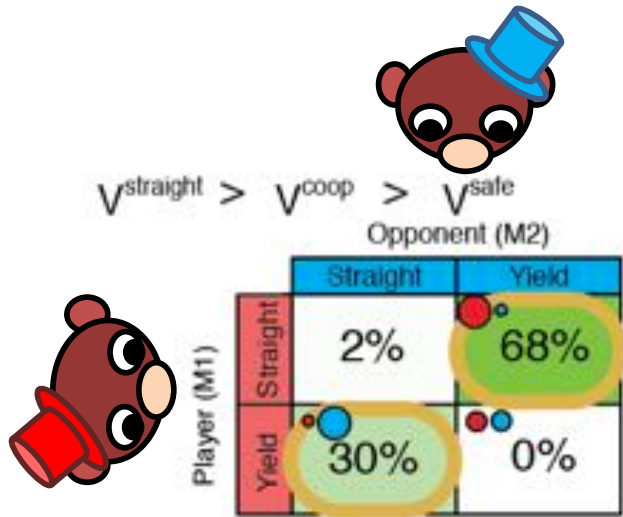


More juice for going straight



	Straight	Yield
Straight	0, 0	23, 3
Yield	3, 23	8, 8

Payoffs and predictions



		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	0, 0	23, 3
	Yield	3, 23	8, 8

		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	0, 0	8, 3
	Yield	3, 8	23, 23

Payoffs and predictions:

Monkeys maximise juice intake



$$V^{\text{straight}} > V^{\text{coop}} > V^{\text{safe}}$$

Opponent (M2)



		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	2%	68%
	Yield	30%	0%

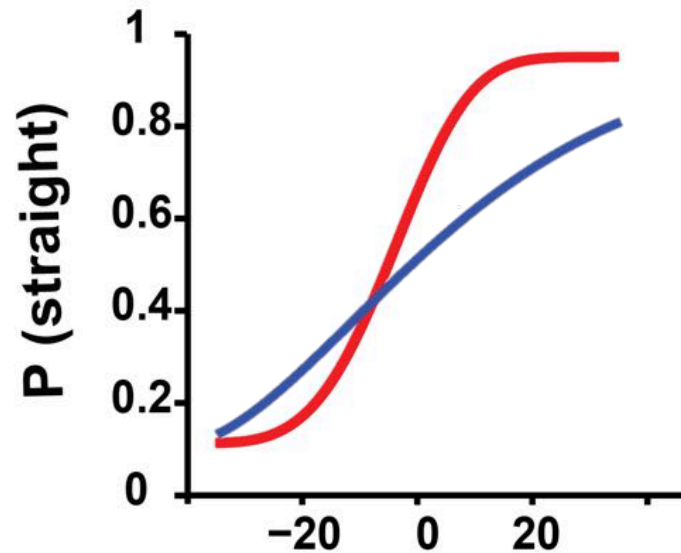
$$V^{\text{coop}} > V^{\text{straight}} > V^{\text{safe}}$$

Opponent (M2)

		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	0%	0%
	Yield	0%	100%

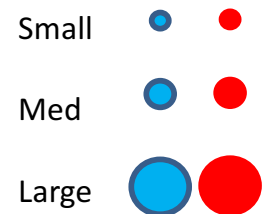


— Strong Signal
— Weak Signal

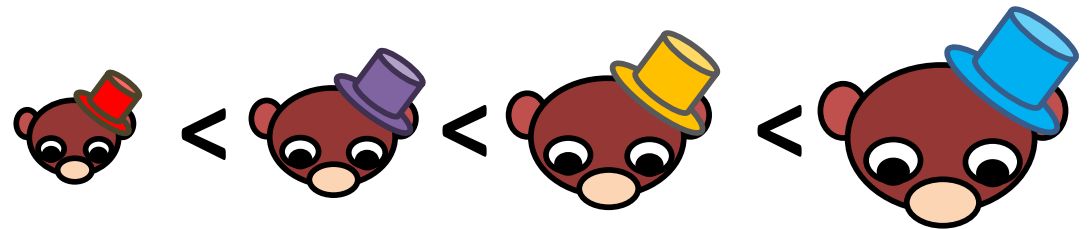
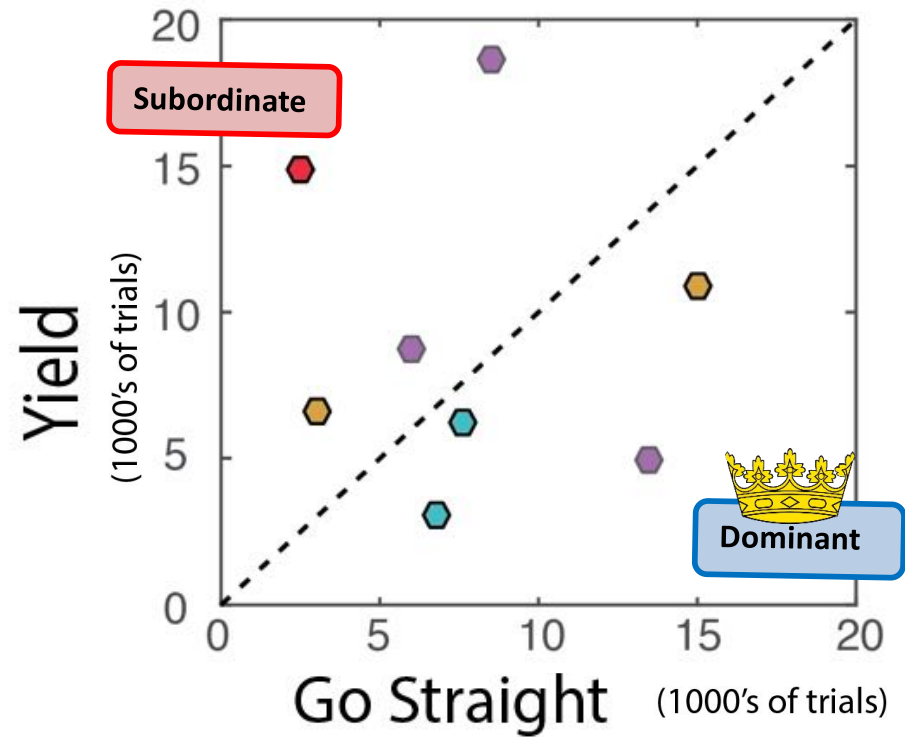
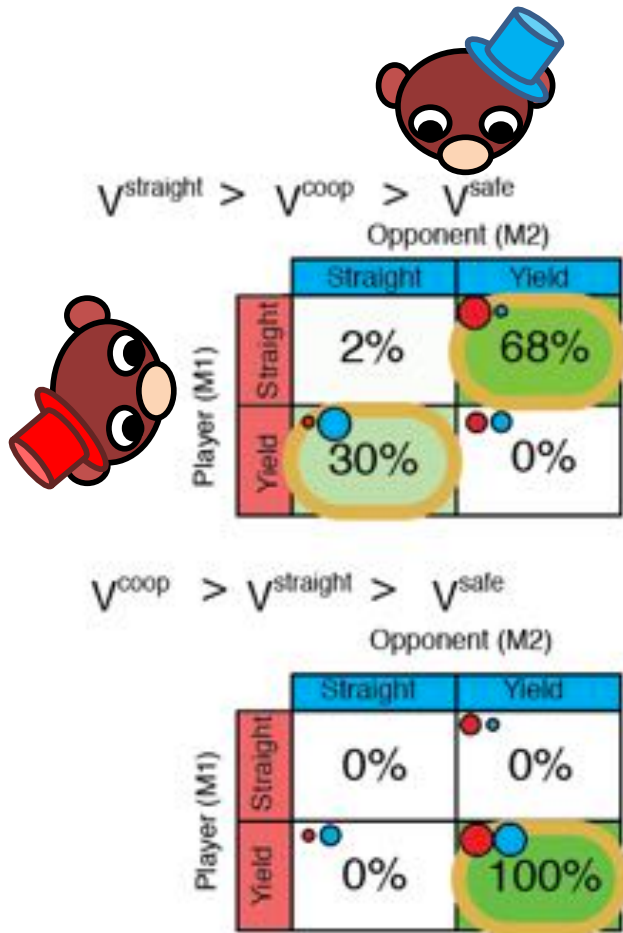


Reward Difference (# tokens)
: $V(\text{straight}) - V(\text{coop})$

Reward sizes:



Relative dominance in the dyad determines strategy



Payoffs and predictions:

Monkeys maximise juice intake



$$V^{\text{straight}} > V^{\text{coop}} > V^{\text{safe}}$$

Opponent (M2)



		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	2%	68%
	Yield	30%	0%

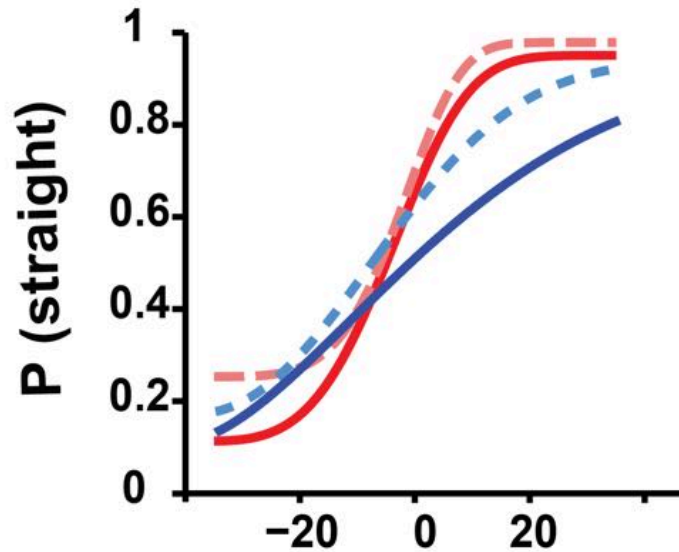
$$V^{\text{coop}} > V^{\text{straight}} > V^{\text{safe}}$$

Opponent (M2)

		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	0%	0%
	Yield	0%	100%

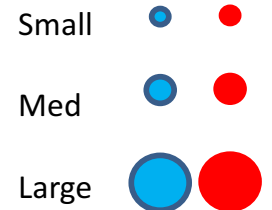


— Strong Signal
— Weak Signal



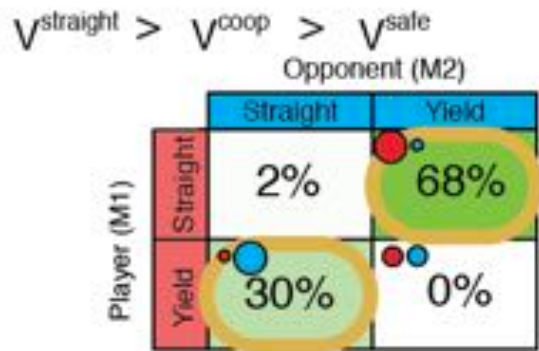
Reward Difference (# tokens)
: $V(\text{straight}) - V(\text{coop})$

Reward sizes:

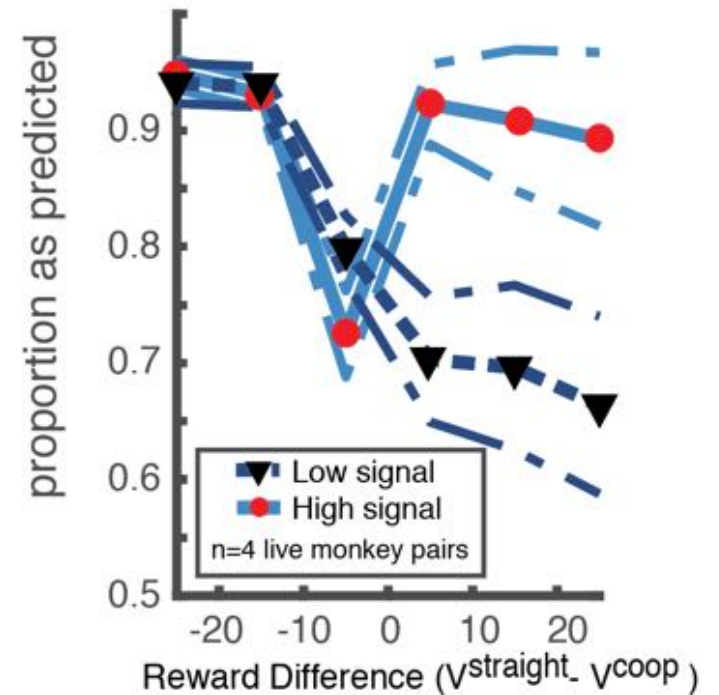
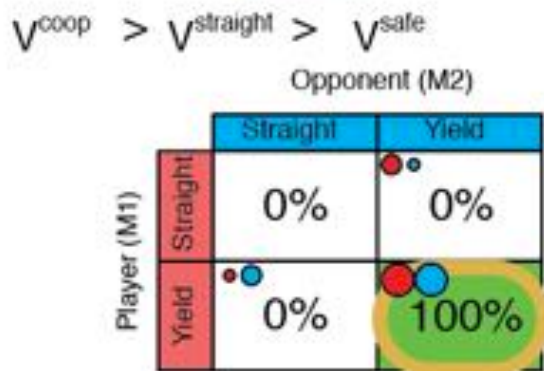
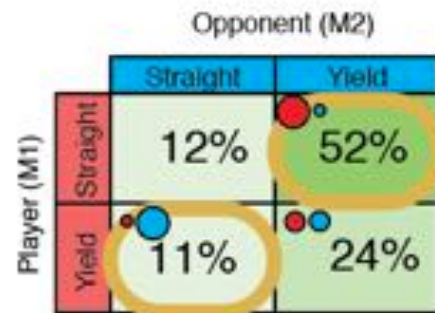


Monkeys do follow the Nash Equilibrium

High Signal



Low Signal



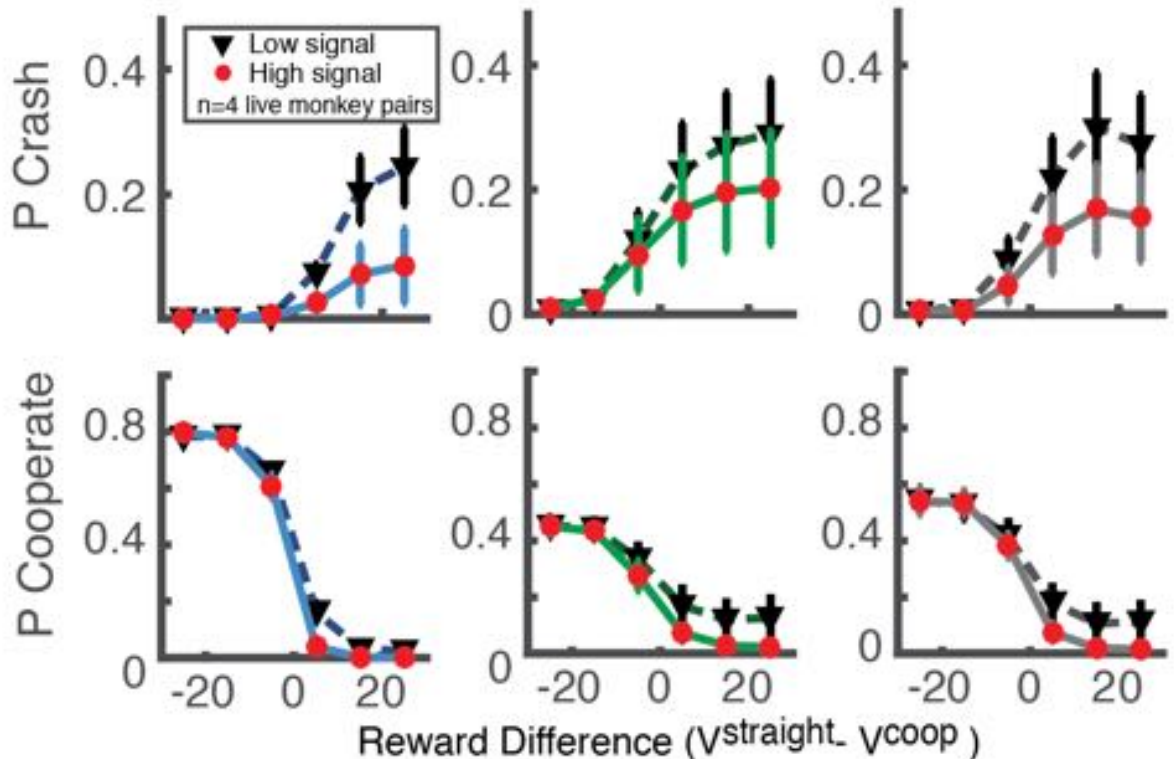
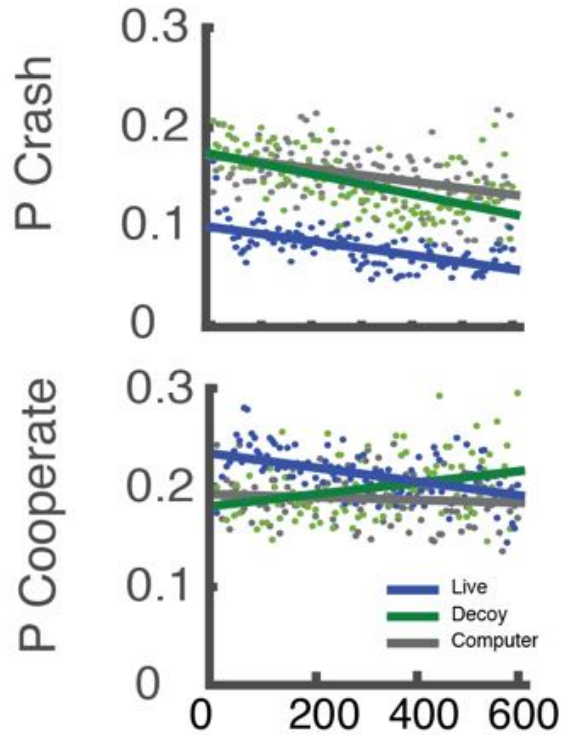
Monkeys understand the task and discriminate agency conditions



Decoy

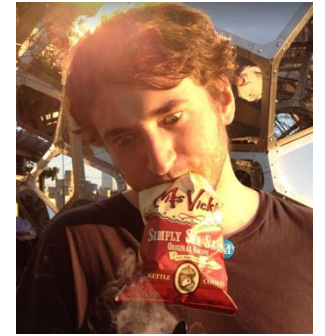
Computer

- Live
- Decoy
- Computer

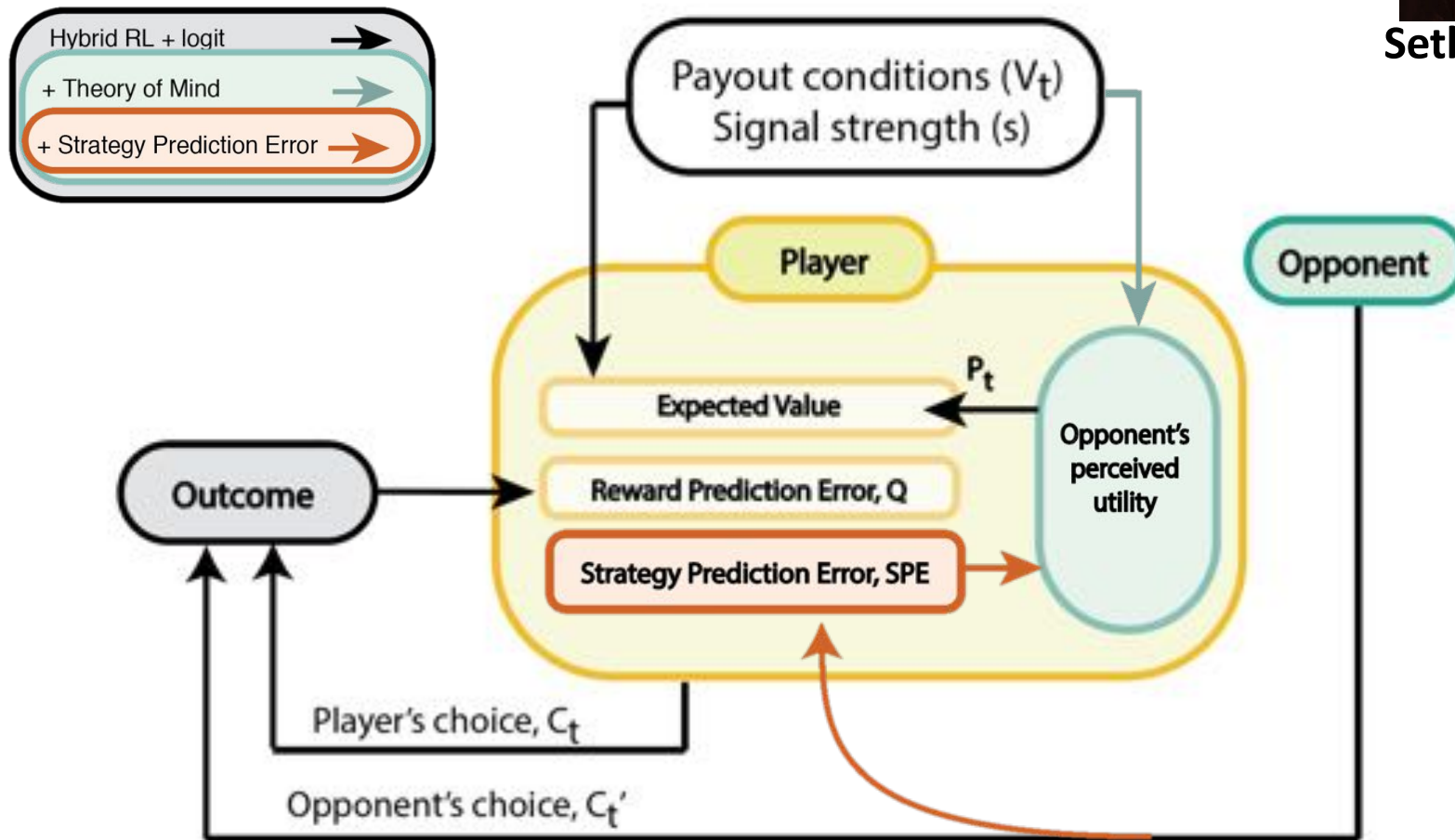


Trial Number (bins of 5)

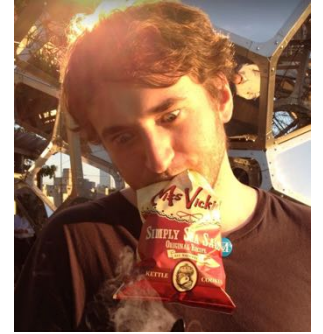
Model schematic



Seth Madlon-Kay



Model specifications



Seth Madlon-Kay

Hybrid RL + logit

$$\mathbb{E}[V_t^{\text{yield}}] = p'_t V_t^{\text{coop}} + (1 - p'_t) V^{\text{safe}}$$

$$\mathbb{E}[V_t^{\text{straight}}] = p'_t V_t^{\text{straight}} + (1 - p'_t) V^{\text{crash}}$$

$$U_t = \beta_{0,s_t} + \beta_{V,s_t} (\mathbb{E}[V_t^{\text{yield}}] - \mathbb{E}[V_t^{\text{straight}}]) \\ + \beta_{Q,s_t} (Q_t^{\text{yield}} - Q_t^{\text{straight}}) + \beta_{\kappa,s_t} (\kappa_t^{\text{yield}} - \kappa_t^{\text{straight}})$$

$$p(c_t = \text{yield}) = \text{logit}^{-1}(U_t)$$

Theory of Mind

$$p'_t = \text{logit}^{-1}(X_t^T \beta'_{t,s_t})$$

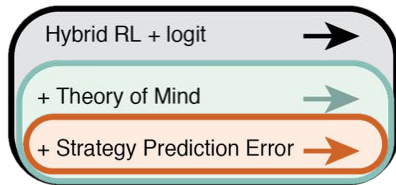
$$\beta'_{t,s} = \beta'_{t-1,s} + \eta_{s,s_{t-1}} (\mathbf{I}_{\text{yield}}(c'_{t-1}) - p'_t) X_{t-1}$$

$$\text{SPE} = \mathbf{I}_{\text{yield}}(c'_{t-1}) - p'_t$$

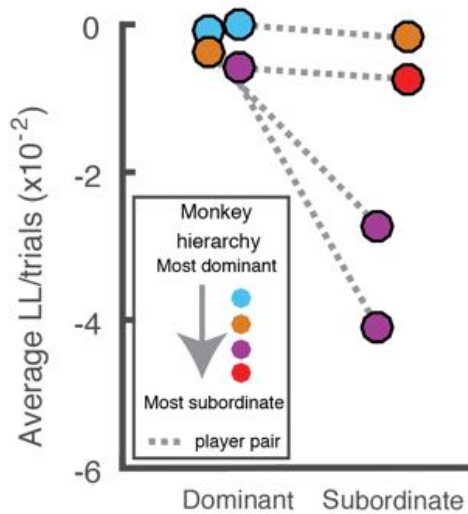
		Opponent (M2)	
		Straight	Yield
Player (M1)	Straight	v_{crash}	v_{safe}
	Yield	v_{straight}	v_{coop}

$c_t \in \{\text{yield}, \text{straight}\}$ is the animal's choice on trial t

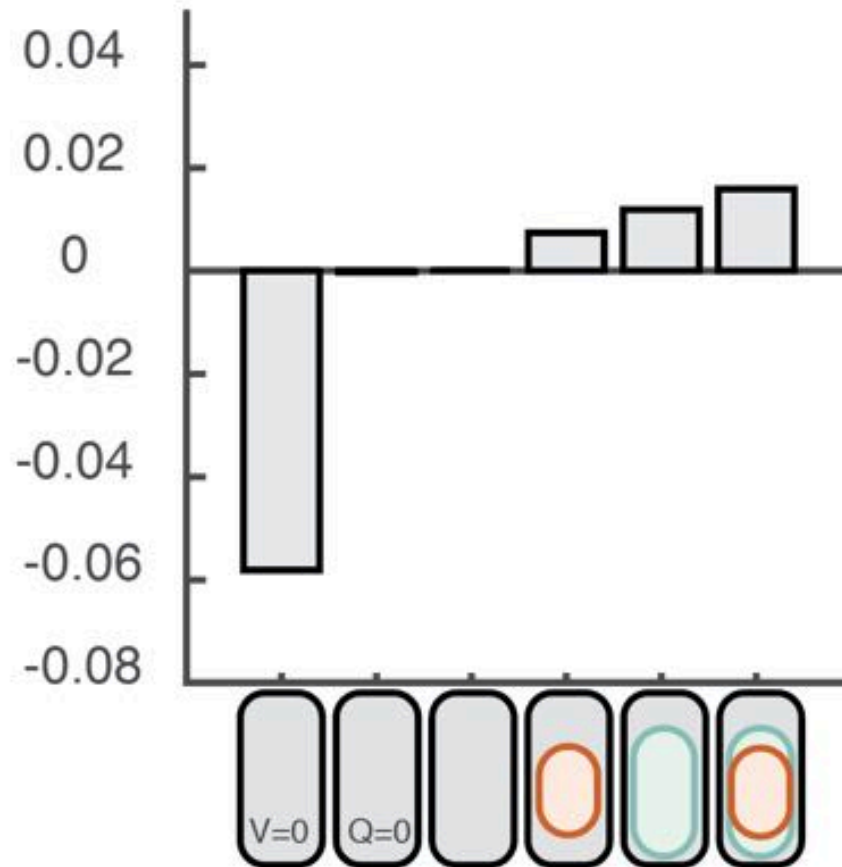
Model improves with ToM and SPE



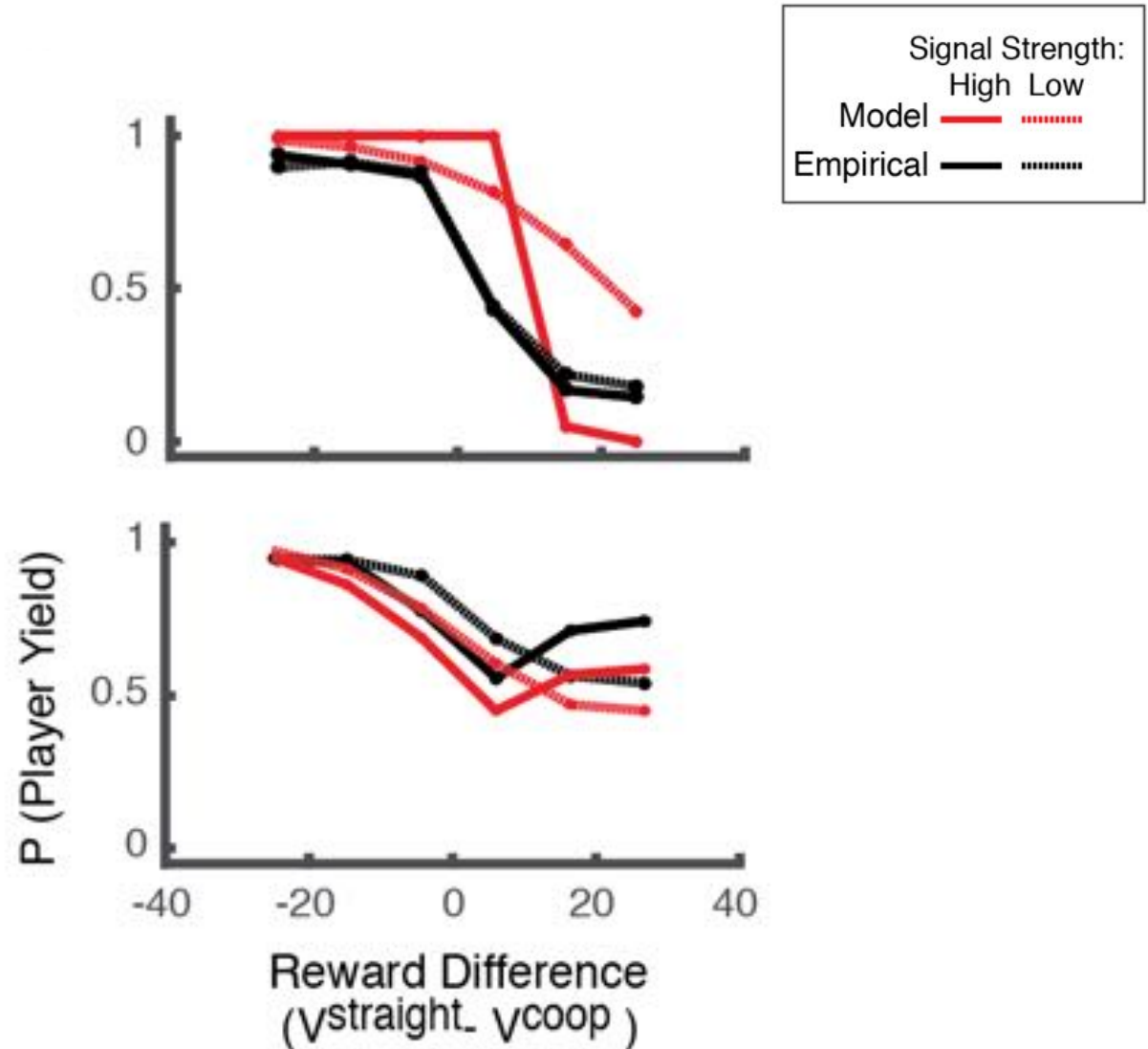
Improvement with addition of ToM



Change in
-loglikelihood ratio/ trial

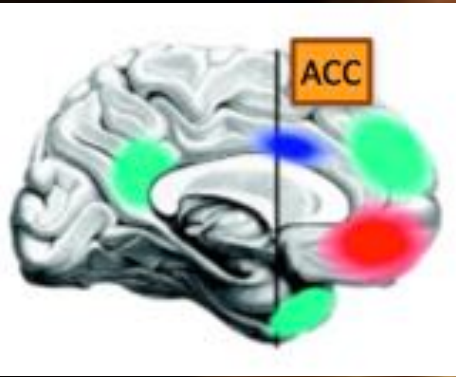


Modelled predictions from one player's perspective



Why do we work on monkeys?



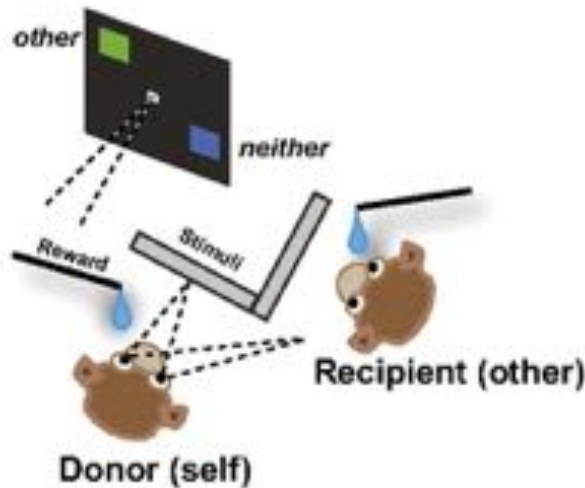


Dictator game: with monkeys

The monkey can choose to give to:

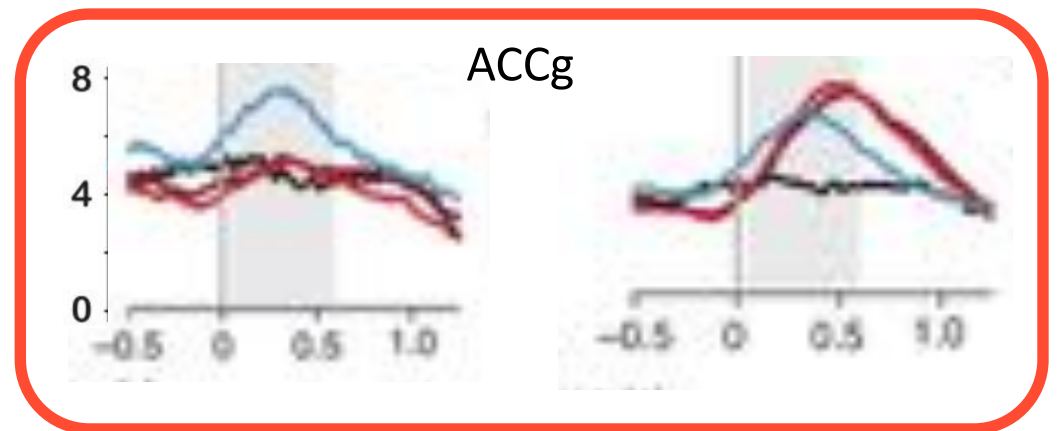
Himself / Both

Only the other/ Nobody



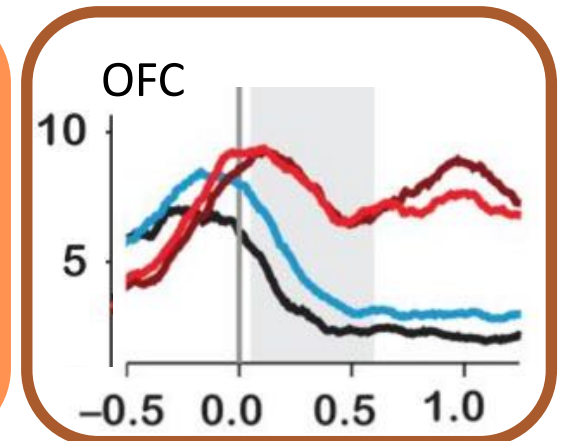
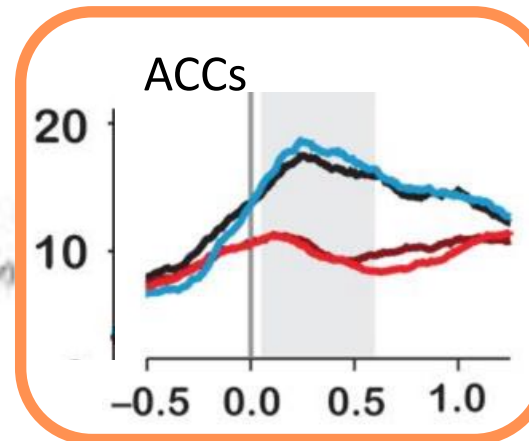
Living Vicariously:

Neurons in the dACCg enjoy 'someone else drinking juice'



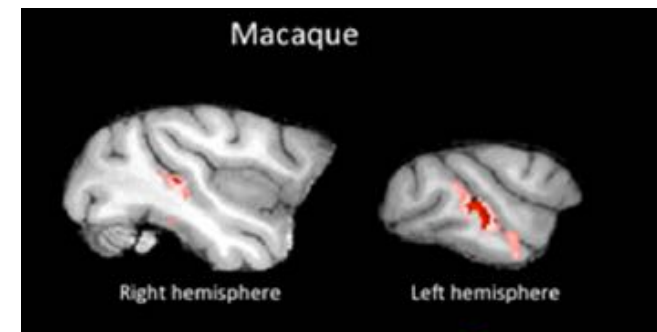
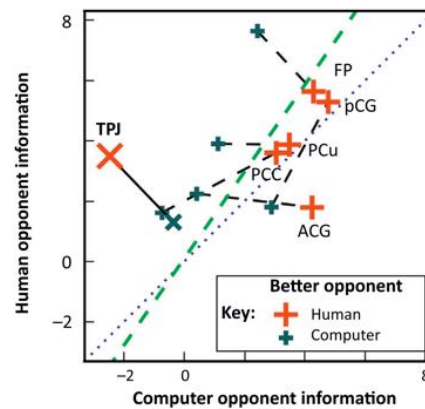
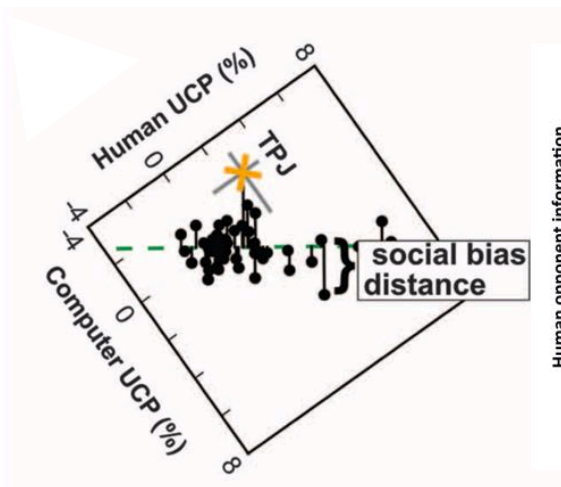
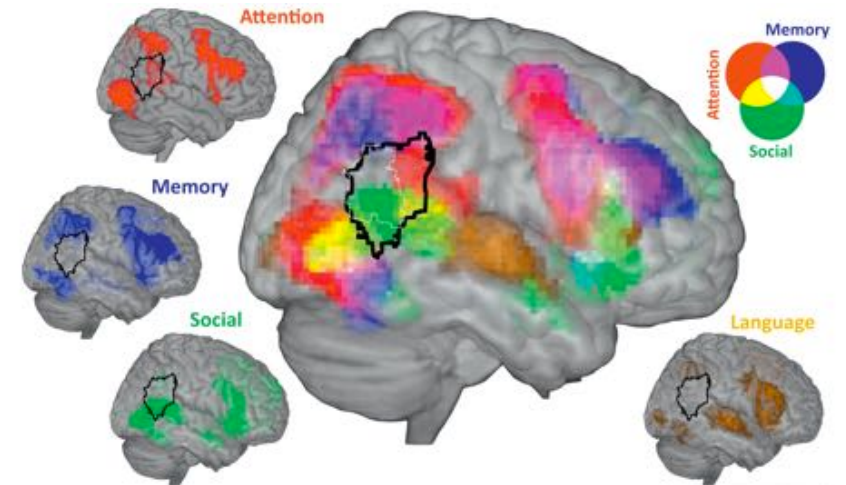
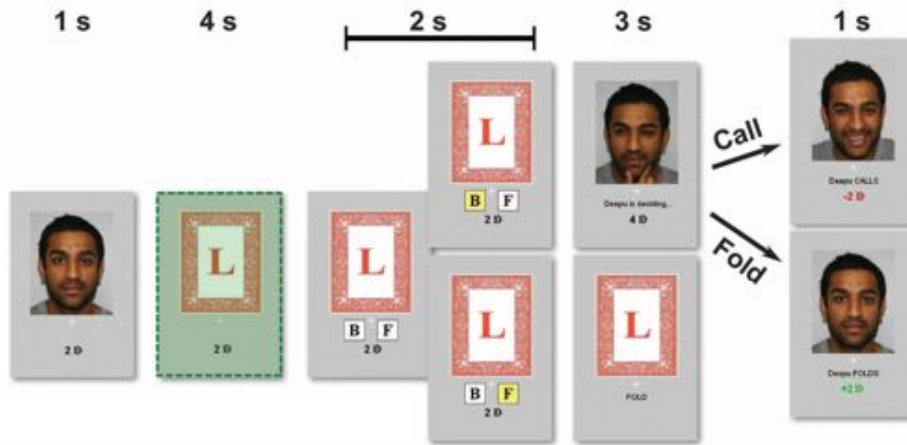
Color schemes for PSTHs

- Self reward (self:other)
- Self reward (self:neither)
- Other reward
- Neither reward





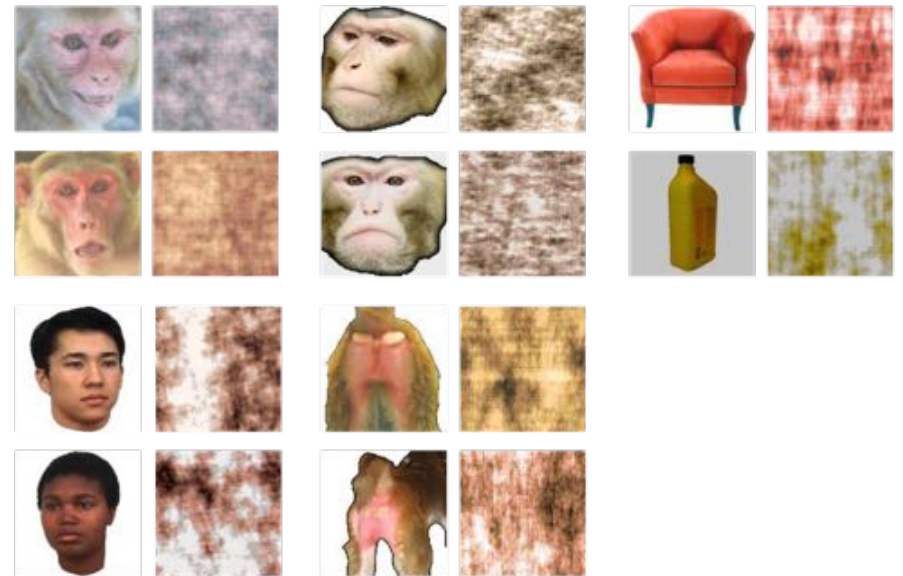
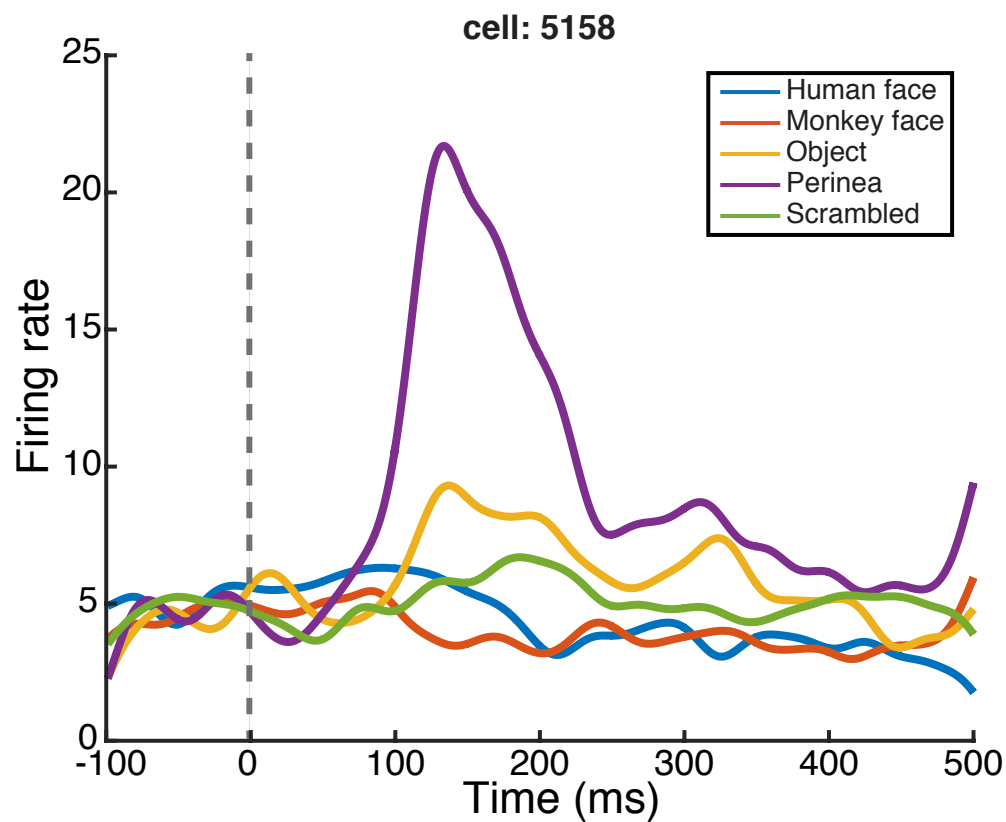
Social signals in the TPJ



Mars et al, 2013

Social signals in mSTS

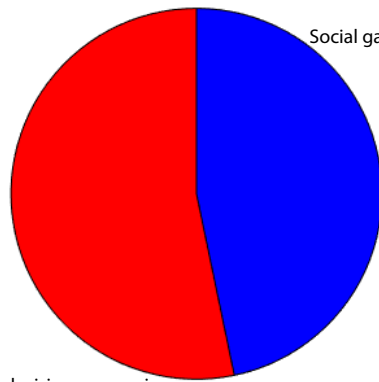
(putative NH-primate TPJ)



mSTS multiplexes social perceptual and decision signals

A

Population distribution of
Social Gaze- & Decision-responsive cells

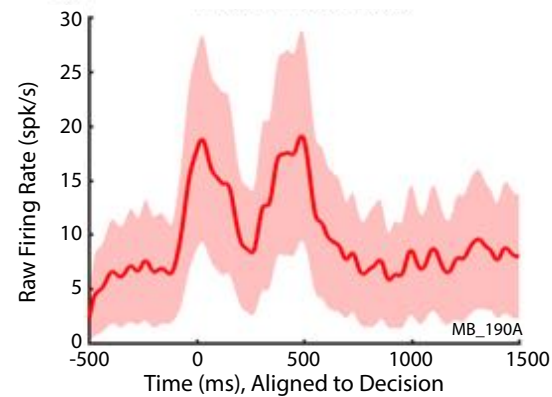
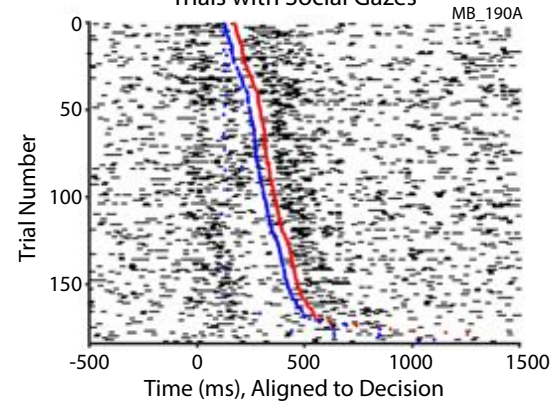


Social gaze and decision-responsive
(53%)

Social gaze-responsive only
(47%)

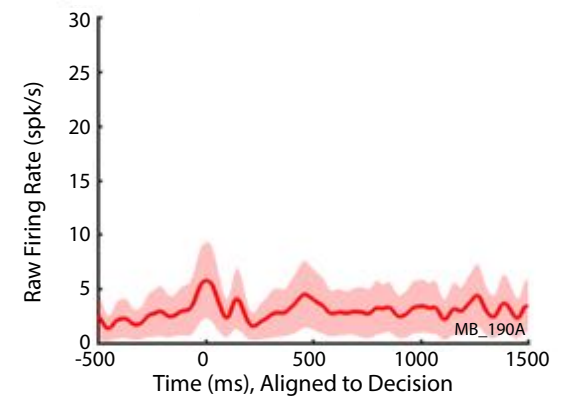
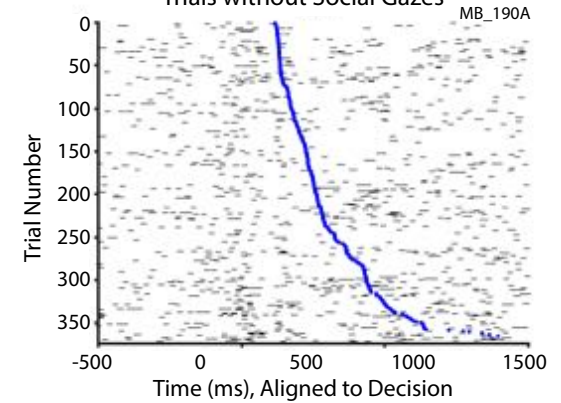
B

Trials with Social Gazes



C

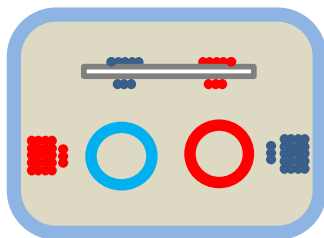
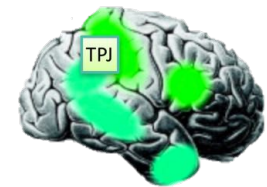
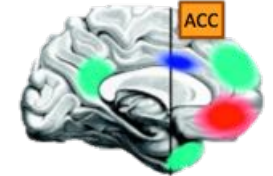
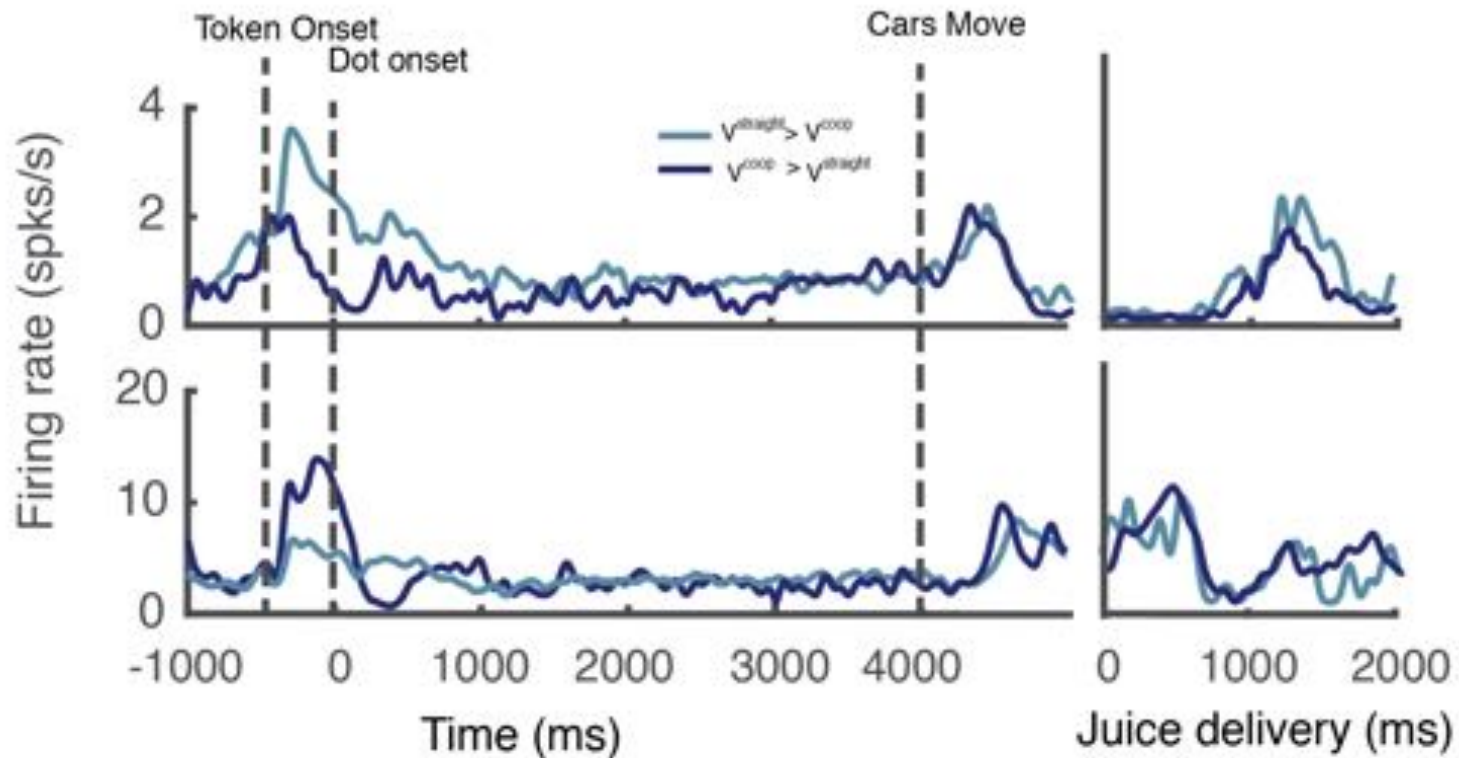
Trials without Social Gazes



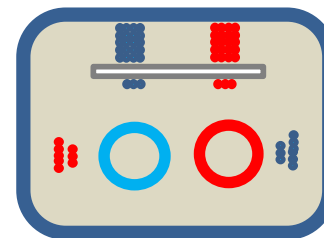
Neurons (& monkey) care about:



Juice available



More juice for
selfish choices

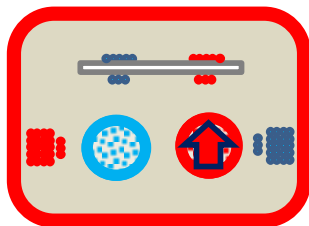
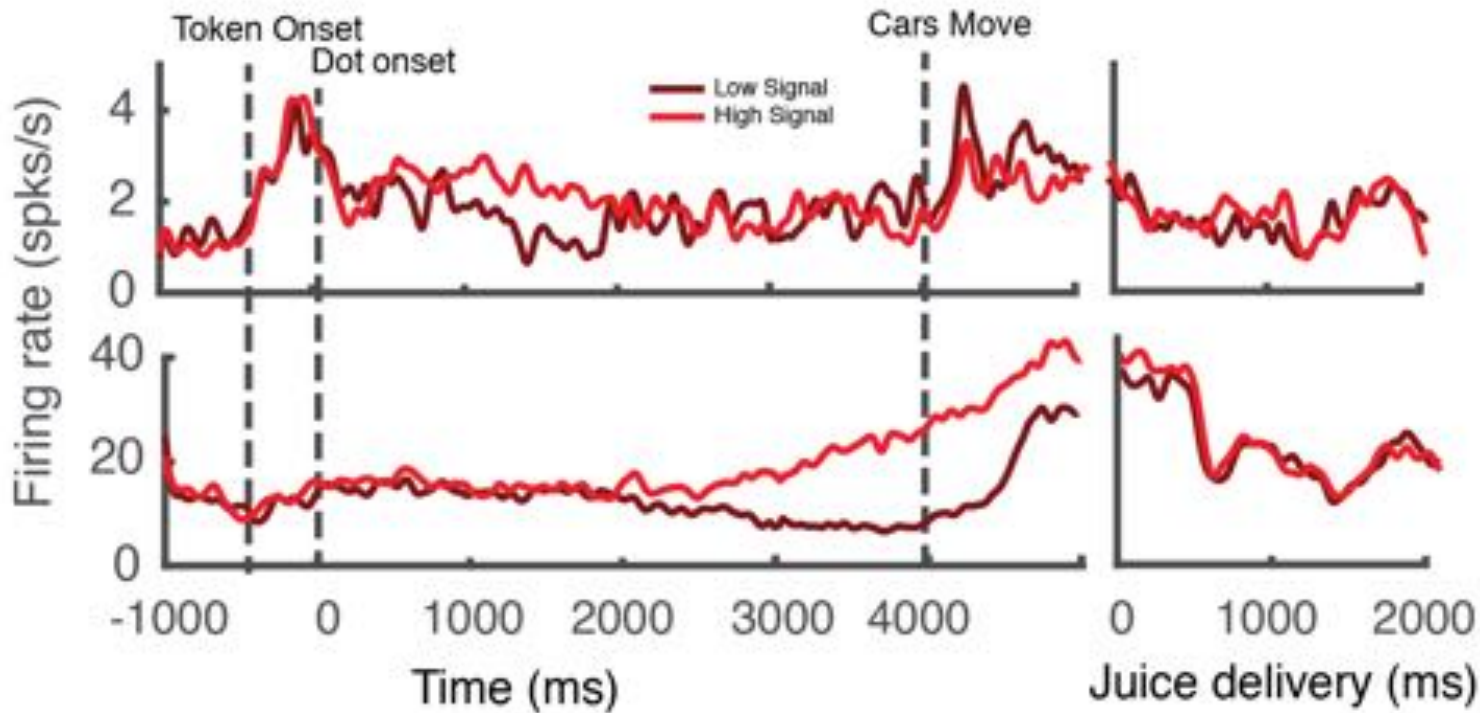


More juice for
cooperative
choices

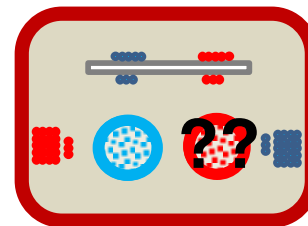
Example neuron(s)

Neurons (& monkey) care about:

Availability of opponent's explicit intentions



Strong signal:
dots within the
circle indicate
online choice

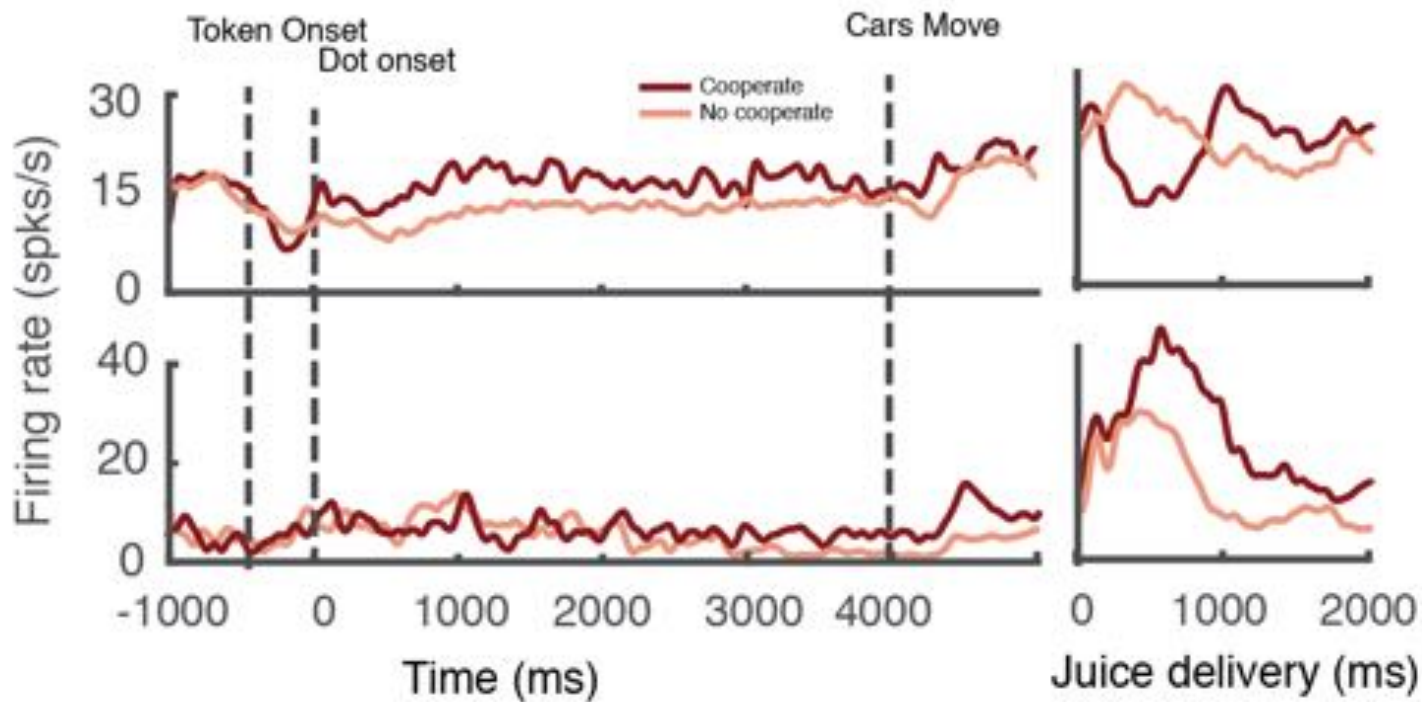


Weak signal:
dots within the
circle move
randomly

Example neuron(s)

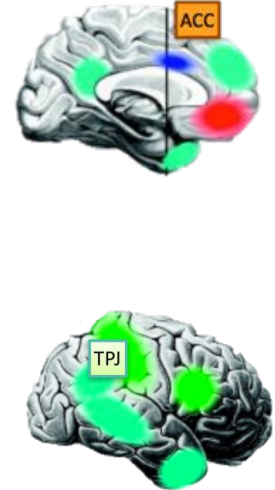
Neurons (& monkey) care about:

Were we cooperating?



Cooperate

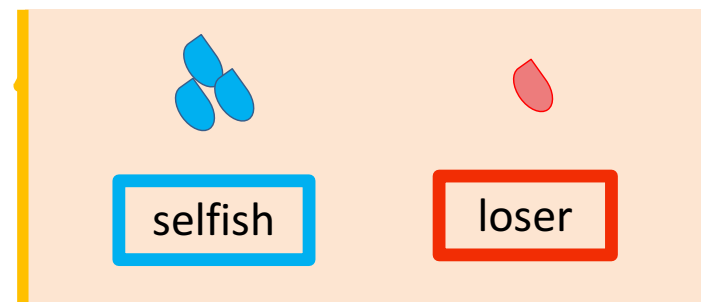
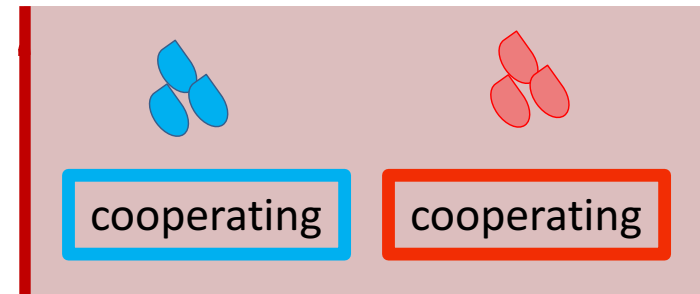
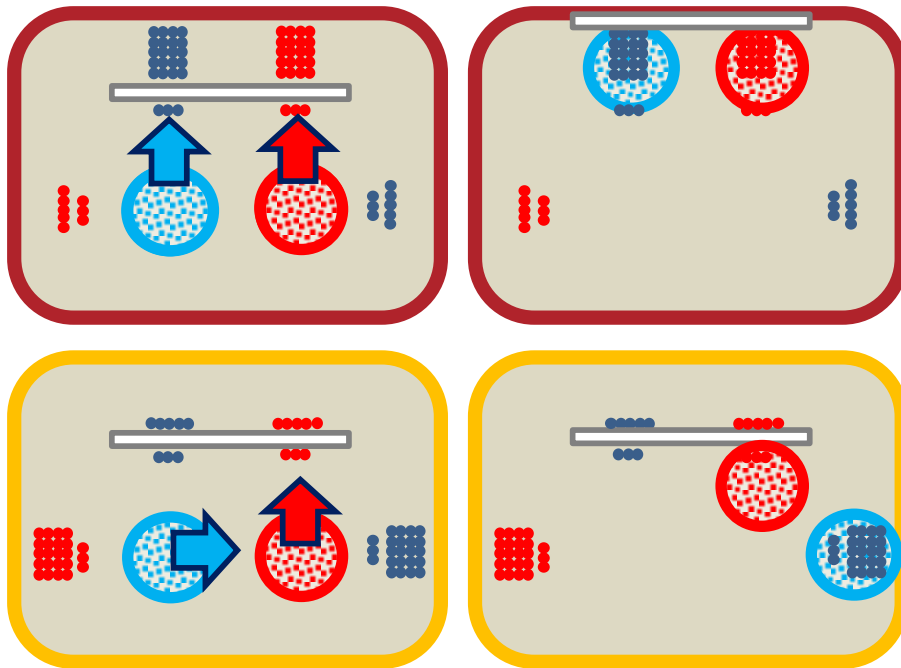
NOT cooperate



Example neuron(s)

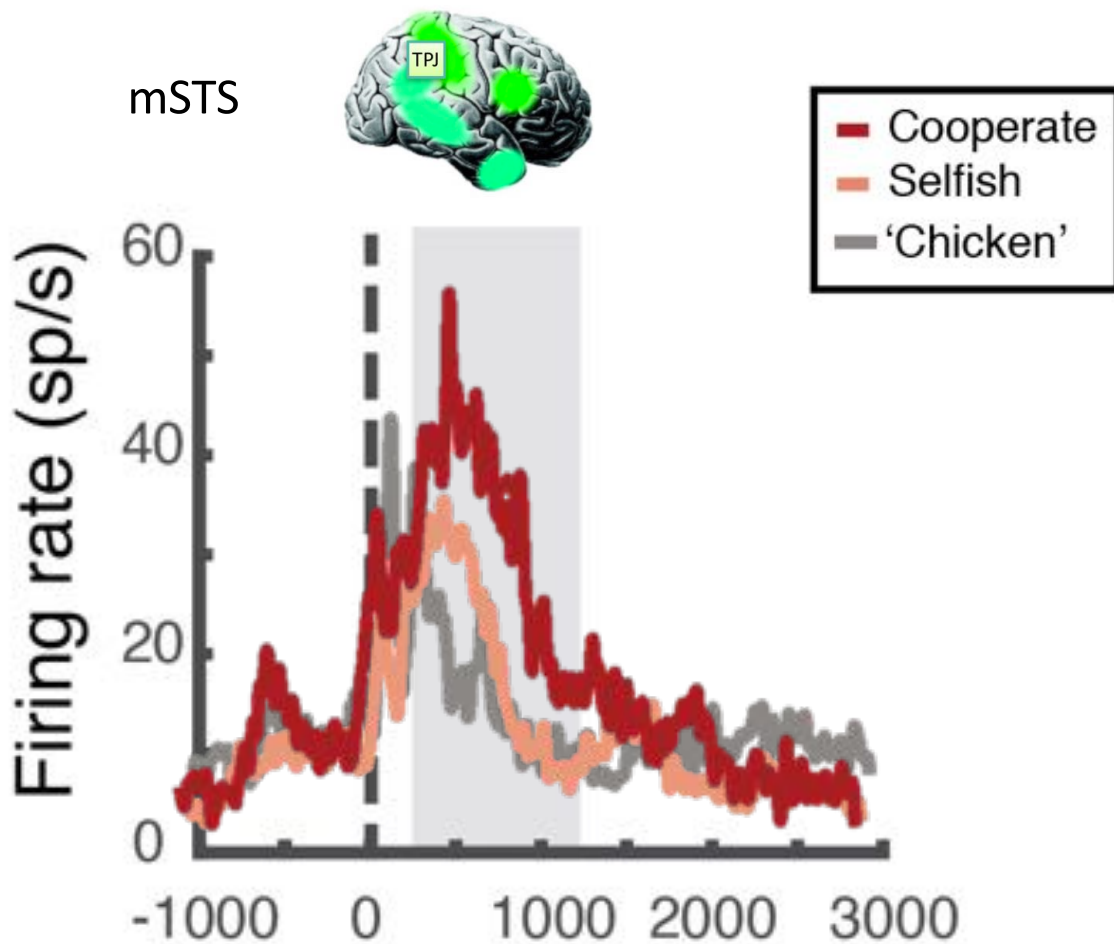
Neurons (& monkey) care about:

Were we cooperating?

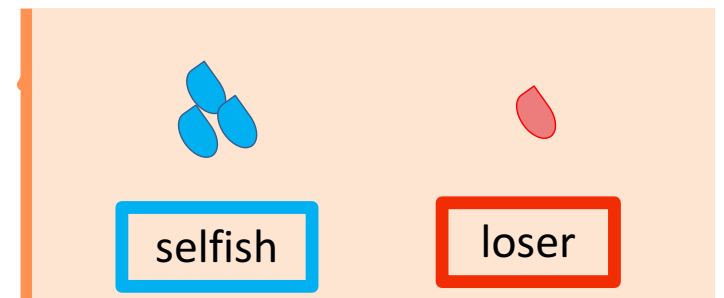
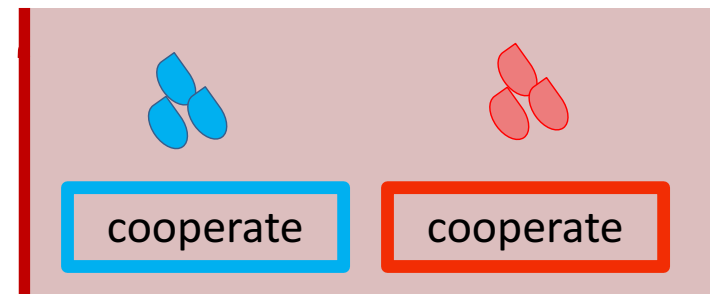


* Equivalent amounts of juice received by **recording monkey**

Example neuron in the primate TPJ

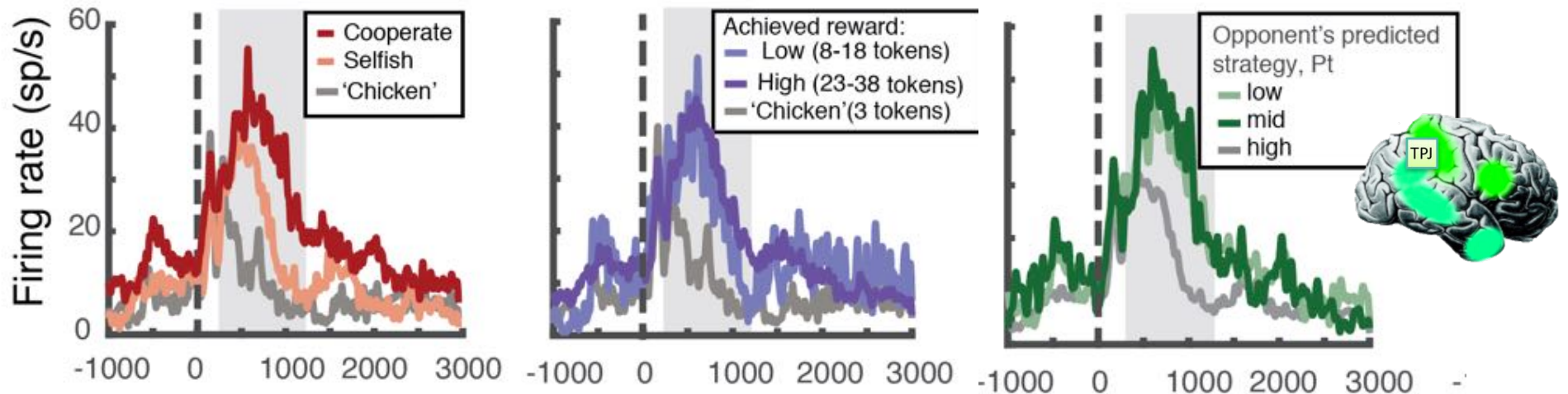


**Were we
cooperating?**

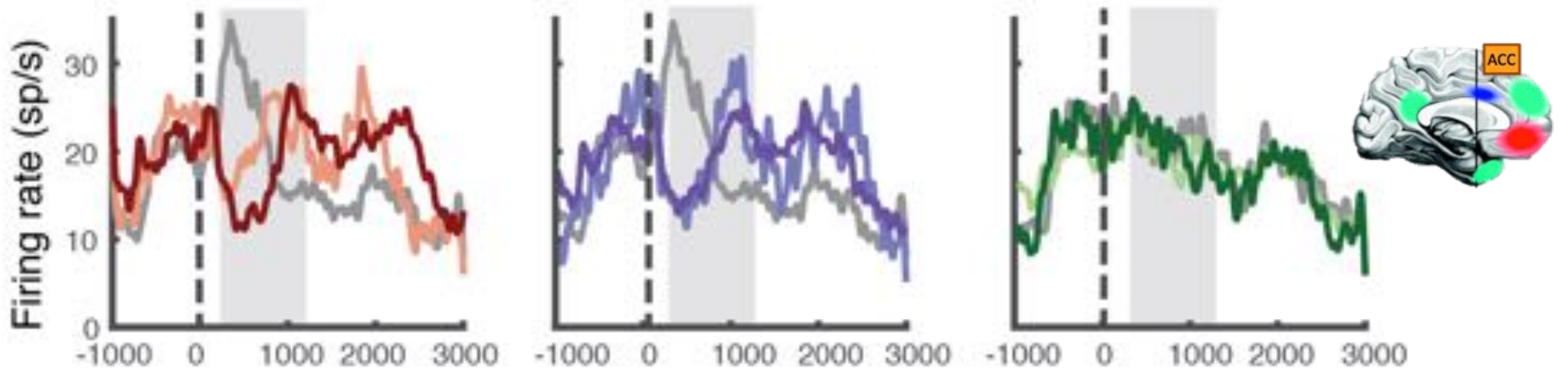


Neurons respond to abstract measures

Example neuron in the primate mSTS

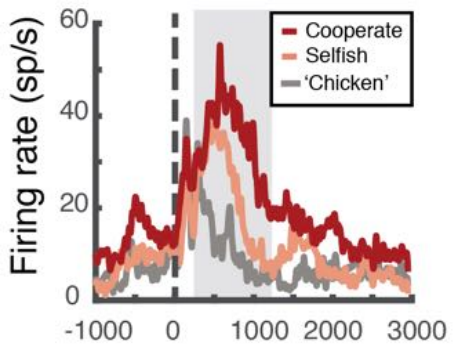


Example neuron in the primate ACCg

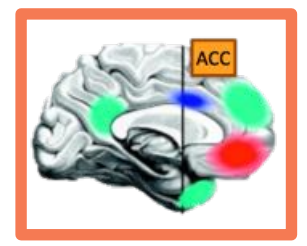
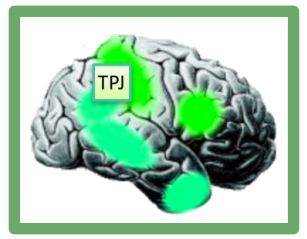
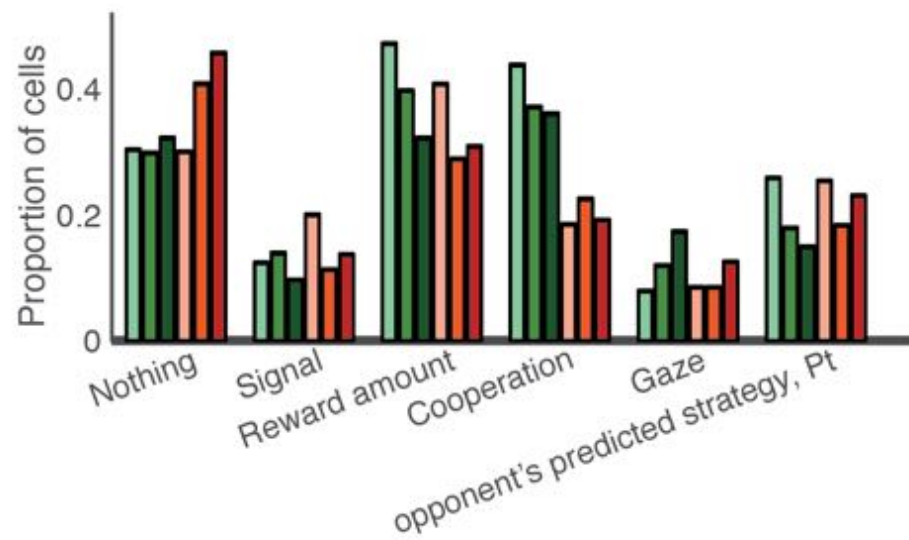


mSTS neurons selectively encode cooperation

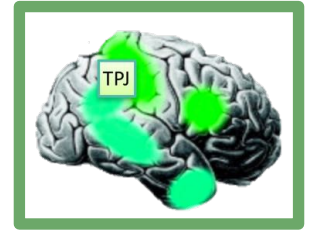
Percentage of cells showing significant modulation (LM with 5 inputs)



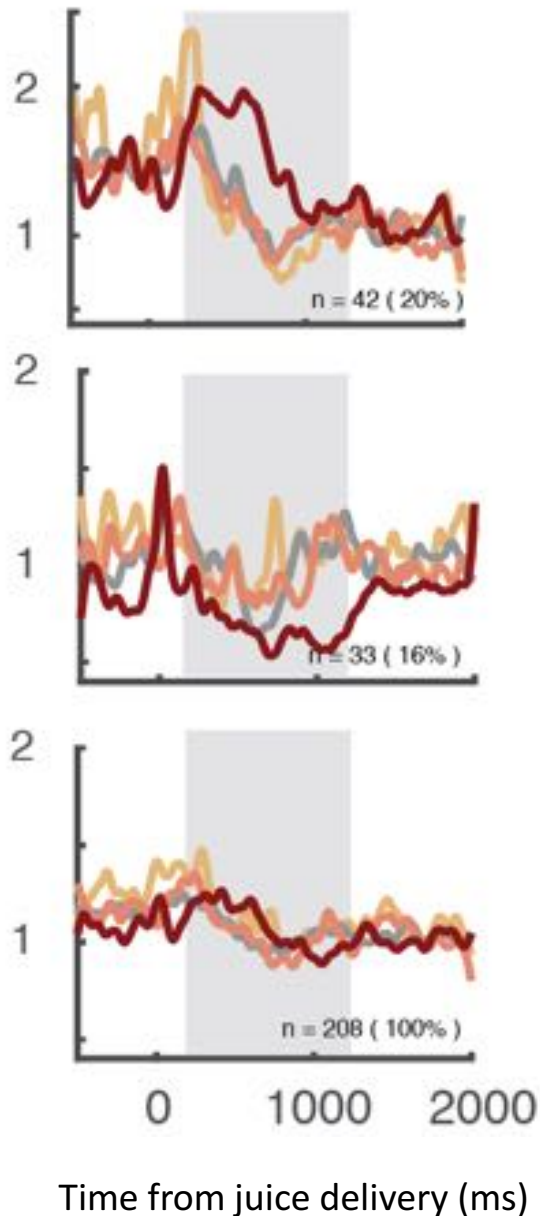
	STS	ACC
Computer		
Decoy		
Live Opponent		



mSTS neurons selectively encode cooperation

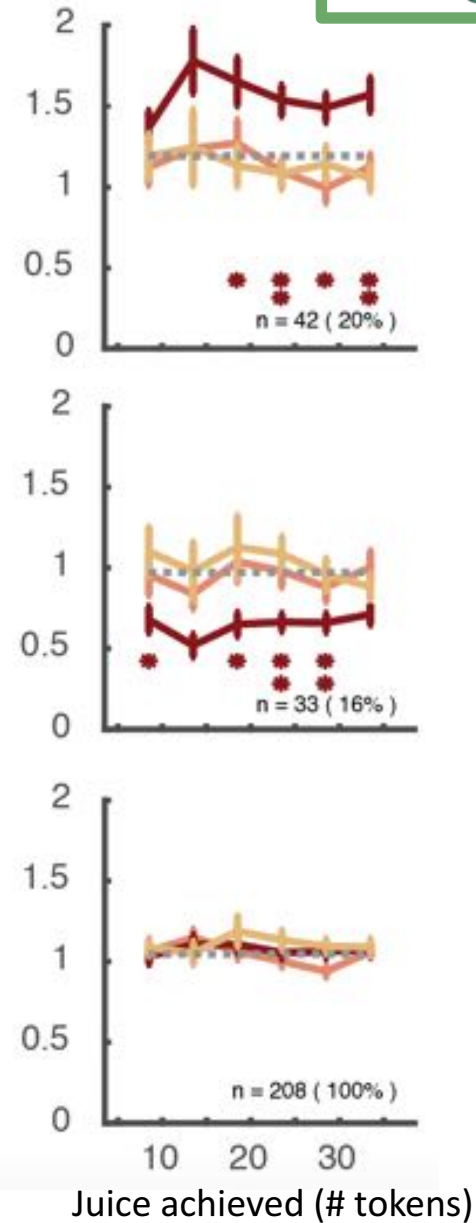


Normalized firing rate

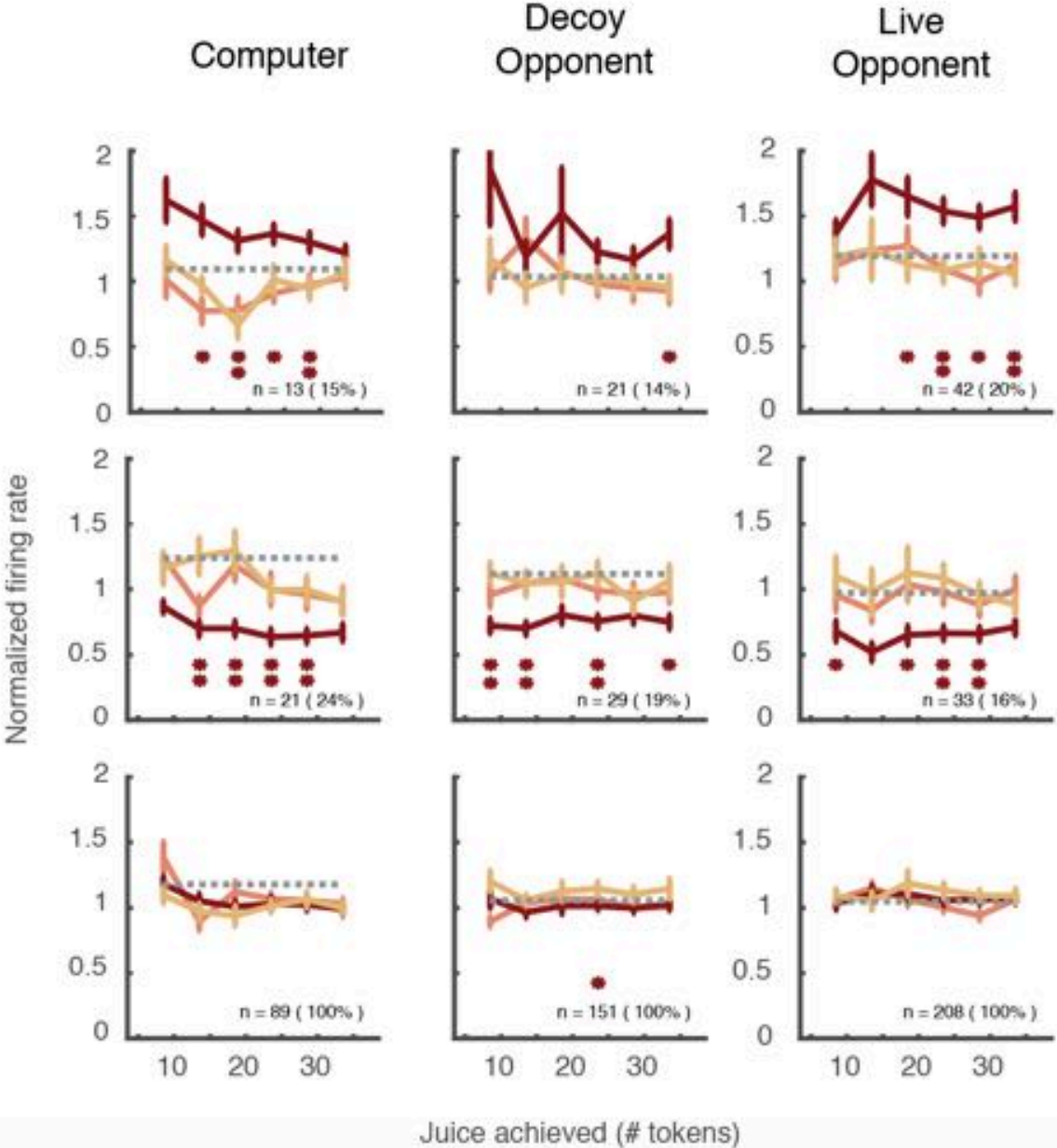
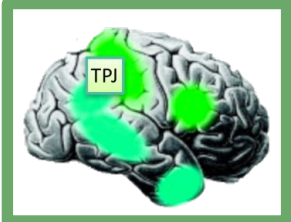


Firing rate **enhanced** by cooperation

Firing rate **suppressed** by cooperation



Does not distinguish social context



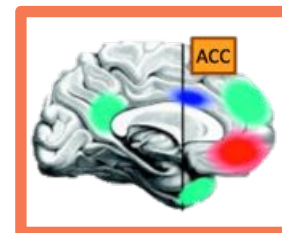
LEGEND

- Selfish
- Cooperate
- 'Chicken'
- Solo control trials

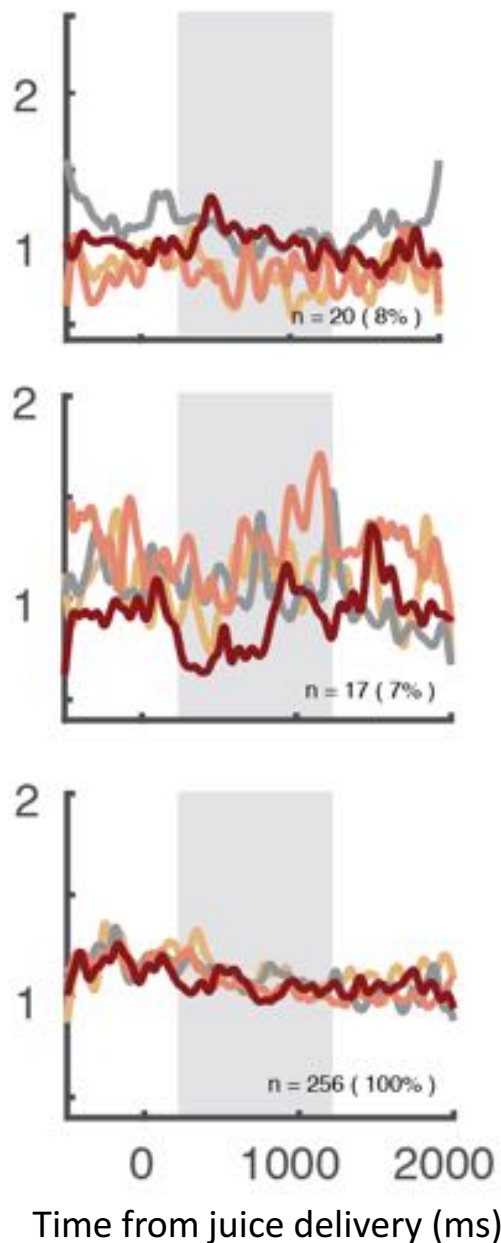
Significance (ANOVA, d.f.=2) between selfish, cooperate, control

- p < 0.05
- p < 0.01

ACCg – does not encode cooperation



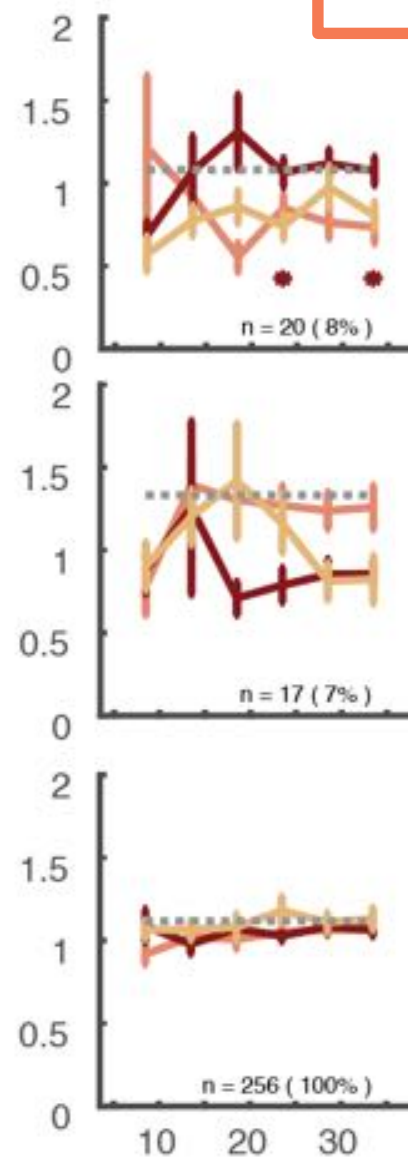
Normalized firing rate



Firing rate **enhanced** by cooperation

Firing rate **suppressed** by cooperation

All cells



Juice achieved (# tokens)

Summary 1

A photograph of a monkey grooming another monkey in a natural setting. The monkey being groomed is in the foreground, and the groomer is behind it. The background is a blurred natural environment with green foliage and a tree trunk.

- **Behaviour:** Monkeys care about the agency and identity of his opponent, he pays attention to the payoff structures, and the availability of the opponent's explicit intentions.
- **Neurons:** in the mSTS /TPJ and the ACC are sensitive to payoffs, outcomes, and signalling of intentions.
- **mSTS/TPJ** plays a selective role for cooperating

Thank you!

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Caroline Drucker (Duke)
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Funding agencies

NIMH 095894
Simons Foundation
DOD AR100035z