

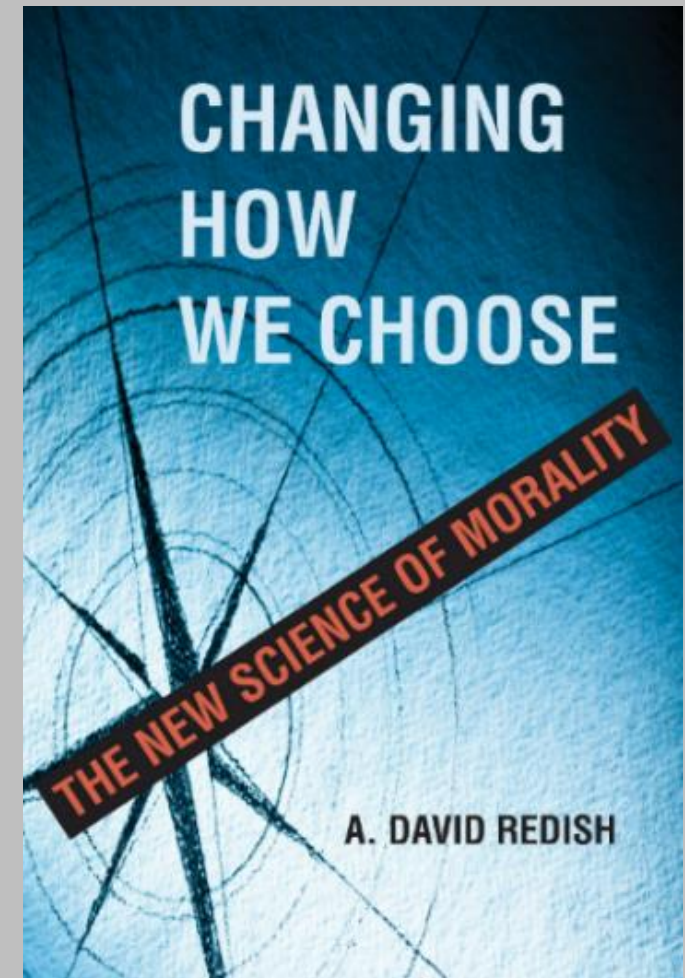
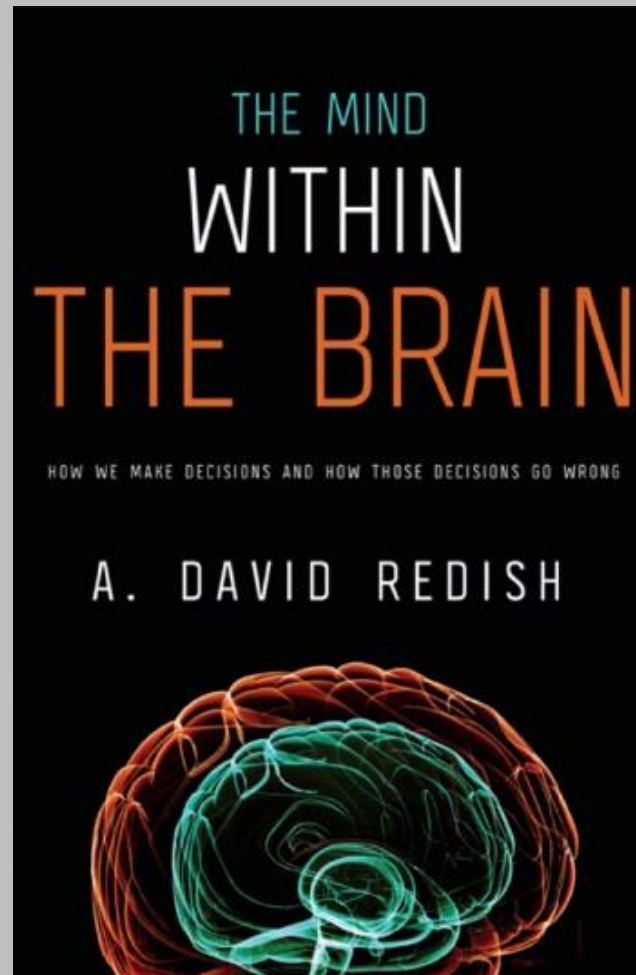
# Why economists need to know the neuroscience

**A. David Redish**

Department of Neuroscience

University of Minnesota

[redish@umn.edu](mailto:redish@umn.edu)

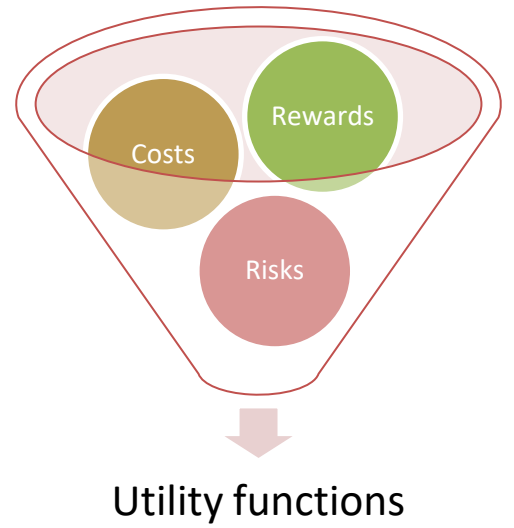


Any given normative model is only compatible with some process models.

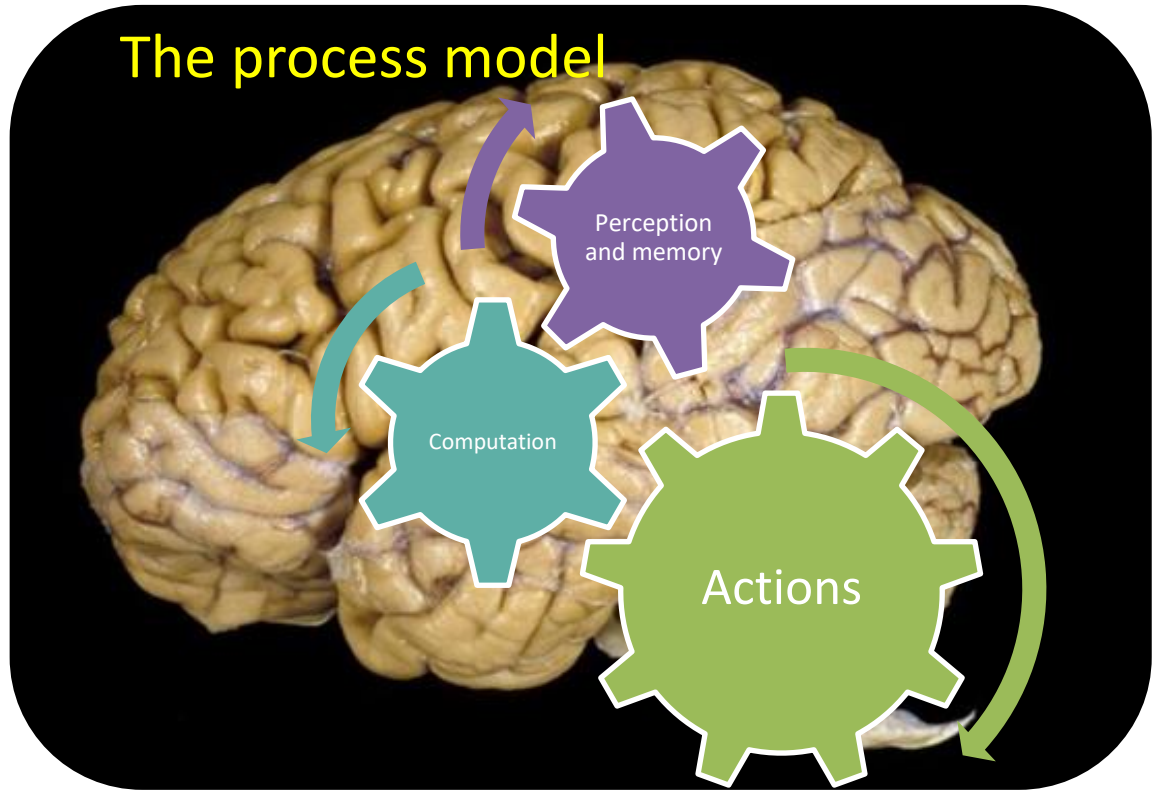
Normative statements have (hidden) process assumptions.



The normative model

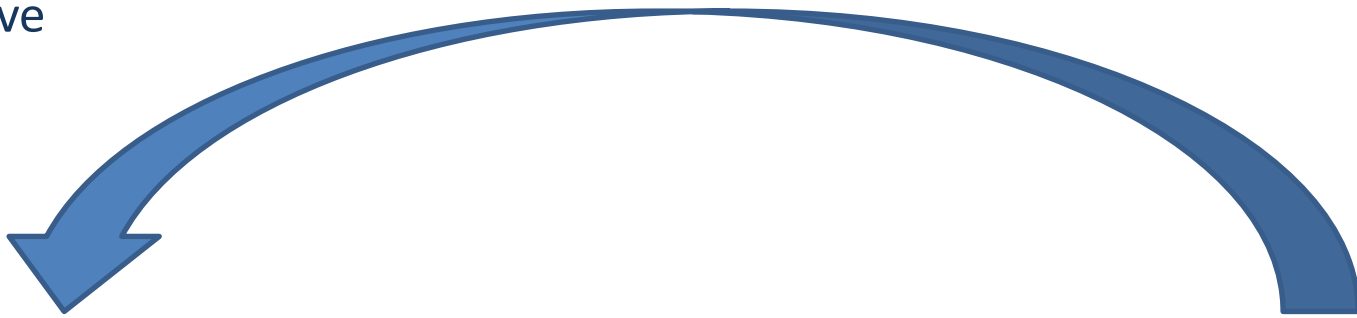


The process model

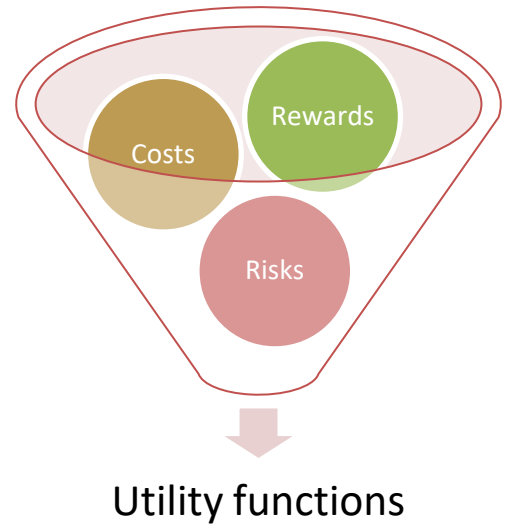


Process models change the space of normative options available.

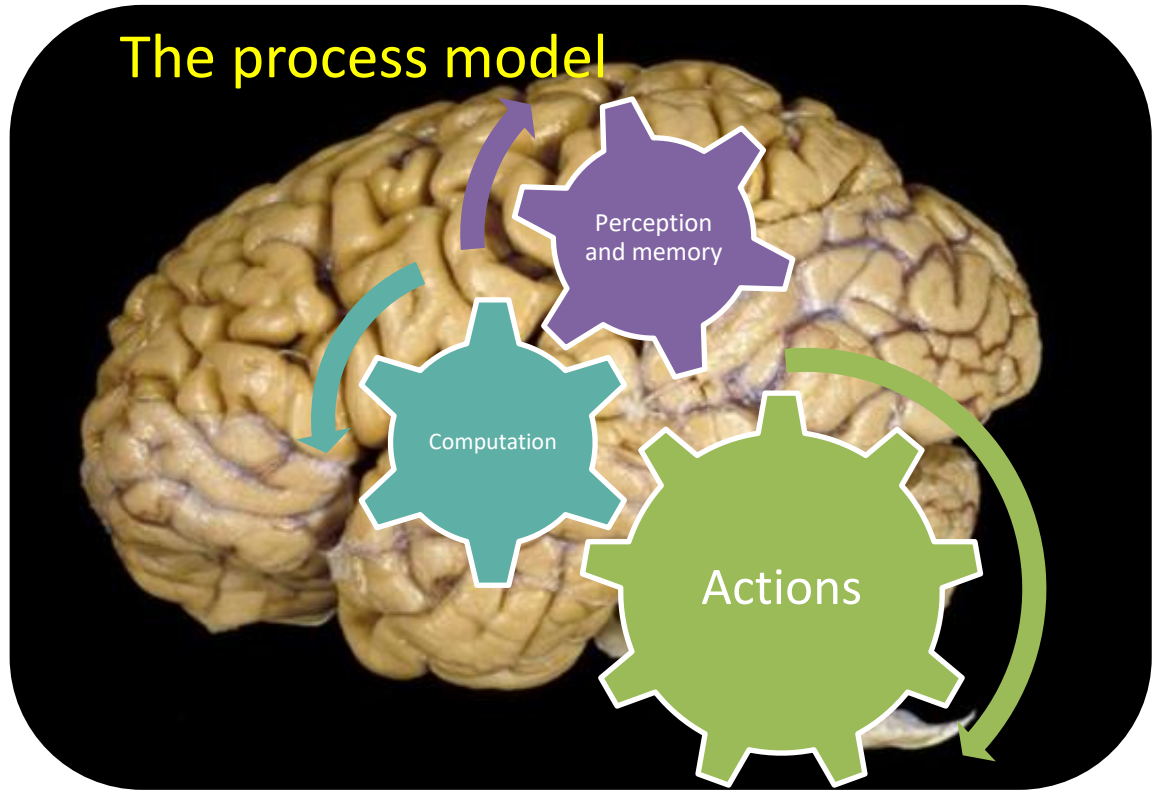
Process models have normative consequences.



### The normative model



### The process model



# Marr's levels

*Representation  
limits the  
computation*

Computational  
(as if models)

Algorithmic  
(process)

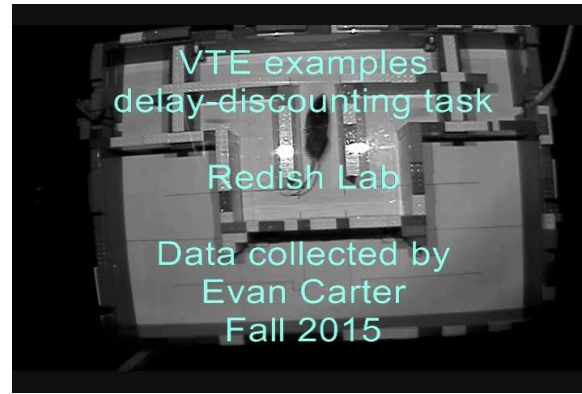
Implementational  
(mechanism)

Behavioral Economics

Neuroeconomics

# Let's first define *decision-making* as *action-selection*

Carter and Redish 2016



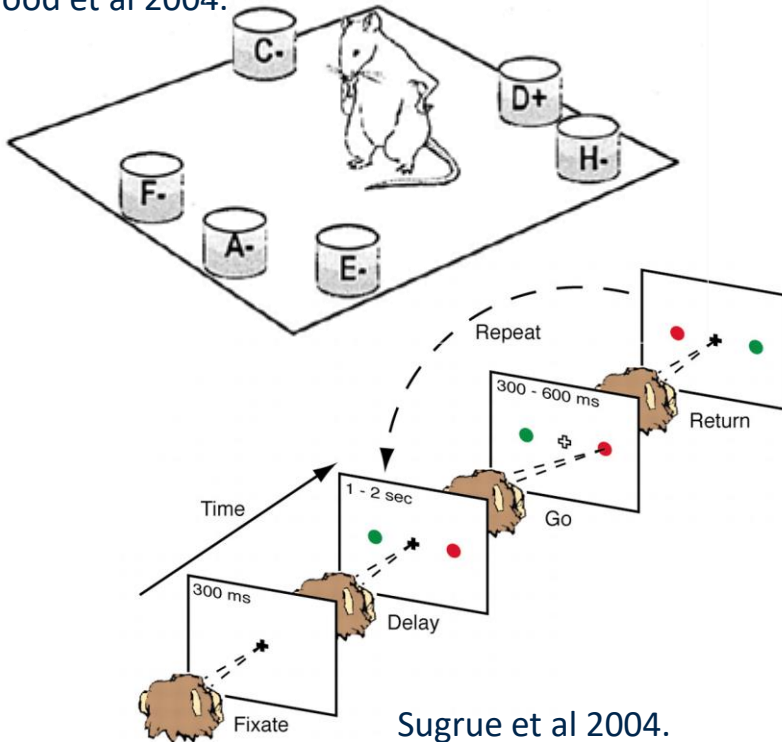
Consumer purchases



Gambling



Wood et al 2004.

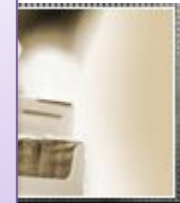


Sugrue et al 2004.

Buying a house...



What is the information process that led one to ~~make that decision~~ to take that action?



Taking drugs... or not...



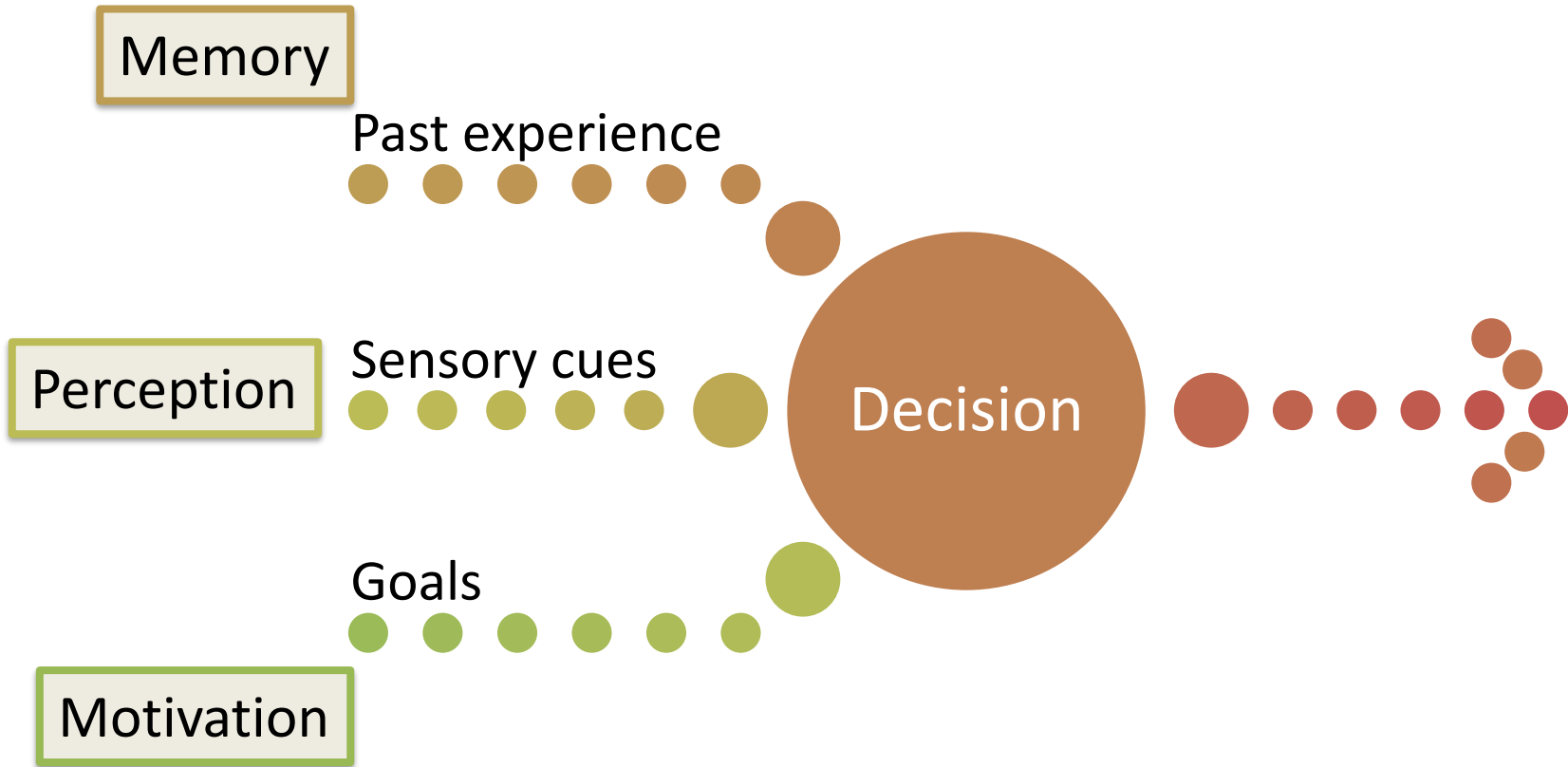
Buying or selling stocks



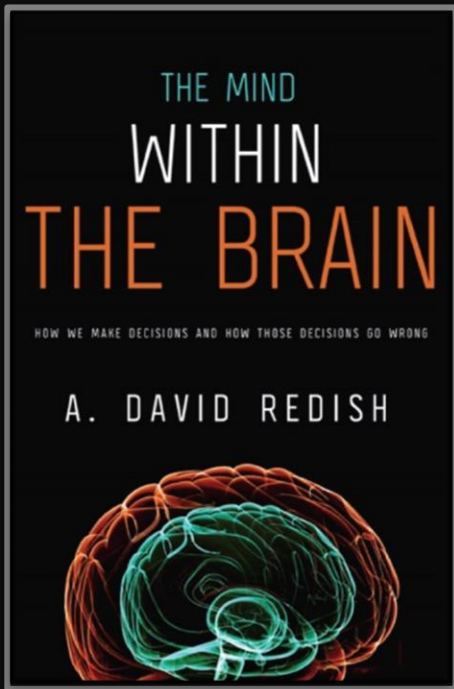
"Man and wife... say man and wife..."

Computation is about how *information* is stored and transformed through the process.

Decisions are computations.



# A new microeconomic model



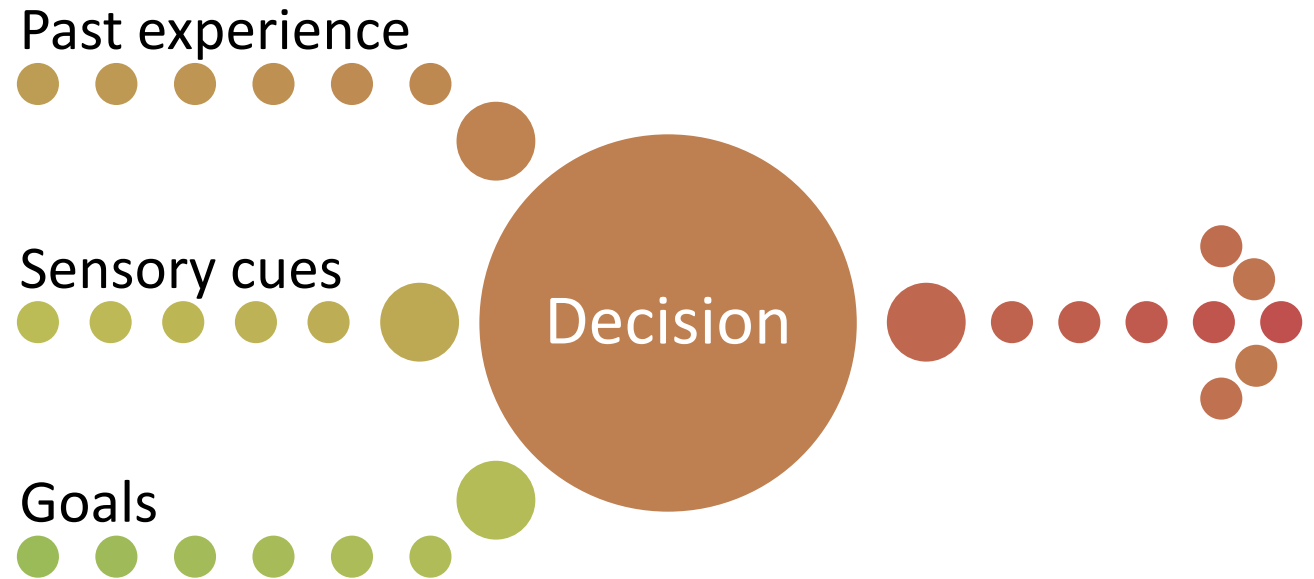
# Decisions

Reflexes: prewired responses to stimuli.

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Procedural (habits): cached action-chain sequences.



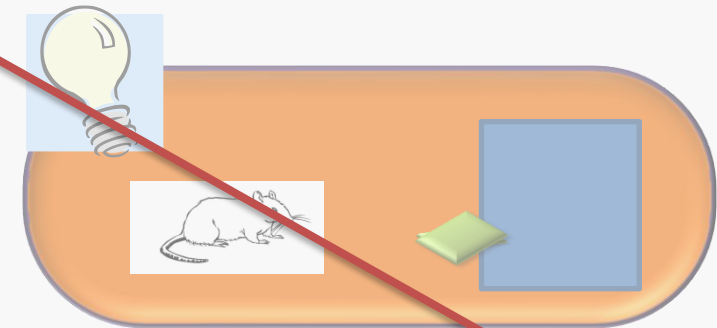
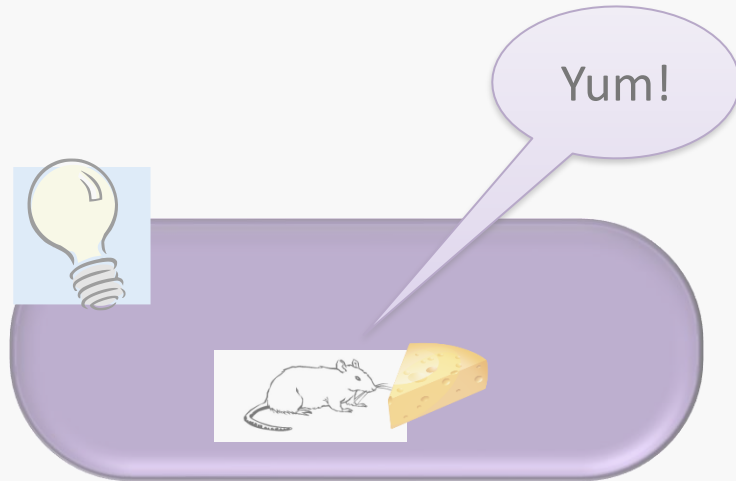


# *The classic psychology dichotomy*

This takes the experimenter's point of view, not the subject's.

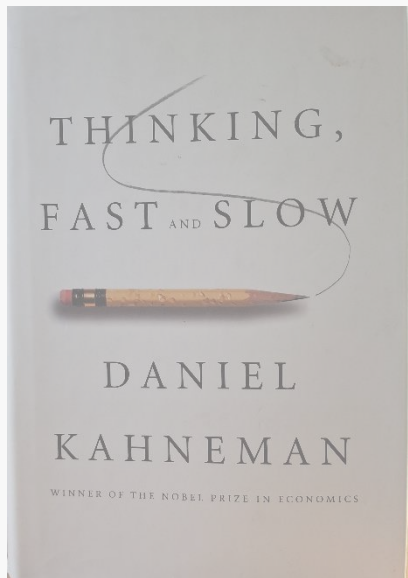
Pavlovian

Instrumental



## *System I and System II*

Following 1960's psychology, economics accepted the idea that there were two systems, **a deliberative, rational System II** and put everything else into **a heuristic, biased System I.**



The **instinctual** system is at least as different from **procedural** as either is from **deliberation**.

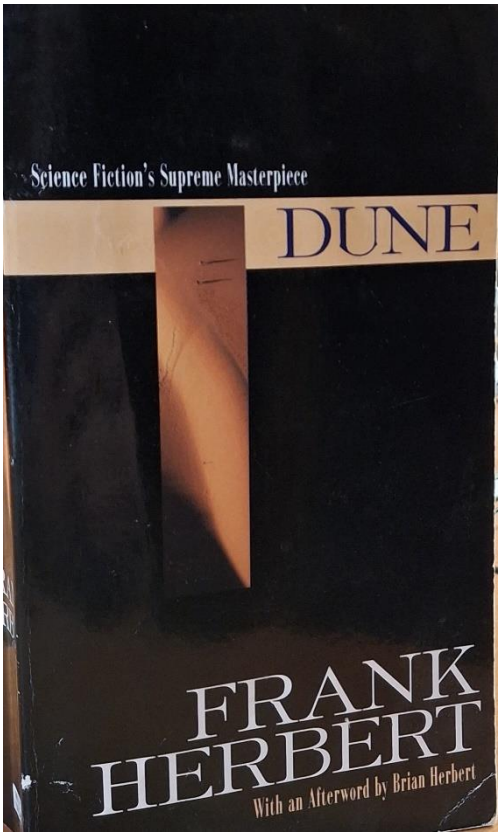
System I lumps all computational consequences together including not only decision-making but also the **mechanisms of perception and attention**, **motor control**.

**Deliberation** also has computational limitations.

# Dual process theories

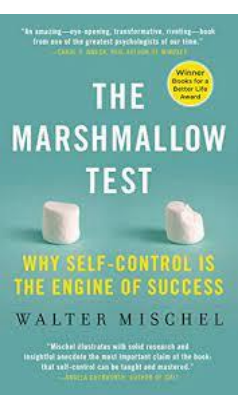
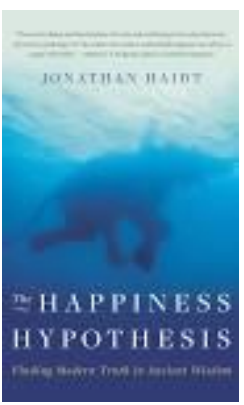
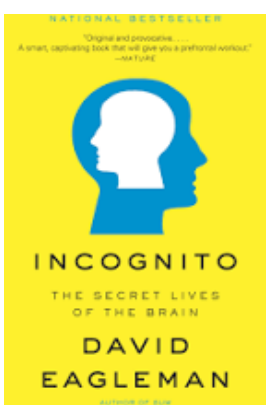
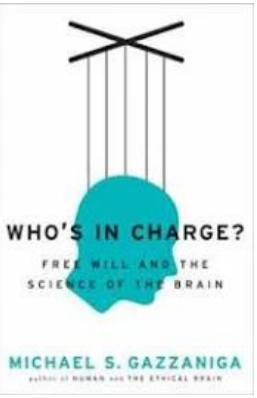
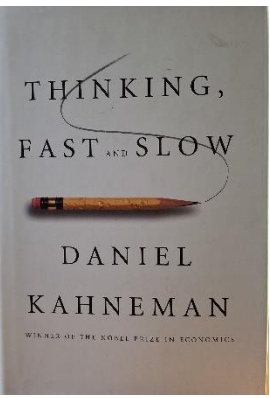
Classic psychology suggests that we have **two** decision systems:

a better (human) cognitive system and a worse "animal" one.



The Bene Gesserit gom jabbar sifting for humans.

- *Dune* (Frank Herbert)



# Dual process theories

Classic psychology suggests that we have **two** decision systems:

a better (human) cognitive system and a worse "animal" one.

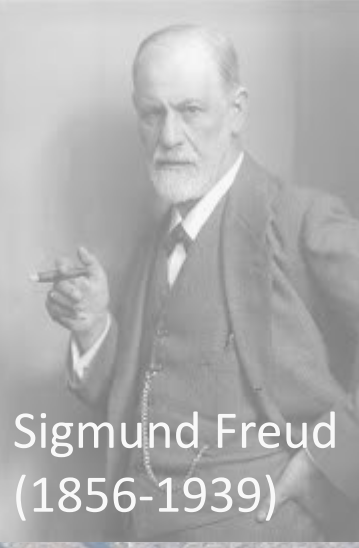
There are more than two systems. All of these systems are useful. They are optimized for different situations.



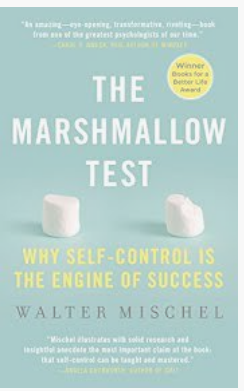
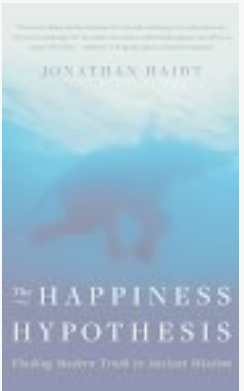
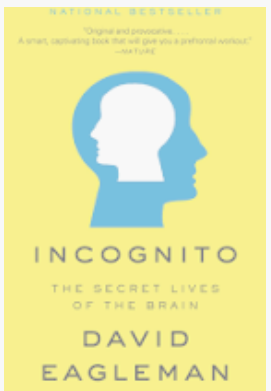
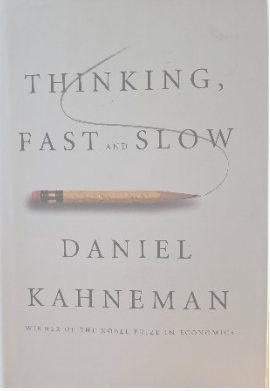
Plato of Athens (427-348 BCE)



Augustine of Hippo (354-430)

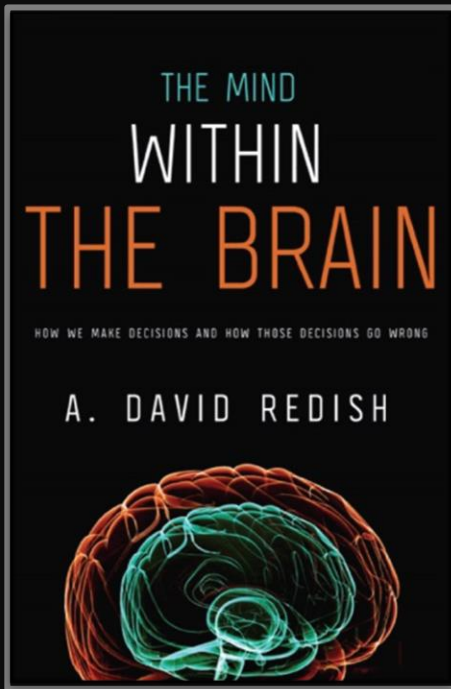


Sigmund Freud (1856-1939)



The "horse and rider" theory

# A new microeconomic model



You are all of these systems.

We need to think  
computationally.

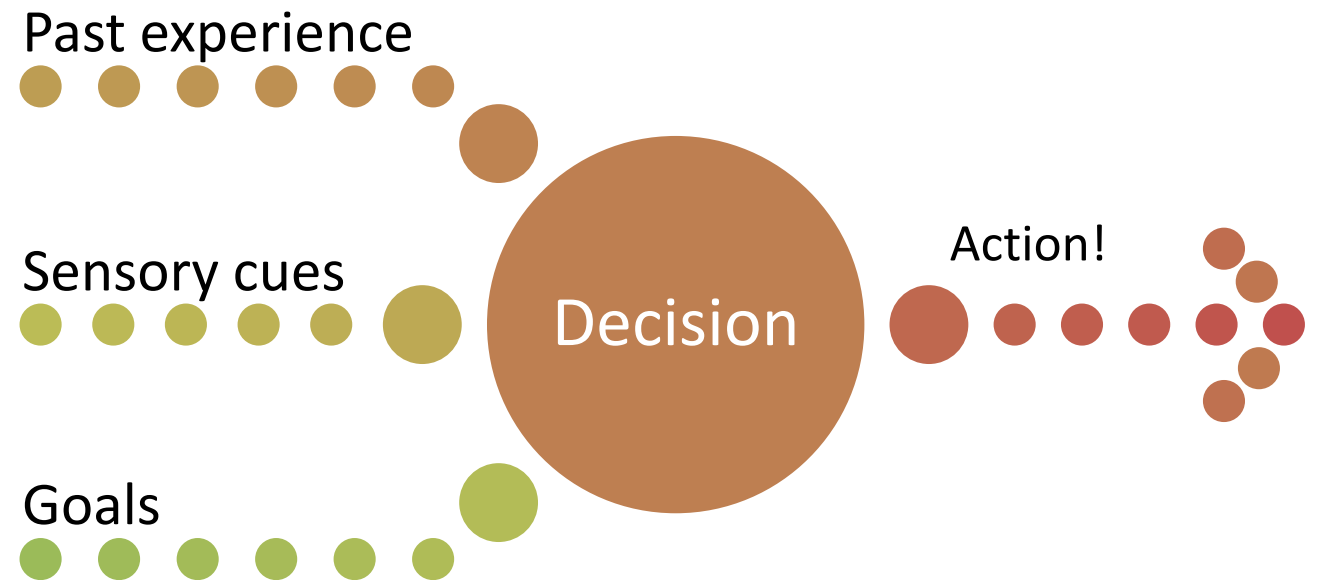
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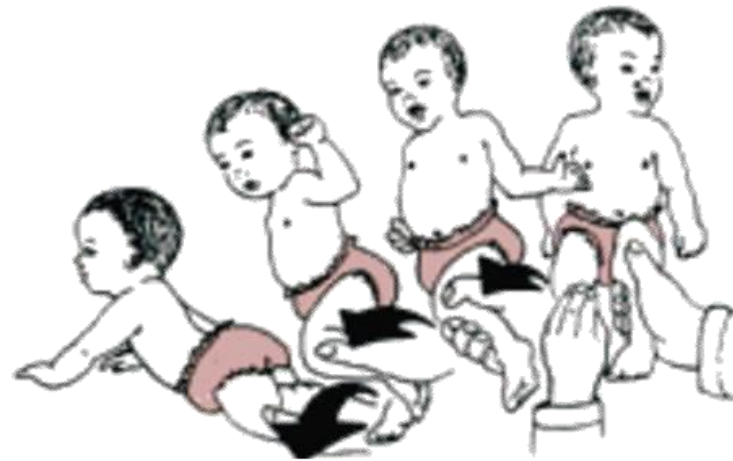
Procedural (habits): cached action-chain sequences.



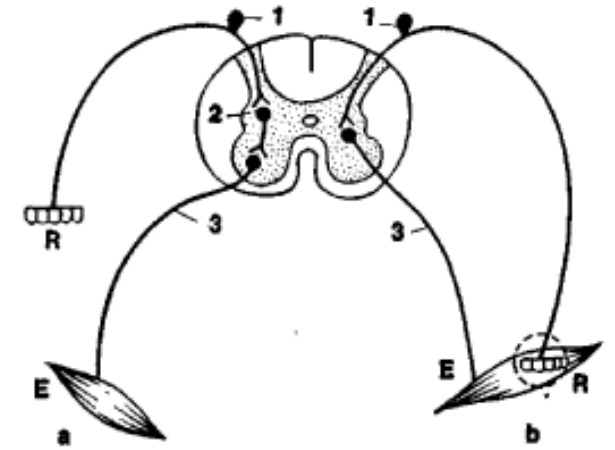
# Reflexes

Reflexes are prewired responses to stimuli, learned over evolutionary time through genetic algorithms (trial search by sampling).

Learning within the lifespan is limited to habituation, sensitization, and simple threshold adjustments.



**Downward Parachute Reflex**  
(Protective Extension Reaction Downward)



Depends on spinal function



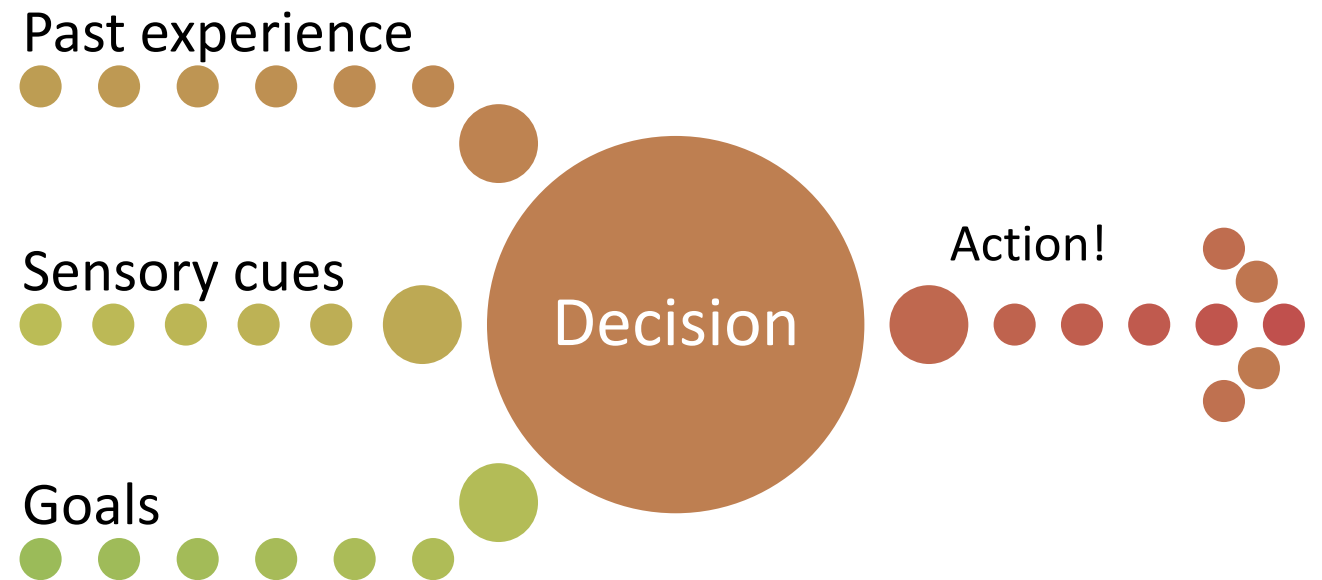
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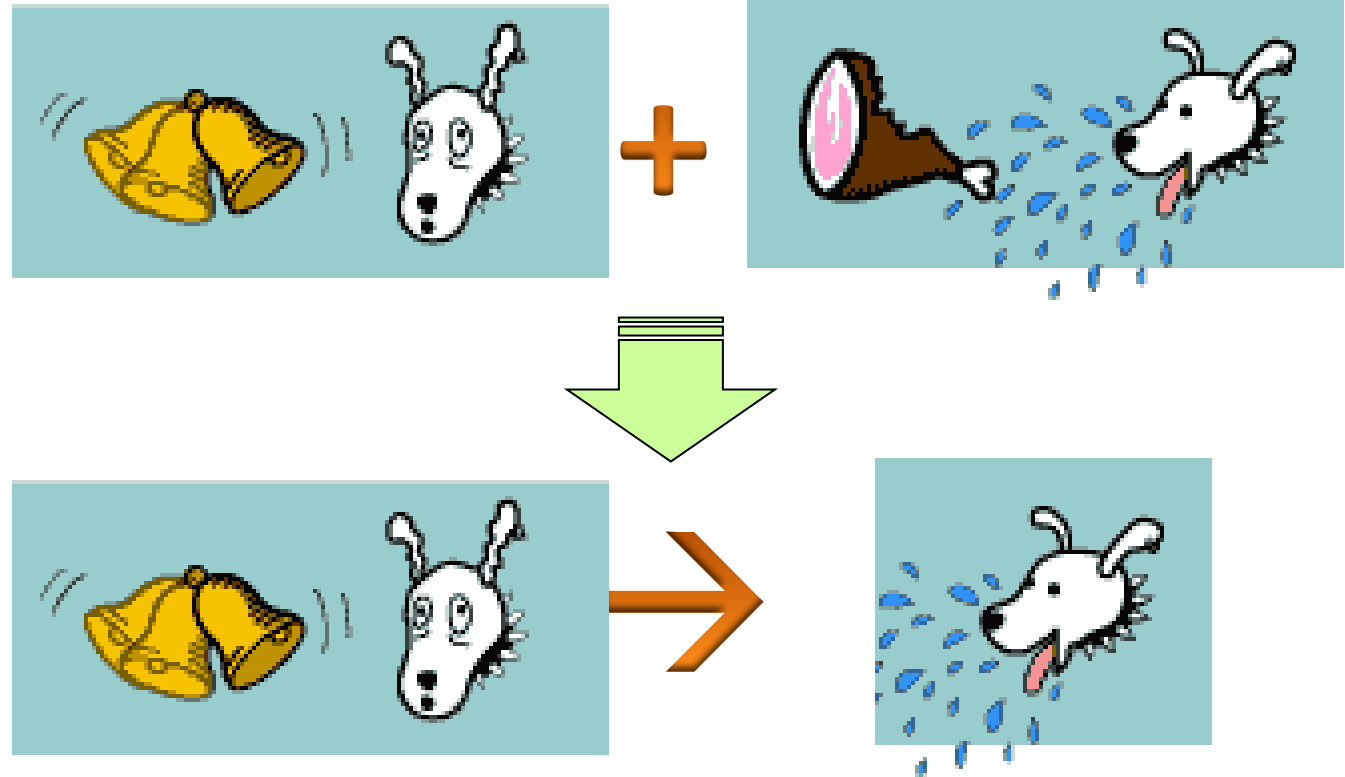
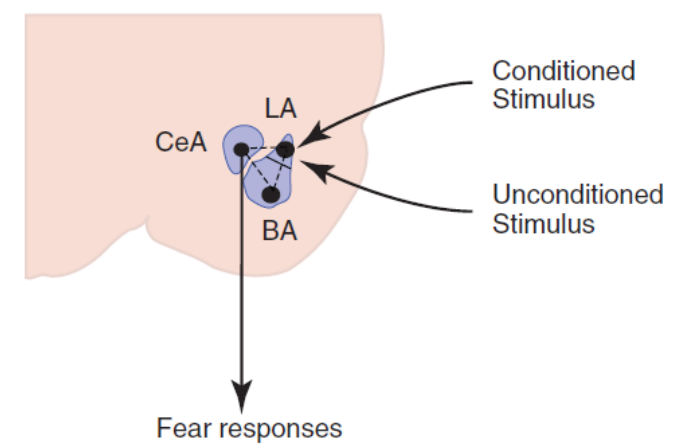




# Pavlovian (Instinctual)

Instinctual systems associate stimuli with outcomes, so that observation of a stimulus will lead to the expectation of an outcome, leading to the release of pre-wired actions.

There is a limited repertoire of available actions.



## ***Pavlovian (Instinctual)***

The instinctual repertoire are the basic survival circuits of Fight ... flight ... food ... and reproduction the mating dance (flirting).

In fact a lot of social interactions are “Pavlovian” (instinctual) and use these **same** neural circuits.

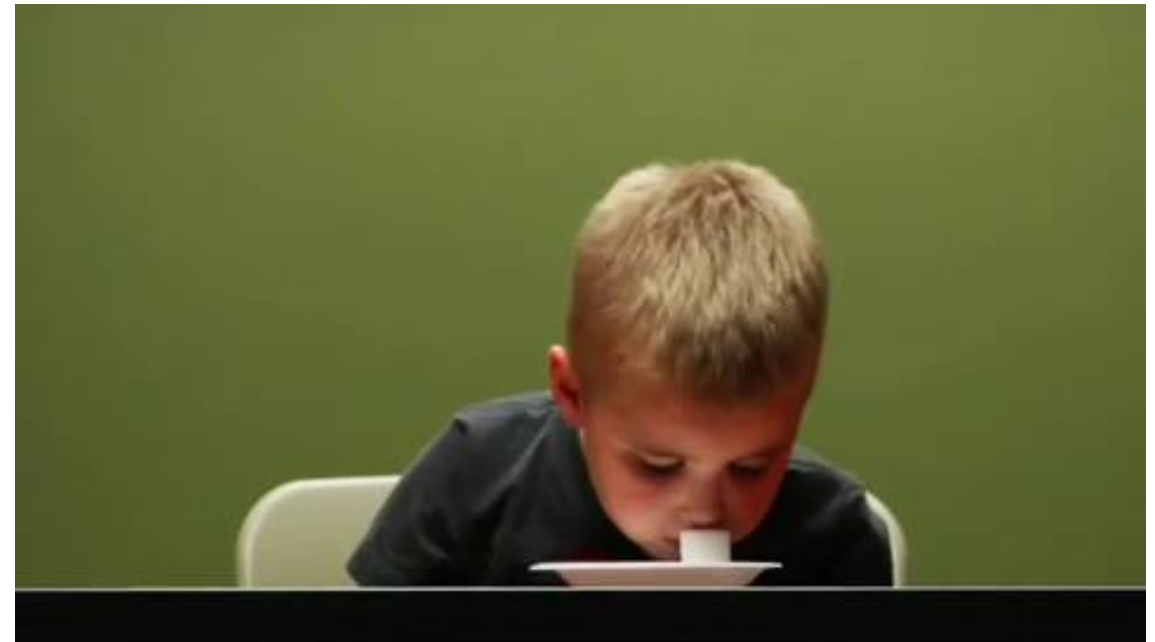


Laughing with your friends is Pavlovian.

## *The endowment effect*

Pavlovian systems can only access immediate rewards. This provides an excess valuation to immediate options.

### The Marshmallow Test



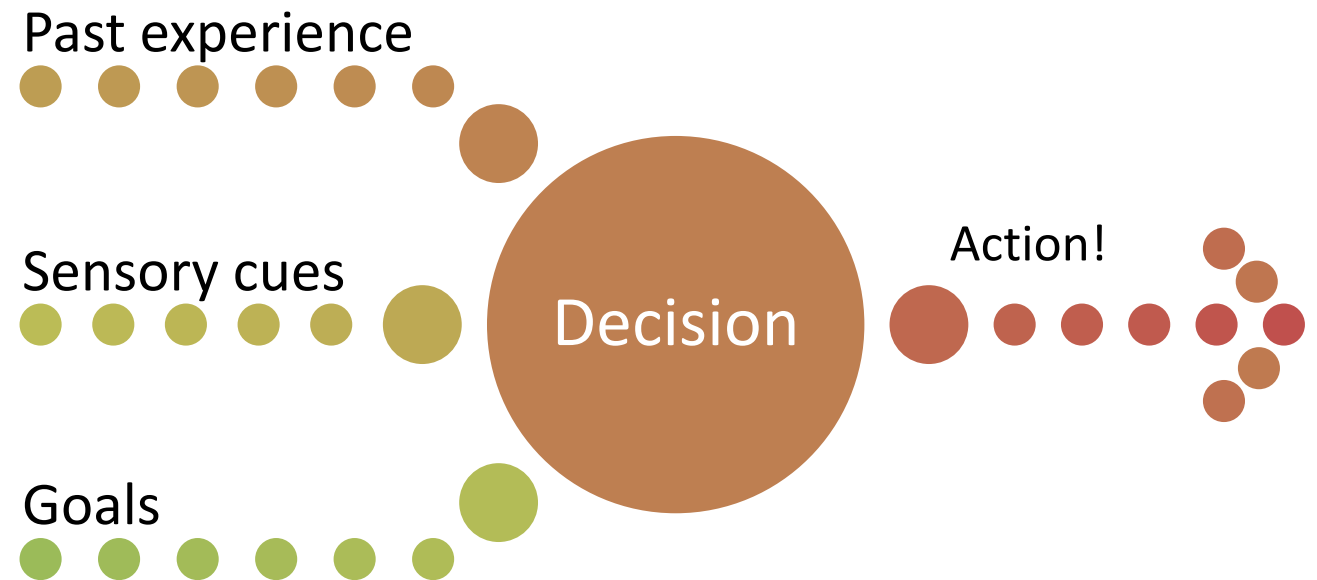
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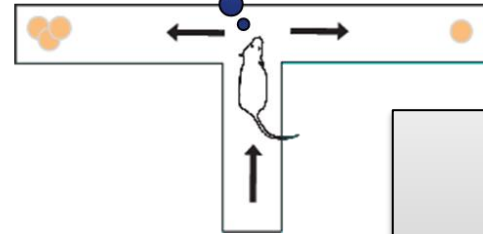
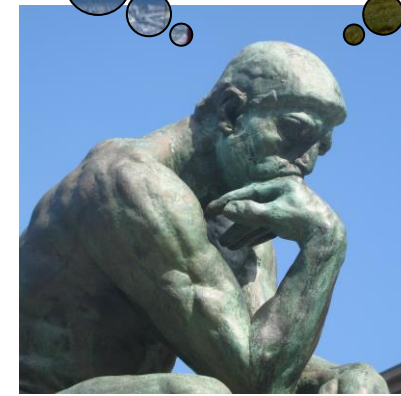
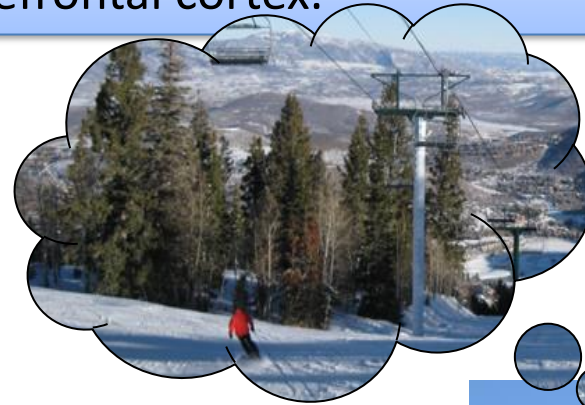
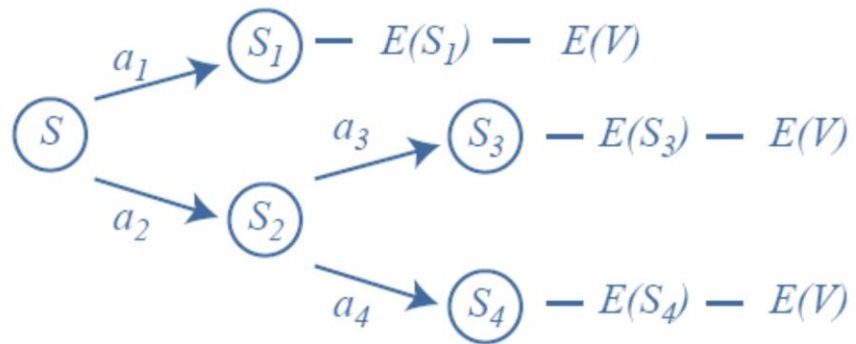
Procedural (habits):  
cached action-chain sequences.



# Deliberation

Depends on hippocampus, medial prefrontal cortex, orbitofrontal cortex, nucleus accumbens core, dorsolateral prefrontal cortex.

Deliberation entails actual imagination of potential outcomes, and then an evaluation of that outcome.



Notice that we are **computationally** defining (reifying) this process, which allows us to look for these processes in non-linguistic animals.

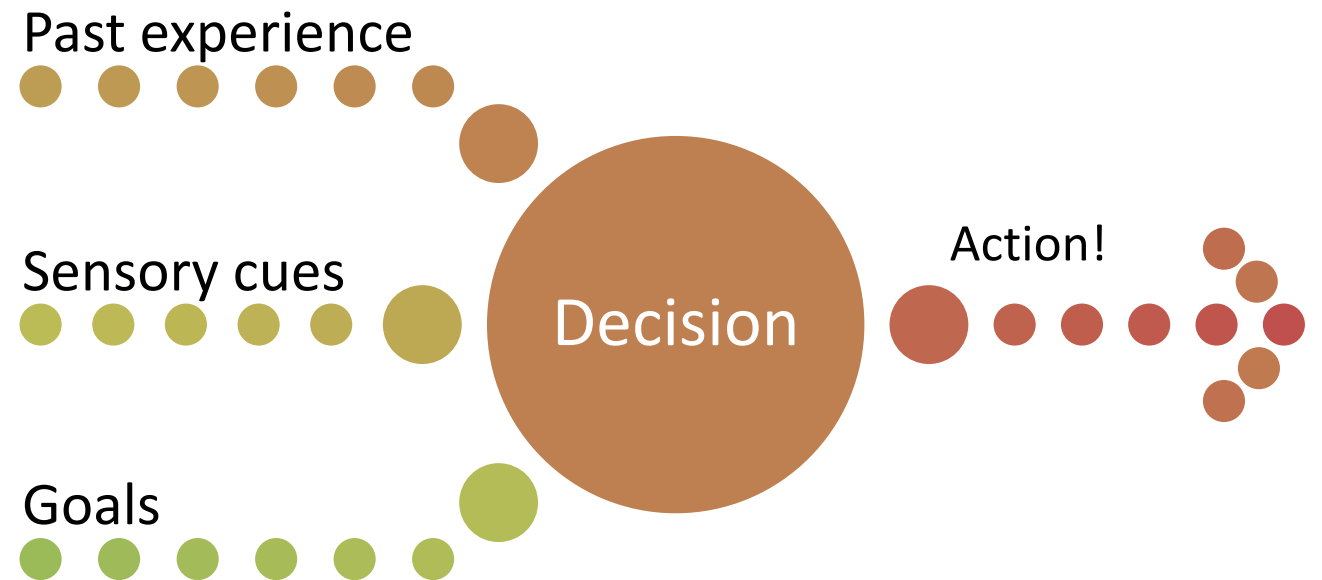
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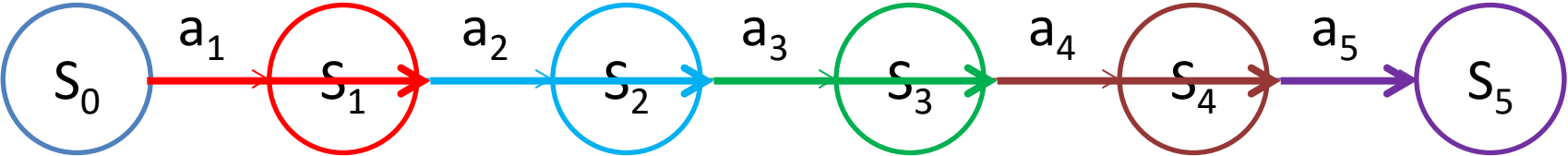
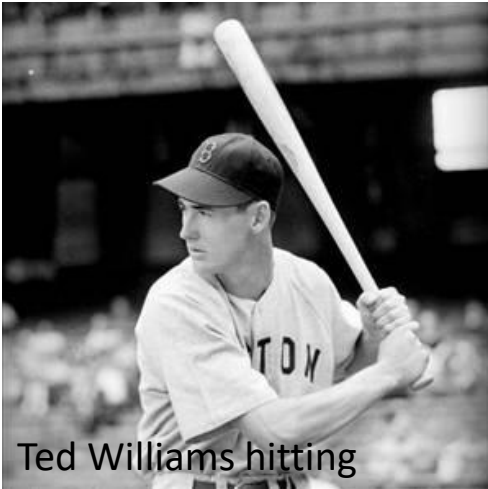
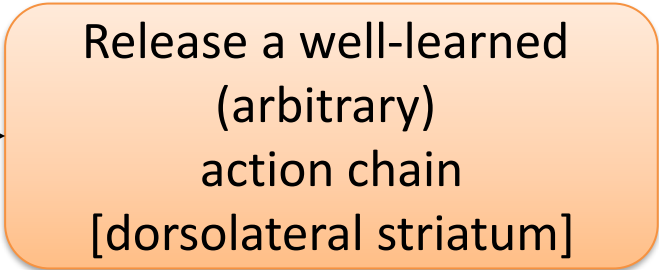
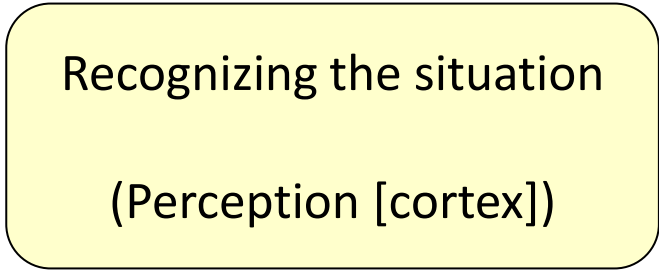
Deliberation: search and evaluate potential consequences.

Procedural (habits): cached action-chain sequences.



# Procedural habits

Procedural habits are learned slowly, allowing them to be fast and reliable but inflexible in their execution.



*Pavlovian/Instinctual actions*



Actions without learning  
Situations learned.

*Practice leads to automated behavior*



Actions and situations  
must both be reliable.

*Choosing between entails planning*



Learn structure of world.  
Plan actions on it



*Increasing regularity in the environment and actions taken*

*Pavlovian/Instinctual actions*



Actions without learning  
Situations learned.

*Choosing between entails planning*

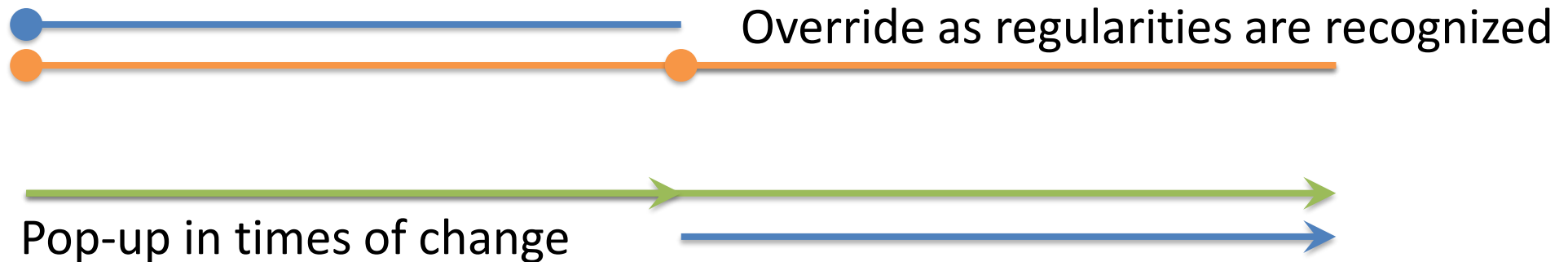


Learn structure of world.  
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# Utility theory

**Deliberation**

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Deliberation entails actual imagination of potential outcomes, and then an evaluation of that outcome.

UNIVERSITY OF MINNESOTA

Deliberation depends on sampling.

This makes it **inconsistent**.

**Procedural habits**

Procedural habits are learned slowly, allowing them to be fast and reliable but inflexible in their execution.

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Procedural is a table-lookup.

This makes it **consistent**.

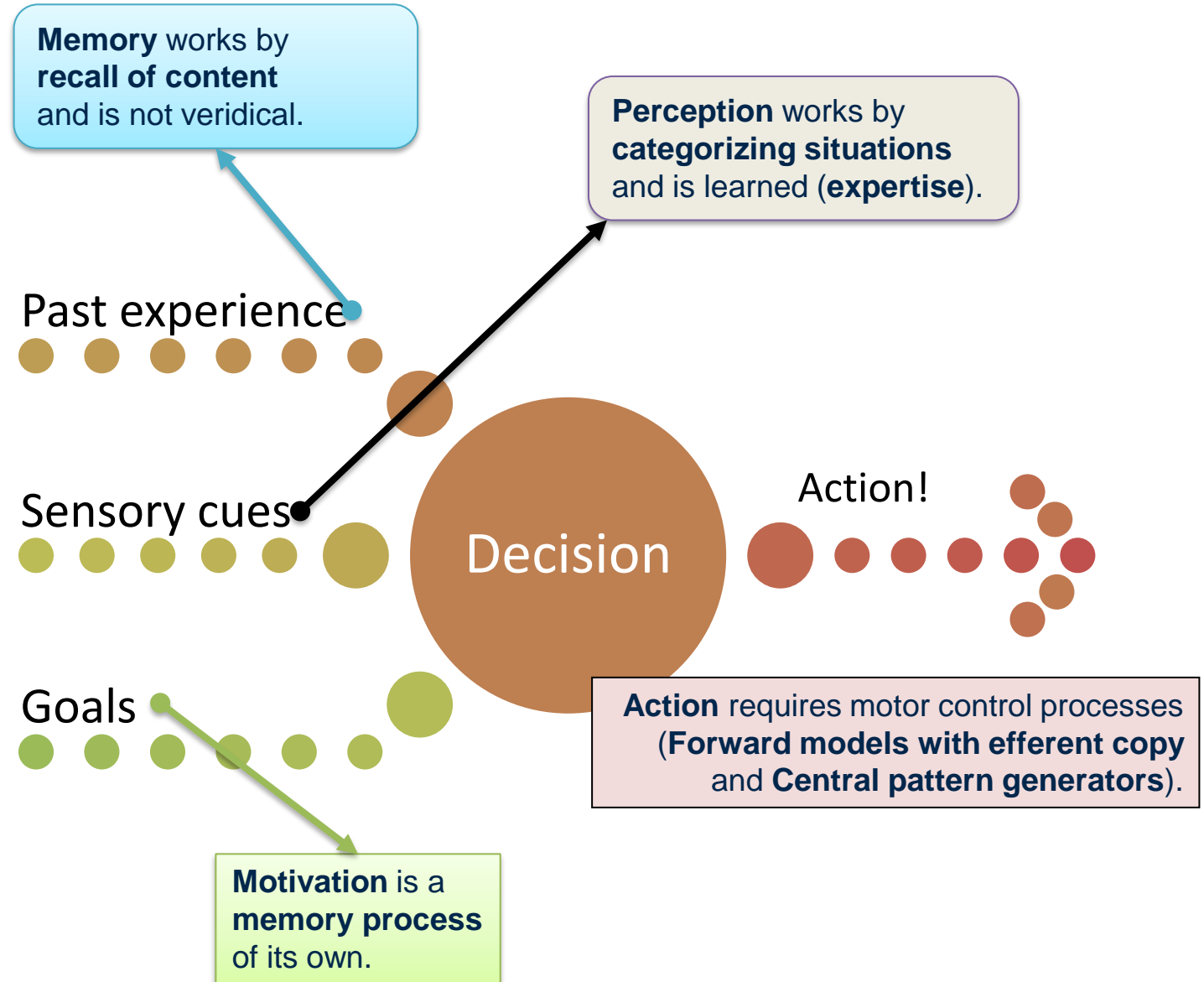
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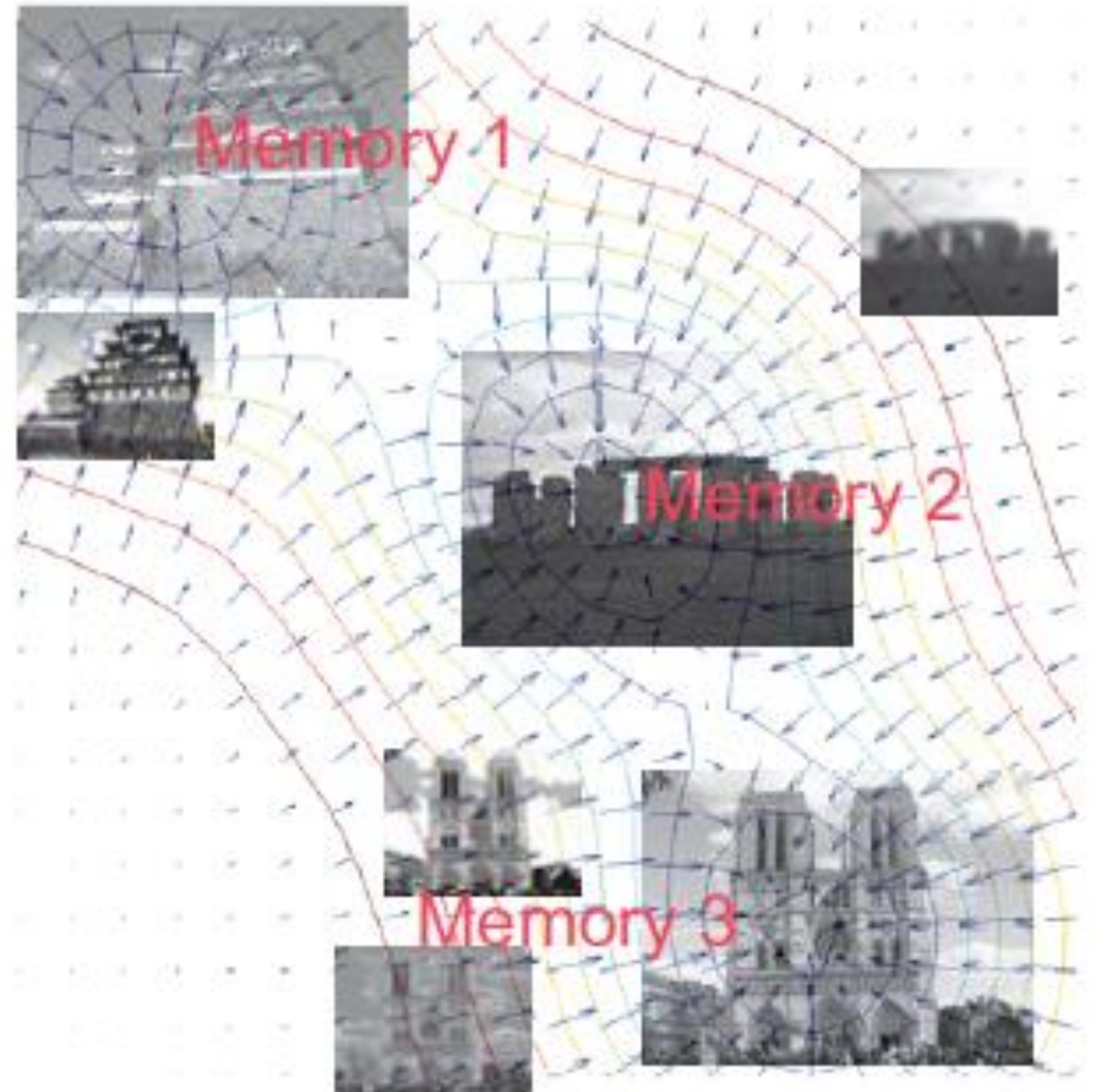
Procedural (habits): cached action-chain sequences.



Memory is a process of moving the pattern of neurons to a previously stored pattern.

The means that memory is **constructed**.

Memory is addressed by ***content***.



# Memory is fragile, and suggestible



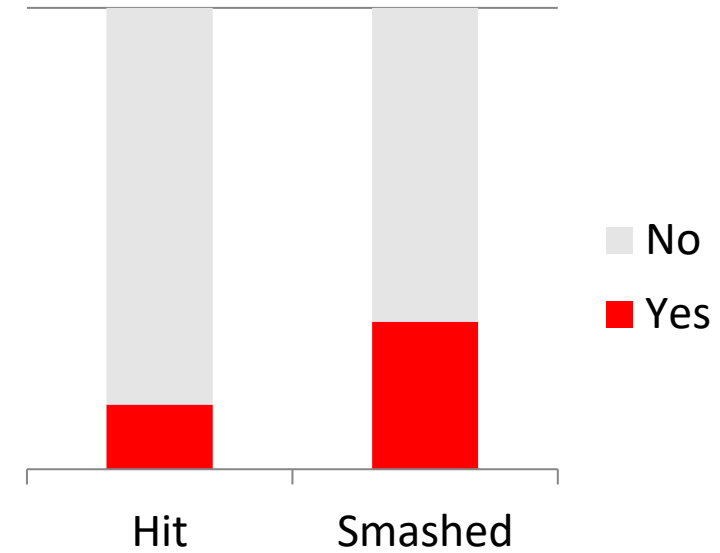
In 1974, Elizabeth Loftus and John Palmer found that the way a question was asked could change the memory.

How fast were the cars going when they \_\_\_\_\_ each other?  
**Speed Estimate**  
(miles per hour)



Notice that this gives you **hindsight bias**.

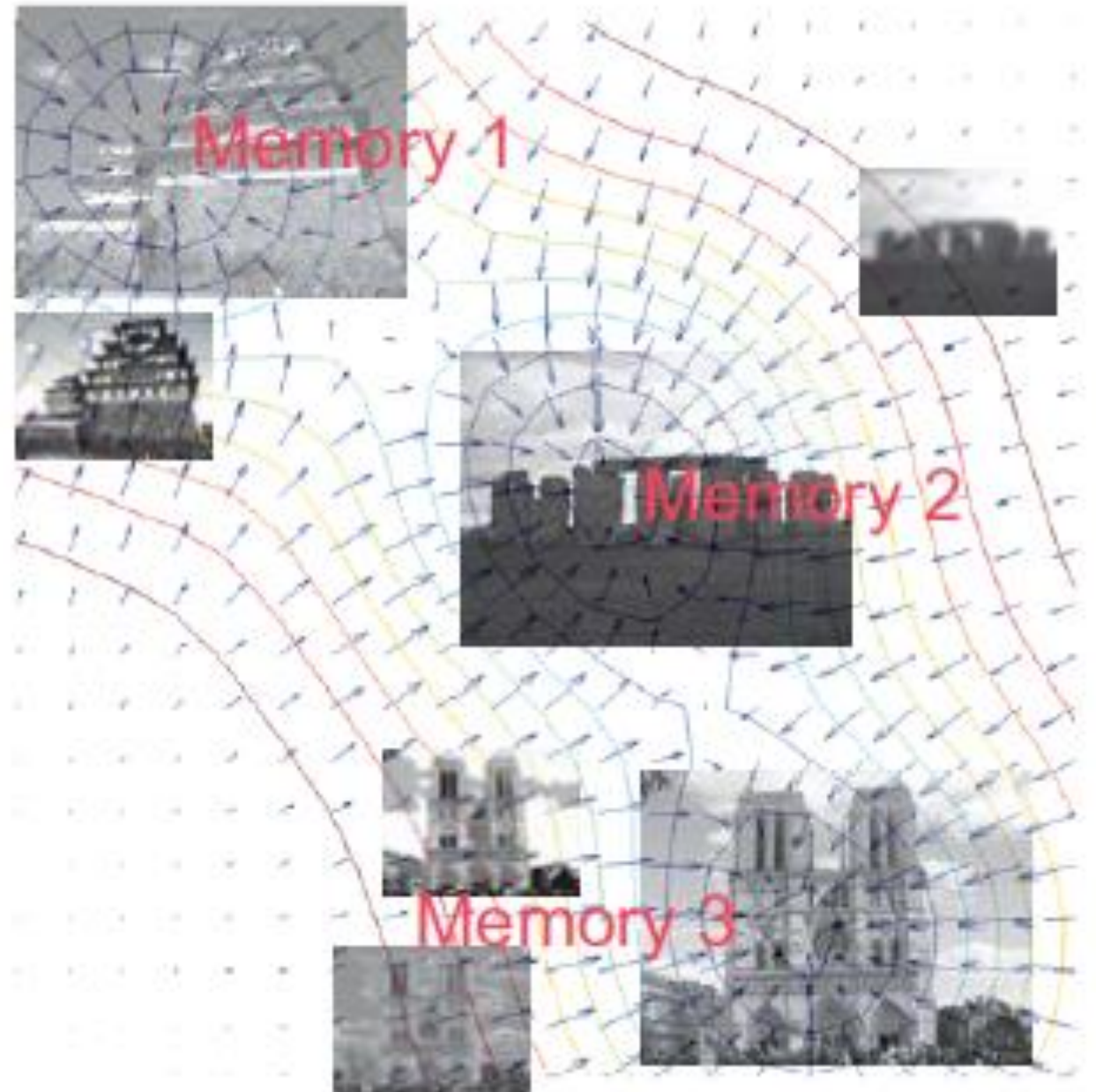
Was there broken glass?



## *Framing*

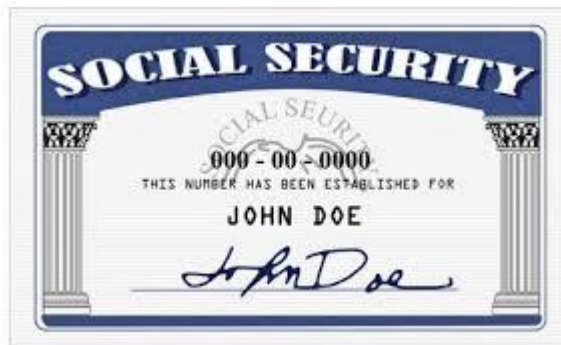
Because memory is  
*content addressable,*

the initial pattern will modify  
the final recalled pattern.

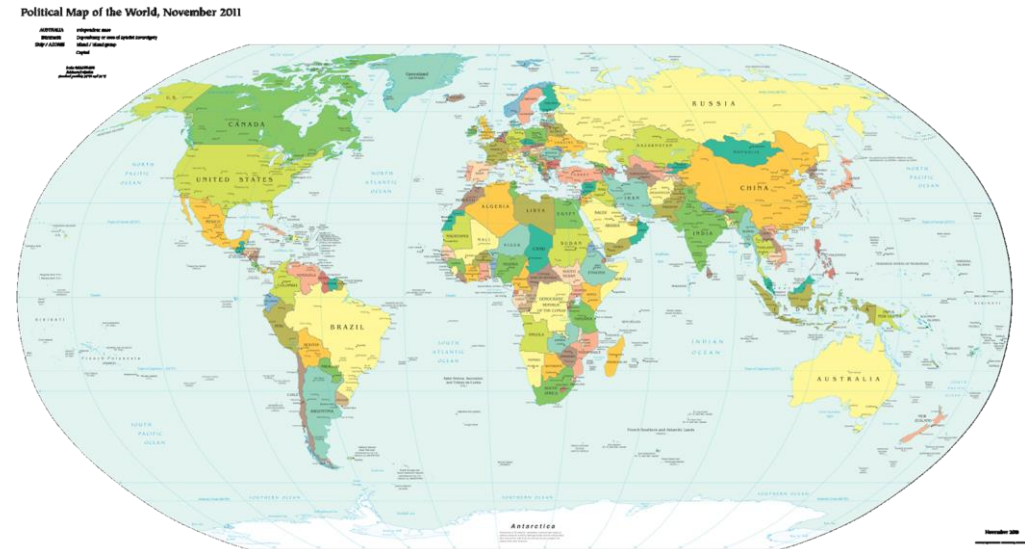


## The anchoring effect

What are the last two digits of your social security number?



How many countries are in the UN?



# This is a new microeconomic model

### Decisions

Reflexes: prewired responses to stimuli.

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### The endowment effect

Pavlovian systems can only access immediate rewards. This provides an excess valuation to immediate options.

The Marshmallow Test

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### Consistency and completeness

#### Deliberation

Depends on hippocampal, medial prefrontal cortex, dorsolateral cortex, medial prefrontal cortex, dorsolateral prefrontal cortex.

Deliberation entails actual integration of potential outcomes, and thus an evaluation of that outcome.

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#### Procedural habits

Procedural habits are learned directly, allowing them to be fast and reliable but inflexible in their execution.

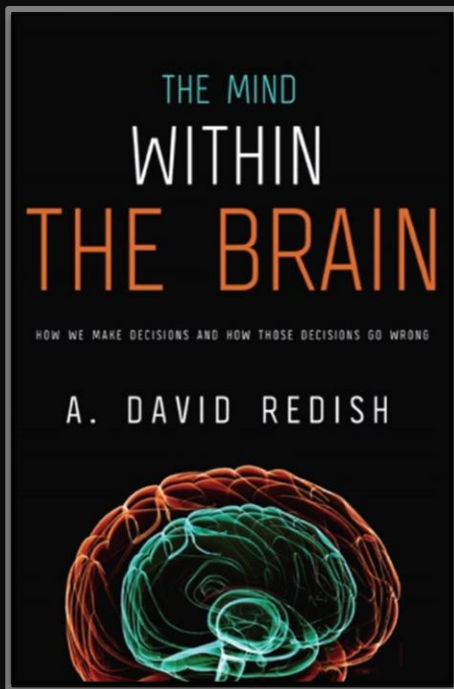
Requires a well-learned action chain (operational at least).

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Deliberation depends on sampling. This makes it **inconsistent**.

Procedural is a table-lookup. This makes it **consistent**.

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### Framing

Because memory is content addressable, the initial pattern will modify the final recalled pattern.

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Runge, Johnson, Nelson, Redish (2023) / Neurosci Psychology Economics

### The anchoring effect

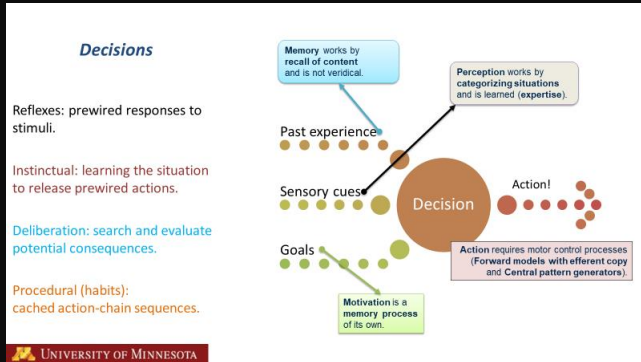
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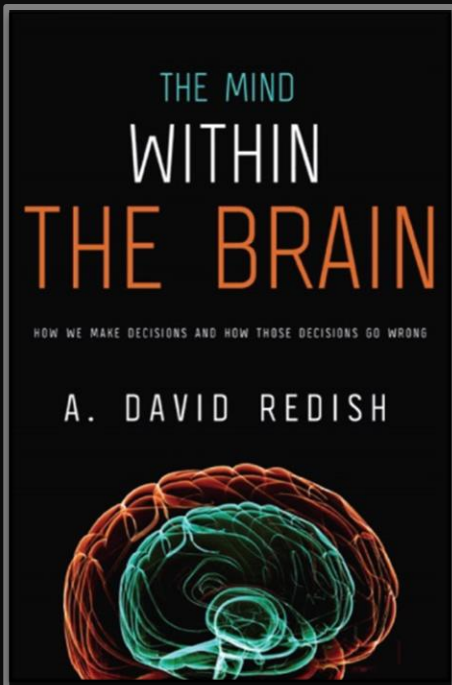
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# This is a new microeconomic model



1 A sensitivity to sunk costs  
*Economics in non-human animals*



2 Contingency management  
*How you ask the question matters*

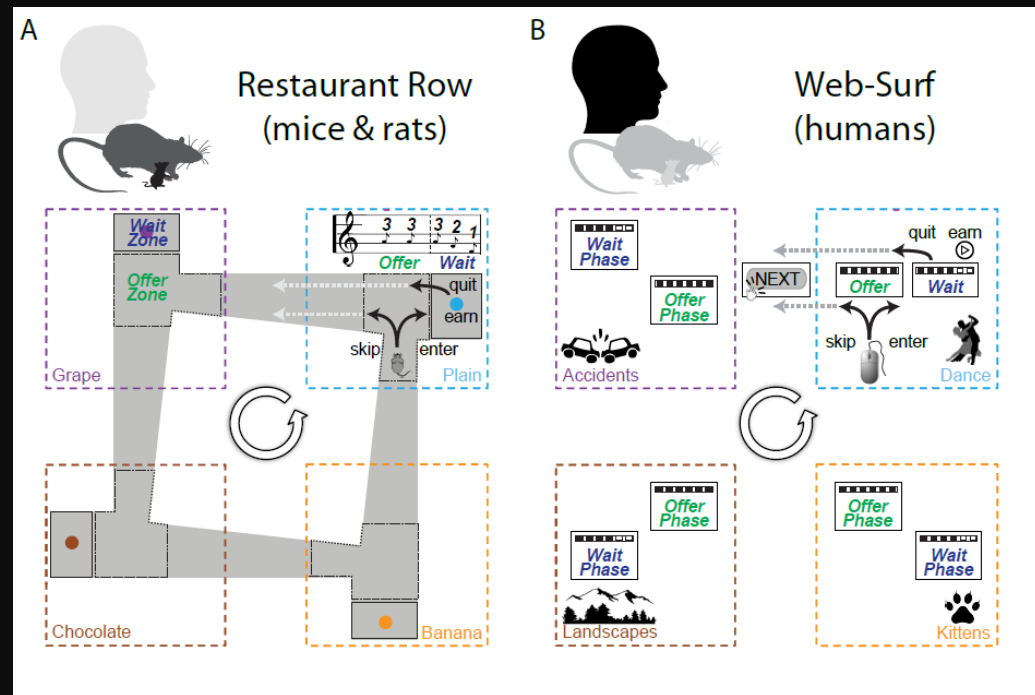
3 Trust and community  
*Making yourself vulnerable to others*



1

# A sensitivity to sunk costs

## *Economics in non-human animals*

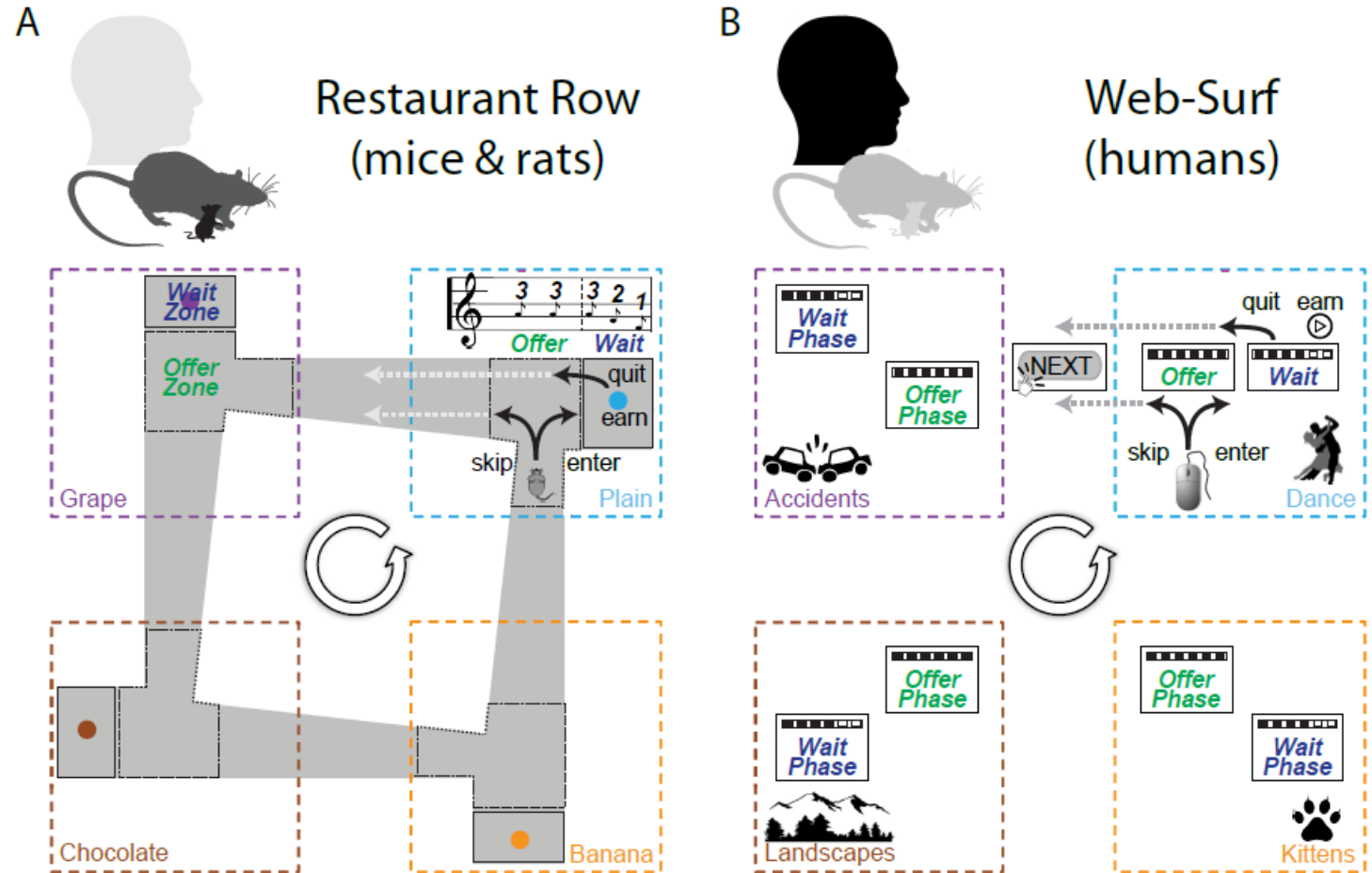


# Sunk costs in mice, rats, and humans

Rats run around a circular track for food reward.

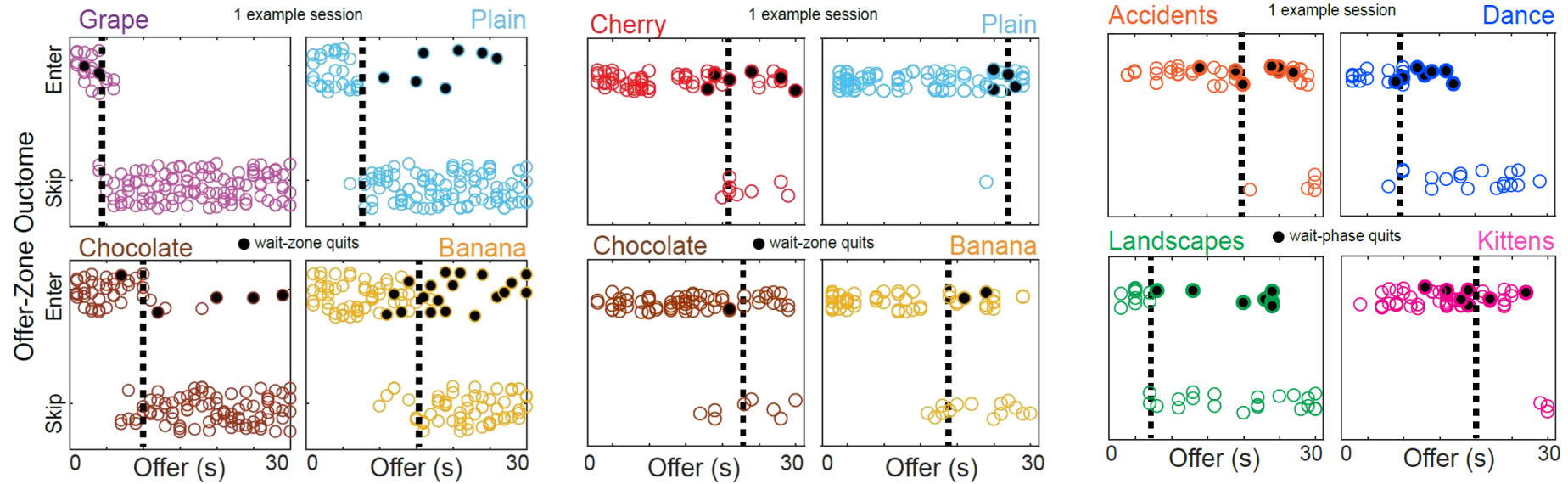
Humans surf a web interface for videos to watch.

Because they have a **limited time on the track**, waiting for one reward must be balanced against waiting for another.



# Preferences

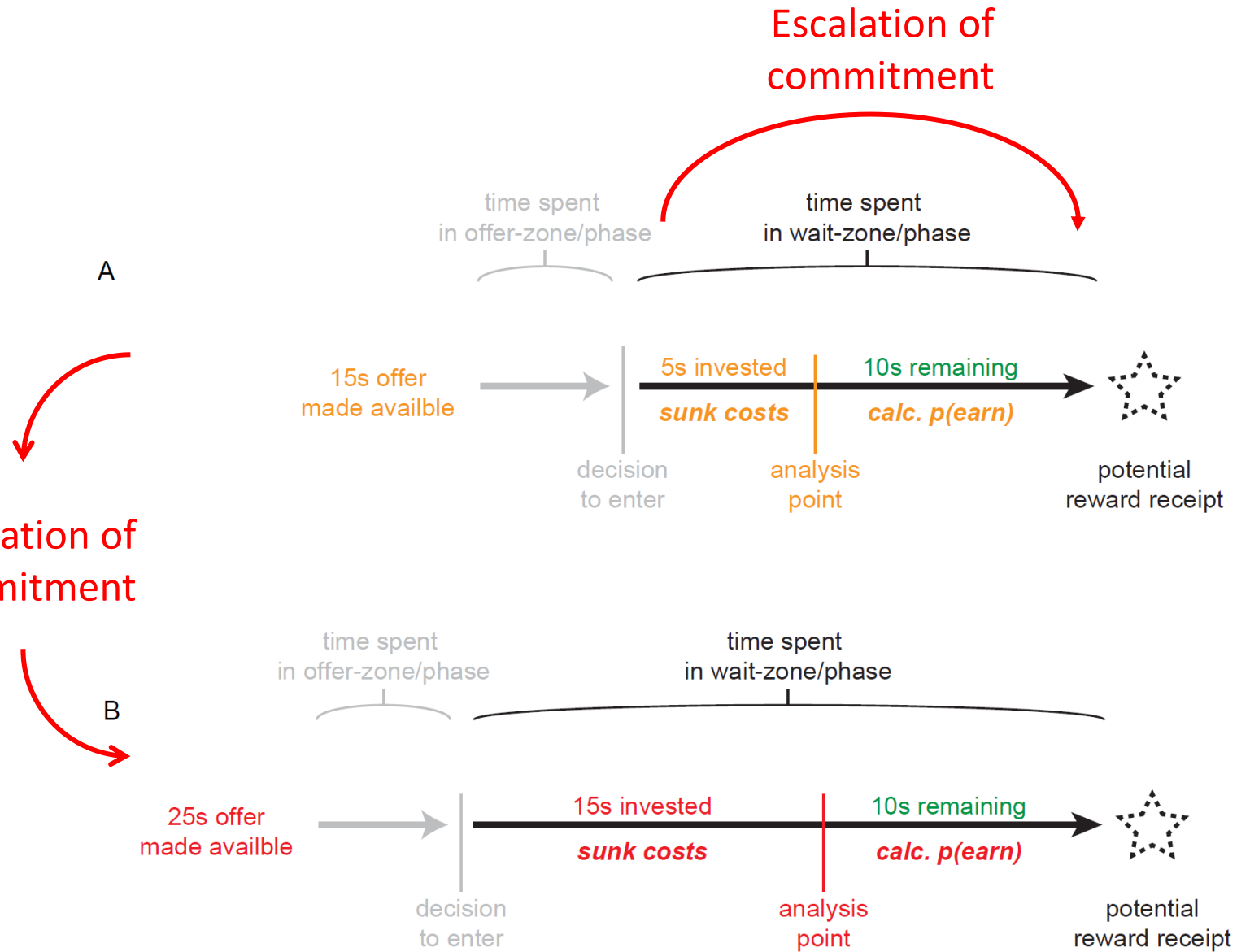
Every subject we've run on this task (mouse, rat, human) has shown measurable preferences.



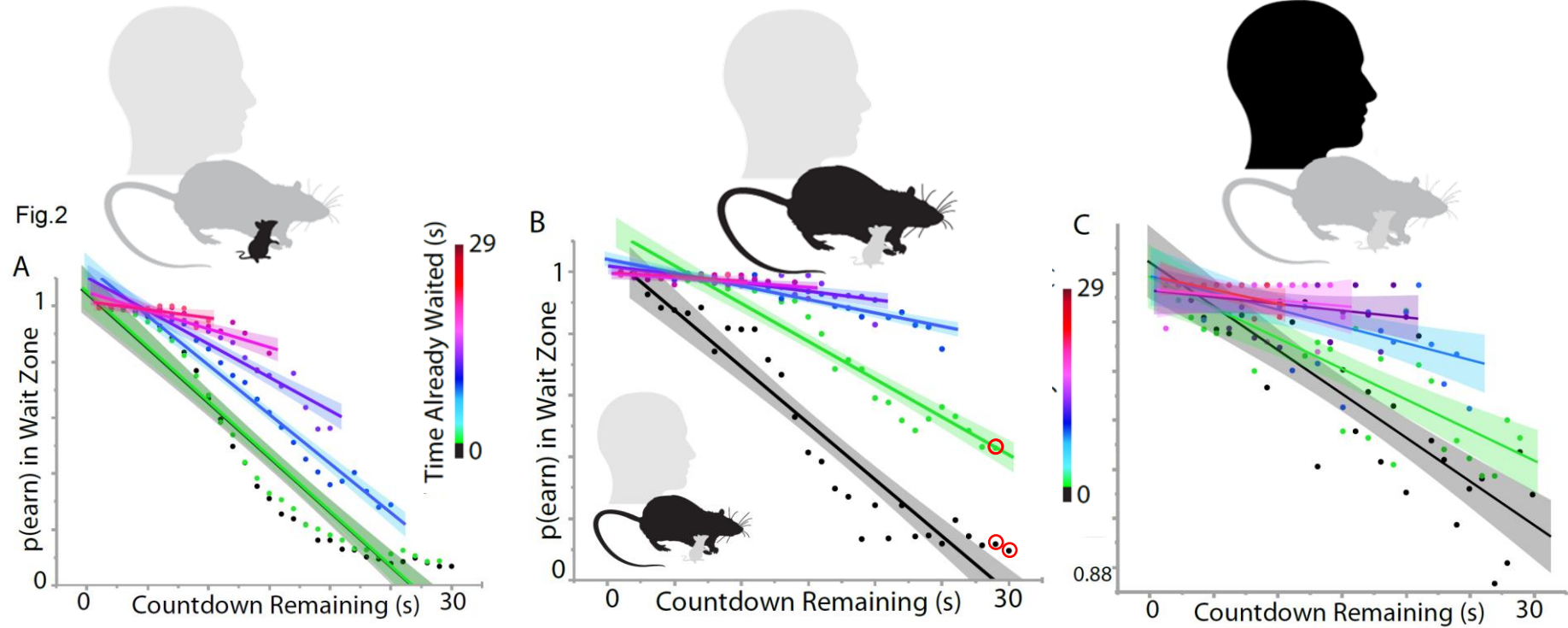
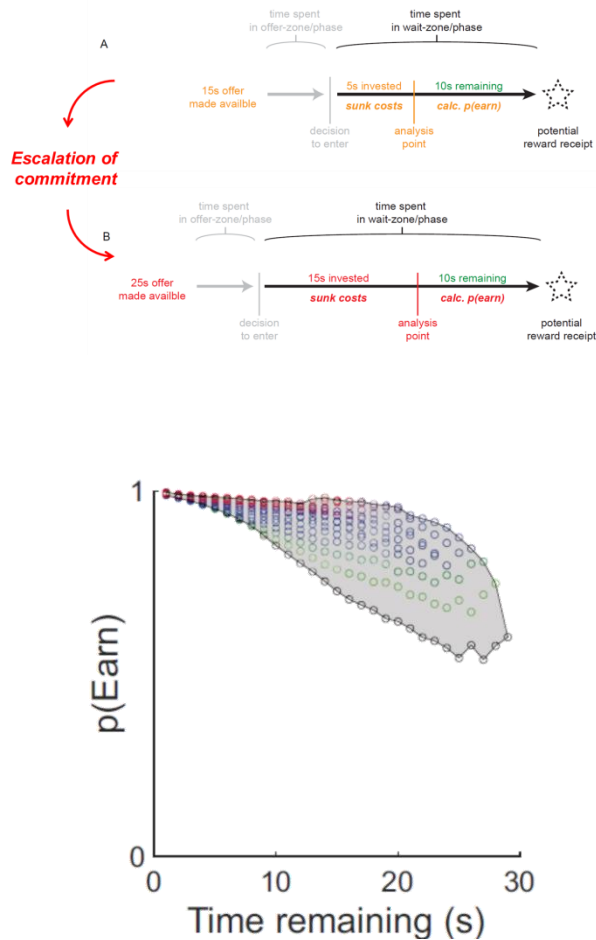
# Operationalizing sunk cost sensitivity

Sensitivity to sunk costs arises when decisions are made based on past expenses rather than future expectations.

Escalation of commitment



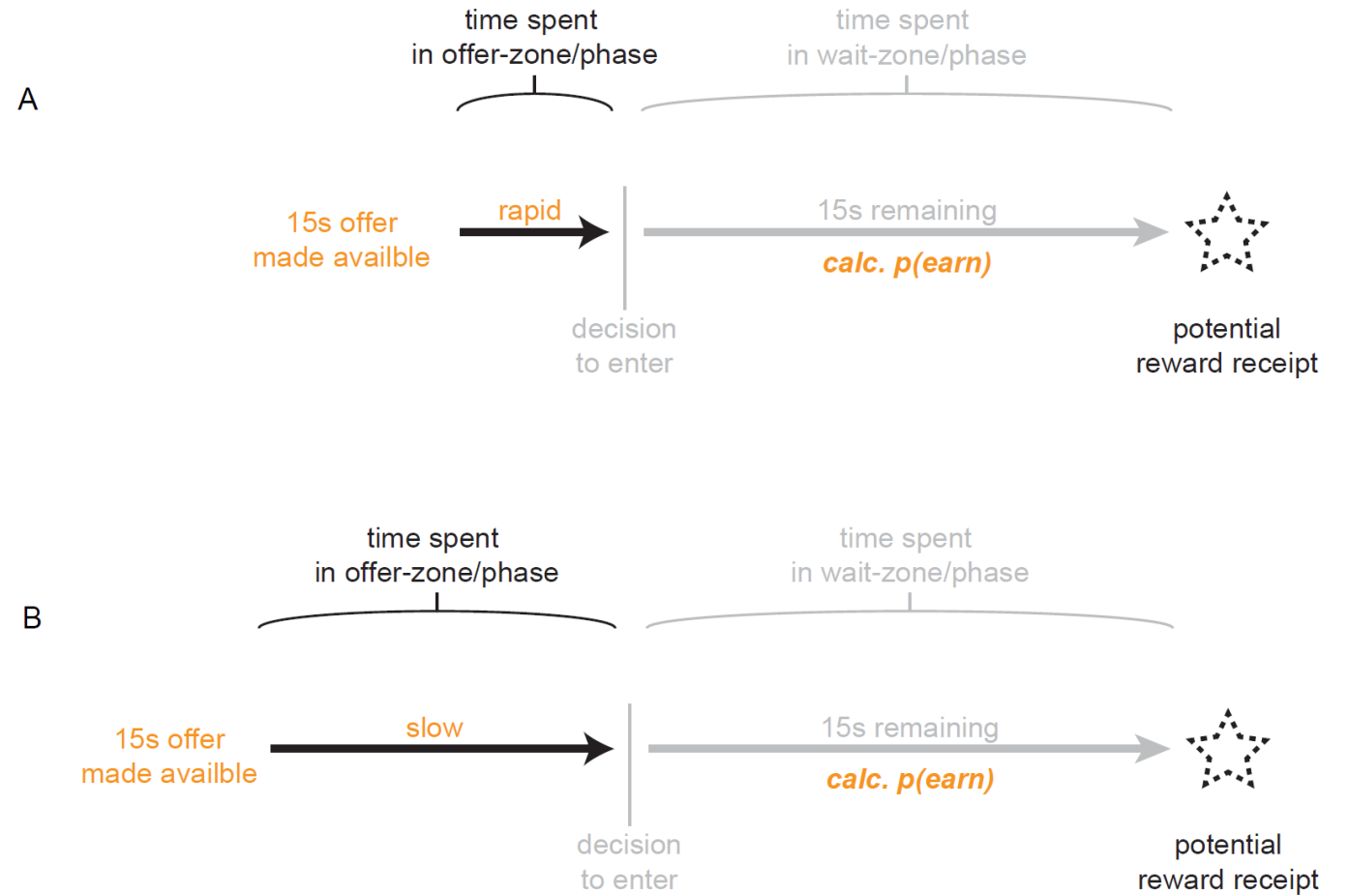
# Sunk costs in the wait zone



Redish, Abram, Cunningham, Duin, Durand-de Cuttoli, Kazinka, Kocharian, MacDonald, Schmidt, ...  
Schmitzer-Torbert, Thomas, Sweis (2022) *Communications Biology*  
Sweis, Abram, Schmidt, Seeland, MacDonald, Thomas, Redish (2018) *Science*

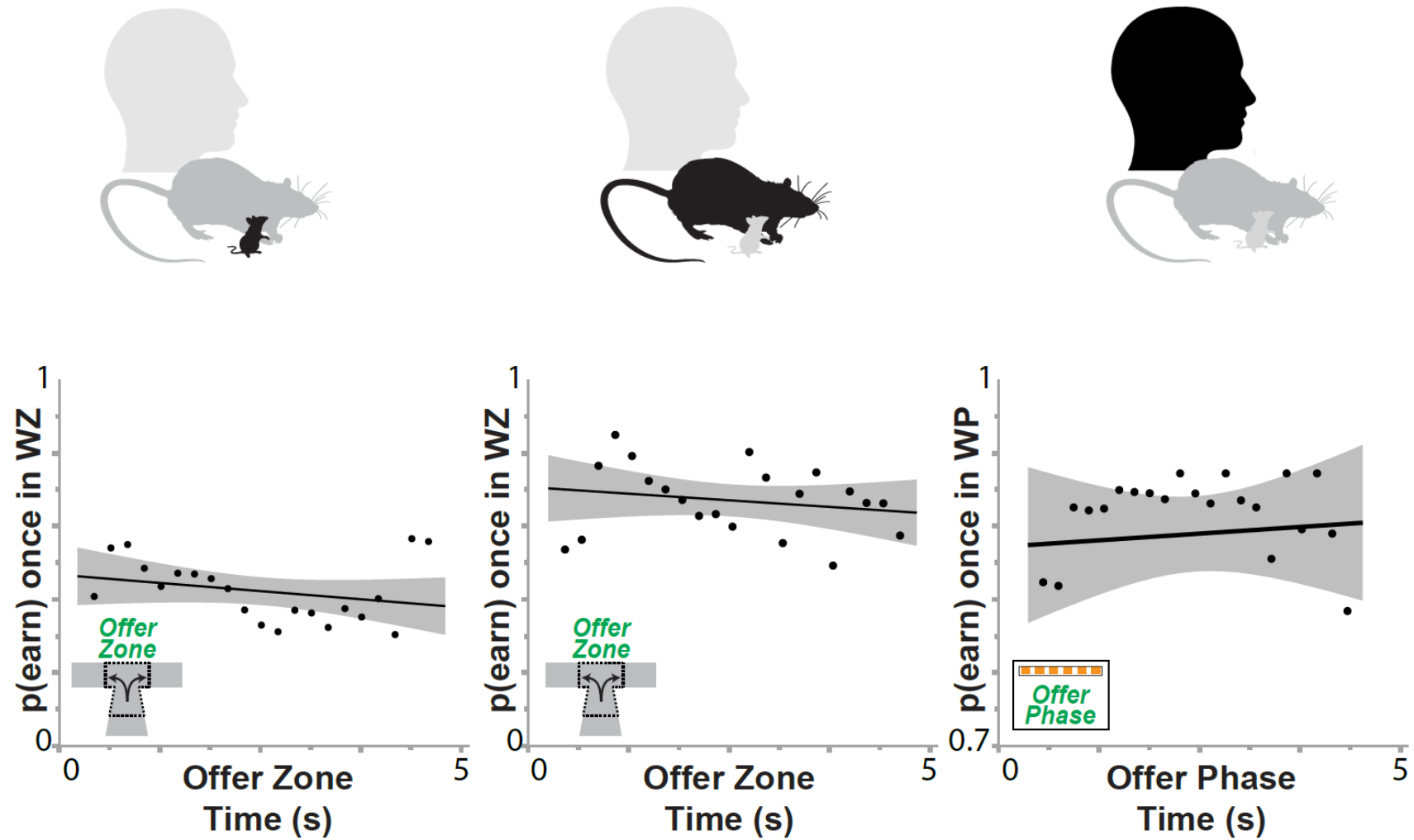
# Sunk costs in the offer zone

We can make  
the same measurements based  
on time spent in the offer zone.



## No sunk costs in the offer zone

Sunk costs only start to accrue  
after **investment**  
in a choice.





Sunk costs only start to accrue  
after investment in a choice.

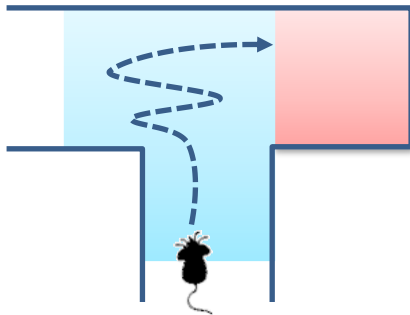
In the human task literature,  
one talks of a  
**commitment to task engagement**  
as “crossing the rubicon”.

Entering the wait zone is a rubicon.



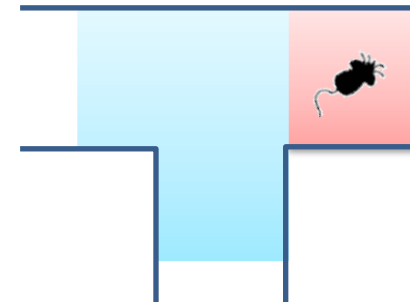
# Sunk costs only start to accrue after investment in a choice

## Deliberative planning systems



Dithering is a sign of deliberation, during which hippocampal representations sweep ahead of the animal along multiple choices, and depend on prefrontal cortical integrity.

## Instinctual Pavlovian systems



Quitting arises from a re-evaluation of the choice and a prefrontal override.  
Sunk costs are increased by increasing amygdala connections to the nucleus accumbens shell.

Redish (2016) *Nature Reviews Neuroscience*

Lind (Larson), Sweis, Asp, Esguerra, Silvis, Redish, Thomas (2023) *Communications Biology*

Sweis, Larson (Lind), Thomas, Redish (2018) *PNAS*

Kocharian, Redish, Rothwell (2024) *bioRxiv*

2

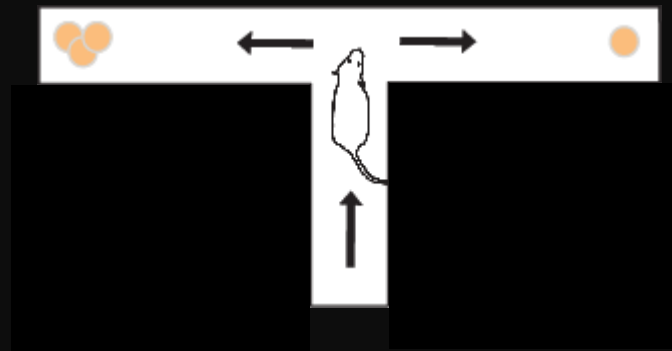
# Contingency management

*How you ask the question matters*



regretfulrats.com

Should I stay?



Which one?



Is it worth it?

# Contingency management

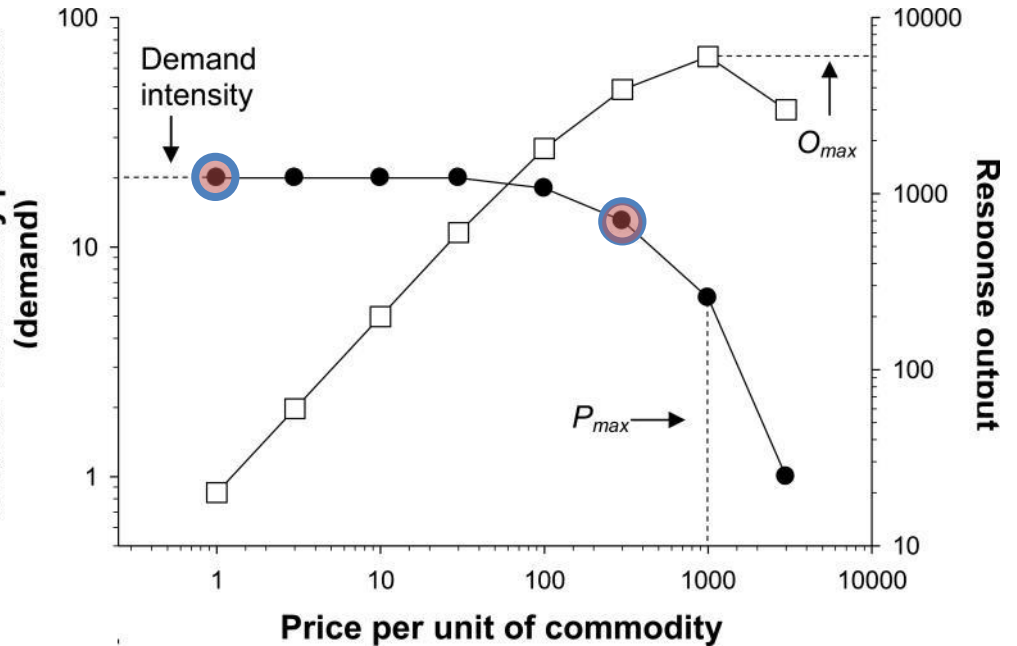
If you don't use drugs for a week, then you receive a small reward.

## Current theory:

- The reward is an **alternate reinforcer**.
- Losing it increases the **opportunity costs** of the drug.

*But the rewards are small.*

*And drugs are supposed to be inelastic.*



Demand curve from Bruner and Johnson 2014



## *Contingency management*

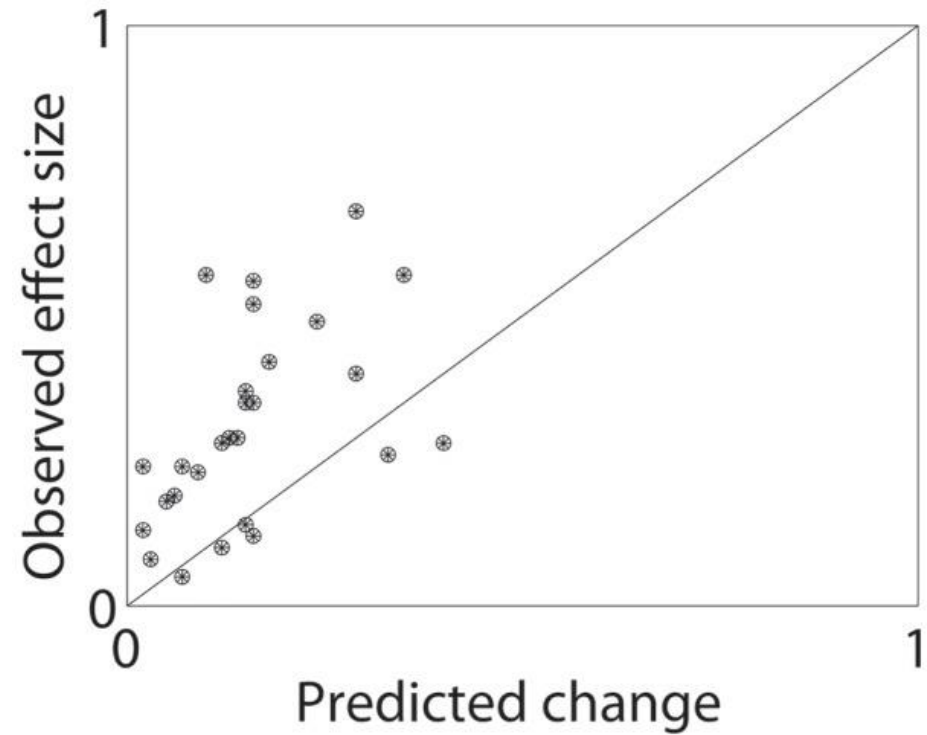
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# Contingency management

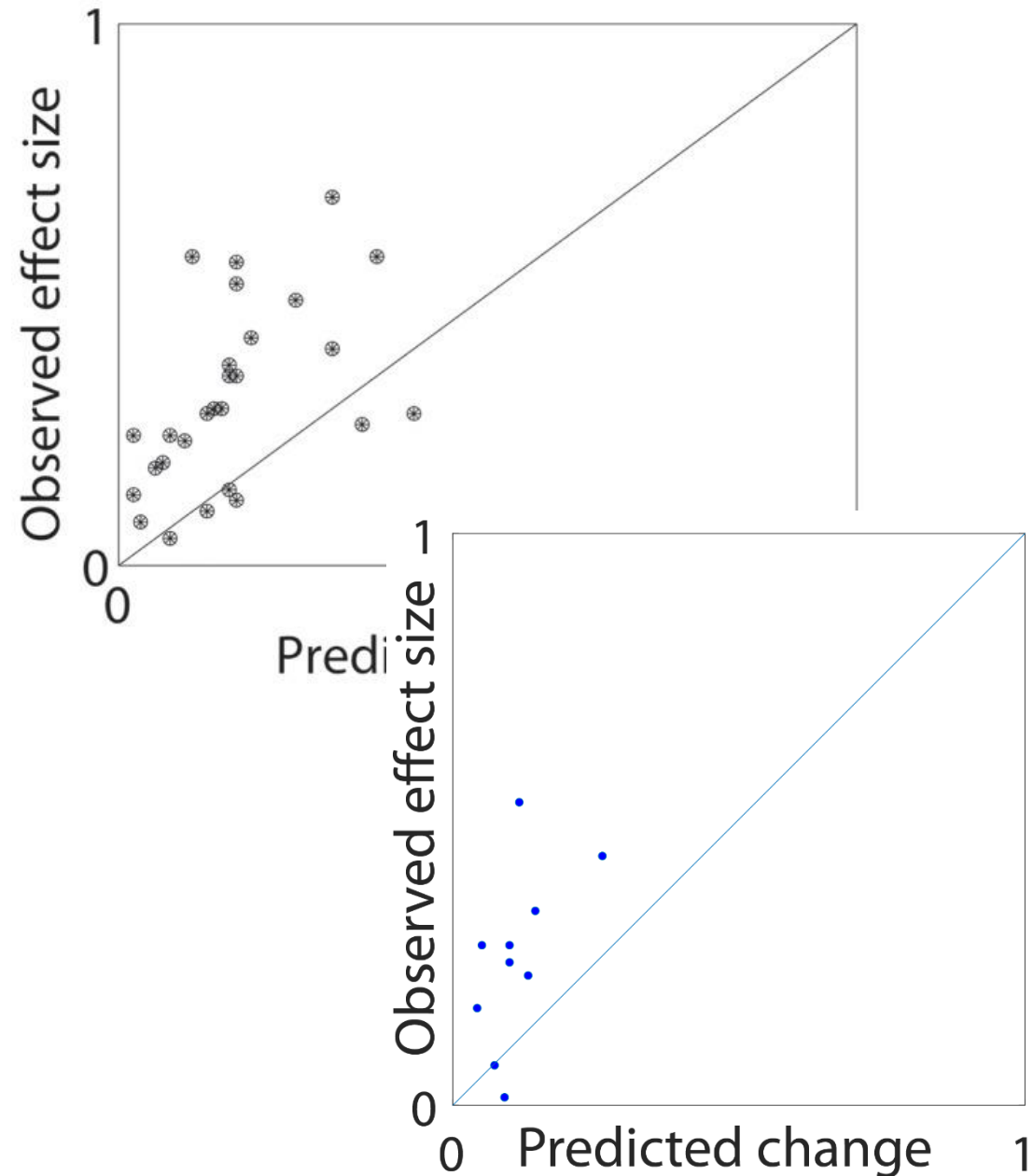
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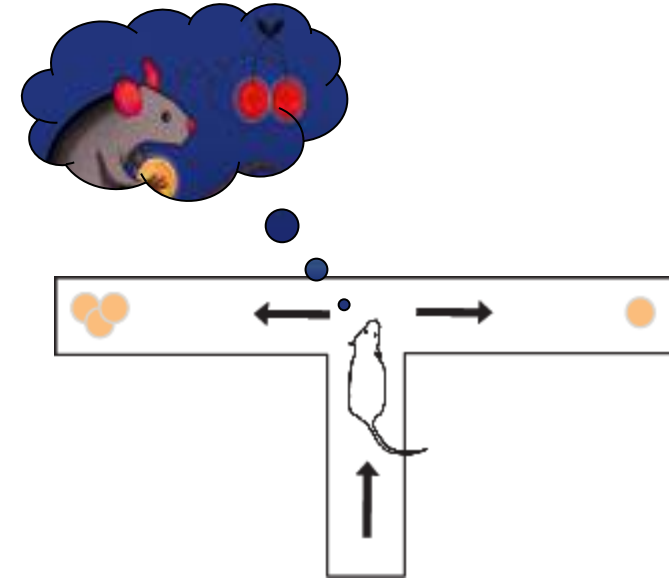
Regier, Redish (2015) *Frontiers in Psychiatry*;

Davidson, Traxler, DeFulio, Redish, Royle, Gass (2024) *Journal of Applied Behavioral Analysis*

## An alternate hypothesis

We know that there are multiple decision systems and that different situations can drive an animal to use different decision systems.

Maybe contingency management is transforming an *Is it worth it?* decision into a *Which one?* decision.

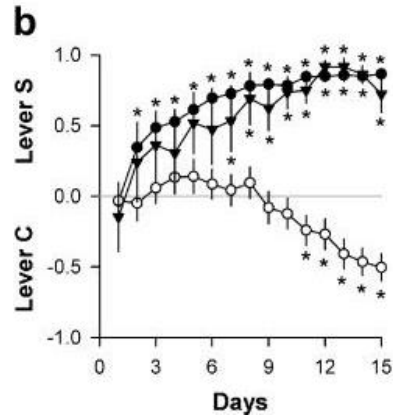
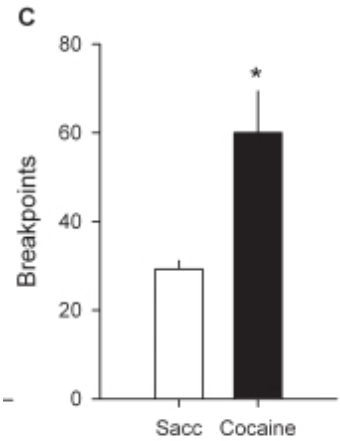


Is it worth it?



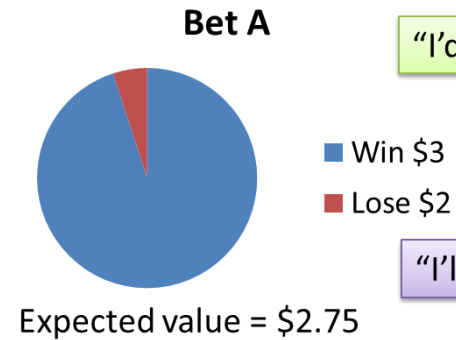
Which one?

# Willing to pay $\neq$ choose between



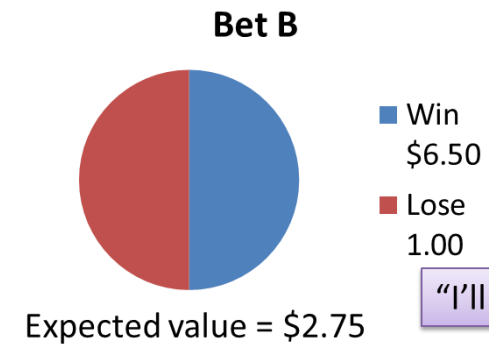
One-lever  
Willing-to-pay  
 $U(C) > U(S)$   
 $C > S$

Two levers  
Choose between  
 $S > C$   
 $U(S) > U(C)$



"I'd rather play Bet A than Bet B."

"I'll pay \$2 to play Bet A."

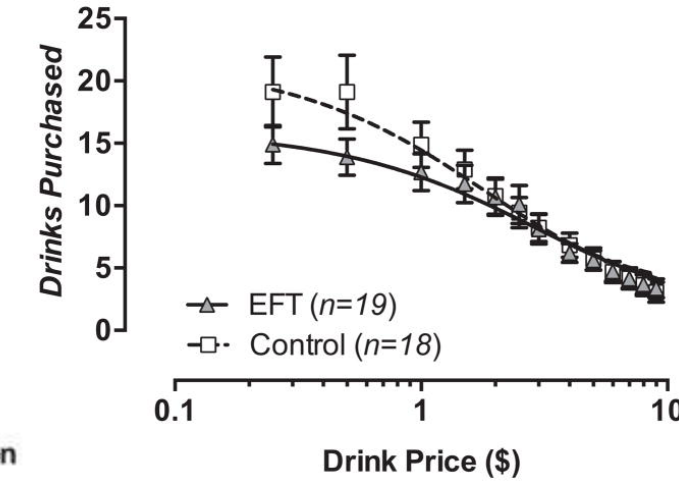
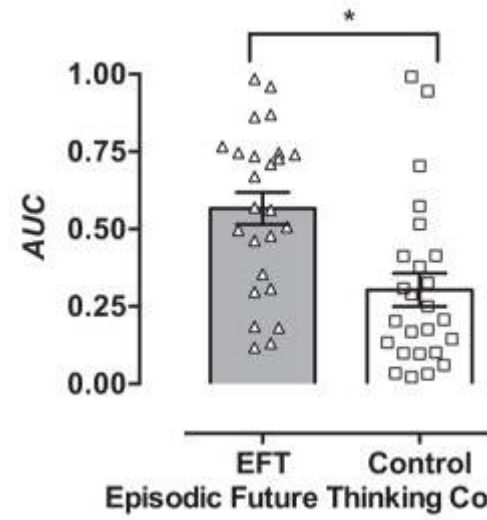


"I'll pay \$2.50 to play Bet B."

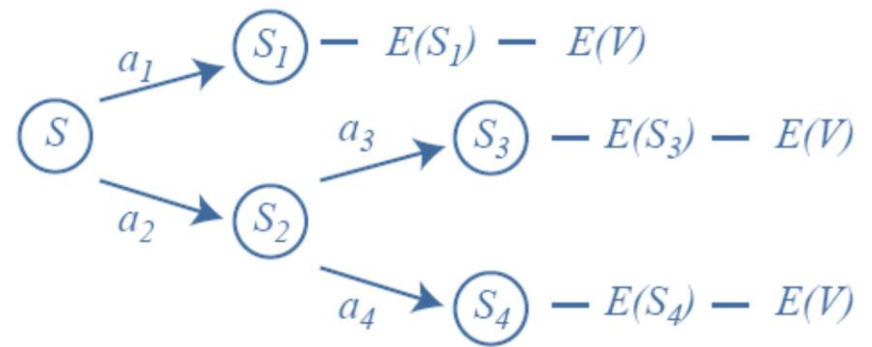


We can teach people to think about the future.

Snider, LaConte, Bickel (2016) *Alcohol Clinical Experimental Research*



Deliberation depends on imagination

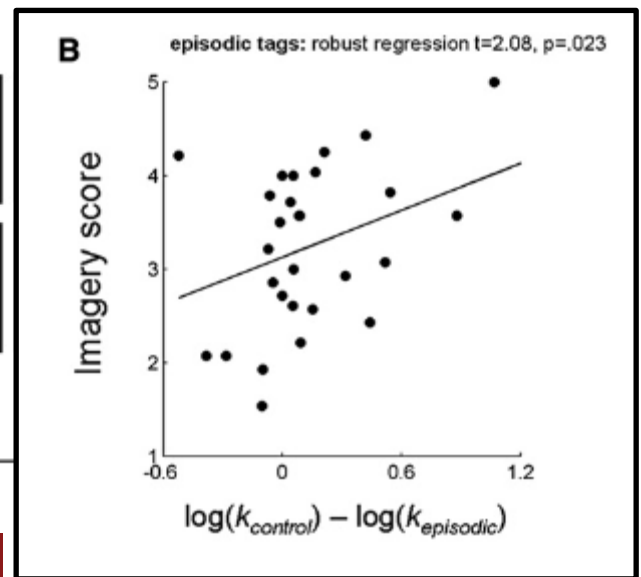


We can make the second option more concrete.

Reference option: 20€ immediately (not shown)

	Trialstart	Option	Jitter
Control condition		26€ 30 days #####	
Episodic condition		35€ 45 days (vacation paris)	
	500 ms	3 s	3 - 7 s
	Time		

Peters, Buchel (2010) *Neuron*



3

# Trust and community

*Making yourself vulnerable to others*

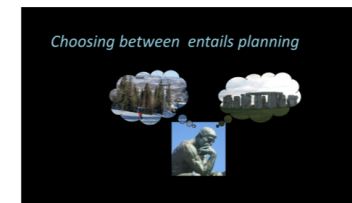


# Trust

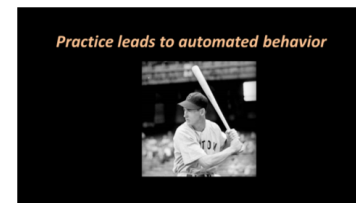
Trust is being willing to make yourself vulnerable to another.



Actions without learning  
Situations learned.



Learn structure of world.  
Plan actions on it

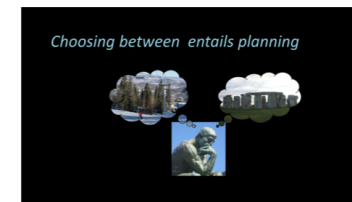


Actions and situations  
must both be reliable.

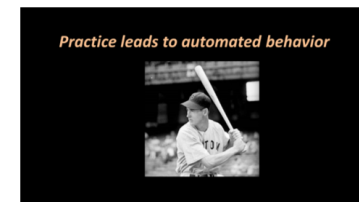
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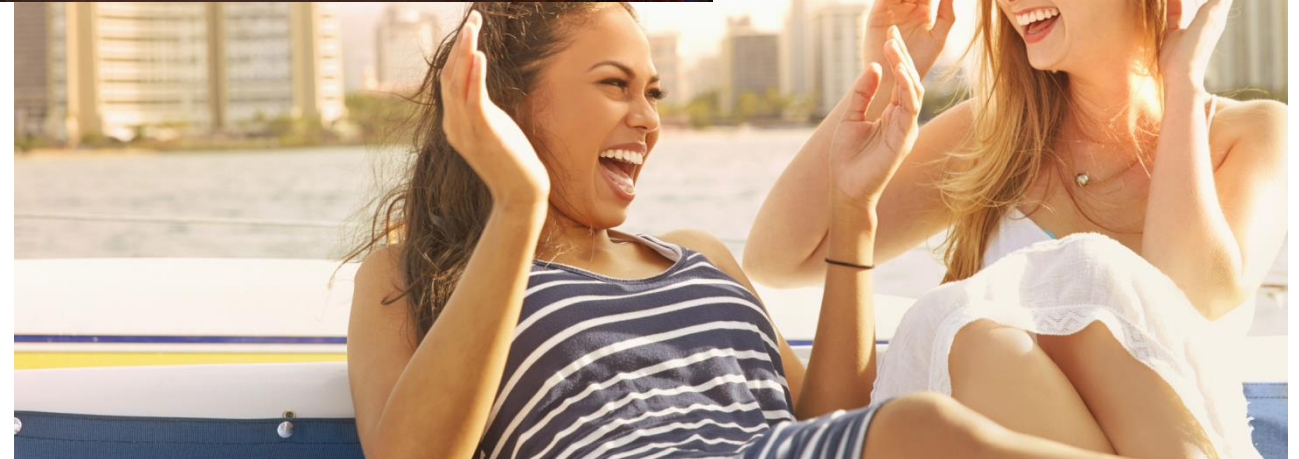


Actions and situations  
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Trust is being willing to make yourself vulnerable to another.

Instinctual trust arises from family and tribalism.

It is based on community and is explicitly not transactional.



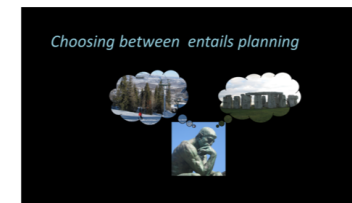
Allen, Kizilcec, Redish (2024) *arXiv*

Redish, Chastain, Runge, Sweis, Allen, Haldar (2024) *Neuroeconomics: Core Topics and New Directions*

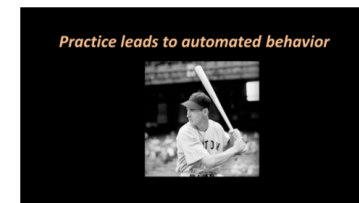
# Trust



Actions without learning  
Situations learned.



Learn structure of world.  
Plan actions on it



Actions and situations  
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Trust is being willing to make yourself vulnerable to another.

Deliberative trust is based on the logic of prediction.

It is explicitly transactional, and depends on explicit expectations.



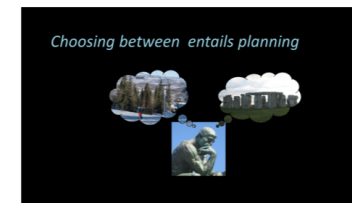
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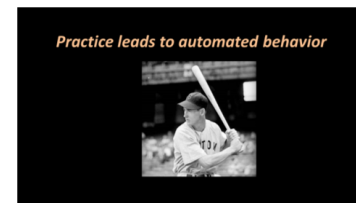
Procedural trust



Actions without learning  
Situations learned.



Learn structure of world.  
Plan actions on it



Actions and situations  
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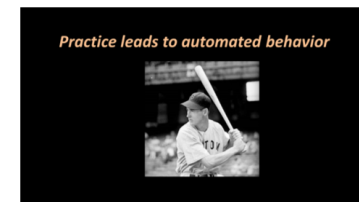
# Trust



Actions without learning  
Situations learned.



Learn structure of world.  
Plan actions on it



Actions and situations  
must both be reliable.

Trust is being willing to make yourself vulnerable to another.

Procedural trust depends on practice and regularity of behavior.



Joe Montana throwing a long pass to Jerry Rice.



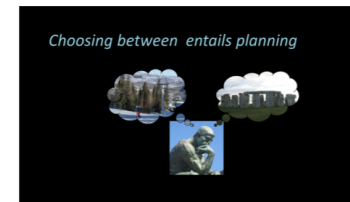
Surgical team

# Community

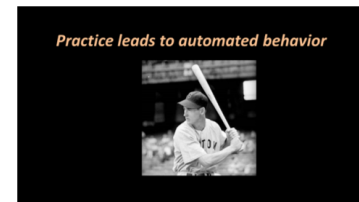
This means that building a community depends on community construction (social codes) that interact with these decision systems.



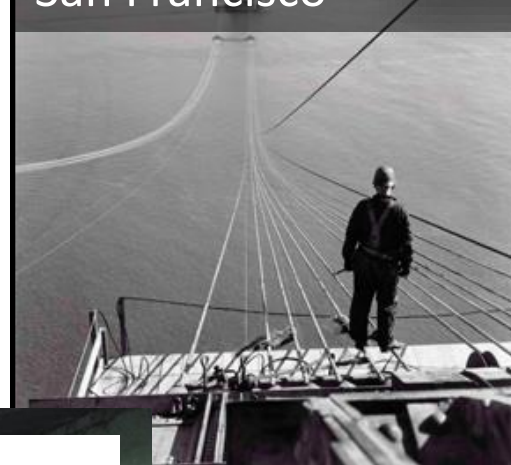
Actions without learning  
Situations learned.



Learn structure of world.  
Plan actions on it



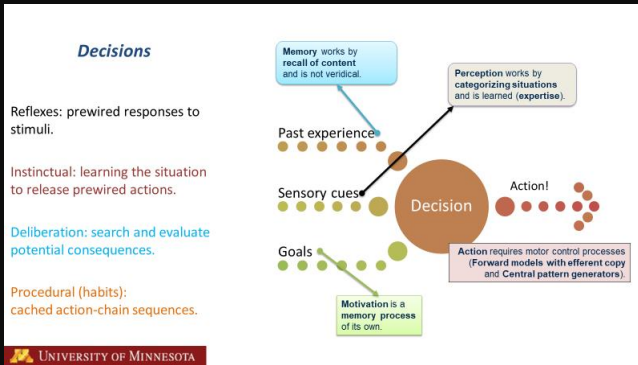
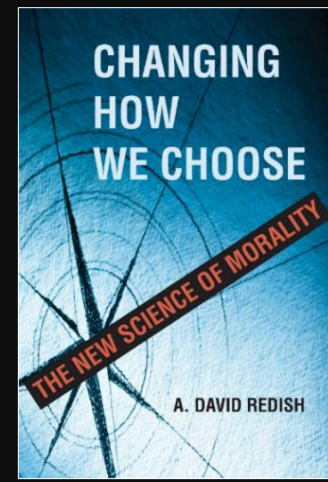
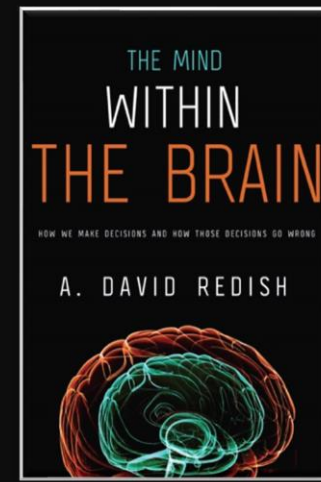
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# Why do economists need to know the neuroscience?

Because the neuroscience provides a new microeconomic model... with real policy consequences.



**The endowment effect**

Pavlovian systems can only access immediate rewards. This provides an excess valuation to immediate options.

The Marshmallow Test

**Framing**

Because memory is content addressable, the initial pattern will modify the final recalled pattern.

1

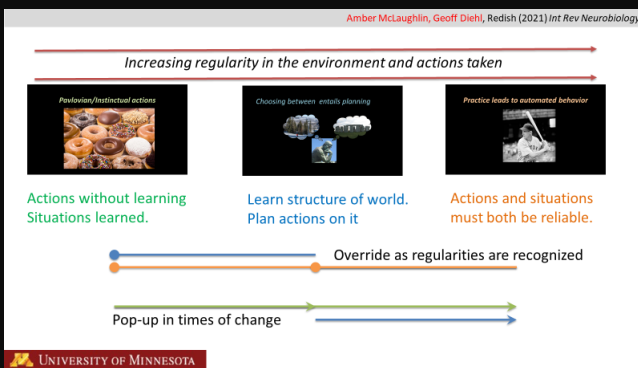
A sensitivity to sunk costs

*Economics in non-human animals*

2

Contingency management

*How you ask the question matters*



**Consistency and completeness**

**Deliberation**

Depends on hippocampus, medial prefrontal cortex, orbitofrontal cortex, anterior cingulate cortex, dorsolateral prefrontal cortex.

Deliberation entails actual integration of external outcomes, and then an evaluation of that outcome.

Deliberation depends on sampling. This makes it inconsistent.

**Procedural habits**

Recognizing the situation (Perceptual format)

Release a well learned behavior (Behavioral output)

Procedural habits are learned directly, allowing them to be fast and reliable but inflexible in their execution.

Procedural is a table-lookup. This makes it consistent.

3

Trust and community

*Making yourself vulnerable to others*

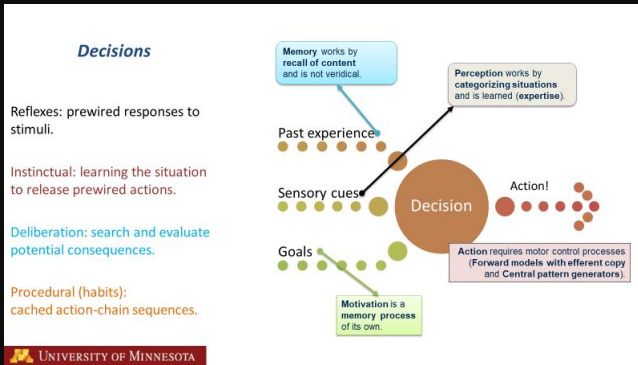
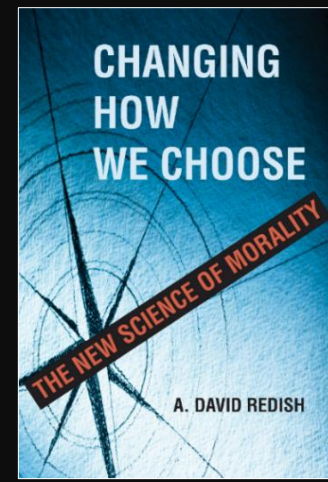
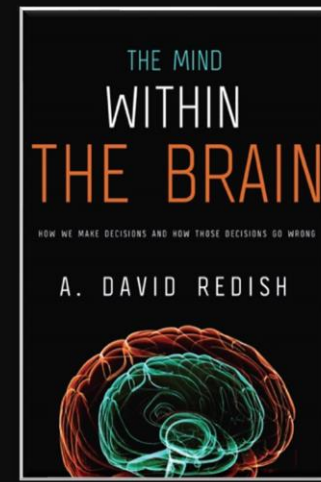


<https://neuroeconomics.org/>



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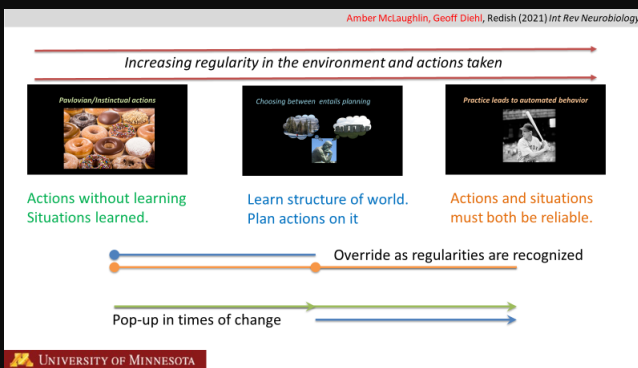
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