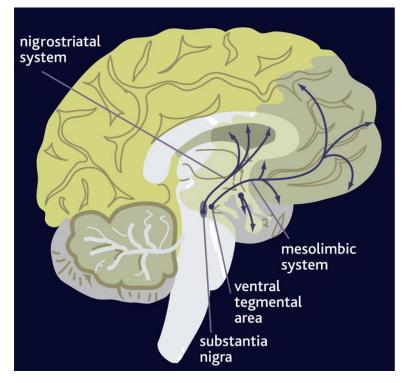
Dopamine and decision making

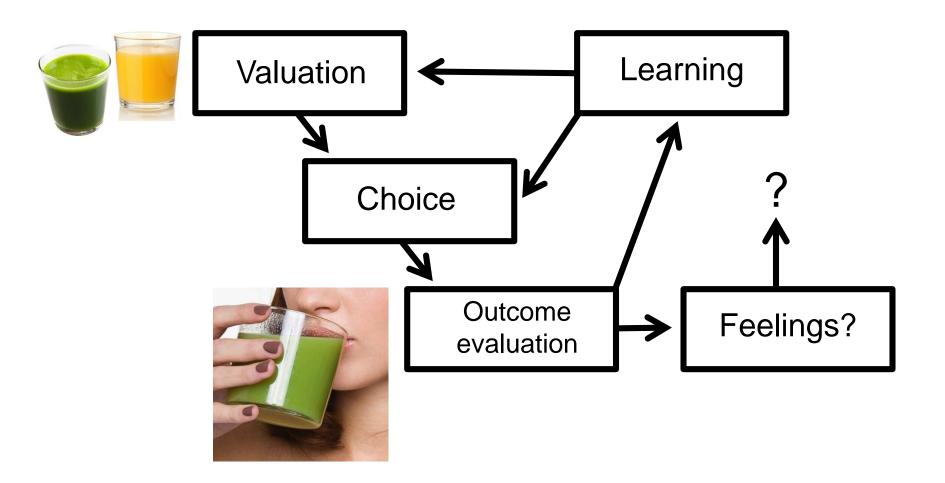
Robb Rutledge University College London

SiNAPSA Neuroscience Conference Neuroeconomics symposium

May 15, 2015

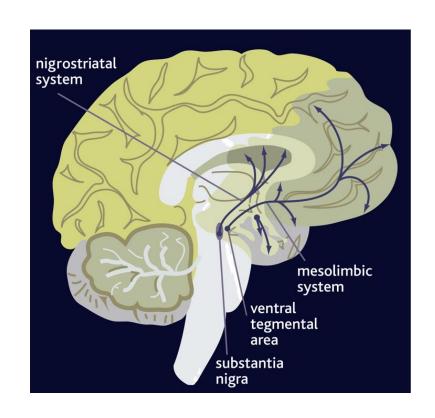


A framework for value-based decision making

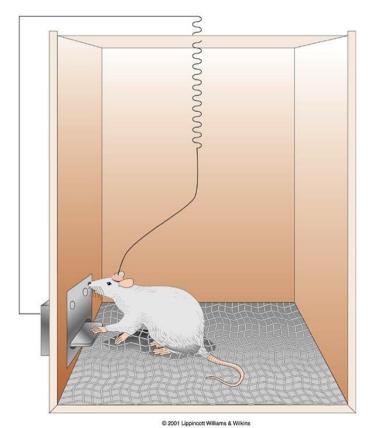


Adapted from Rangel, Camerer & Montague (2008) Nat Rev Neurosci

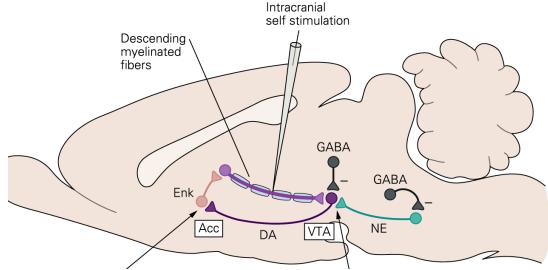
Is dopamine the reward molecule?

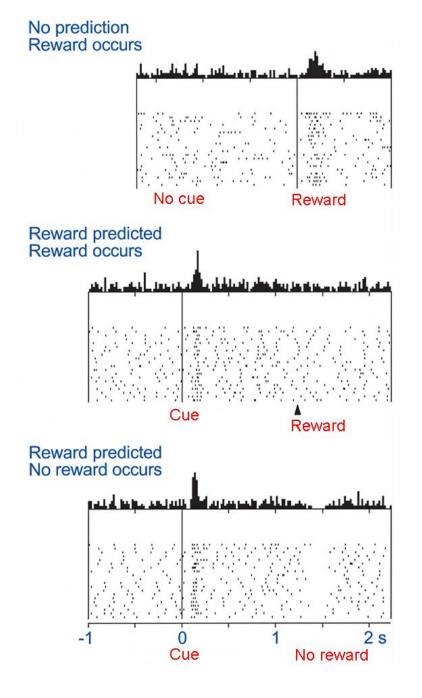


Is dopamine the reward molecule?



Rats will press a lever continuously to get intracranial electrical stimulation, even to the point of skipping feeding.





Reward prediction error (RPE)

RPE = experienced reward – predicted reward

Typical reinforcement learning model

updated cue value rate reward value
$$V(t+1) = V(t) + \alpha [r(t) - V(t)]$$

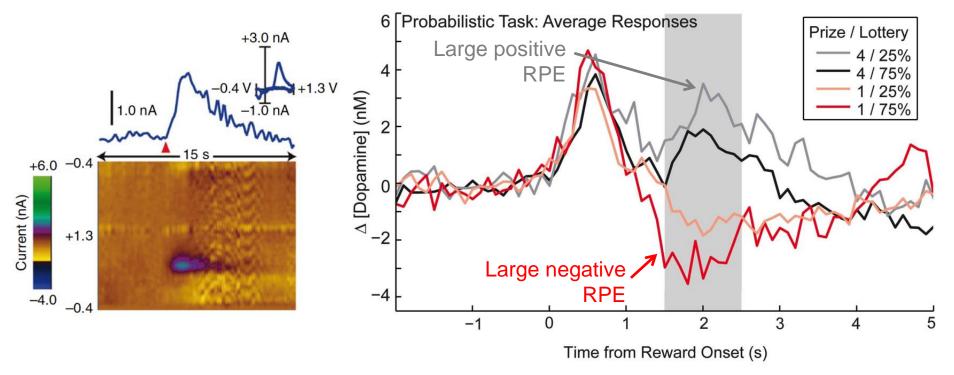
Value estimates guide decision making

Schultz, Dayan & Montague (1997) Science

Dopamine concentrations can encodes RPEs





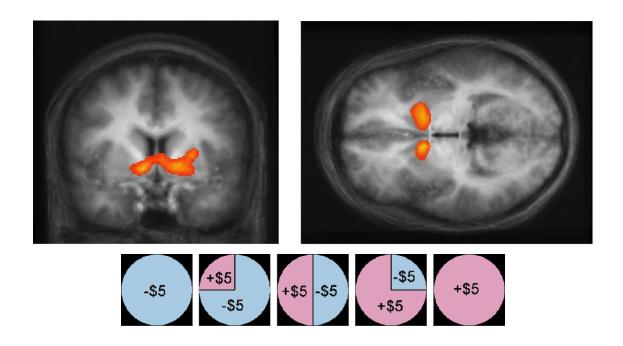


BOLD activity in the striatum can represent RPEs









Rutledge, Dean, Caplin & Glimcher (2010) J Neurosci Caplin, Dean, Glimcher & Rutledge (2010) Q J Econ



Substantia nigra in the Parkinson's brainstem



Arvid Carlsson revives catatonic rabbits with L-DOPA



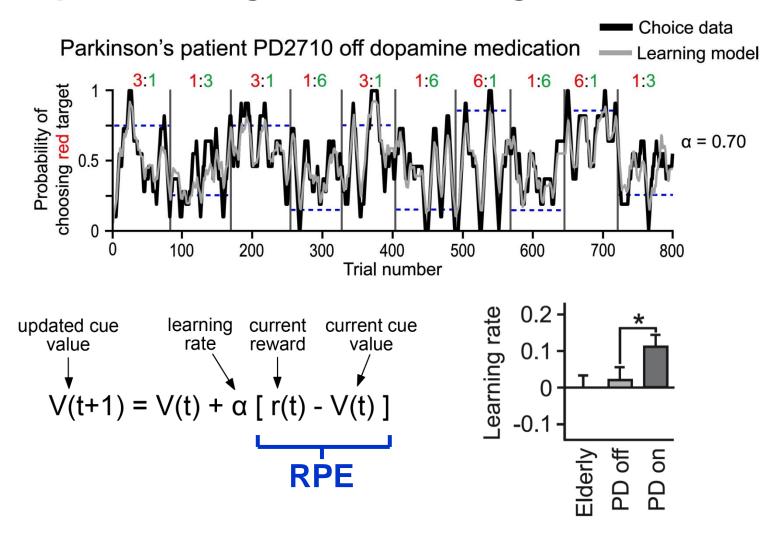
Deplete catecholamines

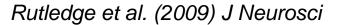


Inject L-DOPA Wait 15 minutes



Dopamine drugs affect learning in Parkinson's disease



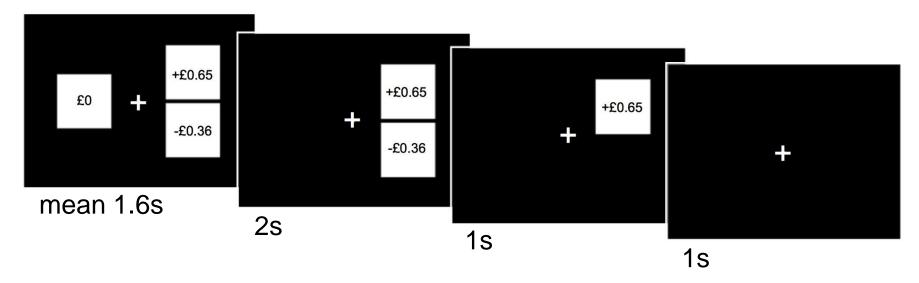


Does L-DOPA affect decision making?

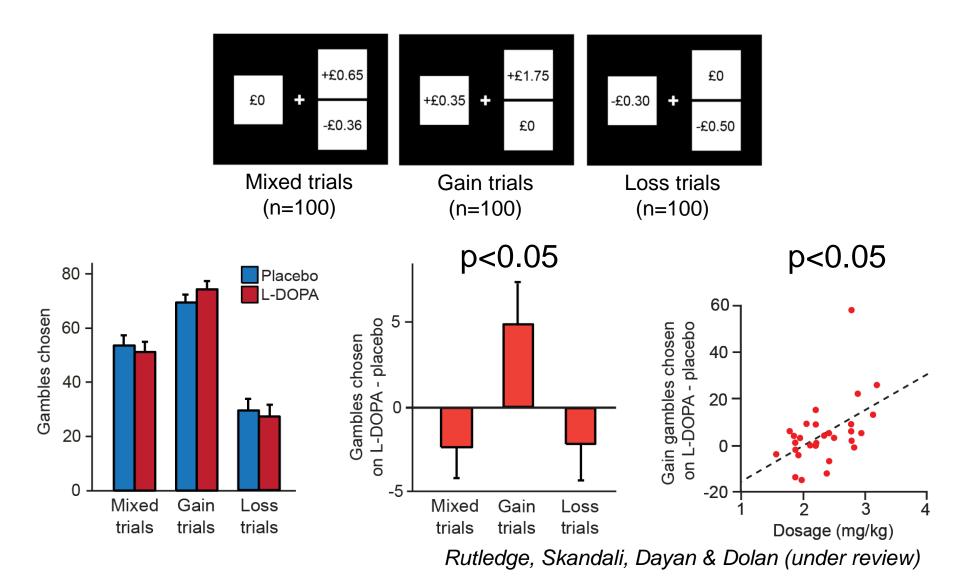




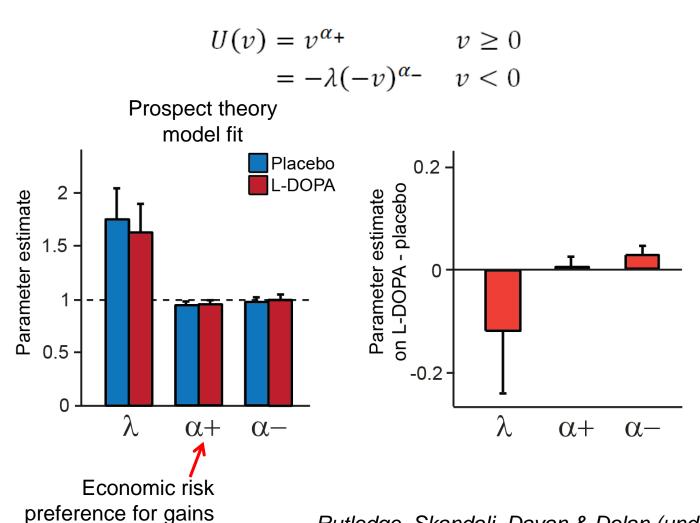
30 subjects, 2 sessions, 150 mg L-DOPA or placebo 300 trials, £20 endowment



L-DOPA increases gambling in gain trials

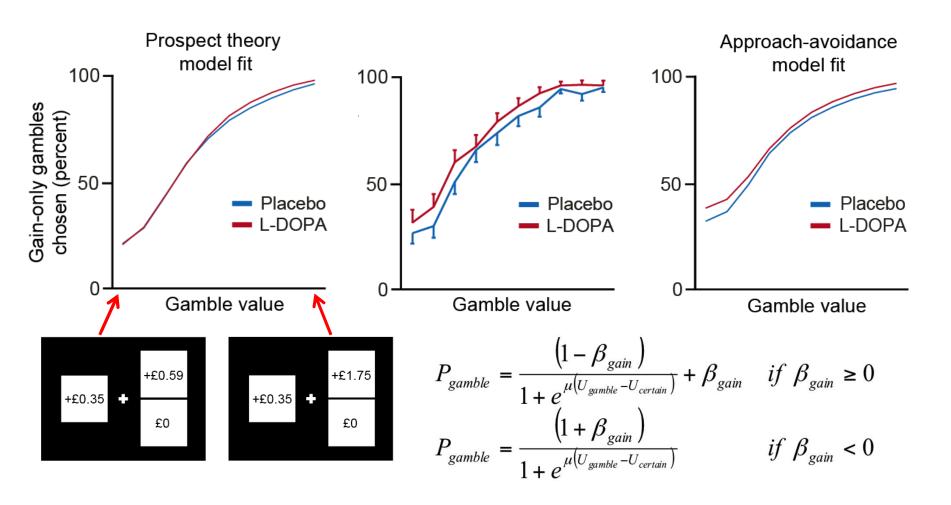


Prospect theory does not account for L-DOPA effects



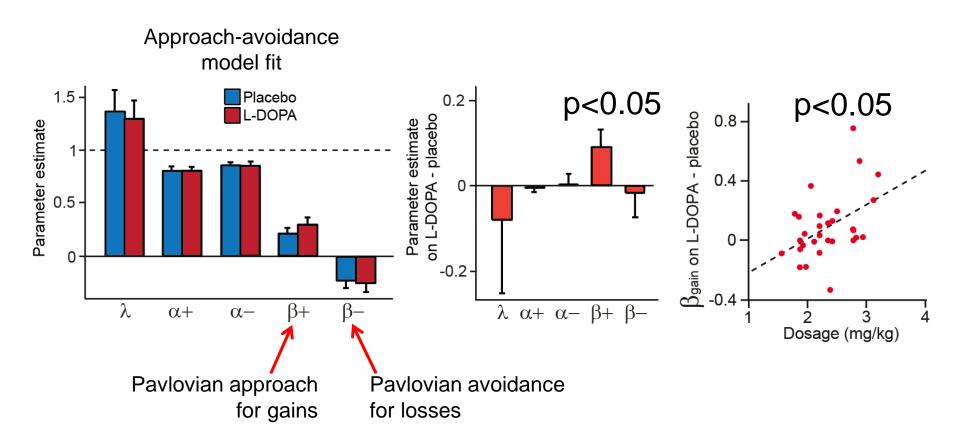
Rutledge, Skandali, Dayan & Dolan (under review)

Prospect theory does not account for L-DOPA effects



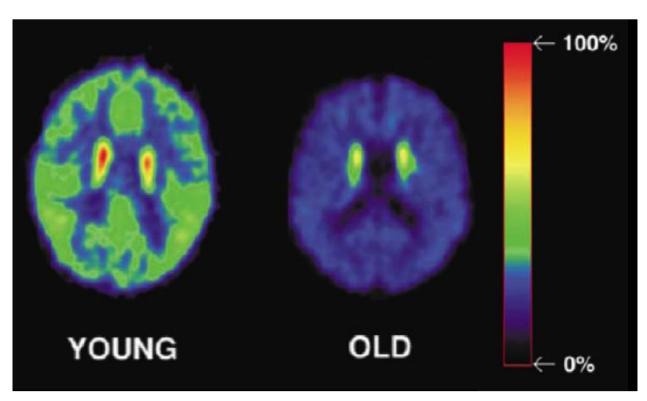
Rutledge, Skandali, Dayan & Dolan (under review)

L-DOPA increases approach behaviour in gain trials



Dopamine declines with age

Economic risk taking decreases over the lifespan (Dohmen et al., 2005; Deakin et al., 2004; Tymula et al., 2010)



Kaasinen & Rinne (2002)

The Great Brain **Experiment** Be part of a unique scientific experiment by playing games on your phone. Test your memory, your impulsivity, your attention and decision making. Learn about the neuroscience of every day life. App Store

www.thegreatbrainexperiment.com

Crowdsourcing for cognitive science the utility of smartphones.

Brown, Zeidman, Smittenaar, Adams, McNab, Rutledge, Dolan.

PLoS ONE (2014).

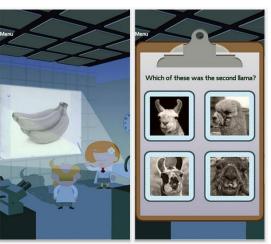
working memory



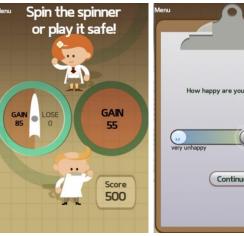
impulsivity



attentional blink



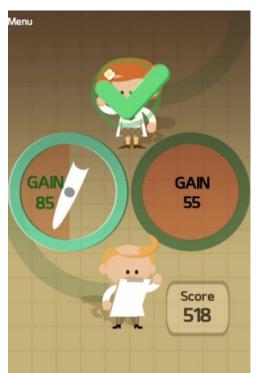
decisions and happiness





The Great Brain Experiment 'What makes me happy?'







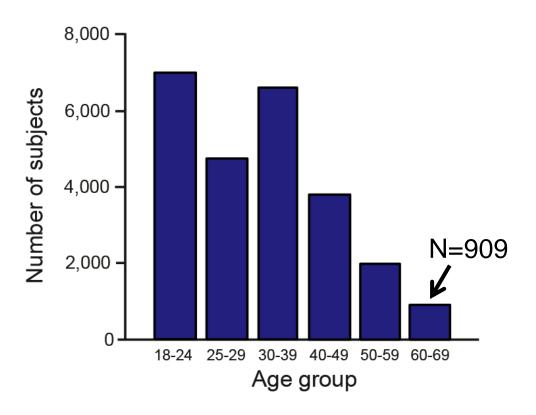
30 choices per play, 12 happiness ratings

$$Happiness(t) = w_0 + w_1 \sum_{j=1}^{t} \gamma^{t-j} CR_j + w_2 \sum_{j=1}^{t} \gamma^{t-j} EV_j + w_3 \sum_{j=1}^{t} \gamma^{t-j} RPE_j$$

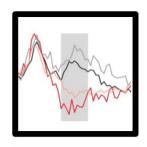
Rutledge, Skandali, Dayan & Dolan (2014) PNAS

The Great Brain Experiment 'What makes me happy?'

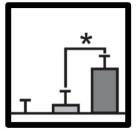
N=24,706 subjects (1,533,450 decisions)



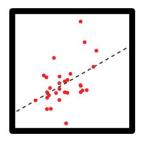
Dopamine and decision making



Dopamine can represent a reward prediction error signal



Dopamine drugs affect learning about the values of actions



Dopamine drugs affect decision making independent of learning, increasing risk taking for potential gains

Aging, associated with dopaminergic decline, reduces risk taking for potential gains