

Resource-rational psychopathology

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1 Abstract

2 Psychopathology is vast and diverse. Across distinct disease states, individuals exhibit symptoms
3 that appear counter to the standard view of rationality (expected utility maximization). We argue
4 that some aspects of psychopathology can be described as *resource-rational*, reflecting a rational
5 trade-off between reward and cognitive resources. We review work on two theories of this kind:
6 rational inattention, where a capacity limit applies to perceptual channels, and policy compression,
7 where the capacity limit applies to action channels. We show how these theories can parsimoniously
8 explain many forms of psychopathology, including affective, primary psychotic, and neurodevelop-
9 mental disorders, as well as many effects of psychoactive medications on these disorders. While
10 there are important disorder-specific differences, and the theories are by no means universal, we
11 argue that resource rationality offers a useful new perspective on psychopathology. By emphasizing
12 the role of cognitive resource constraints, this approach offers a more inclusive picture of rational-
13 ity. Some aspects of psychopathology may reflect rational trade-offs rather than the breakdown of
14 rationality.

15 **Keywords:** resource rationality, perception, decision making, information theory, psychopathology

16 Introduction

17 We lack a basic understanding and language to explain psychopathology, and without this under-
18 standing, we are limited in our ability to diagnose, treat, and prognosticate, among others. Here,
19 we argue that nascent work at the intersection of cognitive science, economics, and information the-
20 ory has the potential to provide the necessary explanatory framework. We begin with the premise
21 that biological agents are inherently resource limited. *Resource rationality* formalizes the notion
22 that people are doing the best they can, subject to natural information-processing constraints.
23 This resource-rational perspective was developed to explain how people can perform optimally in
24 some domains, and deviate from optimality in other domains (Lewis et al., 2014; Gershman et al.,
25 2015; Griffiths et al., 2015; Lieder and Griffiths, 2020; Bhui et al., 2021; Gershman, 2021). We
26 seek to extend this perspective to gain insight into symptoms that may be shared across states of
27 psychopathology.

28 The nervous system evolved in the face of myriad constraints, including computational costs
29 (Bossaerts et al., 2019), interference costs (Musslick et al., 2016), metabolic costs (Gailliot and
30 Baumeister, 2007), and others (Shenhav et al., 2017). We focus here on channel capacity, an
31 upper bound on how much information can be transmitted across brain regions (Attneave, 1954;
32 Miller, 1956). We expound two theories of capacity constraints, one applied to perception and
33 the other to action. We will focus primarily on dopamine, as this is the neurotransmitter system
34 with the greatest support for our theories. Psychopathology is far more complex than a single
35 neurotransmitter system and we leave out other relevant systems and brain structures not because
36 they are unimportant, but because the link between them and our theories is more tenuous. We
37 consider a deeper focus on neurobiology outside the scope of this perspective, which we aim to keep
38 at a more theoretical level.

39 Before getting into details, it is worth stepping back to appreciate the larger conceptual pivot
40 that resource rationality invites us to make. The concept of psychopathology was traditionally
41 based on a division into “pathological” and “non-pathological” minds, but this division has been
42 under strain from both empirical and sociological directions. Empirically, it has become increasingly
43 recognized that many—perhaps all—mental disorders are points on a continuum; there is often no
44 clean dividing line between pathological and non-pathological. Sociologically, the continuum view
45 has led to a “neurodiversity” movement which aims to reframe pathological states as differences
46 rather than deficits. As we will explain below, the resource rationality framework suggests a
47 formalization of the continuum view, where individual differences in cognitive capacity lead to
48 different optimal solutions. *All* of these solutions are optimal, yet they may lead to highly divergent
49 phenotypes. The population may cluster around certain solutions, but these solutions do not
50 necessarily reflect a normatively privileged status. Accepting this proposition opens the door to a
51 computationally informed destigmatization of psychopathology.

52 Resource rationality does not abandon the notion that some states occupy extremes that require
53 medical treatment. By analogy, a person with missing limbs may be doing the best they can with
54 their available physical resources, but this does not mean that they couldn’t do *better* if supplied
55 with prosthetic limbs. Similarly, resource rationality does not guarantee any particular absolute
56 performance level; it only guarantees that an individual will attain a performance level that is
57 superior to the set made available by their supply of cognitive resources. Psychiatric treatment
58 may enable an individual to attain higher absolute performance levels. Resource rationality thus
59 reconciles the continuous nature of psychopathology with the ostensible benefits of treatment.

60 Rational inattention: capacity limit applied to perception

61 Given the limitations of biological sensors as well as the statistical challenges of perception, the
62 brain relies on prior, contextual information to constrain what it perceives. Broadly speaking,
63 rational inattention asserts that agents rationally allocate their limited attentional resources (Sims,
64 2003; Woodford, 2009; Maćkowiak and Wiederholt, 2009; Mackowiak et al., 2018). An equivalent

65 interpretation, as we will see, is that agents can pay a cognitive cost to obtain a more veridical
66 representation of the world, so long as it does not exceed channel capacity.

67 Consider an agent inferring a latent variable, such as the time interval between two events.
68 Because sensory signals are imprecise (e.g., time-keeping is noisy), the agent cannot be certain
69 about the underlying latent variable. Bayes’ rule states that the agent should combine its sensory
70 evidence with its prior beliefs (e.g., the typical distribution of time intervals) to compute a posterior
71 probability distribution over the values of the latent variable. This is the standard setup in Bayesian
72 models of perception. Importantly, sensory precision is traditionally taken to be outside the control
73 of the agent—an exogenous factor. Rational inattention models generalize this setup to endogenize
74 sensory precision, treating it as a function of attentional control. In other words, sensory precision
75 is modeled as a kind of “cognitive action” that the agent can take, subject to a cognitive cost.

76 To formalize this idea, we need to first be more precise about what we mean by attention. Fol-
77 lowing prior work, we conceptualize attention in terms of mutual information (Itti and Baldi, 2009;
78 Feldman and Friston, 2010). Mutual information expresses how much our uncertainty about the
79 latent variable is reduced (on average) after observing data. Intuitively, attending to a signal means
80 extracting information from it—i.e., reducing uncertainty. This information extraction process can
81 be viewed as a kind of communication channel mapping inputs (signals) to outputs (percepts). Like
82 all physical channels it is subject to a capacity limit (an upper bound on mutual information).

83 Agents will earn more reward on average when their sensory precision is higher. We will refer
84 to the relationship between sensory precision and reward for a given task as the *attentional incen-*
85 *tive*. Thus, an agent should increase sensory precision when the attentional incentive is higher. A
86 second factor determining precision is the *attentional cost* incurred by increasing precision, which
87 implicitly depends on the capacity limit. Evidence for these predictions, along with a more tech-
88 nical exposition, is covered further in Gershman and Burke (2022). Figure 1A summarizes the
89 predictions.

90 Building a bridge to neurobiological mechanisms, Mikhael et al. (2021) developed a rational
91 inattention account of tonic dopamine. Under this account, tonic dopamine subsumes the average
92 reward theory of tonic dopamine, where it encodes the context (state)-specific average reward rate
93 (Niv et al., 2007; Beierholm et al., 2013; Hamid et al., 2016). Specifically, rational inattention does
94 not propose a different role for how dopamine encodes reward than what has been posited previ-
95 ously. Tonic dopamine, by reporting average reward, is hypothesized to set the baseline for learning
96 the value of specific actions within a given state, and can give rise to phenomena like asymmetric
97 learning and exploration/exploitation, ideas which we will elaborate below. Because the rational
98 inattention framework couples average reward to sensory precision, it predicts that changes in tonic
99 dopamine levels should control the allocation of attention, consistent with many pharmacological
100 and physiological findings. The reward-attention coupling also provides an integration of the aver-
101 age reward theory with the active inference theory developed by Friston et al. (2012), according to
102 which tonic dopamine controls the precision (“saliency”) of external and internal cues (see also Shi
103 et al., 2013, for a related theory applied to time perception).

104 **Policy compression: capacity limit applied to action**

105 All actions, from the mundane to the significant, require memory. These memories are stored in the
106 brain as policies, or mappings from states to actions, where states are defined as the representation
107 of information needed to predict reward (Sutton and Barto, 2018). As an example, imagine being
108 tasked with purchasing groceries for the family. The state representation includes the items available
109 for purchase as well as the individual preferences of family members, and the actions include either
110 purchasing or not purchasing an item. Intuitively, you can satisfy each individual’s preferences,
111 but at the cost of a mentally-demanding trip to the store. If you choose instead to ignore certain
112 preferences, you can reduce cognitive demand, by reducing the number of items that must be
113 remembered, at the cost of reducing the overall satisfaction of the family.

114 Policy compression formalizes this intuition, by conceptualizing the mapping from states to

115 actions as a communication channel—just like we posited for perception—and postulating that
116 this communication channel has a limited capacity (Parush et al., 2011; Gershman, 2020; Lai and
117 Gershman, 2021). Under policy compression, agents must optimize the trade-off between reward
118 and policy complexity, which we define as the mutual information between states and actions.
119 Because policy complexity is a lower bound on the number of bits needed to store a policy in
120 memory, more complex policies necessitate more bits. If the policy complexity exceeds capacity,
121 then agents must “compress” the policy in order to transmit it across brain regions. Policies with
122 high complexity require greater memory and can lead to greater reward. In contrast, policies with
123 low complexity require less memory to implement, but are generally suboptimal. At the extreme, if
124 the policy is the same in every state, then the policy complexity is minimized (mutual information
125 is 0).

126 The optimal capacity-limited policy has a number of interesting features. First, it takes the
127 form of the ubiquitous softmax function, in which an “inverse temperature” parameter governs the
128 stochasticity in the policy. When capacity is high, policies become more deterministic (via a larger
129 inverse temperature parameter) and concentrate on the action with maximal value. When capacity
130 is low, policies become less state-dependent (via a smaller inverse temperature parameter). More
131 specifically, the inverse temperature is lower (i.e., choices become more random) when varying the
132 policy complexity has a greater effect on reward, which occurs at low values of policy complexity.
133 Second, the optimal policy includes a perseveration term. When capacity is large, the inverse
134 temperature term is large and actions are largely driven by the values of the underlying states.
135 When the capacity is small, the inverse temperature term decreases, and the perseveration term
136 can dominate the policy. Third, more complex policies result in slower response times, because the
137 brain must inspect more bits to find the coded state (Hick, 1952; Lai and Gershman, 2021; Bari
138 and Gershman, 2023). These regularities are summarized in Figure 1B.

139 Psychiatric phenomena

140 Mania

141 Rational inattention provides a rich language for describing numerous symptoms of mania, which
142 we propose is best understood as an individual’s belief that their precision has increased, without
143 an increase in true precision. In other words, mania may be the result of precision *miscalibration*,
144 where precision is overestimated (Mikhael et al., 2021).

145 Clinically, mania can be a distinctly euphoric state (Cassidy et al., 1998b), one that patients are
146 often unwilling to request or accept treatment for (Baldessarini et al., 2008). It is not uncommon for
147 patients with bipolar disorder, a disorder characterized by oscillations between mania and depres-
148 sion, to self-discontinue medications, either because it makes them feel ‘depressed’ (e.g., relative to
149 prior mania/hypomania) or in the hopes that they may experience a manic state (Devulapalli et al.,
150 2010; Crowe et al., 2011). Anecdotally, some patients who accept treatment are doing so not for
151 the mania itself to be treated, but because personal experience has taught them that their mania
152 can develop into a mania with psychosis. Rational inattention provides a clue for the intoxicating
153 effects of mania: a subjective increase in precision is associated with an increase in average reward.
154 If mania causes patients to experience the world as highly rewarding, it’s understandable why they
155 would desire to remain in that state.

156 This increase in the estimate of average reward manifests as an asymmetry in how agents
157 estimate value functions. In mania, because agents come to expect reward (i.e., the prior over
158 rewards is shifted higher), they exhibit a persistent ‘optimism’ in which their value functions are
159 shifted higher, following either positive or negative feedback. In other words, relative to an agent
160 with a veridical estimate of average reward, optimistic agents come to expect reward even when they
161 objectively should not. In mania, this is consistent with clinical intuition and the empirical literature
162 (Alloy et al., 2016; Kwan et al., 2020). Note that rational inattention does not predict faster

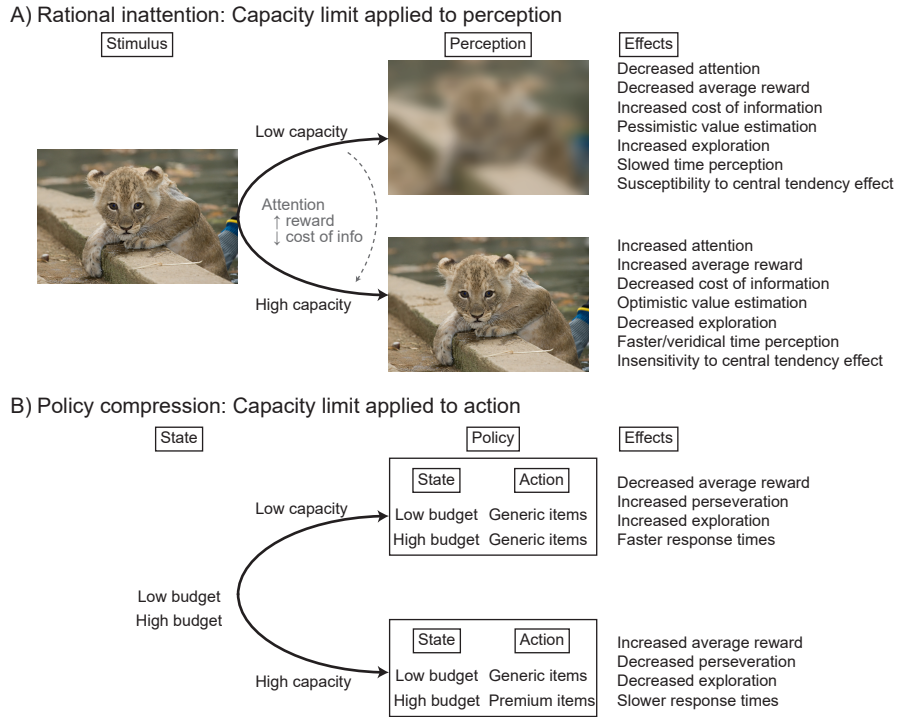


Figure 1: Perception and action as communication channels.

A: Rational inattention describes perception as a communication channel, subject to a capacity limit, or upper bound on amount of information that can be transmitted across sensory channels. In this example, we highlight a stimulus being encoded by the brain either under low capacity conditions or high capacity conditions. The brain is able to increase the capacity of encoding by devoting greater attention - the cognitive process of reducing uncertainty about a stimulus. Under rational attention, the factors that increase attention are increased reward (in our framework, the attention incentive) or decreased cost of information. The consequences of encoding at differing capacities is highlighted to the right. Photo obtained from Smithsonian's National Zoo and Conservation Biology Institute open access images.

B: Policy compression describes action selection as a communication channel, subject to a capacity limit. In this example, an agent is tasked with purchasing groceries under two possible states: low budget, or high budget. With a low budget, the optimal policy is to purchase generic items. With a high budget, the optimal policy is to purchase premium items. Under conditions of low capacity, the agent is state-insensitive, and purchases generic items regardless of the state. Under conditions of high capacity, the agent is highly state-sensitive, and exhibits the optimal policy. The consequences of these capacity limits is highlighted to the right.

163 *learning* (e.g., the trial-to-trial change in expectation) from positive feedback under an optimistic
164 prior, only that the value function is initialized optimistically. Learning is otherwise consistent with
165 the predictions of Bayesian inference, in which more surprising observations - those farther from
166 the prior - are learned faster.

167 High estimated precision implies less dependence on a stored internal prior. Patients in a manic
168 state display the expected hallmarks—they are highly attentive, ever-present, keenly aware of their
169 environments, and outwardly directed. In the context of interval timing, high estimated precision
170 also predicts a faster internal clock (see [Mikhael et al., 2021](#)). In mania, patients exhibit myriad
171 symptoms consistent with a faster internal clock. They are are classically psychomotor agitated:
172 they appear to be moving in fast motion, restless and always on the move, with rapid speech that
173 can be difficult to interrupt ([Cassidy et al., 1998a](#)). A faster clock also results in faster thought,
174 consistent with subjective experience and occasionally at a pace so rapid as to be aversive. The
175 subjective sense of time is sped up ([Bschor et al., 2004](#)) and can become so grossly miscalibrated
176 that patients will sense that tens of minutes have elapsed after only a minute or two.

177 In the context of reward learning, overestimated precision induces heightened sensitivity to
178 noise, which may appear as a form of “exploration” (choice randomness). Clinically, this manifests
179 in what the Diagnostic and Statistical Manual of Mental Disorders refers to as an “increase in goal-
180 directed activity” ([American Psychiatric Association, 2022](#)). Patients in a manic state are famous
181 for starting (but not necessarily completing) dozens of new projects, hobbies, books, television
182 shows, and so on ([Dailey and Saadabadi, 2018](#)). In general, the new activities are consistent with
183 what the patient feels is worth pursuing, and not just activity for its own sake. This is generally
184 consistent with the notion of value-based random exploration: activities tend to be those of higher
185 value.

186 Distractibility, a key diagnostic criterion for mania, is another facet of heightened noise sen-
187 sitivity due to precision miscalibration. On this account, distraction arises when task-irrelevant
188 distractors are misinterpreted as task-relevant cues.

189 One aspect worth emphasizing is that all of the above phenomena, with the exception of dis-
190 tractibility, are consistent with a *true* increase in precision and therefore a true increase in capacity.
191 How can we discern a precision overestimation account of mania from a true increase in precision?
192 The former predicts degraded perception while the latter predicts improvement. Consistent with
193 precision overestimation, the literature supports the idea that perception is degraded in mania
194 ([Kohler et al., 2011](#); [O’Bryan et al., 2014](#)). As a separate prediction, the precision overestimation
195 hypothesis predicts an increase in random exploration, while true precision increase predicts a de-
196 crease. There is some evidence to suggest increased exploratory behavior in mania ([Ryu et al.,](#)
197 [2017](#)), although there is more work to be done.

198 Depression

199 Under rational inattention, if mania can be described by an increase in precision (either real or
200 perceived), then depression in many ways can be viewed as its opposite. With a decrease in precision
201 comes an increase in reliance on an internal prior. Patients with depression frequently speak of a
202 subjective ‘grey’-ness of experience, with a sensation that they cannot perceive or experience the
203 world as they did when they were well. If, in depression, the sensory precision is reduced, then the
204 posterior will be dominated by the prior, and subjective experience will necessarily be less rich and
205 less modulated by perception of the outside world. As a result, patients appear inattentive to the
206 outside world ([Keller et al., 2019](#)), with their focus directed inward.

207 Just as increased sensory precision speeds up the internal clock, decreased precision slows it
208 down ([Bschor et al., 2004](#)). This too explains the general slowness observed in depression, with
209 overt psychomotor slowing manifesting as sluggish gait and movement, turning mundane tasks such
210 as dressing and showering into time-consuming chores. Speech itself slows down ([Koops et al., 2023](#))
211 and patients report a sense of slowed thinking.

212 A reduction in precision signals to an optimal agent to expect reduced reward. This may explain
213 the subjective intolerability of depressive states. It comes as no surprise that depression is a risk
214 factor for suicidal thinking (Franklin et al., 2017), though there is some circularity here as suicidal
215 thoughts are a diagnostic criteria for depression. A reduced expectation of reward also shifts the
216 balance of learning towards pessimism. This may lead to the sense of hopelessness that is pervasive
217 in depression (Abramson et al., 1989; Cusin et al., 2010). Reduced precision also renders behavior
218 less responsive to feedback, consistent with what has been observed in depression (Steele et al.,
219 2007). From the perspective of reinforcement learning theory, this is consistent with a reduced
220 learning rate, which has been observed in depression (Brown et al., 2021), though other results
221 have been equivocal (Chen et al., 2015).

222 Patients may be convinced that they lack agency to meaningfully affect their lives. Here we
223 predict that depression may also reduce the attentional incentive, even in circumstances where
224 patients have clear agency. In other words, patients will perceive a lack of controllability, even
225 if this is at odds with reality (Miller and Seligman, 1975). There is a long and rich literature
226 on learned helplessness in depression (Maier and Seligman, 1976, 2016), and rational inattention
227 provides another perspective: if the attentional incentive is decreased or erased, rational agents
228 should not allocate attention to the task at hand, as attention is only worth the cost if outcomes
229 can be improved. This in turn can manifest as reduced motivation—after all, why engage if the
230 result won’t change? Further, clinical experience suggests that to the extent that patients are
231 motivated to interact with the world, they need to frequently be reminded of activities they find
232 highly rewarding (i.e., encouraging patients to exploit). This is consistent with the idea that
233 exploitation should be reduced under conditions of low capacity, consistent with what has been
234 observed with reinforcement learning modeling in depression (Blanco et al., 2013).

235 Patients with dense depression are known to have cognitive deficits in numerous domains (Hack
236 et al., 2023). Under policy compression, reduced capacity for actions is associated with a decrease
237 in working memory and an increase in perseverative behavior. These deficits manifest clinically,
238 as patients can have a difficult time retaining basic information and can be perseverative in their
239 thoughts and their behaviors (Trick et al., 2016). These deficits have been identified in the lab, as
240 depressed patient show pronounced perseverative errors in set shifting tasks (Martin et al., 1991;
241 Channon, 1996; Ilonen et al., 2000; McGirr et al., 2012) and have working memory deficits (Channon
242 et al., 1993; Burt et al., 1995; Christopher and MacDonald, 2005; Rose and Ebmeier, 2006).

243 Unlike mania, we make no strong claims about whether depression is due to a true decrease in
244 precision vs. a decrease in estimated precision, as both of these mechanisms will give rise to all the
245 symptoms we discussed. One conceptual difference is that a true decrease in precision results in a
246 decrease in capacity, whereas precision underestimation only decreases perceived capacity, rather
247 than actual capacity. In the latter case, cognitive abilities should be intact, in some sense, with
248 deficits rendered by patients perceptions of their own abilities. In line with this thought, there
249 is some evidence that the cognitive deficits in depression are mediated by variables such as effort
250 (Moritz et al., 2017).

251 Stimulants

252 Prescribed stimulants fall into two major classes, amphetamines and methylphenidate. Amphetamines
253 function, in part, by inducing the release of dopamine (Schiffer et al., 2006) whereas methylphenidate
254 functions as a stronger inhibitor of the dopamine transporter (John and Jones, 2007), a protein
255 which reuptakes dopamine into presynaptic terminals. Despite differences in mechanism (with some
256 overlap), these drugs effectively increase synaptic dopamine concentration (Kuczenski and Segal,
257 1997). Prior work has shown that stimulants decrease the energy the brain uses to perform cogni-
258 tively demanding tasks, analogous to a reduction in the attentional cost parameter under rational
259 inattention (Volkow et al., 2008). Individuals take these medications to feel more attentive and
260 focused. Time perception is sped up (Lake and Meck, 2013), in line with predictions, and with a
261 faster clock comes faster movements, faster speech, and faster thinking. The mental states induced

262 by stimulants are distinctly pleasurable and contribute in no small part to potential for misuse.
263 Overall, there is remarkable similarity between the effects of stimulants and mania, but they are
264 by no means identical.

265 **Antipsychotics**

266 Under rational inattention, if increasing dopamine can recapitulate the effects of increased capacity,
267 then decreasing dopamine should do the opposite. Clinically, antipsychotics serve this function, a
268 subset of which functions, in part, by blocking the D2 receptor (McCutcheon et al., 2023). Further,
269 recent work has argued that clinically-efficacious antipsychotics, include those with minimal direct
270 dopaminergic effects, function by modulating D1 receptor-expressing neurons in the striatum (Yun
271 et al., 2023). Rational inattention on its own does not explain how antipsychotics reduce the
272 hallucinations, delusions, and disorganized thought for which they are indicated, but we believe
273 it does help explain the intolerability of this class of medications (Valenstein et al., 2004; Ascher-
274 Svanum et al., 2010). In fact, the largest trial of antipsychotics to date chose ‘discontinuation
275 of treatment for any cause’ as a primary outcome (Lieberman et al., 2005), which substantiates
276 their intolerability. Patients who have tried numerous antipsychotics describe a sense of feeling
277 subjectively slowed, cognitively dulled, with limited attention, and a sense that they are perceiving
278 the world through a fog. All of these effects are consistent with a reduced capacity. Antipsychotics
279 must be dosed carefully in psychotic illnesses, as they can exacerbate the cognitive symptoms that
280 limit the ability of patients to function (Kelley et al., 1999; Kasper and Resinger, 2003), an entity
281 once known as neuroleptic-induced deficit syndrome (Lader, 1993; Schooler, 1994)

282 **Attention-deficit/hyperactivity disorder**

283 Inattention is a cardinal feature of attention-deficit/hyperactivity disorder (ADHD), and may natu-
284 rally be explained under rational inattention as reduced sensory precision. This explains the failure
285 to ‘give close attention,’ ‘difficulty sustaining attention,’ and ‘often easily distracted by extraneous
286 stimuli’ that are diagnostic symptoms. The increased reliance on the internal prior can contribute
287 to the sense that their minds seem elsewhere. Distractibility and careless mistakes can be thought
288 of as an increase in random exploration (Hauser et al., 2014) which, for reasons stated previously,
289 is increased under more stringent capacity limits. The dislike of mentally effortful tasks is also
290 well-explained: if one cannot provide the attention necessary to complete a task, due to reduced
291 capacity, then it is rational to avoid those tasks. If stimulants work as proposed above, then the
292 rationale for their use in ADHD is clear.

293 **Schizophrenia**

294 Schizophrenia and other psychotic illnesses are primarily characterized by their positive symptoms:
295 hallucinations, delusions, and disorganized thought. In contrast, the negative symptoms more
296 frequently restrict the ability of patients to fulfill typical societal roles and responsibilities (e.g.,
297 maintaining friendships, managing household tasks), in part due to our inability to adequately
298 treat them (Aleman et al., 2017). These symptoms include amotivation, asociality, blunted affect,
299 and general cognitive impairments (Correll and Schooler, 2020). From the perspective of policy
300 compression, a number of these symptoms can be explained by a reduction in channel capacity.
301 Indeed, patients with chronic schizophrenia exhibit reduced capacity (Gershman and Lai, 2021).
302 This can be linked to blunted affect (decreased expressivity of emotions) and alogia (the reduction
303 in quantity of words spoken). Reduced capacity can also explain working memory deficits, which
304 have been robustly demonstrated in schizophrenia (Forbes et al., 2009; Collins et al., 2014). We
305 note that reduced capacity in chronic schizophrenia is confounded by chronic antipsychotic use,
306 which may contribute independently to changes in capacity.

307 Parkinson’s disease

308 Parkinson’s disease is characterized by widespread degeneration of the dopaminergic system (as
309 well as other neuromodulatory systems). From the perspective of policy compression, individu-
310 als with Parkinson’s disease have reduced capacity compared to age-matched controls (Bari and
311 Gershman, 2023). This reduced capacity can explain a number of cognitive symptoms seen in
312 Parkinson’s disease, including: memory problems, language difficulties (word-finding difficulty,
313 naming/misnaming, comprehending complex sentence structure, dysarthria), and general prob-
314 lem solving and executive functioning difficulties (Dubois and Pillon, 1996; Verbaan et al., 2007).
315 Providing patients with dopaminergic agents increases capacity for actions, allowing subjects with
316 Parkinson’s disease to entertain more complex policies (Bari and Gershman, 2023). This is consis-
317 tent with clinical observation that dopaminergic therapy can relieve a number of cognitive symp-
318 toms (although not to the same extent as motor symptoms; Dubois and Pillon, 1996; Robbins and
319 Cools, 2014). Counterintuitively, in our analysis, dopaminergic therapy *slows* participants down, as
320 measured by response rates, which is opposite of the general effect of these treatments in relieving
321 bradykinesia. This is consistent with policy compression, which predicts that more complex policies
322 require greater time to decode (i.e., map from the the compressed representation to overt actions;
323 Hick, 1952; Lai and Gershman, 2021).

324 Rational inattention provides a complementary perspective. Reduced capacity explains re-
325 duced attention and slower speed of thinking. It also explains the observation that, in subjects
326 with Parkinson’s disease, dopaminergic therapy restores sensitivity to feedback (Frank et al., 2004;
327 Rutledge et al., 2009). Another manifestation is the stronger central tendency effect in Parkinson’s
328 disease. In the context of interval timing, this effect describes a tendency of subjects to overre-
329 produce short intervals and underreproduce long intervals in timing reproduction tasks (Malapani
330 et al., 1998, 2002; Shi et al., 2013). Under rational inattention, this is consistent with a strong
331 migration towards the prior induced by conditions of low attention / low tonic dopamine (Mikhael
332 et al., 2021; Mikhael and Gershman, 2022). Consistent with this account, providing subjects with
333 dopaminergic medication reduces the magnitude of the central tendency effect.

334 Neurodevelopmental disorders: Specific learning disorders

335 Several specific learning disorders manifest as difficulties in processing specific sources of infor-
336 mation. Examples include difficulties in processing language, written information, numerical /
337 mathematical information, and social information. One consequence is a decrease in reliance on
338 these sources, which over time atrophies the brain’s ability to use them. Under rational inatten-
339 tion, if these processing difficulties arise from aberrant precision, then it is rational to decrease
340 reliance on them and focus on higher precision sources of information. This has the deleterious
341 consequence of diminishing the brain’s ability to use this information, which can create difficulties
342 with functioning later in life. This highlights the need to design curricula that force the brain out of
343 the rational but deleterious underreliance on this aberrant information. Instead, if individuals can
344 be trained to use this low-precision information, precision may increase with experience, especially
345 during valuable critical periods early in life. We turn the interested reader to Jones et al. (2023)
346 for a thoughtful perspective.

347 Perseveration

348 Under policy compression, perseveration emerges as the optimal policy under low capacity. If low
349 capacity is common to numerous psychiatric conditions, then we would expect perseveration to
350 arise as a transdiagnostic symptom. Indeed, perseveration is observed in numerous psychiatric
351 conditions, some of which we have detailed above (Serpell et al., 2009). As an extreme, in delirium,
352 it is not uncommon for patients to repeat answers to the first question asked, even if the answer is
353 nonsensical. Patients can act out more complex policies, like those seen in addiction (Lane et al.,

354 2007; Woicik et al., 2011), which are nevertheless resistant to change. It is seen in conditions ranging
355 from schizophrenia (Crider, 1997), to depression (Martin et al., 1991), to frontal lobe pathology
356 and other neurodegenerative conditions (Joseph, 1999; Oosterloo et al., 2019), to name a few.

357 Discussion and limitations

358 Our resource-rational framework has a remarkable degree of overlap with prior work in learning
359 and decision making. First, much of the neurobiology of reward-based decision making is motivated
360 by reinforcement learning theory, which has furnished the field with error-driven learning models
361 (Sutton and Barto, 2018). In these models, reward prediction errors (the difference between actual
362 and expected reward) drive sequential learning. As explained in the Appendix, one form of rational
363 inattention uses this familiar error-driven update rule to estimate the posterior over the parameter
364 of interest; if the parameter is reward, then this rule is the familiar reward prediction error. In
365 deriving policy compression, we assumed the value function was known, an assumption which cannot
366 hold for agents learning in novel environments. We have previously developed process models to
367 iteratively estimate the value function using familiar error-based update rules (Gershman and Lai,
368 2021). We withhold a deeper discussion of process models as this remains an active area of research.

369 Second, policy compression provides insights into habits, repetitive behaviors that are famously
370 insensitive to outcome devaluation or contingency degradation, and which can interfere with goal-
371 directed behavior (Dickinson, 1985; Wood and Runger, 2016; Miller et al., 2019). Similarly, low
372 complexity policies are perseverative since they are dominated by the marginal action distribution,
373 which is not dependent on rewards (Gershman, 2020). Policy compression does not, however,
374 explain the shift from “goal-directed” behavior to habitual behavior that occurs with training
375 (Balleine and O’Doherty, 2010). One hypothesis is that the shift to habitual behavior (i.e., policies
376 of low complexity) may free up finite capacity, which we assume is fixed, so it is not all allocated
377 to one task. Third, rational inattention subsumes an influential account relating tonic dopamine to
378 average reward availability in a given context and response vigor (Niv et al., 2007). In other words,
379 our derivation of rational inattention makes the same predictions as the average reward theory of
380 dopamine, and extends it to precision.

381 One conceptual leap we have made is to propose that the affective symptoms in mania and
382 depression arise not from deficits in reward processing, but from aberrations in attention. We
383 made this leap based on parsimony, as aberrations in attention allow us to explain not just affective
384 symptoms, but numerous symptoms related to psychomotor state, learning, and decision making.
385 An influential account of anhedonia, a common symptom in depression characterized by the inability
386 to experience pleasure, holds that it may arise as a consequence of impaired reward sensitivity
387 (reduction in the perception of reward magnitude; Huys et al., 2013). The authors note that
388 reward insensitivity, under certain assumptions, is equivalent to over-exploration. This latter view
389 is close to what we propose with rational inattention, which suggests that over-exploration, as a
390 consequence of precision underestimation, may masquerade as reward insensitivity.

391 We have argued that distractibility arises in mania, due to precision overestimation, and ADHD,
392 due to reduced precision. How does rational inattention predict distractibility in both of these
393 circumstances? At first pass, it would appear that only agents with reduced precision should be
394 affected, since they do not have the sensory precision to focus on the task at hand. It is important
395 to recognize that although distractibility arises in both mania and ADHD, they are observably
396 distinct phenomena on clinical evaluation. What they share in common is an inability to follow a
397 task through to completion. In mania, there is a sense that patients are intensely interested in their
398 environments, focused not just on the task at hand but also task-irrelevant information. In ADHD,
399 there is a sense of disinterest or ambivalence in the task at hand. In mania, therefore, distractibility
400 arises from amplification of signal *and* noise, and patients with mania assign undue importance to
401 inappropriate samples that impinge on their senses. In ADHD, distractibility arises from reduced
402 attention to the signal. Phrased this way, rational inattention provides transdiagnostic insight into

403 distractibility, and makes it clear that it arises from distinct computational aberrations. Note that
404 rational inattention does not predict distractibility if precision is increased but not miscalibrated
405 (true and estimated precision are equal). It is only in the setting of precision overestimation that
406 we predict distractibility.

407 Although rational inattention and policy compression have broad implications for psychiatry, we
408 do not want to leave readers with the impression that capacity limits offer complete explanations
409 of psychopathology. How could they describe such a wide range of phenomena? In brief, they
410 don't, at least not in isolation. Our general belief is that the psychiatric phenomena we describe
411 should not be seen as lying along a single dimension (capacity), but that disease states will require
412 several dimensions to sufficiently define the relevant symptoms. For example, we propose that both
413 depression and ADHD result from low capacity (under rational inattention), yet mood symptoms
414 are nowhere to be found in the ADHD diagnostic criteria. We view this as an opportunity for
415 computational psychiatry to identify the relevant symptom dimensions.

416 In mania, for example, we provide some insight into elation, but mood effects also include
417 irritability or anger¹ (Cassidy et al., 1998b). Patients with depression may not exhibit any symp-
418 toms of slowing, nor any measurable cognitive deficits (Hack et al., 2023). Even more extreme,
419 symptoms of mania may coexist with symptoms of depression, as in mixed states, in which racing
420 thoughts coexist with psychomotor slowing, or more generally any combination of mood, speed of
421 thought, and psychomotor state (Kraepelin, 1921; Marneros, 2001). The predictions of rational
422 inattention hold for *optimal* agents, in which reward, precision, and capacity are linked. Perhaps,
423 in mixed states and other disease states, this assumption of optimality is violated. For example, an
424 agent with an optimistic prior and reduced sensory precision may be characterized by what Emil
425 Kraepelin called 'manic stupor,' characterized by elevated mood and psychomotor slowing.

426 The notion that reward, precision, and capacity are linked for optimal agents has consequences
427 for the relevant causal deficit. We highlighted particular deficits (e.g., precision miscalibration in
428 mania) given our intuition for the relevant causal deficit. However, since the theory links multiple
429 variables together, an aberration in any one could lead to the same symptoms. Neuroscience will
430 play a valuable role in determining the relevant causal deficit. Rational inattention has recently
431 gained traction in neuroscience (Mikhael et al., 2021; Grujic et al., 2022; Wu et al., 2022), and we
432 are hopeful for deeper insights in the future.

433 Both mania and depression can become severe enough that symptoms of psychosis emerge.
434 Since, under rational inattention, mania and depression exist on opposite sides of the spectrum, this
435 observation suggests that psychotic symptoms may emerge via an independent process. Likewise,
436 mania or depression can be complicated by comorbid anxiety. In ADHD, our theories do not yet
437 provide insight into the hyperactivity symptoms that are the more frequently observed consequences
438 of the disorder. In addition, our theory predicts slowed time perception in ADHD, which is at odds
439 with empirical data demonstrating time perception is more rapid and normalizes with treatment
440 (Smith et al., 2002; Ptacek et al., 2019). This highlights either a limitation of our theory, a limitation
441 of our understanding of ADHD, or - most likely - both.

442 In schizophrenia, policy compression explains several negative symptoms, but it does not
443 exhaustively explain all negative symptoms, including asociality and amotivation. It also fails
444 to describe anhedonia, although this may not be a failure of the theory, as there is a body of
445 work advocating for intact hedonic drive in schizophrenia (Burbridge and Barch, 2007; Kring and
446 Moran, 2008; Cohen and Minor, 2010; Dowd and Barch, 2010; Yee et al., 2010; Llerena et al., 2012).
447 Neither policy compression nor rational inattention provides insight into the positive symptoms of
448 psychosis, nor how antipsychotics function to reduce these symptoms.

449 Amotivation is an interesting case study. Amotivation is also a feature of Parkinson's disease,
450 and is relieved by dopaminergic agonists, at least early in the disease (Pagonabarraga et al., 2015),
451 which we argued increases capacity for more complex policies. Similarly, patients with chronic
452 schizophrenia, who have reduced capacity, also typically suffer from amotivation. Thus, there is

¹Note, however, that such effects have been argued to represent a distinct subtype of mania (Cassidy et al., 1998a).

453 suggestive, but incomplete, evidence for a link between capacity and amotivation.

454 Our discussion of stimulants and antipsychotics is likewise incomplete. Although stimulants
455 and mania have some overlap—stimulant intoxication can manifest as mania—clinical experience
456 makes it obvious that antipsychotics do not phenocopy depression. Although dopamine blockade
457 via antipsychotics is a mainstay of treatment for mania, stimulants are not generally recommended
458 for depression. This is in large part because the neurobiology is far more complicated than we have
459 laid out here, with psychopathology sculpted by the relevant brain structures, neuromodulatory
460 systems, cell types, receptor subtypes and densities, and myriad other details. We have couched
461 capacity limits in the language of dopamine, but we recognize the complexity of disease. Depres-
462 sion, for example, is more commonly thought to involve dysfunction of the serotonergic system
463 (Coppen, 1967; Meltzer, 1990; Owens and Nemeroff, 1994; Harmer et al., 2017), with recent work
464 highlighting a role for extra-neuronal mechanisms (e.g., inflammation; Raison et al., 2006). Stimu-
465 lants, as another example, involve the release of multiple neuromodulators, not just dopamine (our
466 focus here). In short, a more complete picture will require a theory that encompasses multiple
467 neuromodulatory systems.

468 Conclusion

469 Information-theoretic resource rationality provides a rich transdiagnostic language for describing
470 psychopathology. We summarize our perspective in Table 1. Rationality, on this view, does not
471 provide a single solution in phenotype space, but rather a Pareto frontier of optimal solutions. A
472 wide range of psychopathology may be thought of not as suboptimal simply because it results in
473 poorer task performance, but rather optimal performance under an illness-induced capacity limit.
474 Our hope is that these frameworks provide rich ground for development of new theories, behavioral
475 tasks, and for uncovering the neurobiological loci of mental illness.

476 Appendix: Technical details

477 This appendix summarizes theoretical results from past papers (Lai and Gershman, 2021; Mikhael
478 et al., 2021; Gershman and Burke, 2022). We refer readers to those papers for further details.

479 Rational inattention

480 Suppose an agent is inferring a parameter μ about the world (this can be expected reward, a
481 temporal interval, an object category, etc.) and it observes a sample x . Bayes’ rule prescribes a
482 normative solution, which states that agents can combine what they observe, $P(x|\mu)$, with prior
483 information, $P(\mu)$, to generate a posterior estimate of the parameter, $P(\mu|x)$:

$$P(\mu|x) \propto P(x|\mu)P(\mu).$$

484 For analytical tractability, we will assume the sample distribution is Gaussian, $x \sim \mathcal{N}(\mu, \lambda^{-1})$, with
485 mean μ and precision (inverse variance) λ . If we assume the prior is also Gaussian, $\mu \sim \mathcal{N}(\mu_0, \lambda_0^{-1})$,
486 then the posterior is also Gaussian with mean $\hat{\mu}$:

$$\hat{\mu} = \mu_0 + \frac{\lambda}{\lambda + \lambda_0}(x - \mu_0)$$

487 This equation takes the form of an error-driven update rule, where $x - \mu_0$ is the error and $\frac{\lambda}{\lambda + \lambda_0}$
488 is the learning rate, determined by the relative precision between the likelihood and prior. Note
489 that if the agent is inferring reward, then $x - \mu_0$ corresponds to the reward prediction error in

Phenomenon	Mechanistic Hypothesis	Symptoms Explained	Symptoms Not Explained
Mania	Rational inattention Precision miscalibration (overestimation)	Euphoria Optimistic value estimates Increased attention/focus on outside world Psychomotor agitation Rapid speech Rapid passage of time Distractibility	Dysphoria/irritability Mixed states Emergence of psychosis
Depression	Rational inattention Precision miscalibration (underestimation) or precision decrease	Decreased mood Inattentive to outside world/inwardly drawn Subjective "greyness" of experience Psychomotor slowing Slowed speech Slower passage of time Pessimistic value estimates Blunted response to feedback	Psychomotor agitation Irritability Mixed states Emergence of psychosis Depression without cognitive changes
	Rational inattention Decreased attentional incentive	Decreased perception of control (learned helplessness)	
	Policy compression Reduced capacity	Working memory deficits Perseveration	
Stimulants	Rational inattention Reduction in attentional cost	Euphoria Increased attention/focus on outside world Psychomotor agitation Rapid speech Rapid passage of time	Psychosis
Antipsychotics	Rational inattention Reduced capacity	Cognitive dulling / slowing Limited attention Difficulty perceiving world Exacerbation of negative symptoms	Antipsychotic effects
ADHD	Rational inattention Precision decrease	Failure to give close attention Difficulty sustaining attention Mind seems elsewhere Careless mistakes (exploration) Dislike of mentally effortful tasks Distractibility	Hyperactivity symptoms Faster perception of time
Schizophrenia	Policy compression Reduced capacity	Blunted affect Alogia Working memory deficits	Positive symptoms Amotivation Asociality
Parkinson's disease	Rational inattention Reduced capacity	Central tendency effect Reduced attention Slower speed of thinking	
	Policy compression Reduced capacity	Memory problems Language difficulties Word-finding difficulty Naming errors Difficulty with complex sentence structure Dysarthria General problem solving and executive functioning difficulties Reduced response time w/ dopamine therapy	Motor symptoms Sleep disorder Psychosis
Specific learning disorders	Rational inattention Imprecise sensory input	Underreliance on imprecise sensory input and overreliance on other sensory inputs	Practice improving precision of imprecise signals Reduced motivation to engage with imprecise signals (Matthew effect)
Perseveration	Policy compression Reduced capacity	Tendency to repeat actions across diagnostic entities	Hierarchical nature of perseveration (e.g., repetition of actions in some disorders, repetition of action sets in others)

Table 1: Summary of psychiatric phenomena explained by rational inattention and policy complexity.

490 reinforcement learning theory. Greater relative precision of the prior shifts the posterior estimate
 491 closer to the prior (what the agent assumed), whereas greater relative precision of the likelihood
 492 shifts the posterior estimate closer to the likelihood (what the agent perceived). Under rational
 493 inattention, agents control the likelihood precision λ . When, then, does it make sense to modulate
 494 precision?

495 First, we must formalize what we mean by attention and how it increases information. The
 496 information transmission rate across sensory channels is

$$I(\mu; x) = H(\mu) - H(\mu|x),$$

497 where $I(\mu; x)$ is the mutual information between parameter μ and signal x , $H(\mu)$ is the entropy
 498 of the prior, and $H(\mu|x)$ is the entropy of the posterior. Intuitively, high mutual information
 499 means that observing the sample reduces uncertainty about the parameter estimate. Low mutual
 500 information means the prior and posterior distributions are similar and therefore observing the
 501 sample contributes little to uncertainty reduction. Mutual information formalizes what we mean
 502 by attention. For our Gaussian generative model, the mutual information is given by:

$$I(\mu; x) = \frac{1}{2} \log \left(1 + \frac{\lambda}{\lambda_0} \right).$$

503 Shannon’s noisy-channel coding theorem states that the minimum number of bits needed to commu-
 504 nicate μ without error across a noisy channel is on average equal to $I(\mu; x)$. A corollary, therefore, is
 505 that errorless communication is impossible if the agent’s capacity is less than $I(\mu; x)$, in which case
 506 there is a trade-off between the cost of attention and the cost of error. This trade-off is analyzed
 507 by rate distortion theory (Berger, 1971), which is equivalent to rational inattention (Denti et al.,
 508 2020).

509 Let us assume agents receive reward inversely proportional to the squared error $\epsilon = (\mu - \hat{\mu})^2$,
 510 which should motivate agents to reduce their error. Intuitively, if λ is small, μ will migrate to
 511 the prior and cause a large error between the latent source and its estimate. As λ grows large,
 512 this error is reduced. For simplicity, let us assume that the reward agents receive, $u(\epsilon)$, is a
 513 monotonically decreasing and differentiable function of this error. Expanding the first-order Taylor
 514 series approximation around $\epsilon = 0$ yields $u(\epsilon) \approx u(0) - \theta\epsilon$, where $\theta > 0$ is the negative slope of $u(\epsilon)$
 515 at $\epsilon = 0$. We can interpret θ as an attentional incentive parameter to capture the idea that agents
 516 should be motivated to pay attention when reward is contingent on error. The expected reward is
 517 therefore $U = \mathbb{E}[u(\epsilon)] \approx u(0) - \theta\mathbb{E}[\epsilon]$.

518 We can now write down the constrained optimization problem faced by agents

$$\lambda^* = \operatorname{argmax}_{\lambda} U - \kappa I(\mu; m)$$

519 where κ is the Lagrange multiplier. κ can be interpreted as the attentional cost, to formalize the
 520 notion that attention is effortful. κ can be thought of as an “exchange rate:” one unit of reward
 521 can be “bought” for κ units of information. Written this way, κ implicitly represents the capacity
 522 limit, with a large κ representing low capacity (many bits for one reward) and small κ representing
 523 high capacity (few bits for one reward).

524 This equation formalizes the tradeoff between reward (U) and information: agents can increase
 525 λ to increase reward U by reducing their error ϵ , but doing so increases the information rate $I(\mu; m)$,
 526 which the agent must keep at or below capacity. Solving this constrained optimization problem
 527 yields:

$$\lambda^* = \max \left(0, \frac{2\theta}{\kappa} - \lambda_0 \right).$$

528 The optimal precision increases as 1) the attentional incentive, θ , increases, 2) the attentional cost,
 529 κ decreases, and 3) the prior precision, λ_0 , decreases.

530 For the Gaussian generative model we described above, the optimal expected reward is:

$$U^* \approx u(0) - \frac{\theta}{\lambda^* + \lambda_0} = u(0) - \frac{\kappa}{2}.$$

531 [Mikhael et al. \(2021\)](#) used this equivalence to posit a rational inattention account of tonic dopamine.
 532 The authors propose a model in which tonic dopamine encodes average reward, U , and by the
 533 equivalence demonstrated above, also encodes posterior precision, $\lambda^* + \lambda_0$ and the information-
 534 reward exchange rate, κ (and implicitly, the capacity).

535 Policy compression

536 We model an agent that visits states, s , and takes actions, a , to earn reward. States are defined
 537 as the representation of information needed for reward prediction. Each state is visited with
 538 probability $P(s)$ and an action is chosen according to a policy $\pi(a|s)$, a probabilistic mapping
 539 from states to actions. We conceptualize the policy as a communication channel mapping states to
 540 actions. The minimum number of bits to achieve error-free communication of the state identity is
 541 given by the mutual information between states and actions:

$$I(S; A) = \sum_s P(s) \sum_a \pi(a | s) \log \frac{\pi(a | s)}{P(a)},$$

542 where $P(a) = \sum_s P(s)\pi(a|s)$ is the marginal action distribution. We use the term *policy complexity*
 543 to refer to $I(S; A)$. Intuitively, a policy with high complexity is highly state-dependent (e.g., each
 544 state maps uniquely to an action), whereas low complexity policies are more state independent.
 545 Similar to our derivation of rational inattention, we assume our agent is capacity limited, which
 546 induces a trade-off between policy complexity and reward. Agents must therefore compress the
 547 optimal policy if they lack the channel capacity to achieve error-free communication.

548 We can therefore define a joint optimization problem where the agent seeks to maximize reward
 549 subject to a capacity constraint. We define the optimal policy², π^* , as:

$$\pi^* = \operatorname{argmax}_{\pi} \beta V^{\pi} - I^{\pi}(S; A),$$

550 where V^{π} is the expected reward under policy π :

$$V^{\pi} = \sum_s P(s) \sum_a \pi(a|s) Q^{\pi}(s, a).$$

551 For analytic tractability, we assume that an agent either learns or has direct access to the action-
 552 value function $Q(s, a)$ which defines the expected reward after taking action a in state s . Note that
 553 we place the Lagrange multiplier, β , on V^{π} instead of $I^{\pi}(S; A)$ since it permits a more straightfor-
 554 ward connection to reinforcement learning process models, as we will see.

555 Solving this equation yields the optimal policy, π^* :

$$\pi^*(a|s) \propto \exp[\beta Q(s, a) + \log P^*(a)],$$

²To facilitate direct comparison with rational inattention, we have left out Lagrange multipliers which ensure proper normalization (i.e., $\sum_a \pi(a|s) = 1$). See ([Parush et al., 2011](#)) for a full derivation.

556 where $P^*(a) = \sum_s \pi^*(a|s)$ is the optimal marginal action distribution. The optimal policy is the
 557 ubiquitous softmax function, used widely in the reinforcement learning literature; the Lagrange
 558 multiplier, β , plays the role of the inverse temperature parameter, governing the exploration-
 559 exploitation trade-off. Note that our derivation of the optimal policy made no appeal to ex-
 560 ploration/exploitation, which instead arose as a natural consequence of resource constraints. The
 561 precise value of β is a function of the policy complexity:

$$\beta^{-1} = \frac{dV^\pi}{dI^\pi(S; A)}.$$

562 At low policy complexity, where $\frac{dV^\pi}{dI^\pi(S; A)}$ is steep, the optimal β is close to 0. In this regime, Q -values
 563 have minimal impact on the optimal policy and the marginal action distribution, $P^*(a)$ dominates.
 564 In other words, at low policy complexity, state-independent actions dominate, an insight we have
 565 previously used to explain perseveration ([Gershman, 2020](#)).

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