

# Uncertainty affects planning effort, but not plans

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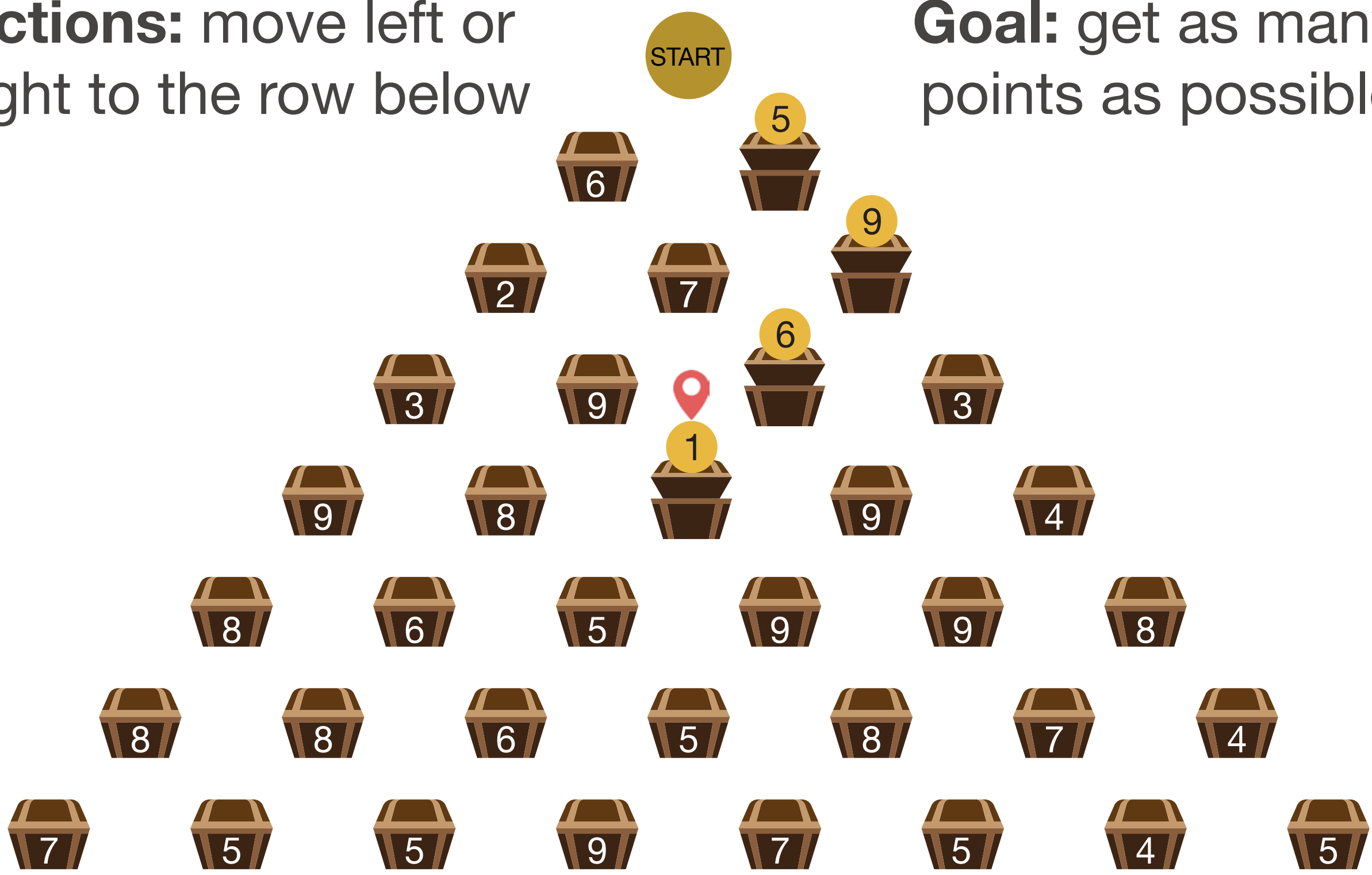
## Overview

- 1 The future is uncertain, which makes planning difficult. How does uncertainty affect planning behavior?
- 2 We designed three online tasks where participants face different forms and levels of uncertainty.
- 3 Participant behavior is best fit by a model that implicitly adapts to uncertainty by scaling planning depth.
- 4 Uncertainty decreases planning depth, which is reflected in the first-move response times.

## Task

**Actions:** move left or right to the row below

**Goal:** get as many points as possible



## Models

$$P(\text{move left}) = \text{logistic}[\beta(V(F(\text{left subtree}) - V(F(\text{right subtree})))]$$

**Function  $F$ :** which nodes people consider

**Depth:** consider the board up to depth  $d$

**Value:** consider only the top  $k$  values

**Value function  $V$**

**Optimal:** the maximum expected sum along any path, taking into account uncertainty

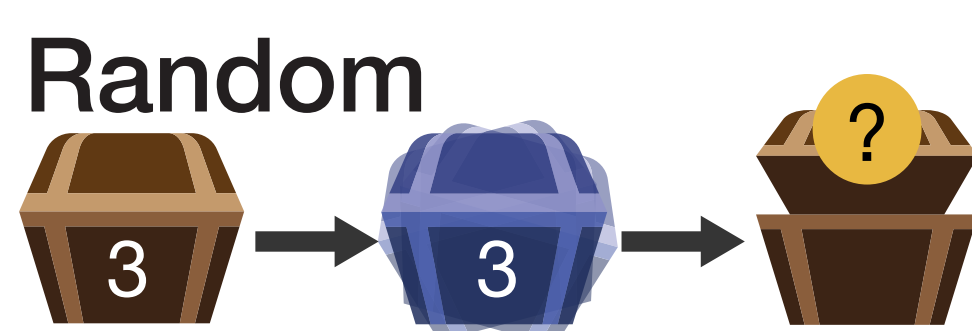
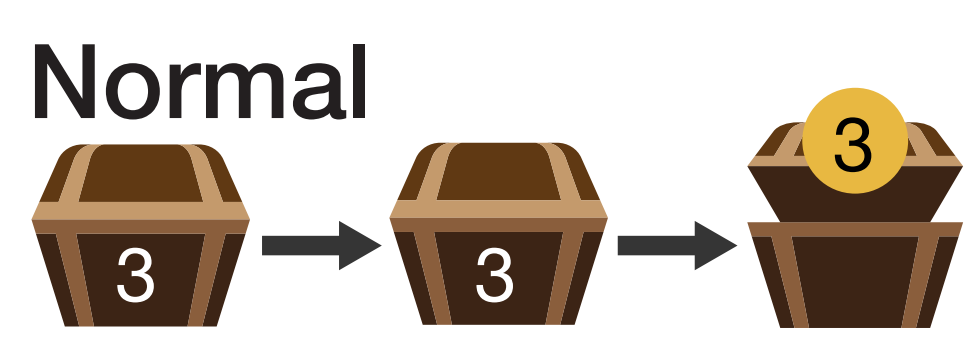
**Max Path:** the maximum sum along any path, ignoring uncertainty

**Max:** the maximum value, ignoring uncertainty

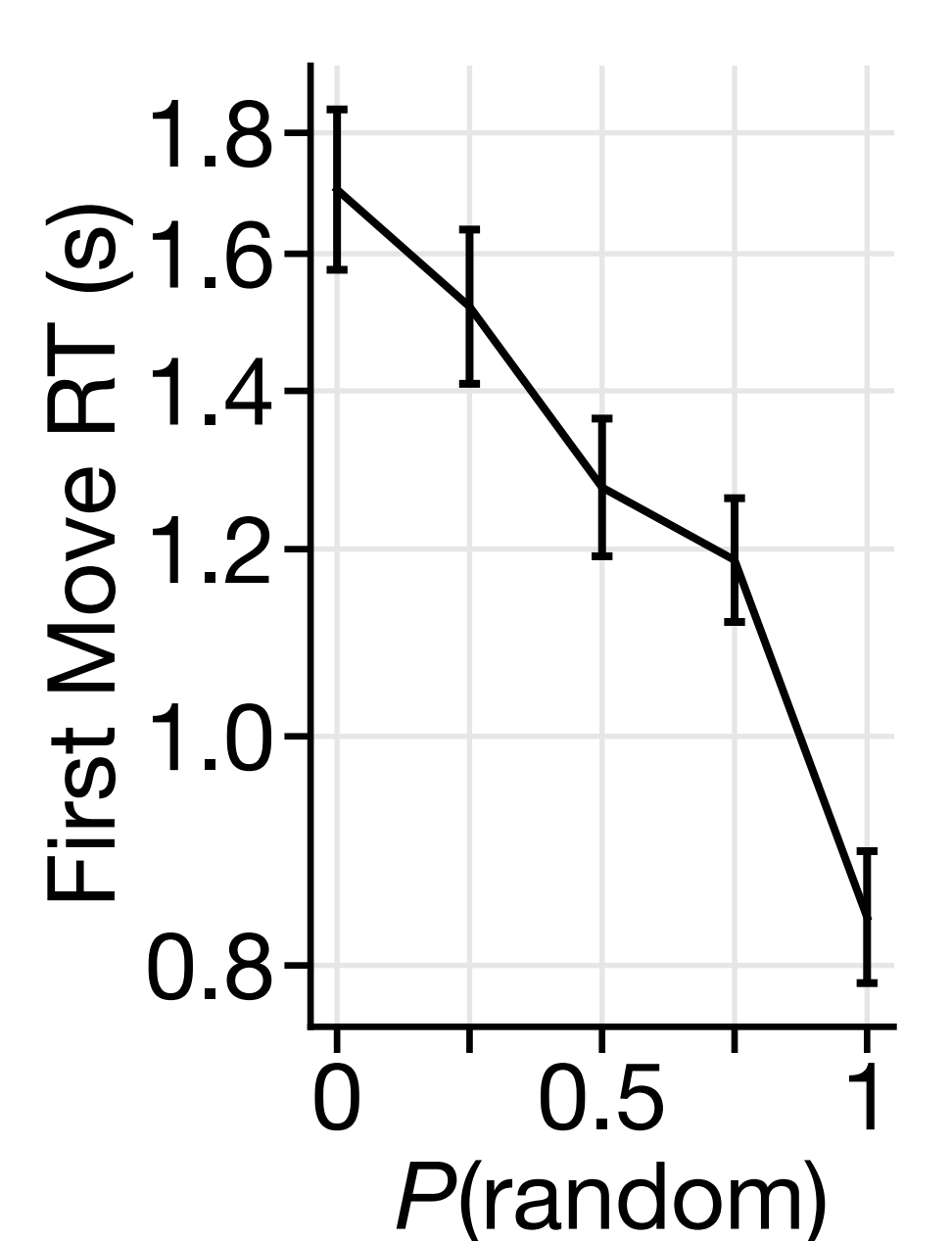
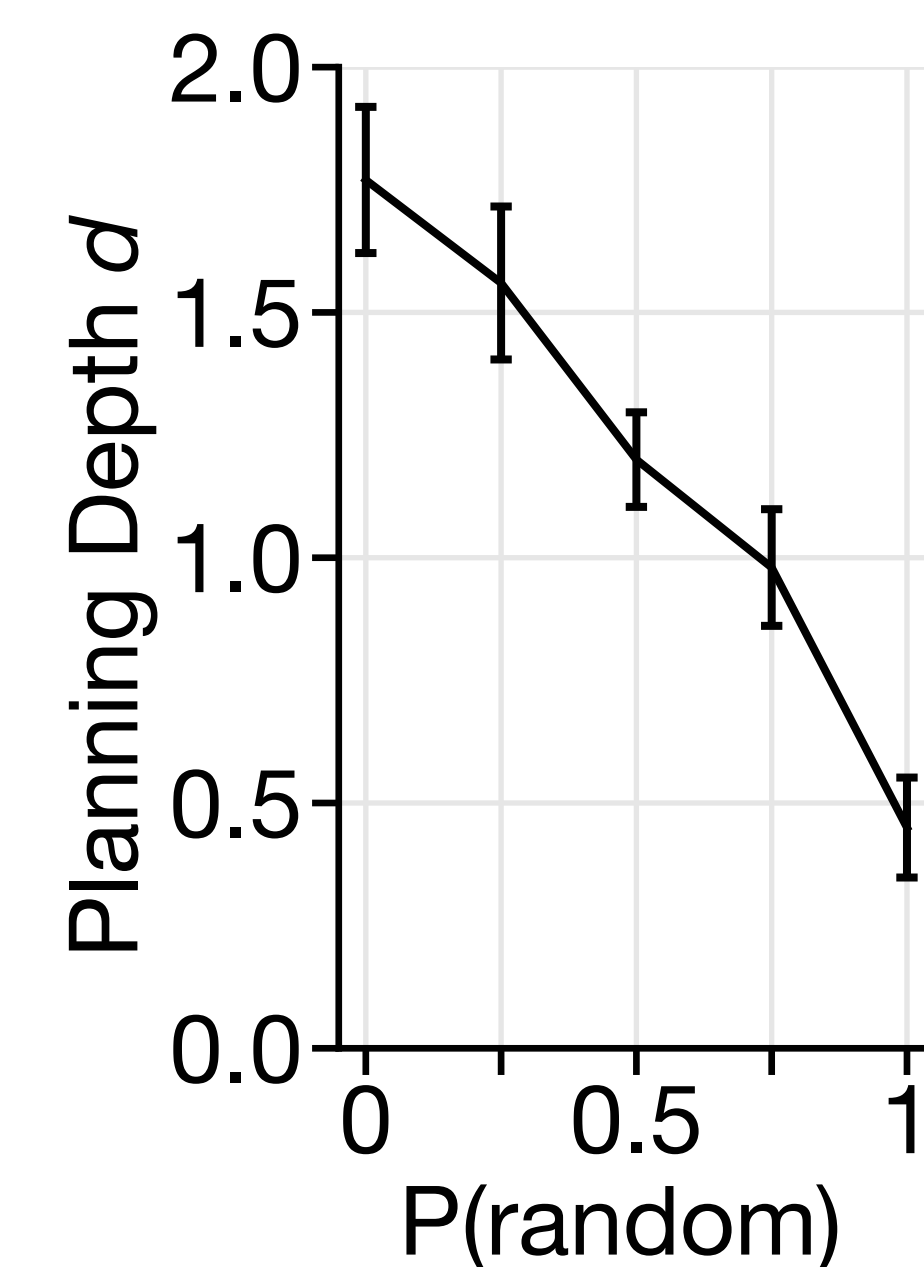
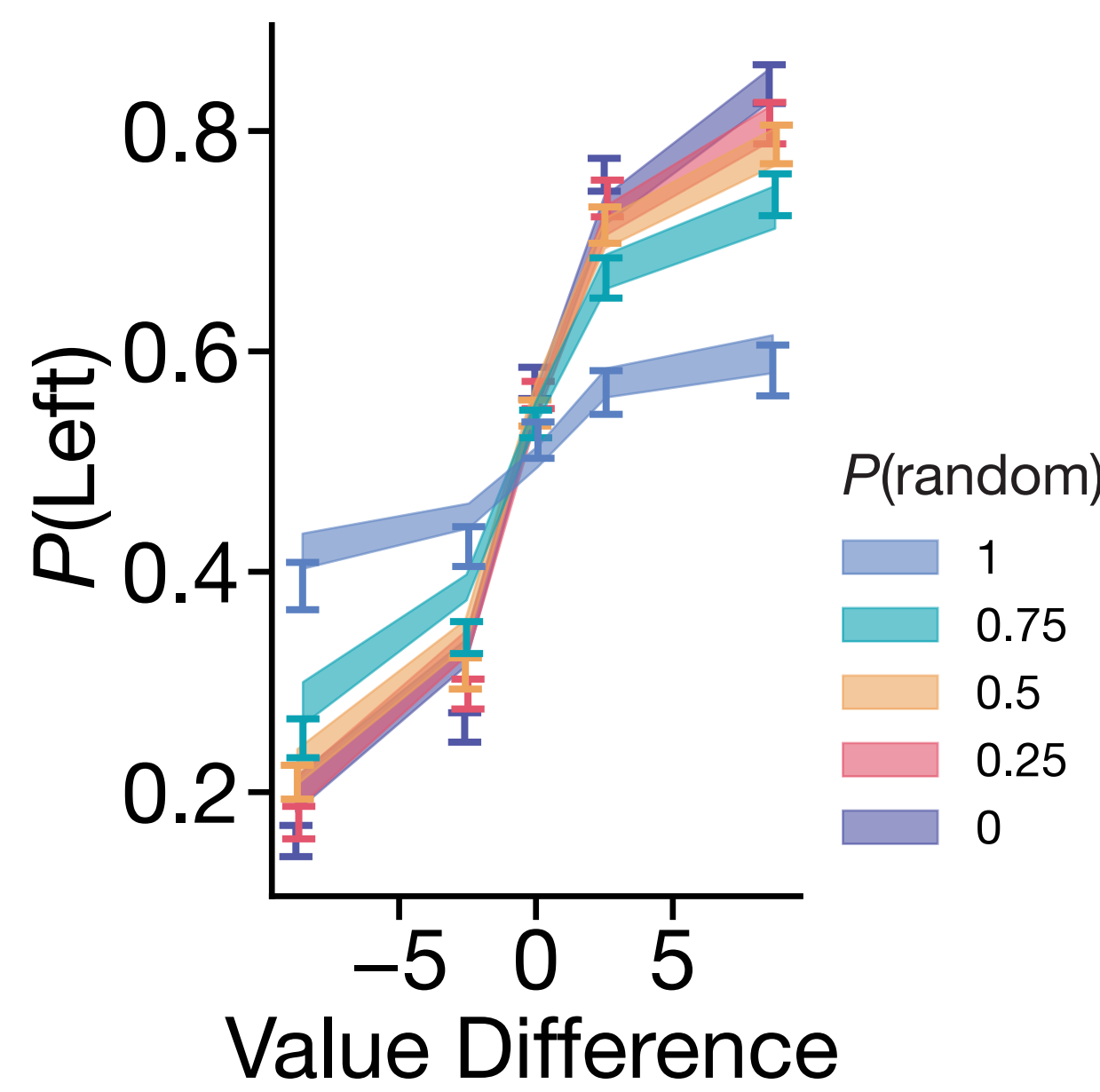
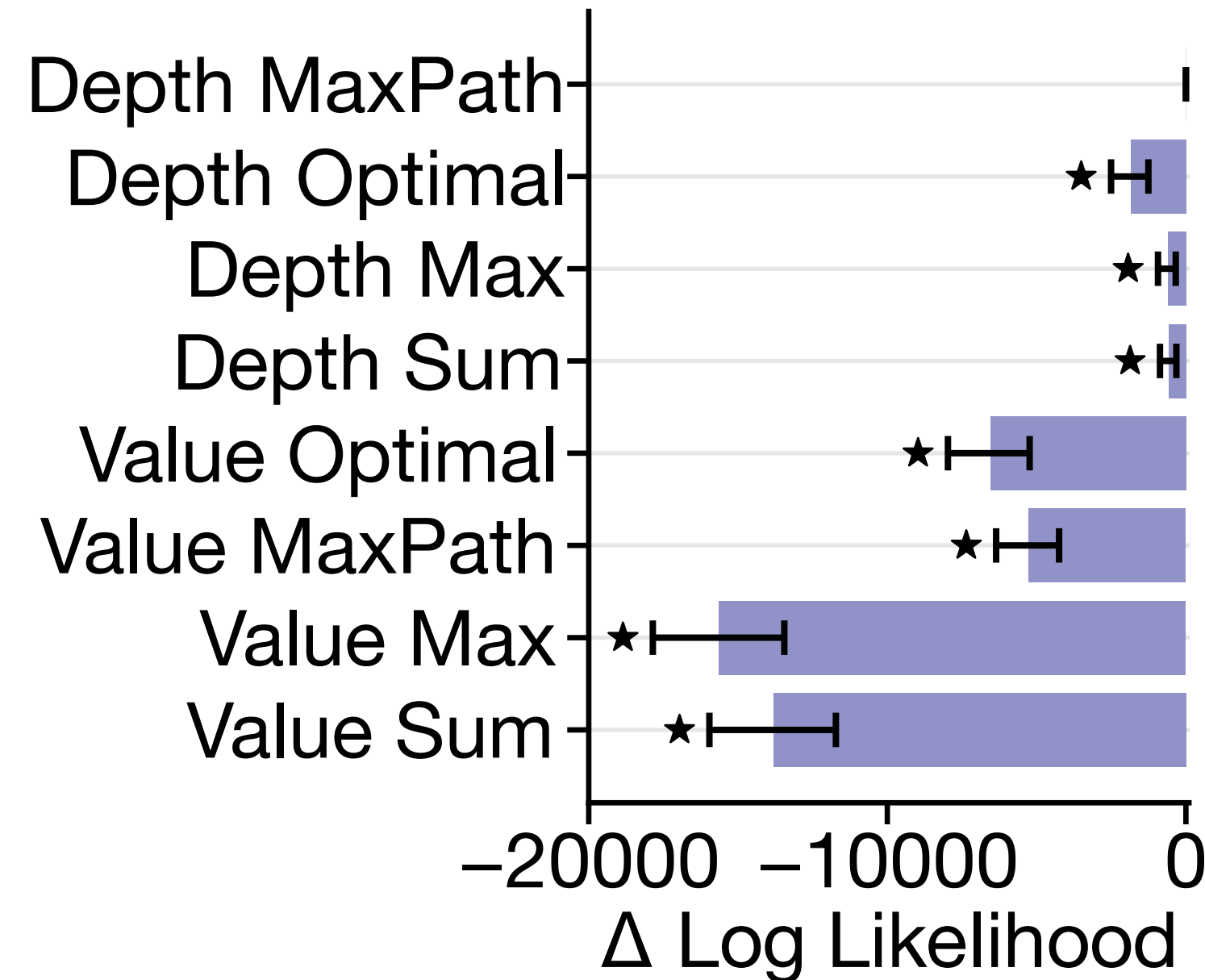
**Sum:** the sum of all values, ignoring uncertainty

## Reliability

$n=100$

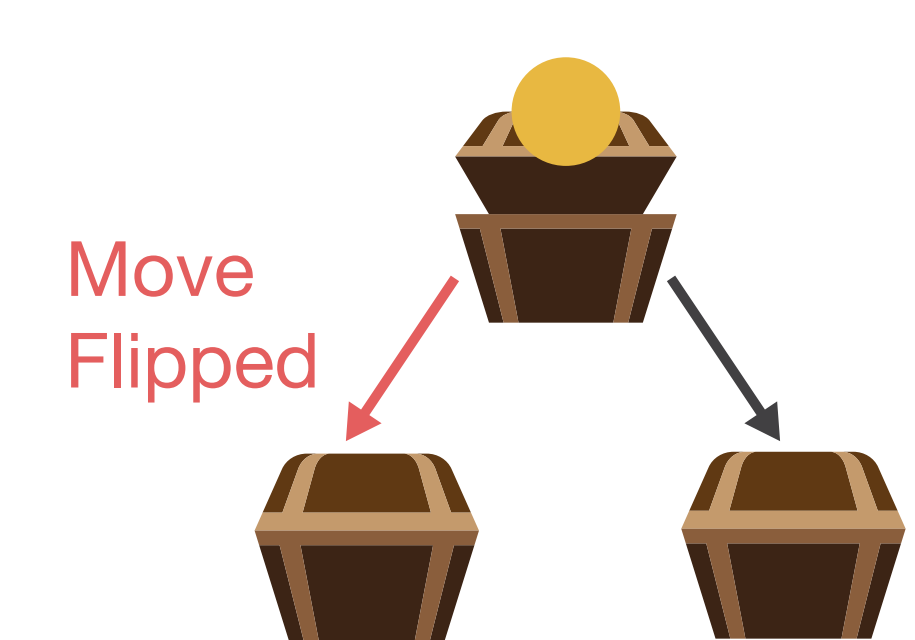


$P(\text{random})$   
0, 0.25, 0.5, 0.75, 1

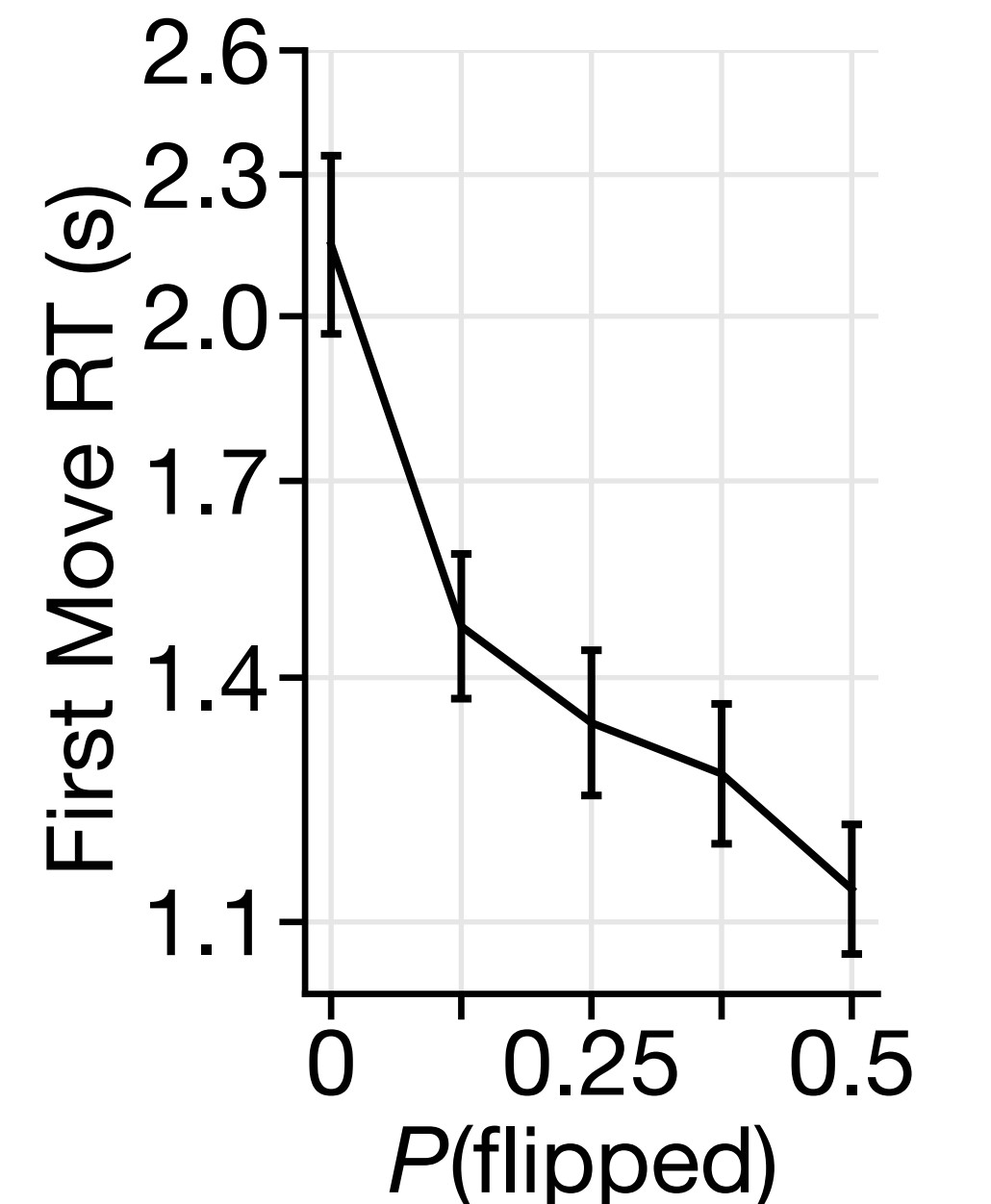
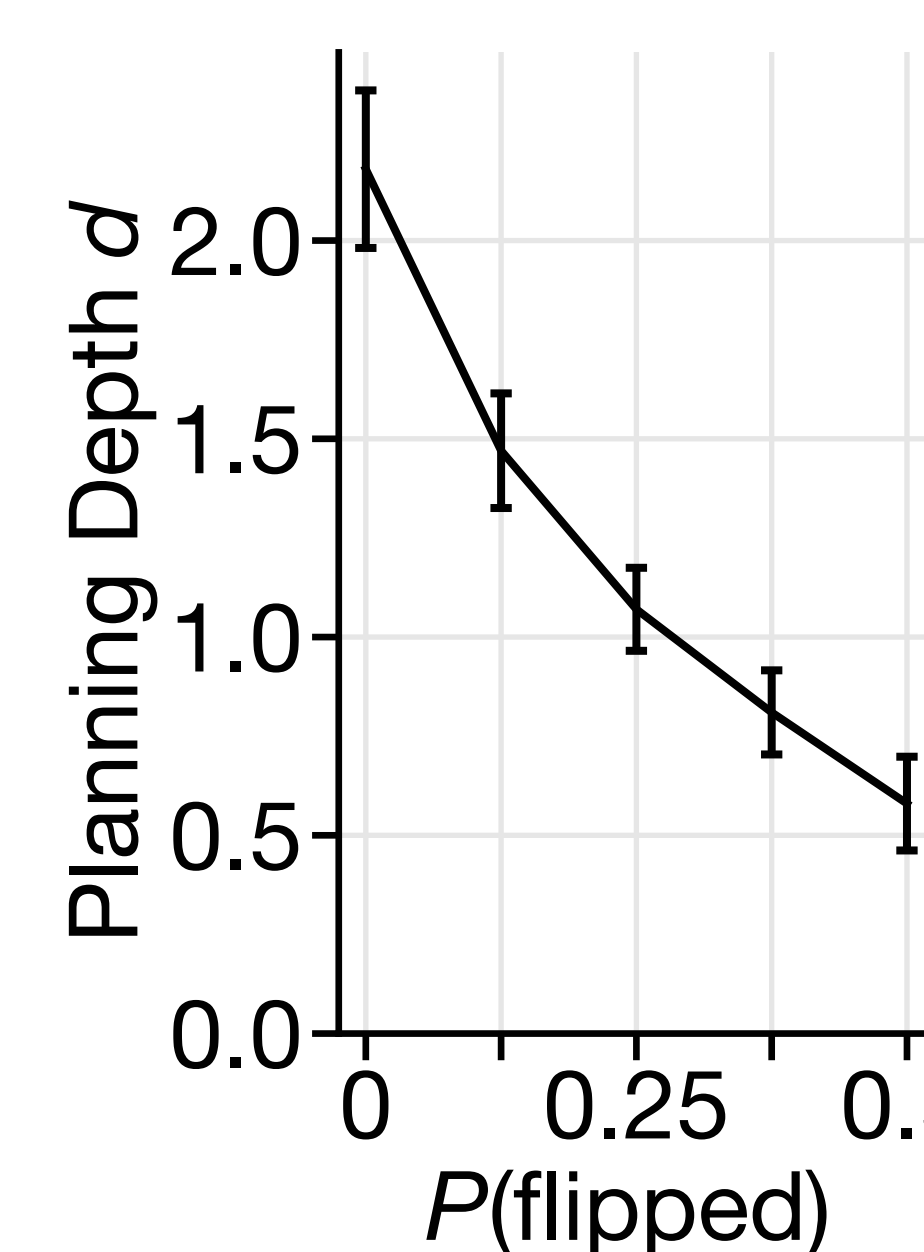
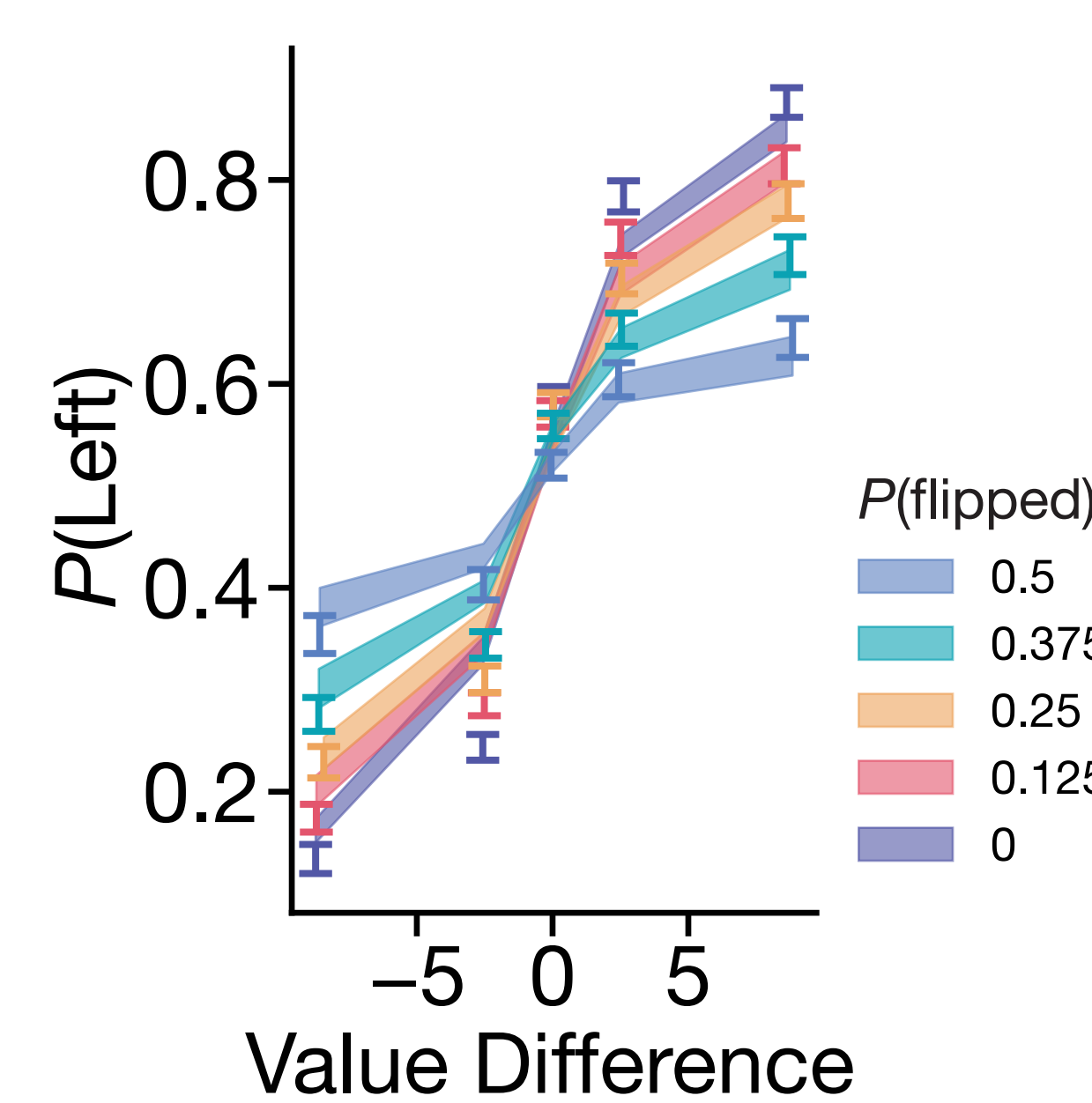
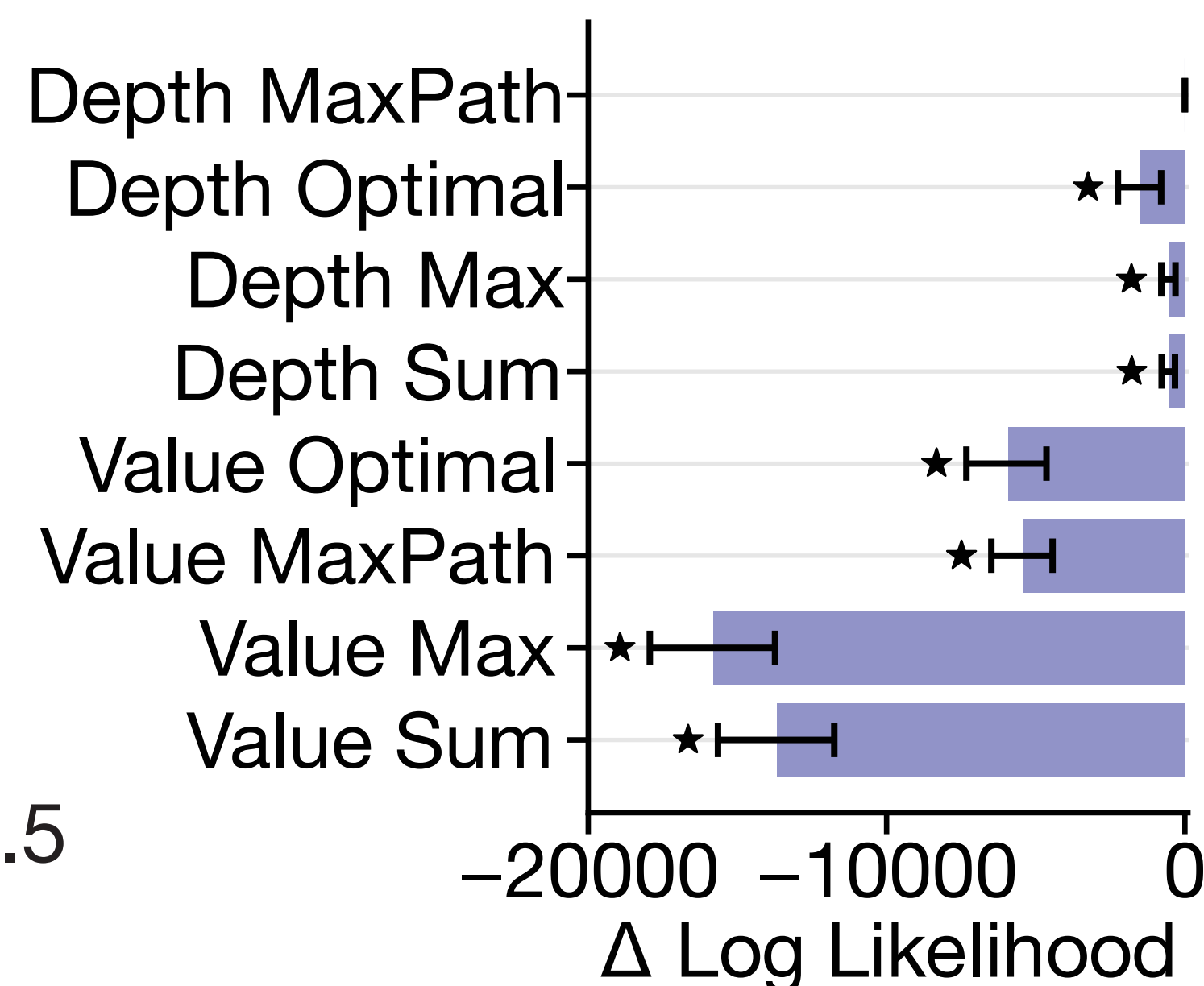


## Controllability

$n=100$

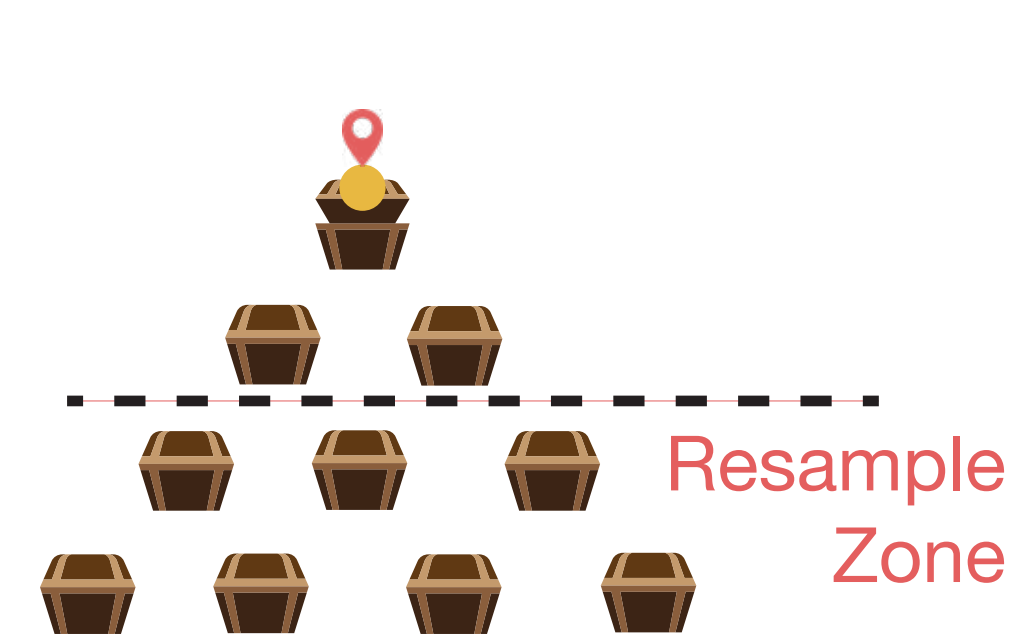


$P(\text{flipped})$   
0, 0.125, 0.25, 0.375, 0.5



## Volatility

$n=100$



$P(\text{resample})$   
0, 0.25, 0.5, 0.75, 1

