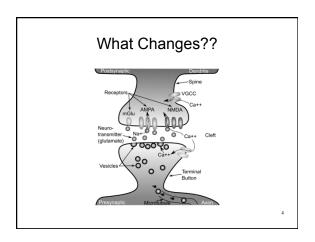
Learning

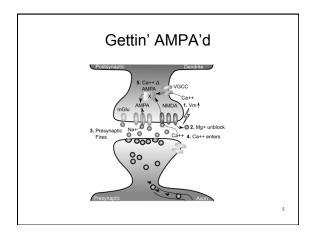
Computational Cognitive Neuroscience Randall O'Reilly

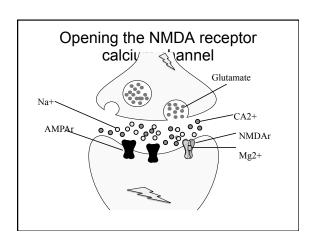
Overview of Learning

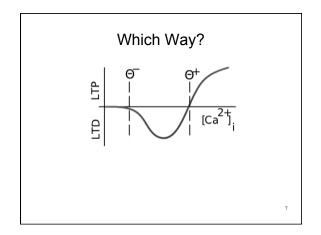
- · Biology: synaptic plasticity
- · Computation:
 - Self organizing soaking up statistics
 - Error-driven getting the right answers

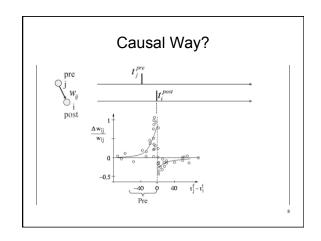
2

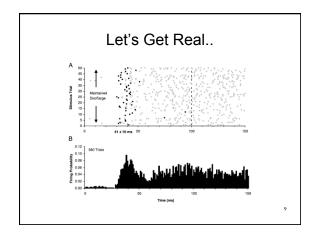


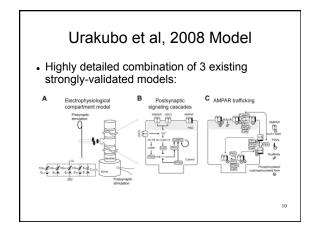


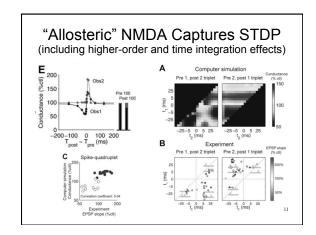


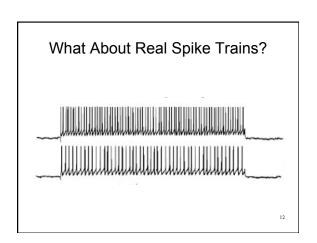


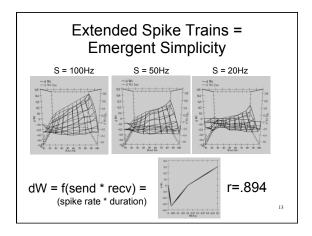


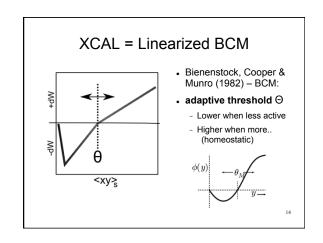


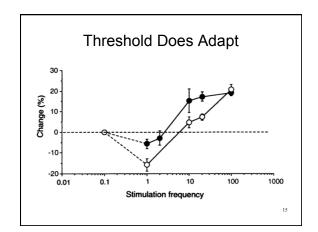








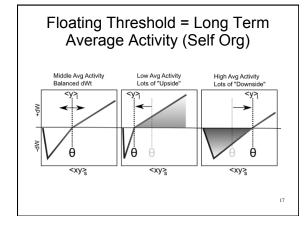


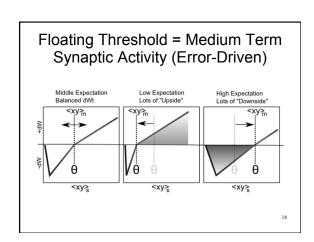


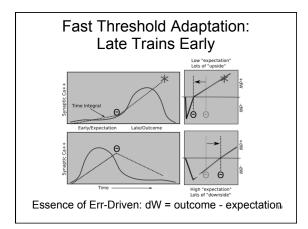
Computational: Self-Organizing and Error-Driven

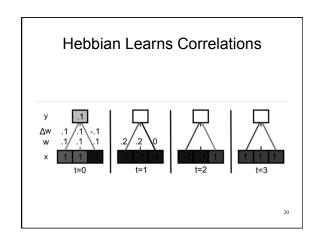
- Self-organizing = learn general statistics of the world
- Error-driven = learn from difference between expectation and outcome.
- Both can be achieved through XCAL.

16









Self Organizing Learning

- Inhibitory Competition: only some get to learn
- Rich get richer: winners detect even better
 - But also get more selective (hopefully)
- Homeostasis: keeping things more evenly distributed (higher taxes for the rich!)

Limitations of Self-Organizing

• Can't learn to solve challenging problems – driven by statistics, not error..

22

21