

# Iowa Gambling Task: Comparison of the Classical Scoring and Cognitive Modeling Approach and its Convergent Validity with Other Clinical Tasks



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The Iowa Gambling Task (IGT) is a popular test for assessing executive functions and decision-making deficits in several clinical populations, especially if the symptomatology includes excessive risk taking. The IGT is a complex task which requires participants to correctly integrate and remember information, evaluate consequences and make a decision. However there are many papers studying criterial and convergent validity for many purposes (for overview see Buelow & Suhr, 2009), less papers concern reliability or validity of the test scores construction. Moreover, the majority of studies uses “traditional IGT scores” mainly based on the differences between “good” and “bad” blocks or on the total net scores, although there are other modern and up-to-date methods for IGT scoring.

One of the alternative approaches is Bayesian Cognitive Modeling, for example PVL-delta model (Steingroever et al., 2013; 2014). However, these models are not widely used. High computational demands can be one of the possible reasons, other barrier is a highly theoretical nature of cognitive modeling combined with low knowledge about the parameters validity. Although there is a few studies on differences between clinical and normal population (e.g. Steingroever et al., in press), convergent validity to classical test scores or to other tests of executive functions is unknown.

The question is if the Bayesian parameters can be used in similar way as the traditional IGT scores for diagnostic purposes. The goal of this explorative study is to present results of convergent validity analysis of parameters from PVL-delta model to the classical IGT test scores and to other tasks of executive functions.

## Participants and data collection

Data were collected in PC lab during approx. 3 hours between other questionnaires in two waves as a part of bigger project focused on a Need for Cognitive Closure. Unfortunately, each wave received different test battery (1<sup>st</sup> wave: DDT, GNG, SST; 2<sup>st</sup> wave: the others) – only IGT were administered to all the respondents. The total  $N = 171$  respondents were aged 20–30 ( $Me = 24$ ) with majority of women ( $n = 128$ ; 75 %); numbers of students ( $n = 82$ ; 48 %) and workers ( $n = 89$ ; 52 %) were similar.

## Reliability estimation

For IGT (classical scores), GNG, SST, Stroop (subscores used for total Stroop score) and NL, reliability was estimated using McDonald’s omega based on the subscores/reaction times from different items/blocks of the test. For N-back, where Horn’s parallel analysis suggested two factors (2back vs. 3back), McDonald’s omega total was used. For DDT, we used correlation of both conditions with Spearman-Brown correction. Reliability of difference scores (e.g. total Stroop score) was estimated using reliabilities of subtests and their Pearson’s correlation (e.g. Thomas & Zumbo, 2012). All the estimates can be biased due to non-normal score distributions.

## Test Materials

### Iowa Gambling Task (IGT): Bayesian Cognitive Modeling Approach

We used classical IGT design (e.g. Bechara et al., 1994) twice longer (200 trials). The PVL-delta model use four parameters to predict block choices:

- **Shape parameter (A)**, which determines the shape of the “utility function”. Greater A-parameter means higher respondent’s sensitivity to feedback outcomes.
- **Loss aversion parameter (w)**. People with low w-parameter are more sensitive to gains than to the losses, people with high w-parameter are more sensitive to losses than to gains.
- **Updating parameter (a)**, which quantifies memory and learning. Its high value indicates that the recent card outcomes have bigger influence on the expected utility of blocks and forgetting is quick.
- **Response consistency (c)**, which captures the exploitation vs. exploration process. Low value indicates more random choices (more explorative behavior), while the high value indicates strong choices dependency on expected utility of block (more exploitative behaviour).

The PVL-delta model was estimated using Markov chain Monte Carlo (MCMC) sampling algorithm in Stan and R. The procedure is described in our previous work (Šmíra, 2014). For 22 participants, MCMC did not converged ( $rhat > 1.02$ ), and they were excluded. All the scripts are available on-line: <https://github.com/nekro/NFCC-IGT>.

### Reliability estimation of PVL-delta parameters

According to our knowledge, there has not been any published procedure for reliability estimation of Bayesian cognitive modeling parameters. We propose two approaches:

(1.) As a reliability is defined as the correlation between two parallel tests, we sampled a pair of each parameter from its posterior distribution for each participants, and correlated these pairs. We repeated it 1000times for each parameter what results to posterior distributions of reliability estimates. All the distributions were approx. normally distributed with means [and 95% CIs]:  $r_A = .74$  [.65, .82];  $r_w = .84$  [.79, .89];  $r_a = .89$  [.83, .94];  $r_c = .87$  [.81, .91].

(2.) For each respondent (and each parameter), we computed variance of posterior distribution. Mean of these error variances is a mean-square error (MSE). The reliability is than  $r_{cr} = 1 - MSE/var(X)$ , where  $var(X)$  is a variance of point (means) parameter estimates between subjects. Because this approach assumes normality for posterior distributions, estimates are slightly smaller:  $r_A = .64$ ;  $r_w = .81$ ;  $r_a = .87$ ;  $r_c = .84$ .

### Iowa Gambling Task (IGT): Traditional IGT scores

LTC (learning of long-term consequences) is the difference between number of choices from good and bad decks:  $(C+D)-(A+B)$ . IFL (bias for infrequent losses) is the difference  $(B+D)-(A+C)$ . PGDfr is the preference of good deck among high frequent losses decks  $(C-A)$ . PGDinfr was a preference of good deck among low frequent losses decks  $(D-B)$ . TOTAL was a final total net score.

	1 LTC	2 IFL	3 PGDfr	4 PGDinfr	5 FINAL	6 A	7 w	8 a	9 c	10 k	11 AUC	12 RSE	13 GOwrong	14 NOGOwrong	15 GORT	16 NOGORT	17 COM	18 OM	19 COR	20 RT	21 SSD	22 SSRT	23 N-back	24 stroop	25 NLcor	26 NL																		
Classical IGT	.86																																											
Bayesian IGT		-.37**	.91																																									
DDT			.65**	-.83**	.91																																							
GNG				.54**	-.36**	-.12	.86																																					
SST					.93**	-.38**	.63**	.49**	.82																																			
N-back						.30*	-.38**	.31**	.12	.27*	.74																																	
Stroop							.58**	-.58**	.76**	.07	.58**	.20*	.84																															
NL								.46*	.22**	-.43**	-.22*	-.48*	-.34**	-.60**	.89																													
RT									.65**	-.25*	.52**	.23*	.64**	.37**	.55**	-.87**	.87																											
SSD										-.10	-.09	.02	-.17	-.06	.04	.00	-.02	-.14	.84																									
SSRT											.12	.09	.00	.19	.07	.01	.03	-.02	-.16	-.99**	.83																							
COM												-.13	.01	-.06	-.16	-.04	-.11	-.08	.09	-.20	.68**	-.74**	.64																					
OM													.02	.08	-.12	.02	.03	-.07	-.08	.09	-.08	.08	-.10	.04	.77																			
COR														-.05	.23*	-.21*	.11	-.03	-.20	-.18	.28*	-.23*	-.01	.00	.05	.32*	.48																	
RT															.08	.08	-.14	.08	-.08	-.04	.05	-.02	.03	-.04	-.02	.81**	.01	.82																
SSD																.07	.07	.05	.17	.03	.08	.15	-.36*	.85																				
SSRT																	.18	-.13	-.08	-.11	.15	-.95**	.85																					
COM																		.18	-.07	.13	.19	-.56**	.84**	-.75**	.93																			
OM																			.14	-.13	.09	.07	-.21	.09	.15	.49**	.84**	-.77**	.92**	.94														
COR																				.02	.14	-.23*	.22	-.14	-.13	.09	.07	-.21	.09	.15														
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