

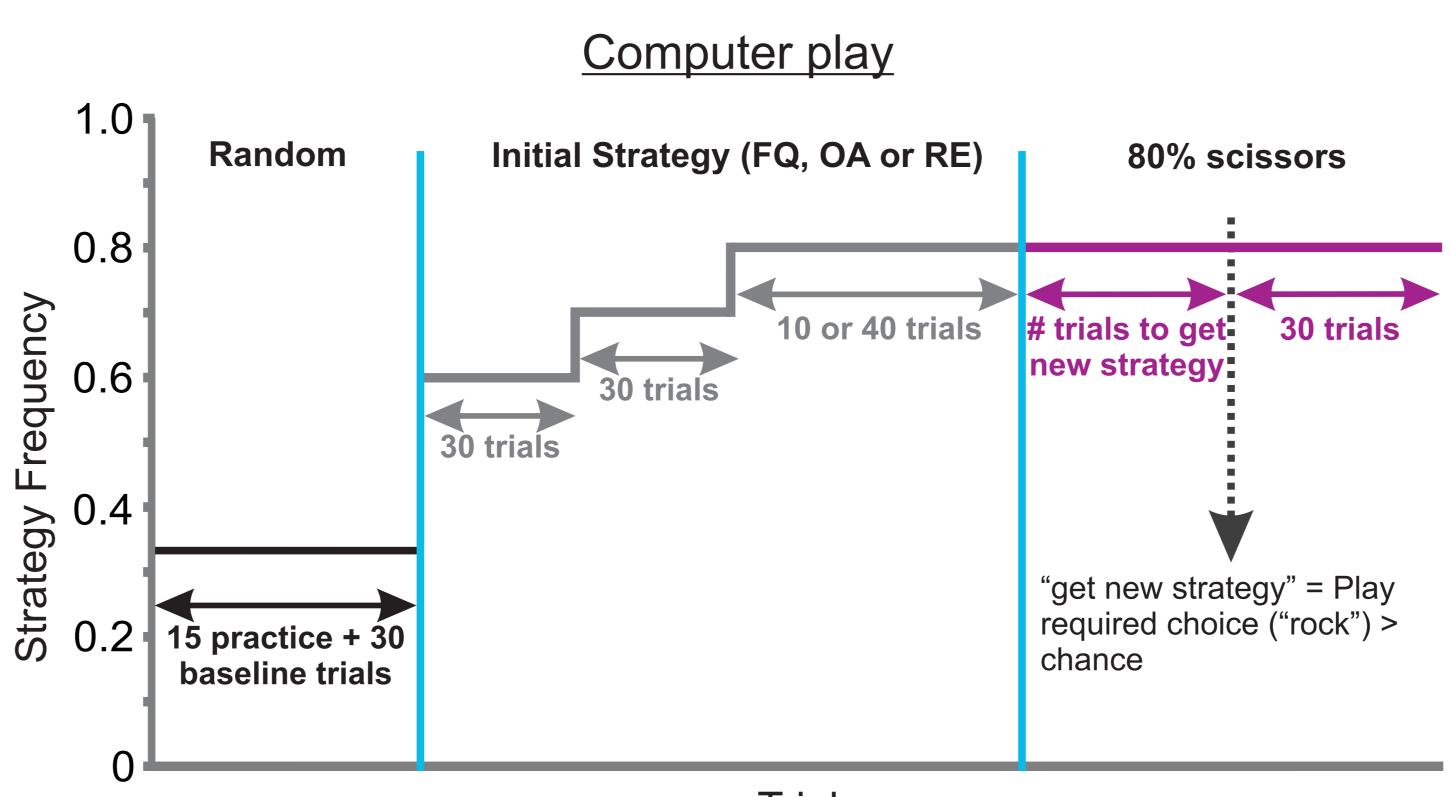
92 undergraduates played RPS against a computer opponent and were exposed to one of two initial strategies: 1) Frequency (FQ): changing bias for "rock" or 2) One-ahead (OA): computer plays the item that would beat participant's last play. A third group was artificially reinforced (RE), with wins 'rigged' up to 80% regardless of their play.



# **Updating is more than a set-shift** Alex Filipowicz<sup>1</sup>, Elisabeth Stöttinger<sup>1</sup>, Britt Anderson<sup>12</sup>, James Danckert<sup>1</sup>

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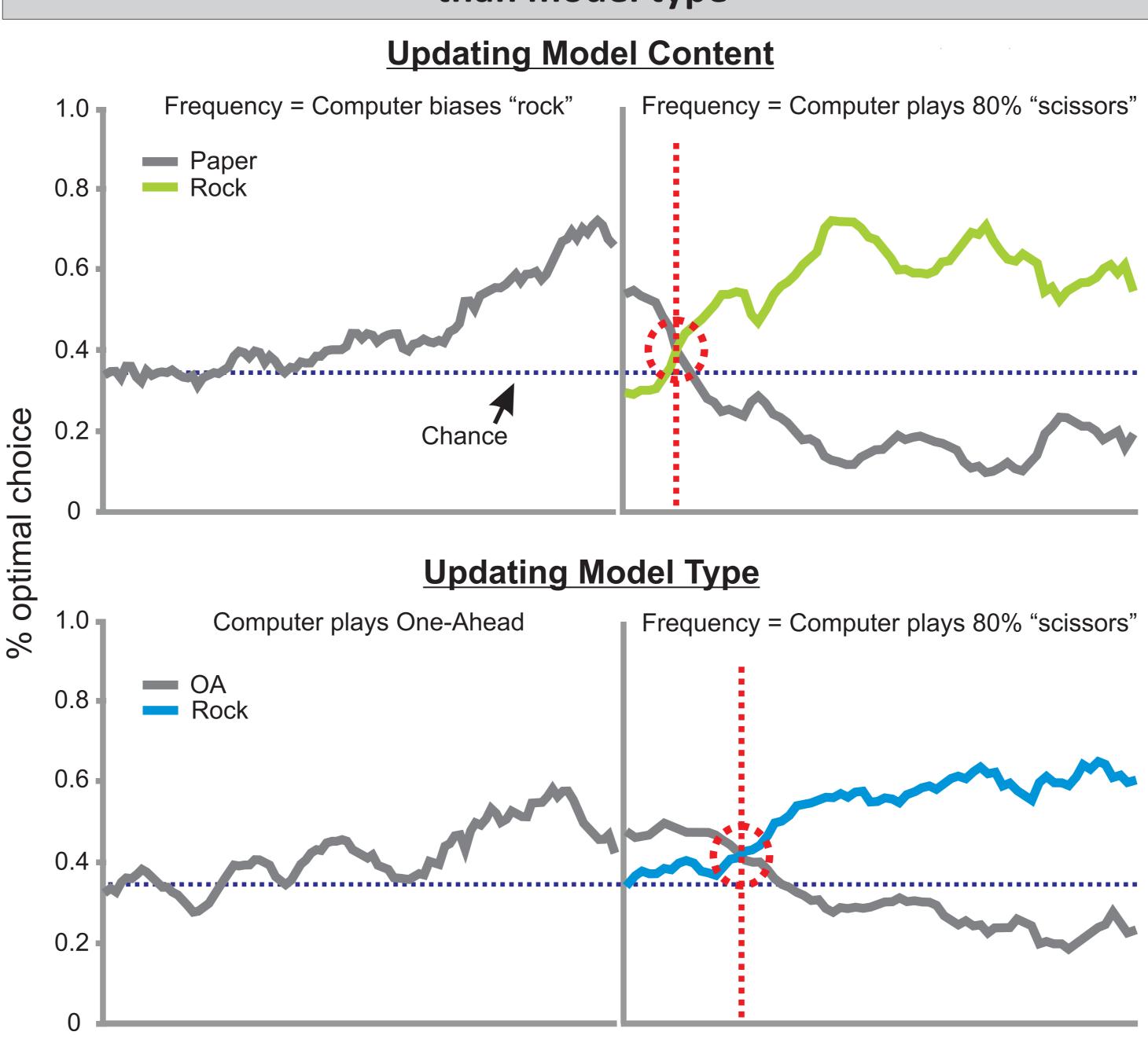
# **Computer switches strategies during task**



### Trials

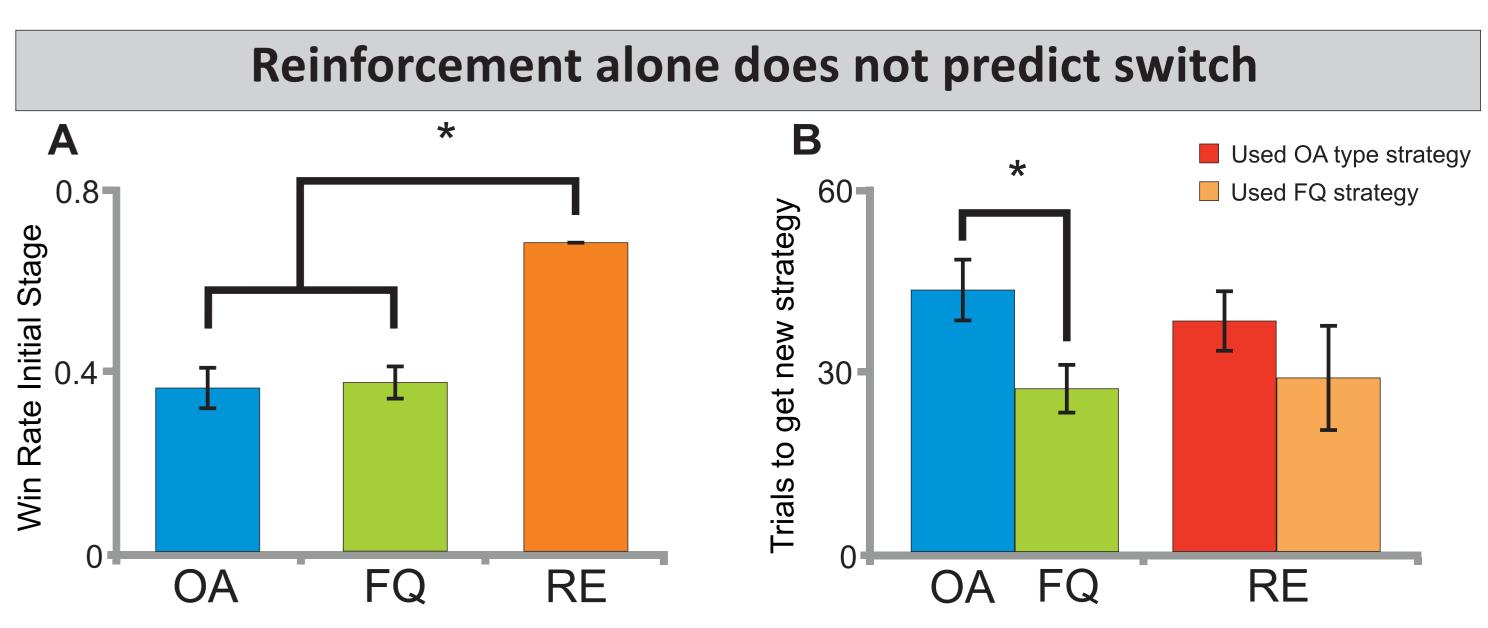
Participants were not made explicitly aware of any strategy switches. Participants were exposed to an 80% frequency of the initial strategy for either 10 or 40 trials to assess initial strategy reinforcement.

## Strategy shift is quicker when model content is changed rather than model type



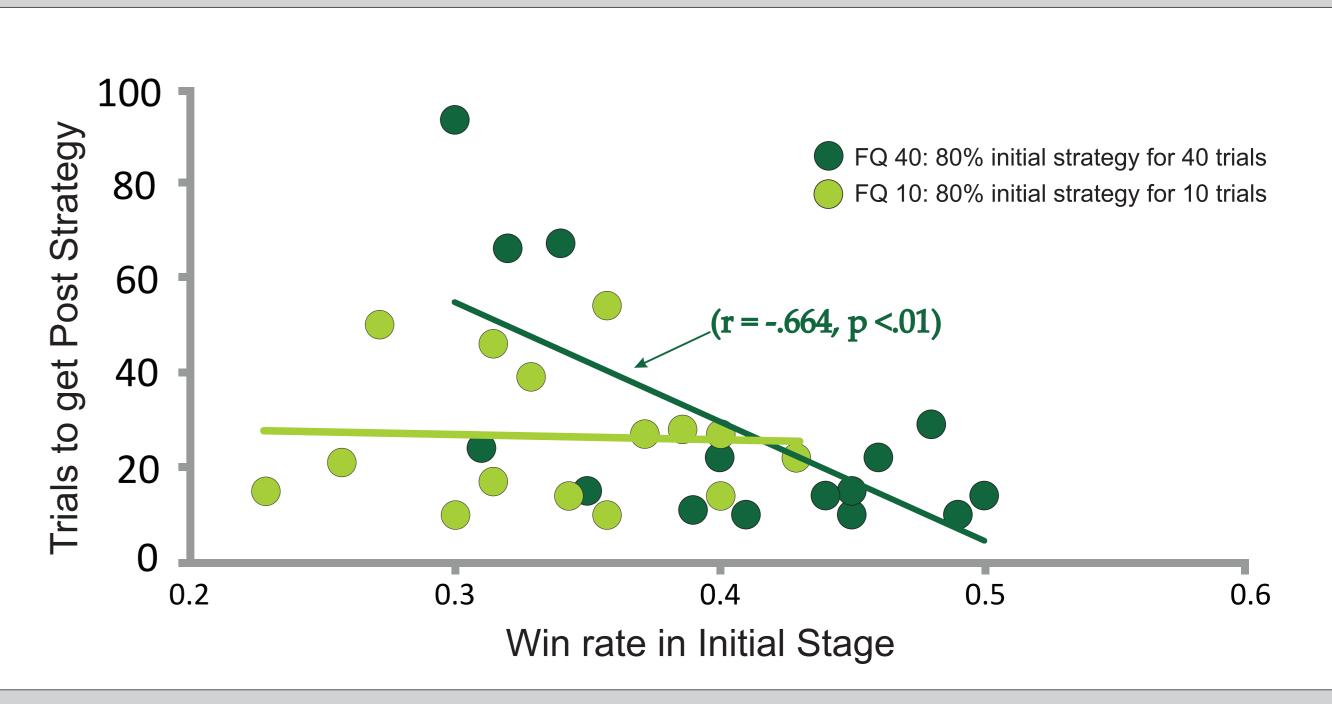
Trials Moving average of frequency that participants played optimal choice against each strategy over 10 trials.

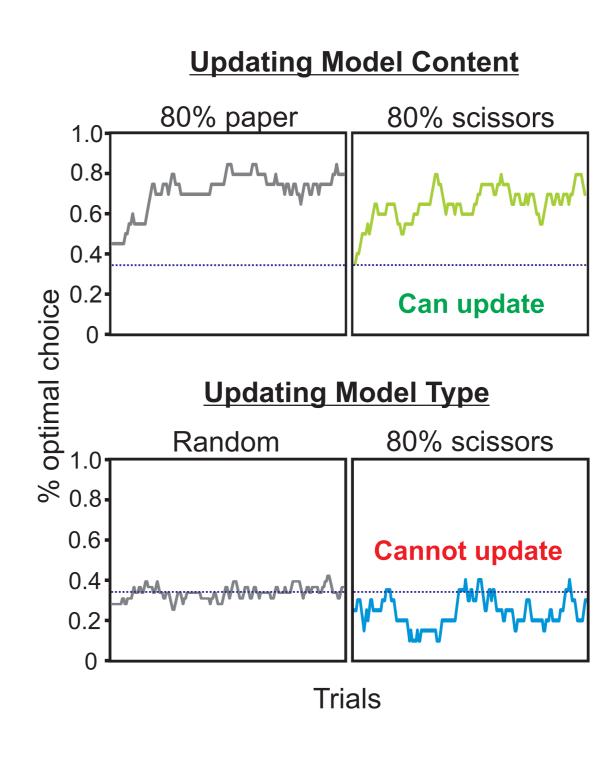




RE participants won most (A) but were not the quickest to get the new strategy (B). RE participants who used a frequency strategy tended to get new strategy quicker than RE participants using a one-ahead type strategy.

### With enough exposure, wins predict switch in model content





### **Acknowledgements**

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### **General conclusions**

- Set-shifting doesn't fully explain updating - Participants quicker at updating model content than updating model type
- Reinforcement can influence update of model content, but not model type
- RBD updating patterns (left) suggest distinct neural activation for these two types of updating (see B66)
- For research on working memory and updating see G109

