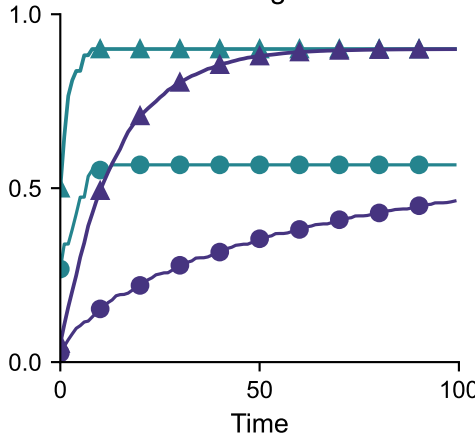
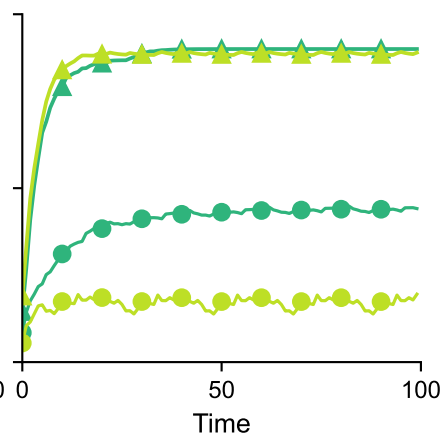


Learning-rate



Extinction



- ▲ High-reward food
- Low-reward food
- Slow learning ($\alpha=0.1$)
- Fast learning ($\alpha=1.0$)
- Weak extinction ($\gamma=0.1$)
- Strong extinction ($\gamma=1.0$)