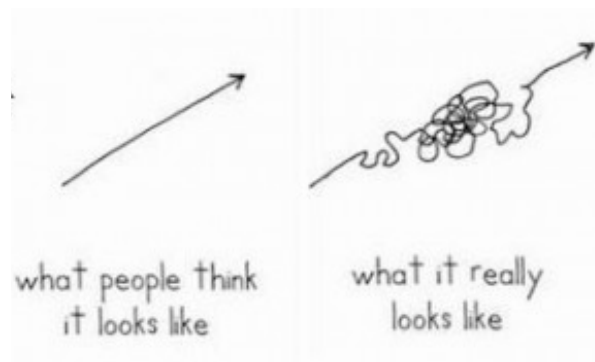


Classical Conditioning III: Temporal difference learning

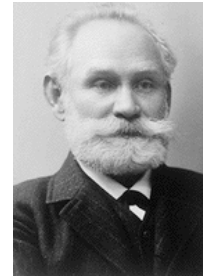


PSY/NEU338: Animal learning and decision making:
Psychological, computational and neural perspectives

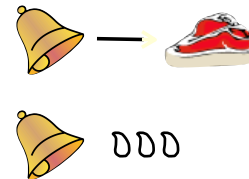
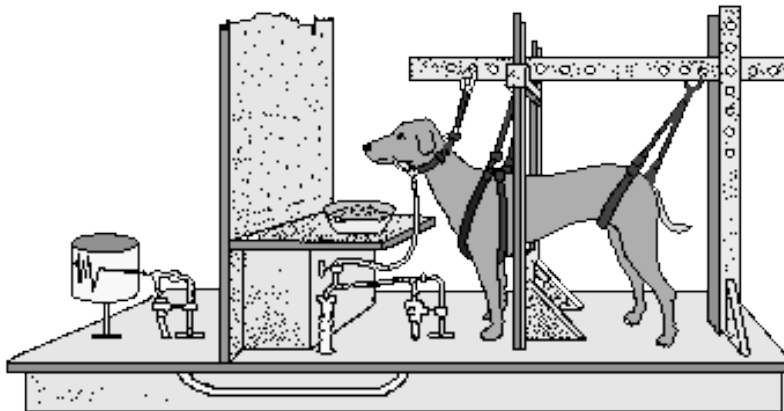
understanding a new concept



recap: animals learn predictions



Ivan Pavlov



= Unconditional Stimulus



= Conditional Stimulus



DDD = Unconditional Response (reflex);
Conditional Response (reflex)

3

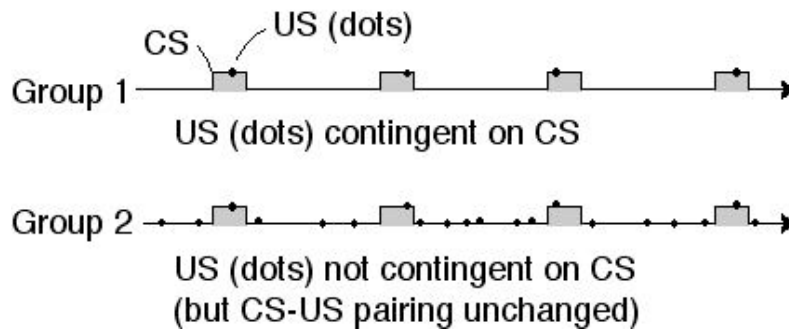
what makes conditioning Pavlovian?

procedurally: Pavlovian/classical
conditioning is a learning situation in
which the reinforcer *does not depend*
on the animal's response

from the animal's point of view: the
conditioned response is *unavoidable*,
like a *reflex*, not utilitarian or flexible;
direct result of a prediction

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But... 1) Rescorla's control condition

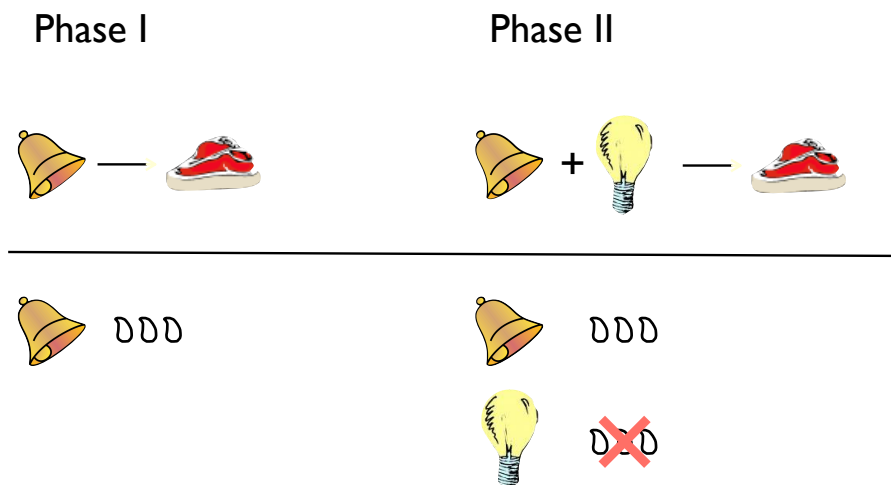


temporal contiguity is not enough - need contingency

$$P(\text{food} \mid \text{light}) > P(\text{food} \mid \text{no light})$$

Credits: Randy Gallistel 5

But... 2) Kamin's blocking



contingency is also not enough.. need surprise

$$P(\text{food} \mid \text{noise+light}) \neq P(\text{food} \mid \text{noise alone})$$

Rescorla & Wagner (1972)

The idea: error-driven learning

Change in value is proportional to the difference between actual and predicted outcome

$$\Delta V(CS_i) = \eta [R_{US} - \sum_{j \in \text{trial}} V(CS_j)]$$

Two assumptions/hypotheses:

- (1) learning is driven by error (formalize notion of surprise)
- (2) summations of predictors is linear

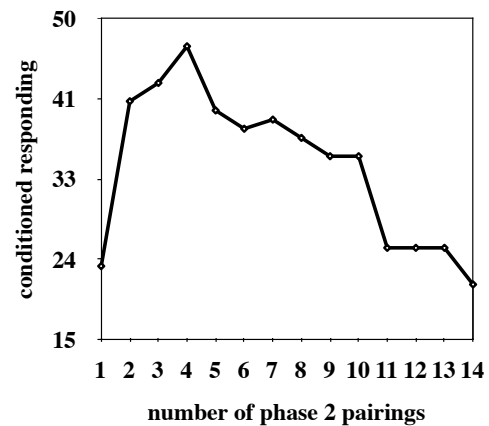
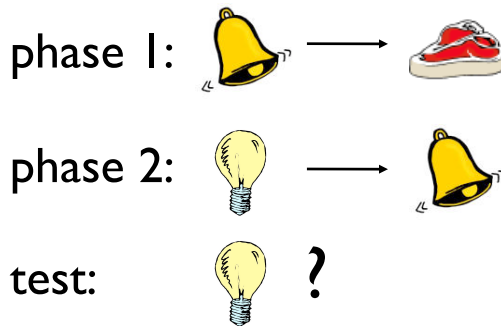
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what does the theory explain?

| | R-W | |
|------------------------|-----|--|
| acquisition | ✓ | |
| extinction | ✗ | |
| blocking | ✓ | |
| overshadowing | ✓ | |
| temporal relationships | X | |
| overexpectation | ✓ | |

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but: second-order conditioning



what do you think will happen?

what would Rescorla-Wagner learning predict here?

animals learn that a predictor of a predictor is also a predictor!
⇒ not interested solely in predicting immediate reinforcement..

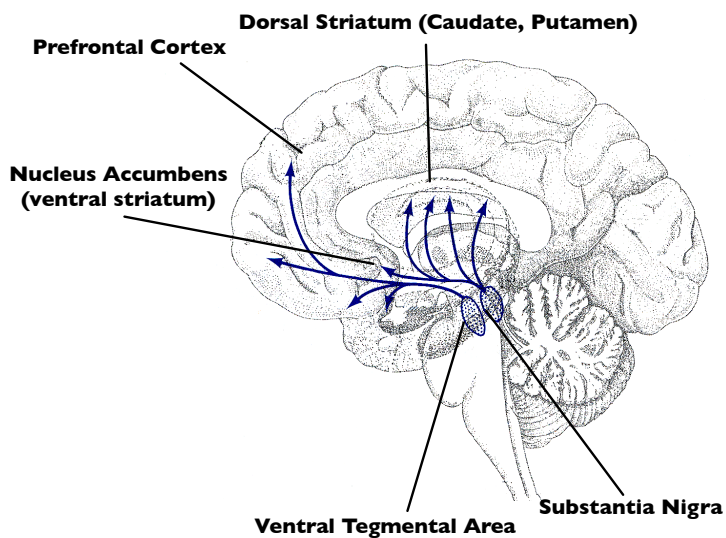
9

Challenge:

- Can you modify the R-W learning rule to account for second order conditioning?
- Group work:
 - what is the fundamental problem here?
 - ideas how to solve it?

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hint: dopamine



Parkinson's Disease
→ Motor control / initiation?

Drug addiction, gambling,
Natural rewards
→ Reward pathway?
→ Learning?

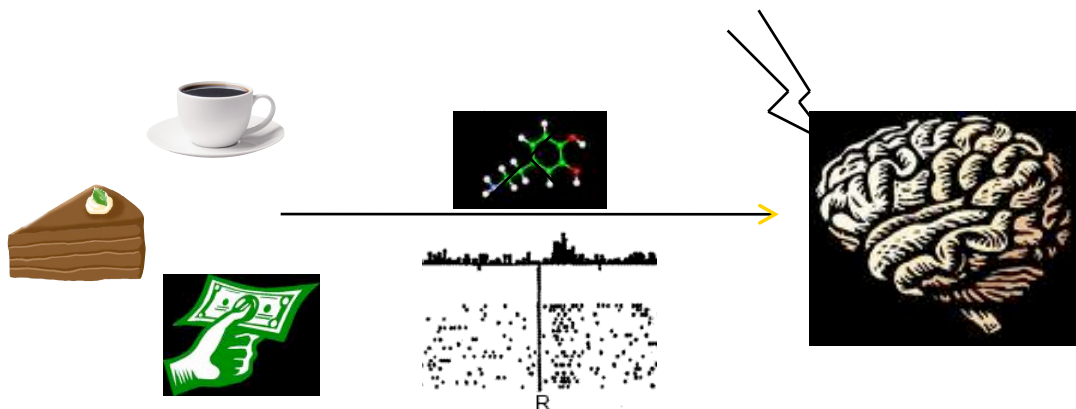
Also involved in:

- Working memory
- Novel situations
- ADHD
- Schizophrenia
- ...

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the anhedonia hypothesis (Wise, '80s)

- Anhedonia = inability to experience positive emotional states derived from obtaining a desired or biologically significant stimulus
- Neuroleptics (dopamine antagonists) cause anhedonia
- Dopamine areas are a target of intra-cranial self stimulation (ICSS)
- Dopamine is important for reward-mediated conditioning

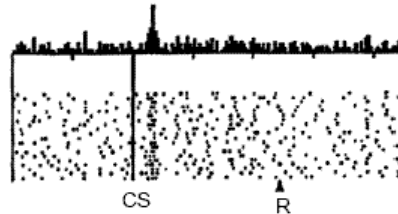


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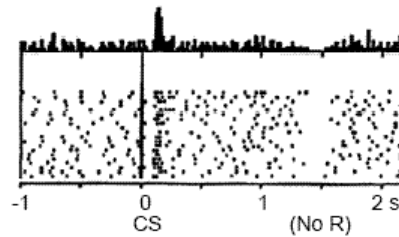
but...



predictable
reward



omitted
reward



(Schultz *et al.* '90s) 13

- behavioral puzzle: second order conditioning
- neural puzzle: dopamine responds to reward predicting stimuli instead of to rewards
- think about it...



understanding the brain: where do we start?!

David Marr (1945-1980) proposed three levels of analysis:

1. the problem (Computational Level)
2. the strategy (Algorithmic Level)
3. how its actually done by networks of neurons (Implementational Level)

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lets start over, this time from the top...

The problem: optimal prediction of future reinforcement

$$V_t = E \left[\sum_{i=t+1}^{\infty} r_i \right]$$

want to predict expected sum of future reinforcement

$$V_t = E \left[\sum_{i=t+1}^{\infty} \gamma^{i-t-1} r_i \right]$$

want to predict expected sum of *discounted* future reinf. ($0 < \gamma < 1$)

$$V_t = E \left[\sum_{i=t+1}^T r_i \right]$$

want to predict expected sum of future reinforcement in a trial/episode

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lets start over, this time from the top...

The problem: optimal prediction of future reinforcement

$$\begin{aligned}V_t &= E[r_{t+1} + r_{t+2} + \dots + r_T] && \text{(note: } t \text{ indexes time within a trial)} \\ &= E[r_{t+1}] + E[r_{t+2} + \dots + r_T] \\ &= E[r_{t+1}] + V_{t+1}\end{aligned}$$

$$V_t = E \left[\sum_{i=t+1}^T r_i \right]$$

want to predict expected sum of future reinforcement in a trial/episode

17

lets start over, this time from the top...

The problem: optimal prediction of future reinforcement

$$\begin{aligned}V_t &= E[r_{t+1} + r_{t+2} + \dots + r_T] && \text{(note: } t \text{ indexes time within a trial)} \\ &= E[r_{t+1}] + E[r_{t+2} + \dots + r_T] \\ &= E[r_{t+1}] + V_{t+1}\end{aligned}$$

Think football...

What would be a sensible learning rule here?

How is this different from Rescorla-Wagner?

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