

Flexible and selective information sampling in multi-alternative choice

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1 Background

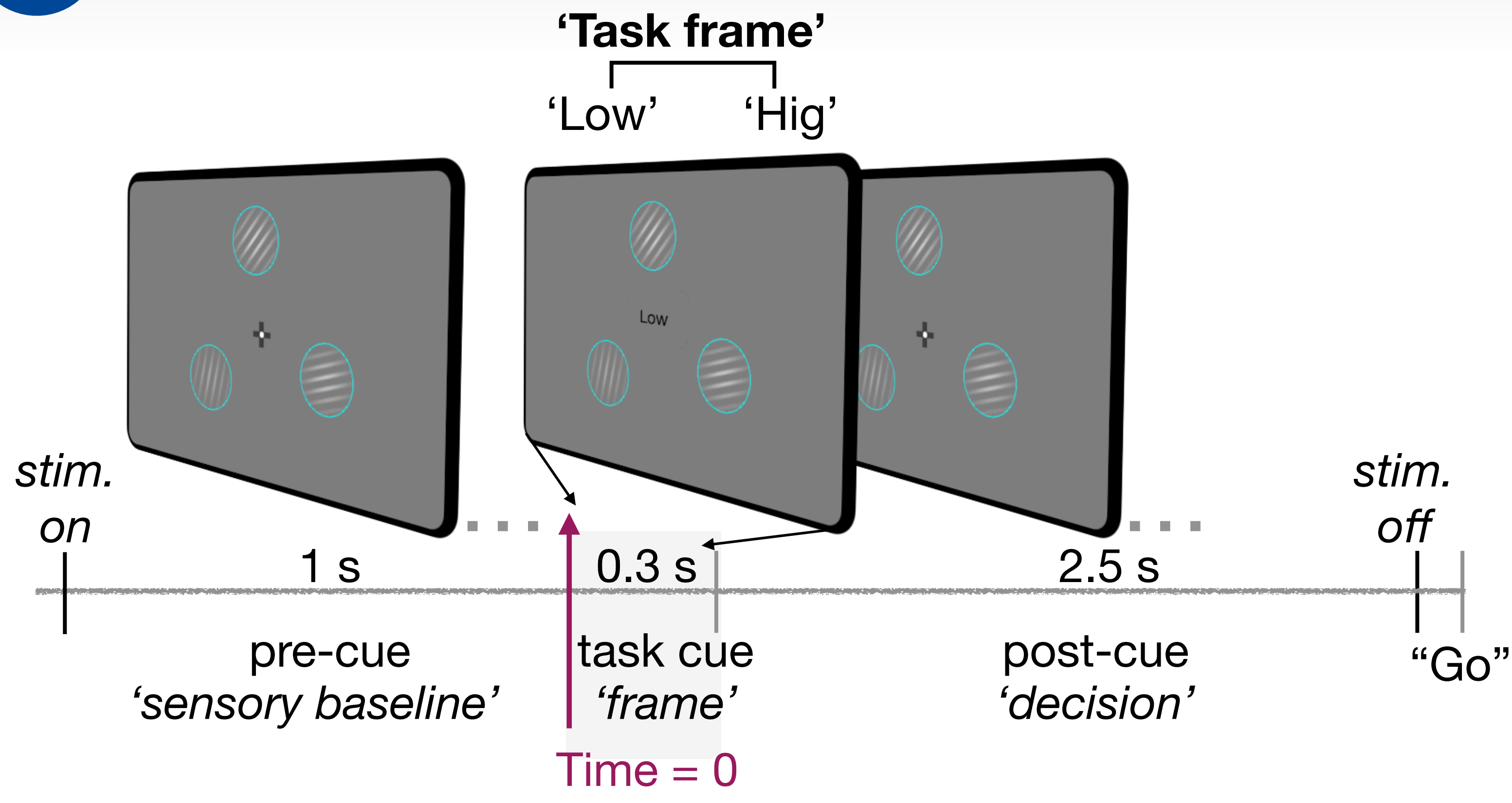
From binary to multi-alternative choice



Computational principles underlying decision over $N > 2$ alternatives?

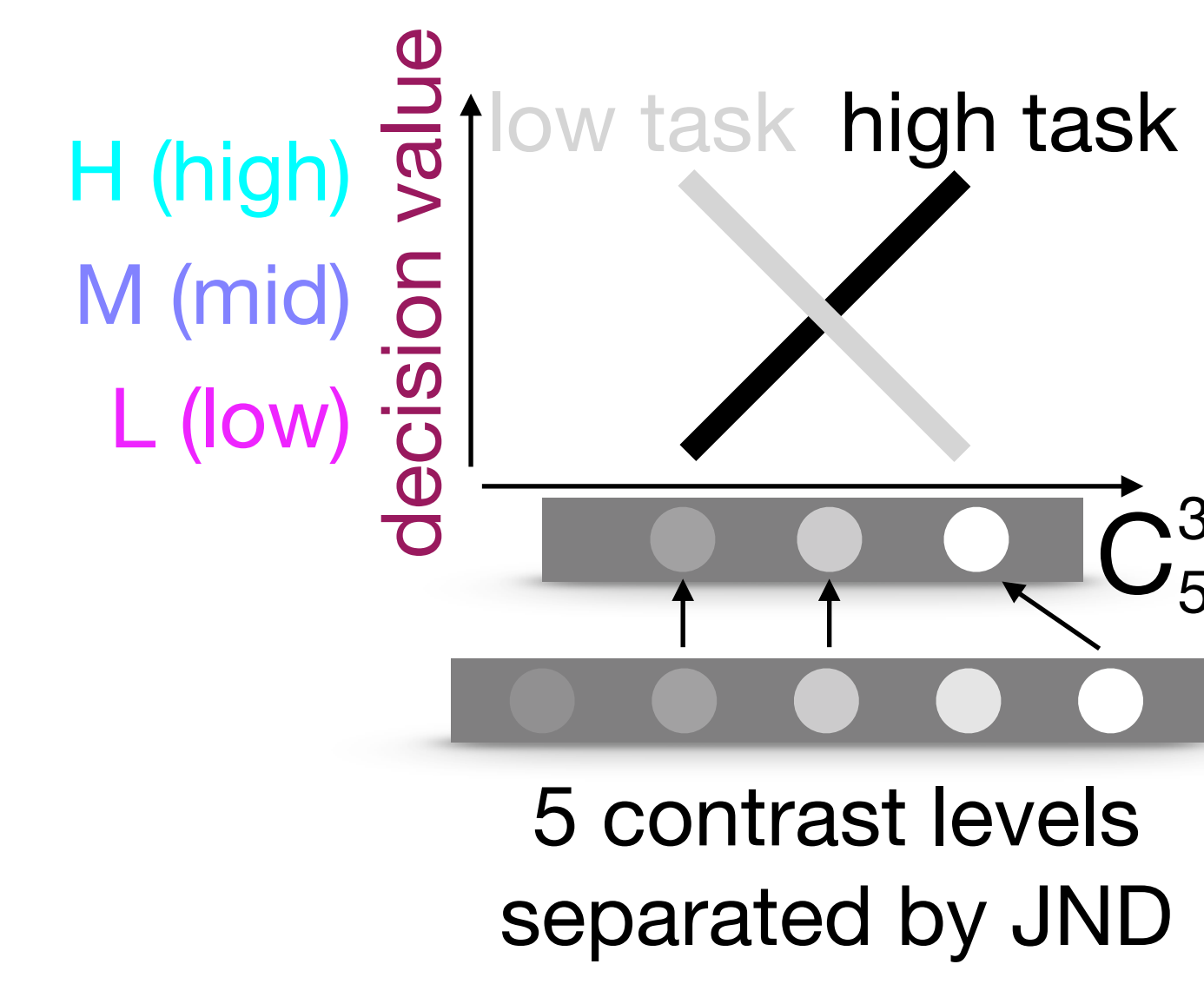
- For multi-alternative choice, the brains deploy attention flexibly and selectively.
- Behavioural economics relies on eye-tracking to study information sampling in multi-alternative decision [1].
- The role of **covert** attention (without eye movements) is not clear.
- **Limitation of eye-tracking:** Knowing where people fixate says nothing about what they think (e.g., does looking at A guarantees that B is not covertly considered at the same time in a comparative manner?)

2 Behavioural task and performance

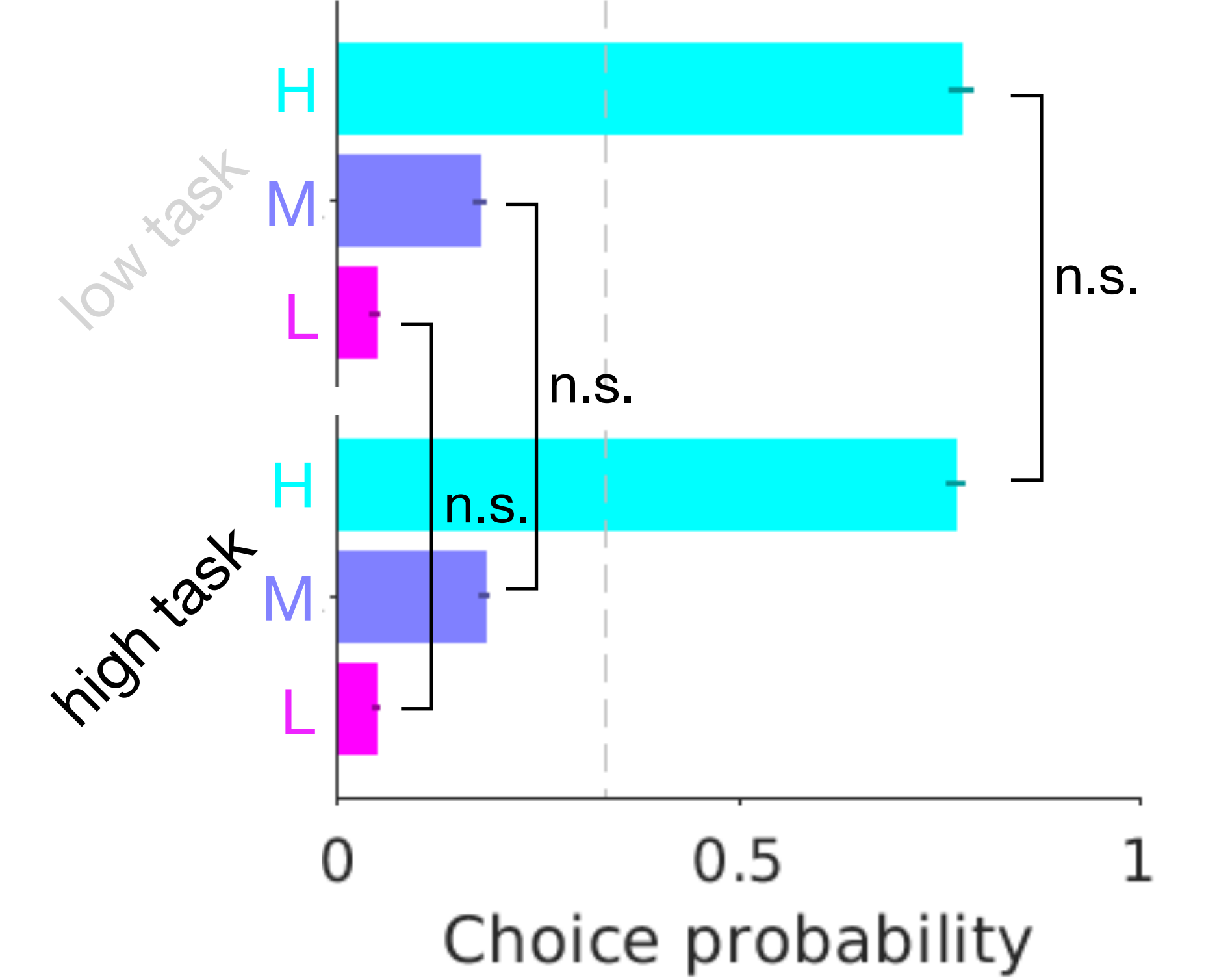


- Human participants ($N = 20$) viewed arrays made up of three Gabor patches that had distinct contrasts and orientations.
- Task (random across trials): choose the stimulus with either the **highest** or **lowest** contrast.
- Trial structure: *sensory baseline* (no task information) — *frame-cue phase* instructing the task (high/low) — *decision phase* — *Go cue* probing the choice.

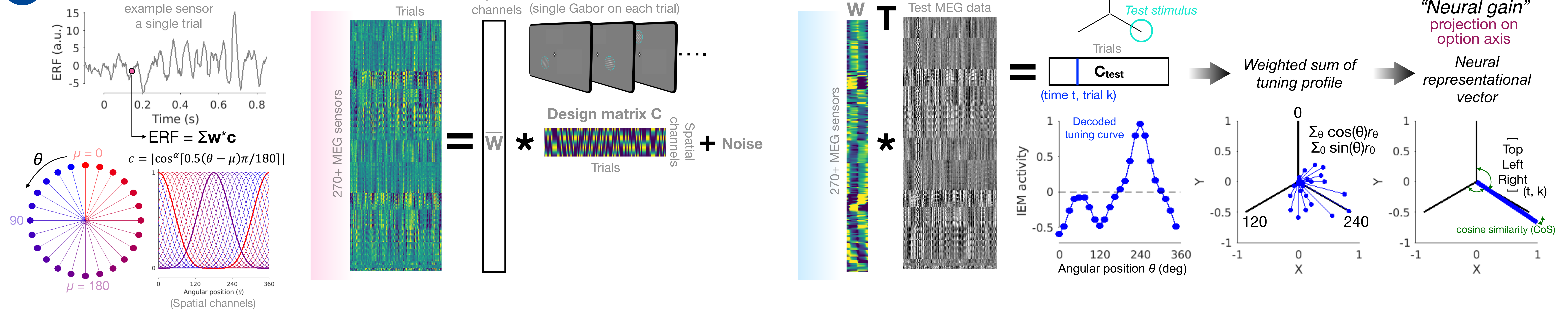
Orthogonalisation of decision value by task



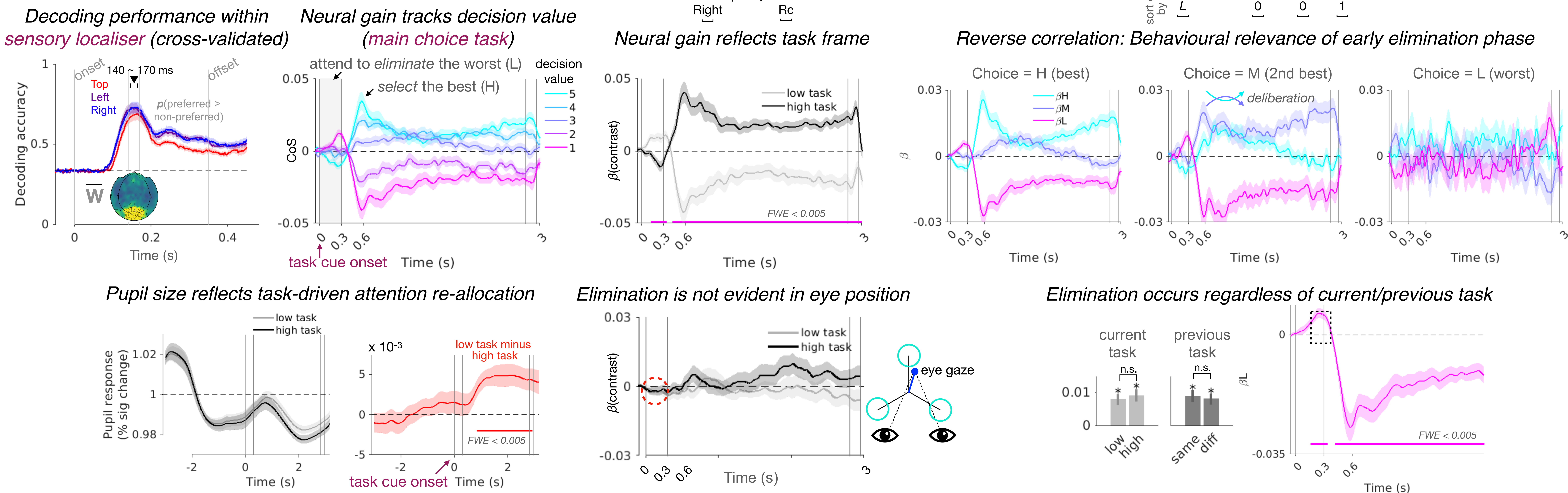
Balanced performance across 2 tasks



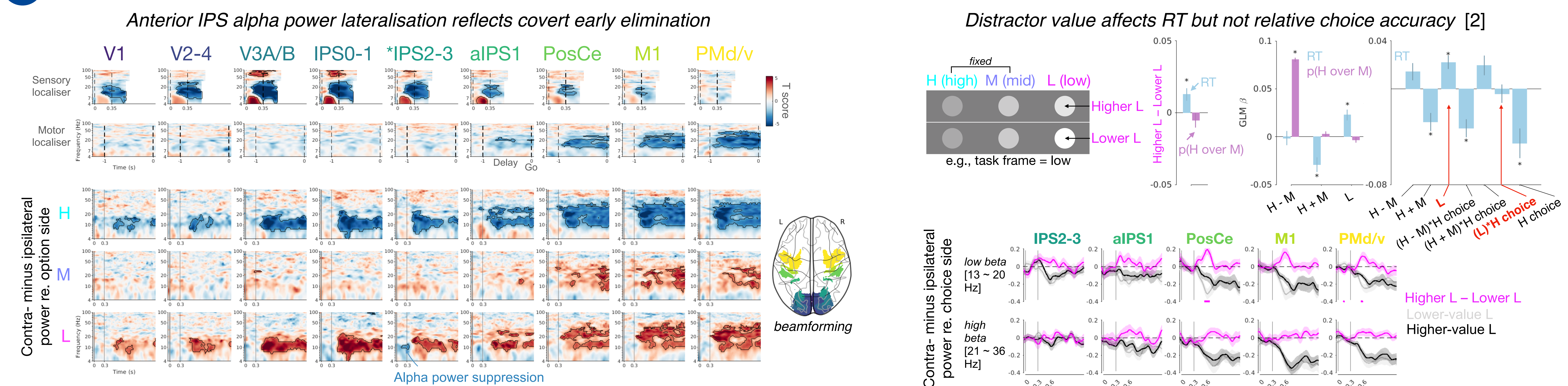
3 MEG modelling



4 Results: Neural gain and information sampling



5 Results: Time-frequency representation



6 Conclusions

- MEG activity patterns support a discrete two-stage process: choosing the highest-value target among many ('selection') was preceded by a suppression of the lowest-value option ('elimination'), which simplifies a complex N -alternative choice [3].
- A neural signature of this elimination as reduction of lateralised alpha (~ 10 Hz) power in and around the anterior IPS.
- A higher-value distractor prolongs RT, which is associated with a shallower slope of alpha/low-beta ($8 \sim 20$ Hz) power reduction during information sampling in the motor cortex.