

Decision-making reference point biases in the dorsal anterior cingulate cortex



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Abstract

Probabilistic decision-making is shaped by various subjective factors such as **reward seeking**, **risk acceptance**, and **satisfaction**. One key but often overlooked component is **reference-point bias**—the evaluation of gains and losses relative to a shifting internal baseline tied to *current wealth status* [2]. To examine this, we introduced **incremental reference points** via the accumulation of *virtual tokens* leading to a **fluid jackpot reward**, and investigated their impact on behavior and **neural encoding** in the **dorsal anterior cingulate cortex (dACC)** of macaque monkeys. As tokens accumulated, trials neared jackpot completion. With higher token counts, monkeys made **faster and more accurate choices**, demonstrating **reference point-dependent behavior**. The dACC activity tracked **reward value** during offer presentation, with stronger encoding at higher token levels. In *easier trials*, where high-value options were clearer, both decision speed and reward encoding increased. These results highlight the **role of dACC** in *reward accumulation* and **reference-dependent** biases in decision-making.

Experimental Paradigm

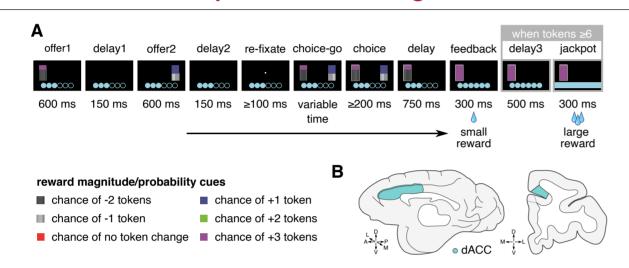
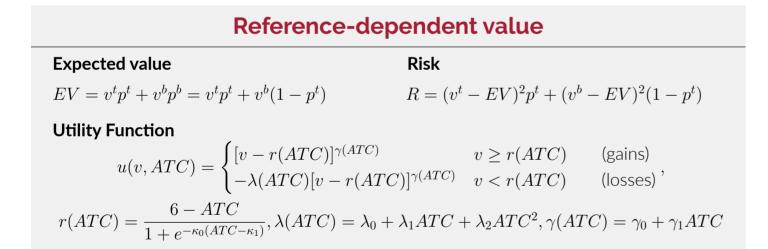


Figure 1. A. Token-based decision-making task. Two offers are sequentially presented (offer 1-2, 600 ms), interleaved by delays (delay 1-2, 150 ms). Subsequently, subjects re-acquire fixation to the center (re-fixate) for 100+ ms, and upon choice-go cue, they report the choice via gaze fixation for at least 200 ms (choice). A small fluid reward (100 μ L) is provided in all trials. The accumulated tokens count (ATC) is displayed as initially unfilled circles, filled by tokens as they are collected. At 6 tokens count, subjects receive a "jackpot" reward (300 μ L), and the count is reset. The height of the bar stimuli is informative of probability, and the color is informative of the magnitude. The probabilities color-cued by the height of top and bottom parts of the stimuli are drawn from binned uniform probability [10%, 30%, 50%, 70%, 90%]. The magnitudes included negative or positive virtual tokens [-2,-1,0,+1,+2,+3]. We included safe options where 0 or 1 tokens are achieved with 100% probability. B. Recording sites covering the dACC.



Behavioral analyses

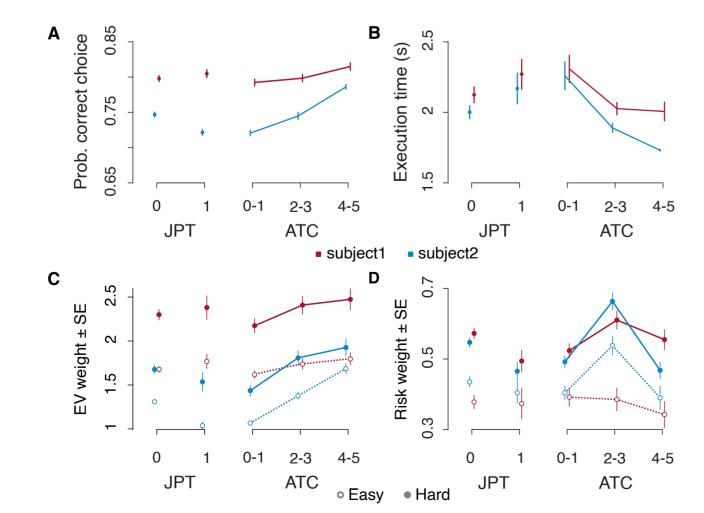


Figure 2. A. Probability of correct choice. Choices for the option with best EV (mean \pm s.e.m.) for binned values of JPT (Jackpot on Previous Trial) and ATC (Accumulated Tokens Count) in the two subjects. **B.** Trial Execution time. Choice execution time (mean \pm s.e.m.) from trial start to choice report, for JPT and ATC bins in the two subjects. **C-D. Logistic weights of** EV and R. The choice is regressed as $logit(ch=1) = \beta_0 + \beta_1(EV_1 - EV_2) + \beta_2(R_1 - R_2)$ to compute β_1 (C) and β_2 (D) for JPT and ATC bins in the two subjects. Easy: $\Delta_{EV} > median(\Delta_{EV})$, Hard: $\Delta_{EV} < median(\Delta_{EV})$, where $\Delta_{EV} = |EV_1 - EV_2|$.

Neural analyses

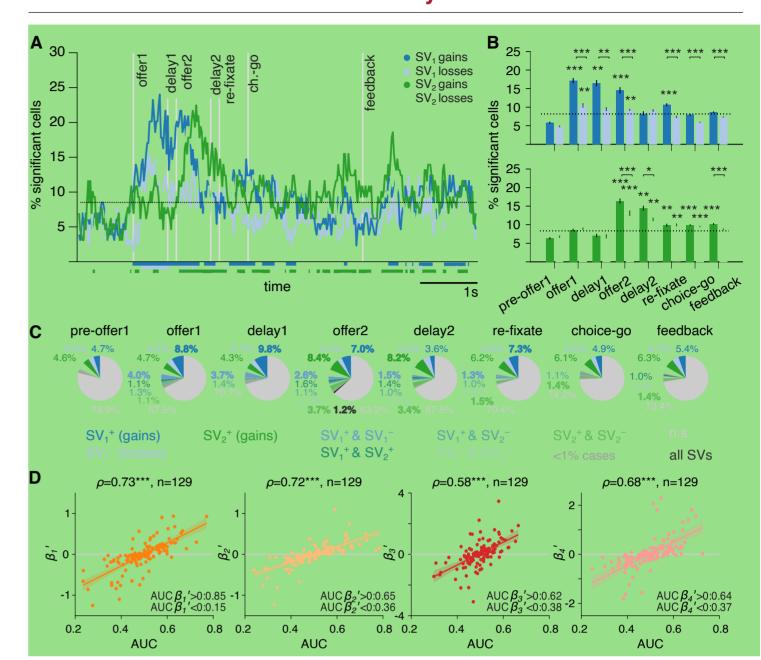


Figure 3. A. Neural encoding of reference-dependent SVs. Fractions of cells significantly encoding SV_1 , SV_2 for gains/losses, with 95th percentile from shuffled data as baseline (dotted line). B. Epoch-averaged fractions. Mean \pm s.e.m. of significant fractions across task epochs. One-tailed signed-rank tests compare to shuffled baseline or gains vs. losses (*p<0.05, **p<0.01, ***p<0.001). C. Exclusive vs. simultaneous encoding. Epoch-averaged fractions of cells encoding only one or both SVs; bold indicates significance above shuffled control. D. Neural encoding and behavioral readout. Correlations between spike-rate model weights ($\beta'_1 - \beta'_4$) and AUCs for choice prediction (subjects combined, n=129; ***p<0.001).

Neural encoding and behavioral readout

The Subjective Value is defined for gains (SV^+) and losses (SV^-)

 $SV^+ = \beta_0 + \beta_1 EU^+ + \beta_2 VU^+,$

 $SV^{-} = \beta_0 + \beta_1 EU^{-} + \beta_2 VU^{-},$

 $EU^+ = \mathbb{E}[u(v^t, ATC)]|_{u(v^t, ATC) \ge r(ATC)} + \mathbb{E}[u(v^b, ATC)]|_{u(v^b, ATC) \ge r(ATC)},$

 $VU^{+} = VAR[u(v^{t}, ATC)]|_{u(v^{t}, ATC) \ge r(ATC)} + VAR[u(v^{b}, ATC)]|_{u(v^{b}, ATC) \ge r(ATC)},$

 $EU^{-} = \mathbb{E}[u(v^{t}, ATC)]|_{u(v^{t}, ATC) < r(ATC)} + \mathbb{E}[u(v^{b}, ATC)]|_{u(v^{b}, ATC) < r(ATC)},$

 $VU^- = VAR[u(v^t, ATC)]|_{u(v^t, ATC) < r(ATC)} + VAR[u(v^b, ATC)]|_{u(v^b, ATC) < r(ATC)}.$ The moving-average spike-rate $\eta_k(t)$ for the k^{th} cell at each 20 ms bin t is fit to

 $\frac{1}{2} \left(\frac{1}{2} \right) = \frac{1}{2} \left(\frac{1}{2} \right) \left(\frac{1}{2}$

 $\eta_k(t) = \beta_0^+(t) + \beta_1^+(t)SV_1^+ + \beta_2^+(t)SV_2^+ \quad \eta_k(t) = \beta_0^-(t) + \beta_1^-(t)SV_1^- + \beta_2^-(t)SV_2^-$

to extract the fraction of cells significantly encoding each of the SV variables.

The Area Under the Curve (AUC) is computed by predicting choices on the product of time-average $\langle \beta(t)' \rangle$ estimated on train data as $\eta_k(t) = \beta_0'(t) + \beta_1'(t)(EU_1^+ - EU_2^+) + \beta_2'(t)(EU_1^- - EU_2^-) + \beta_3'(t)(VU_1^+ - VU_2^+) + \beta_4'(t)(VU_1^- - VU_2^-)$ and EU, VU variables from test data. Pearson's correlation is computed between cell-wise AUC and $\langle \beta'(t) \rangle$.

Results

We found that subjects made token-based decisions using a reference-dependent strategy, where the number of accumulated tokens acted as a dynamic reference point. When jackpot attainment was possible, choices reflected a goal-directed comparison to the remaining tokens needed. When the jackpot was unattainable, choices were made by selecting the option yielding the highest expected token amount. Closer proximity to the jackpot led to improved performance, marked by higher accuracy and faster responses. At the neural level, gains relative to the reference were linked to a higher fraction of value-encoding neurons, whose tuning correlated more strongly with behavioral readout analyzing choice prediction AUC and spike-rate model weights.

References

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