

# **Cogmaster**

## **Computational Neuroscience Methods**

February 14th 2020

# Rescorla-Wagner rule

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Remarks on Ex. 1:

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- your model (1):  $p_n = (\alpha + 1)p_{n-1}$

a **map**: discrete-time evolution in the form:  $x_n = A(x_{n-1})$

### **linear map**

behavior determined by the value of  $\alpha + 1$

- exponential positive growth  $\alpha > 0$
- decay to 0  $-1 < \alpha < 0$
- oscillations  $\alpha < -1$

## Remarks on Ex. 1:

- your model (2):
- the **logistic map**:

$$p_n = p_{n-1} + \overset{\beta}{0.001} p_{n-1} (\overset{\alpha}{200} - p_{n-1})$$
$$x_n = r x_{n-1} (1 - x_{n-1})$$

$$r = 1 + \beta\alpha$$

## Remarks on Ex. 1:

- your model (2):

$$p_n = p_{n-1} + 0.001 p_{n-1} (200 - p_{n-1})$$

- the **logistic map**:

$$x_n = r x_{n-1} (1 - x_{n-1})$$



**Fixed point** of the map: no time evolution, dynamics converges

$$x_n = A(x_{n-1}) = x_{n-1}$$

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- your model (2):

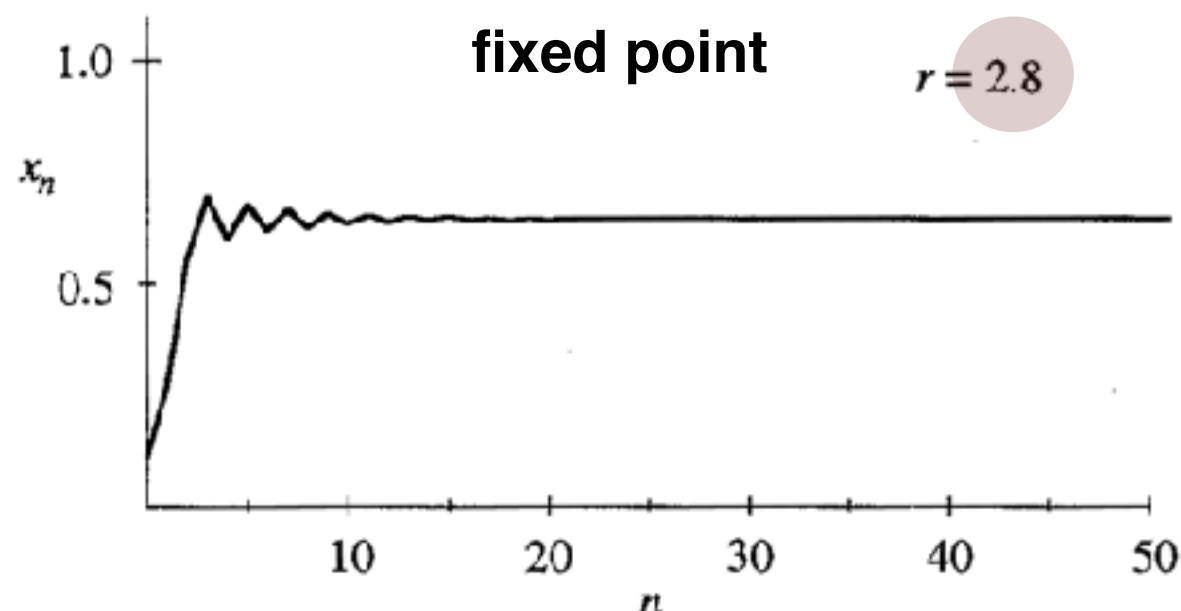
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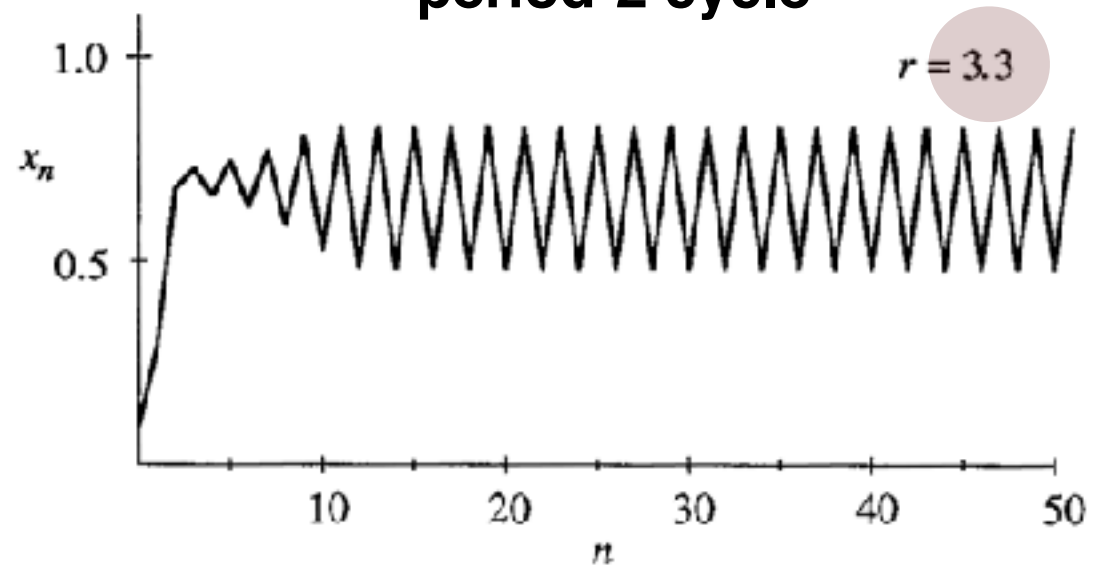
[Strogatz, *Non-linear dynamics and chaos*]

[May, RM (1976) *Simple mathematical models with very complicated dynamics*]

- the **logistic map**:

$$x_n = rx_{n-1}(1 - x_{n-1})$$

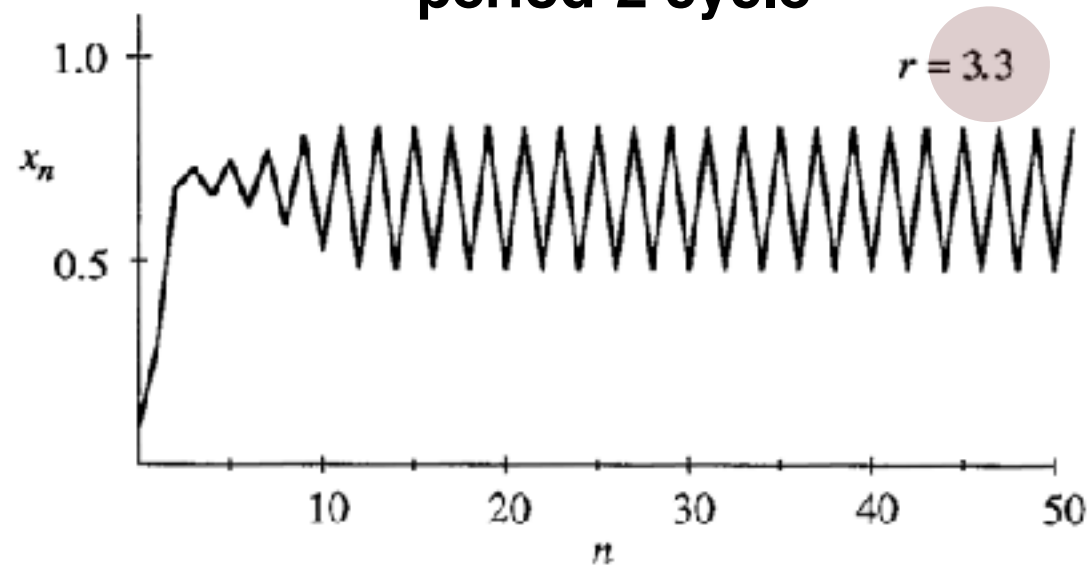
**period-2 cycle**



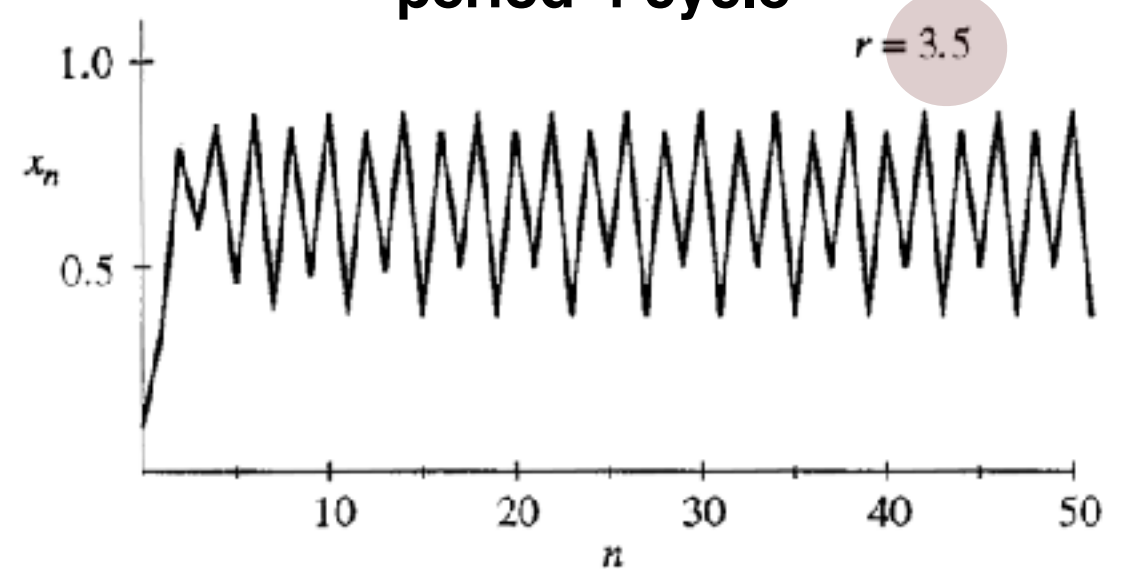
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**period-2 cycle**



**period-4 cycle**

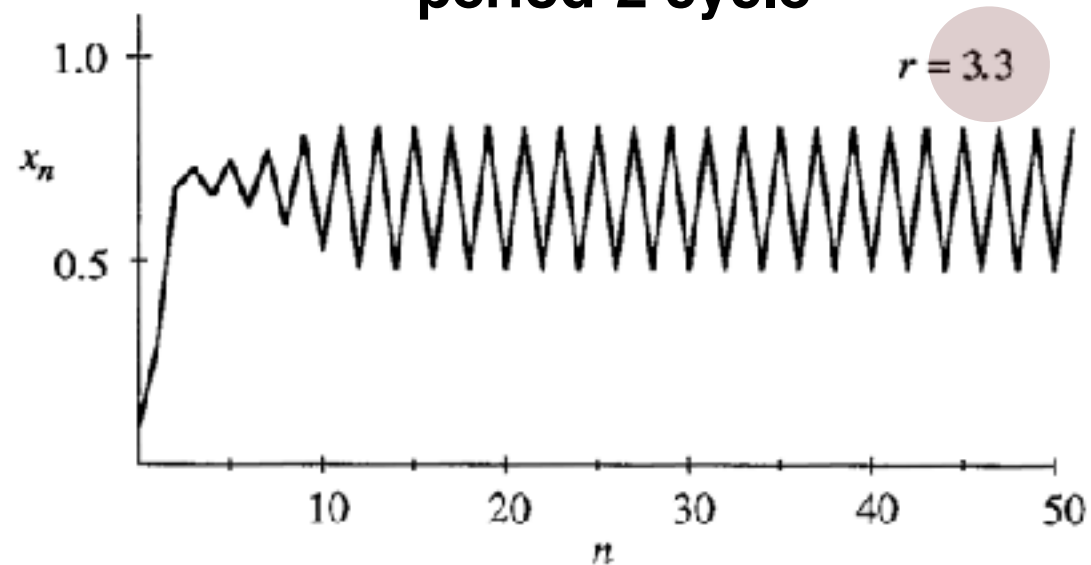




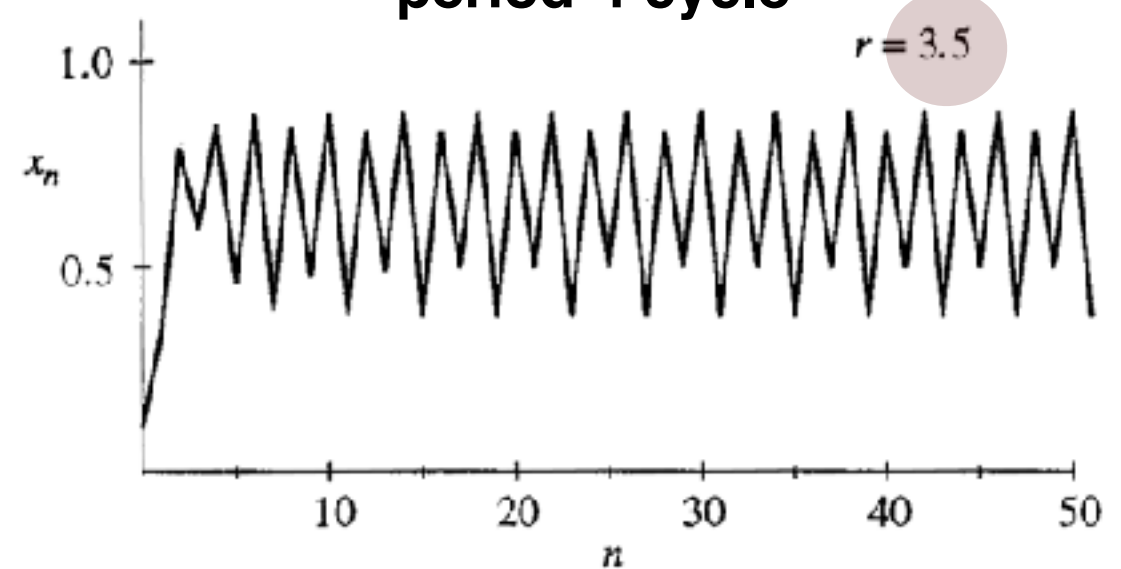
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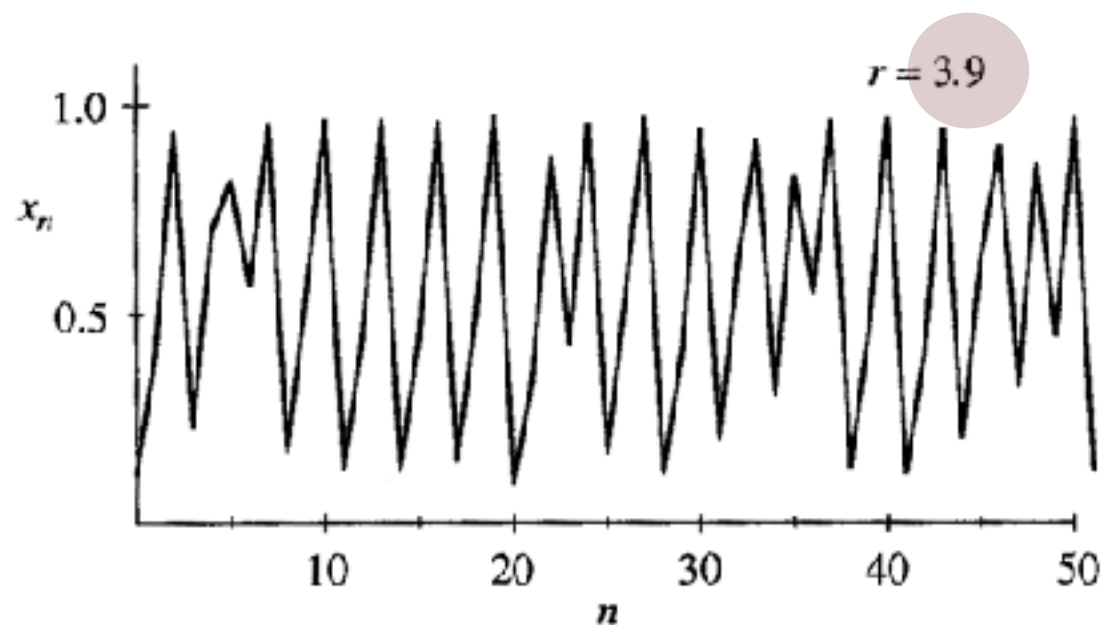
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**period-4 cycle**



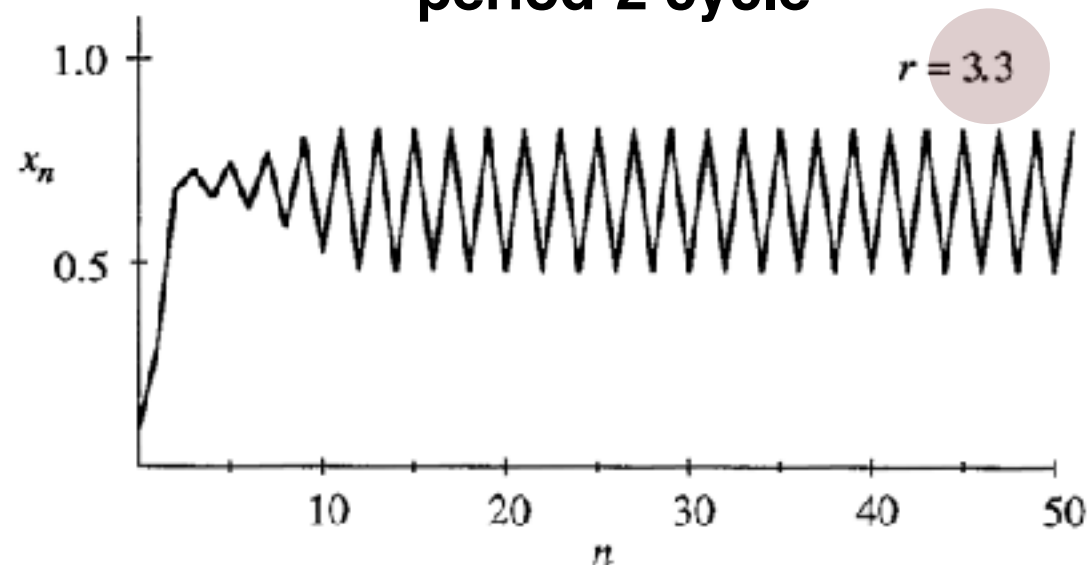
**period-doubling bifurcation to chaos**



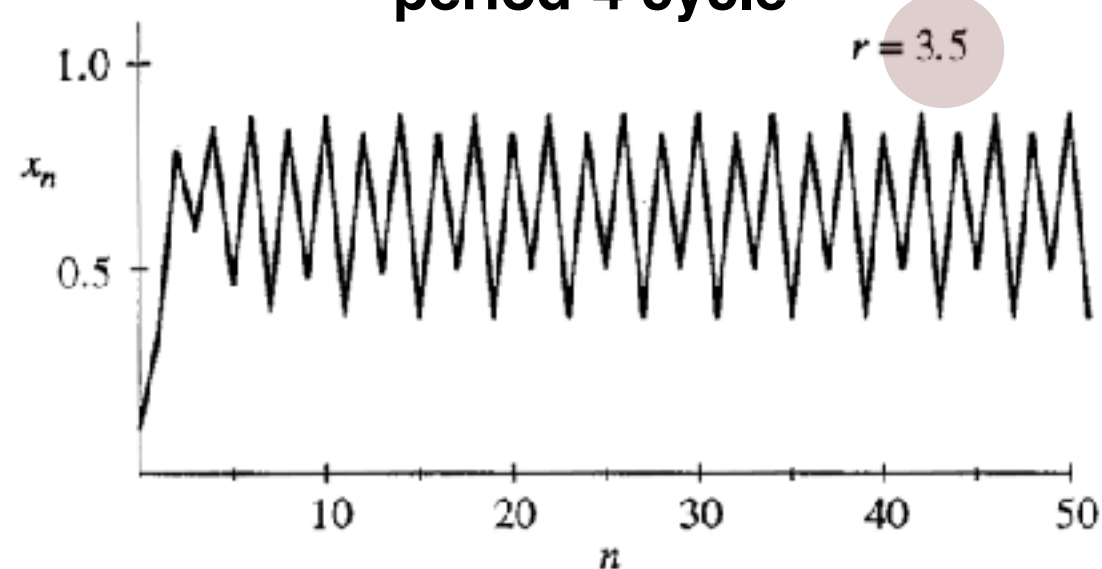
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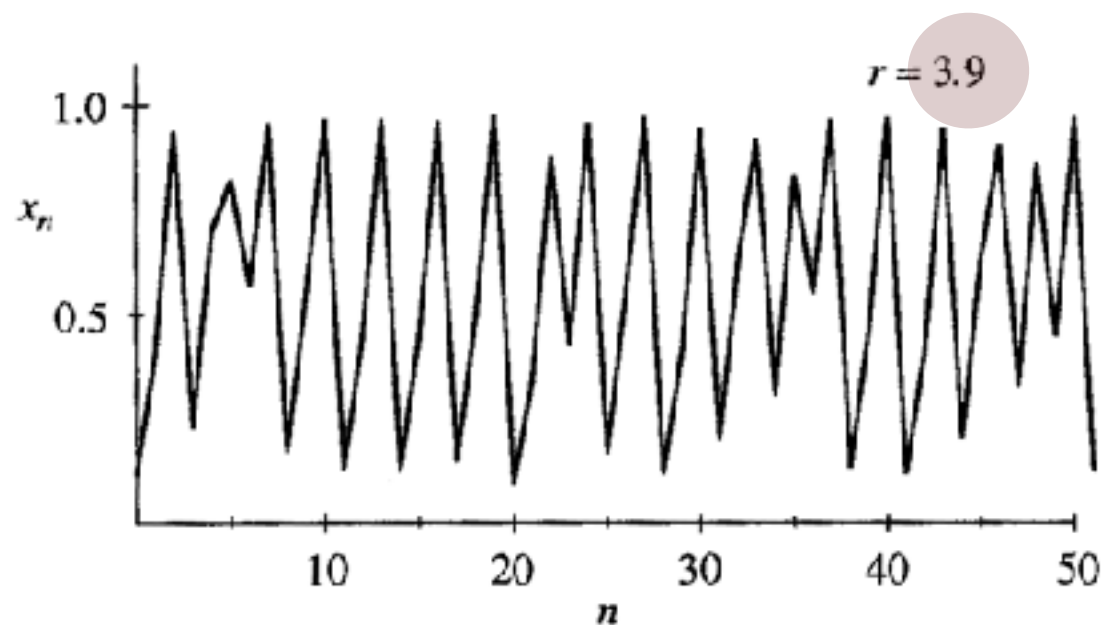
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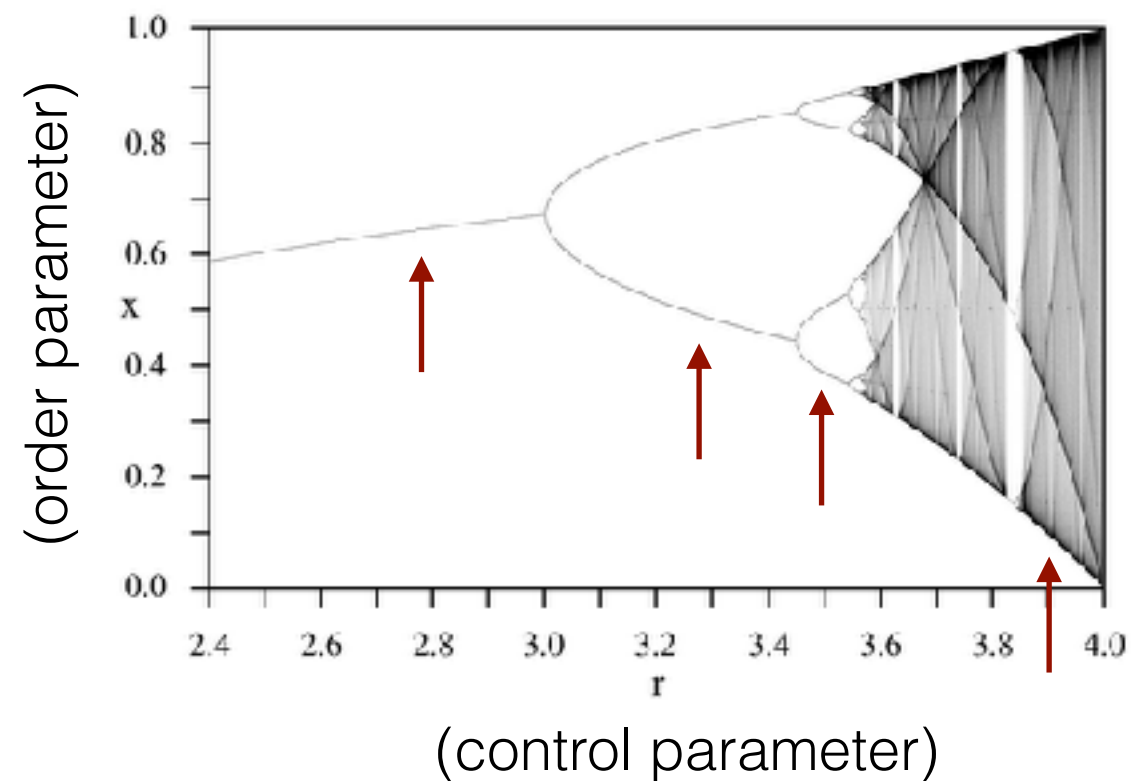
**period-4 cycle**



**period-doubling bifurcation to chaos**



**bifurcation diagram:**



## Ex. 2: Computational models of behaviour

see:

Dayan and Abbott, *Theoretical Neuroscience*, 9.1 - 9.2  
C06 course

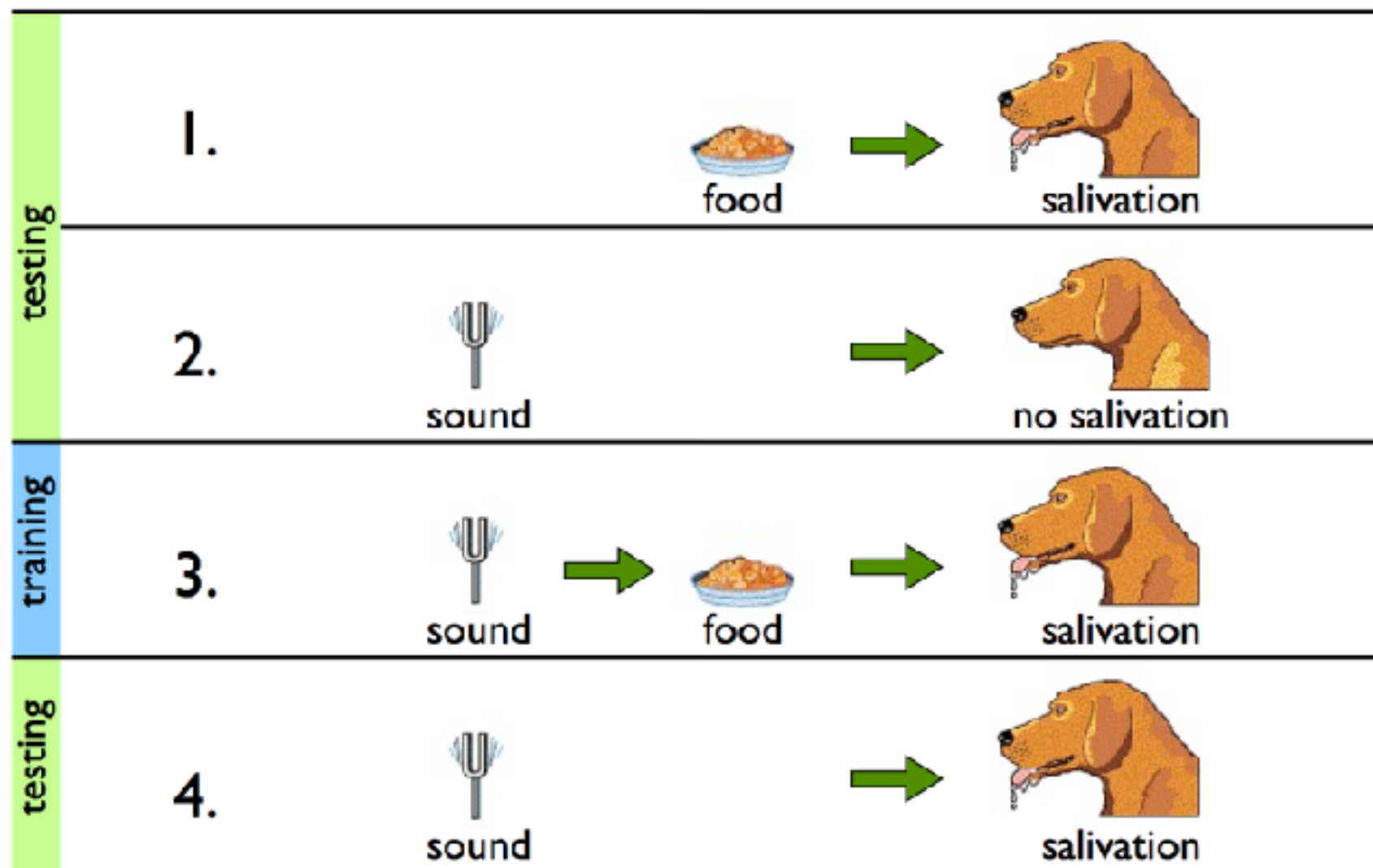
Study the ability of animals of taking actions according only to the received **reward** and **punishment**:

### **REINFORCEMENT LEARNING**

Experiments of: - **classical** (Pavlovian) conditioning;  
- **instrumental** conditioning

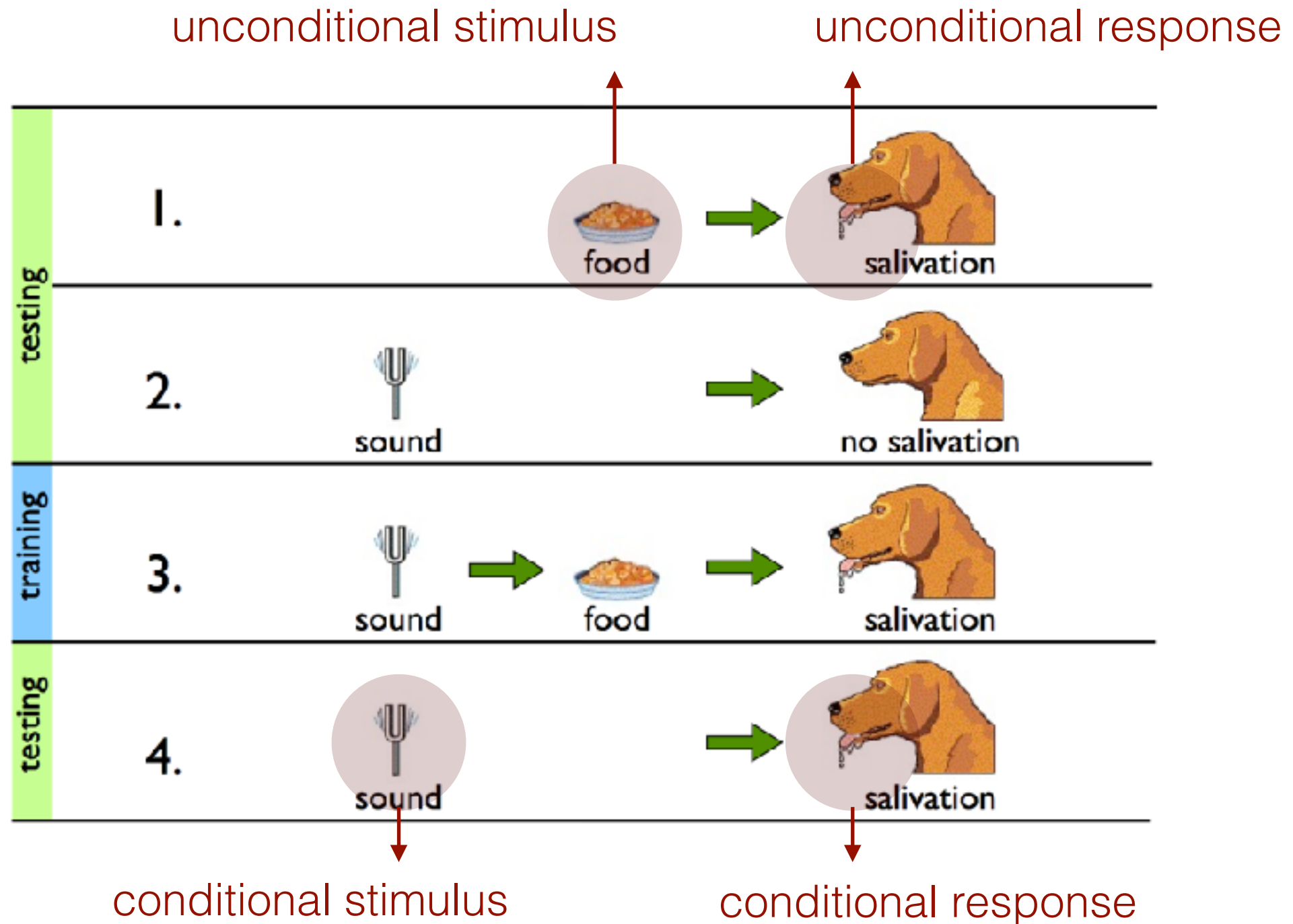
## Ex. 2.1: Classical conditioning

Pavlovian experiment:













## Ex. 2.1: Classical conditioning

### Pavlovian experiment:



## Extinction:

training	1.	 sound	 food	→	 salivation
testing	2.	 sound		→	 salivation
training	3.	 sound	→	no food	→   salivation disappears
testing	4.	 sound		→	 no salivation

# Computational model: **Rescorla-Wagner rule**

$u_i$  stimulus (🍴) in trial  $i$ :  $u_i = 0$  or  $u_i = 1$

$r_i$  reward (🍲) in trial  $i$ :  $r_i = 0$  or  $r_i = 1$

$v_i$  reward that the dog expects (🍲?) in trial  $i$



Robert Rescorla



Allan R Wagner

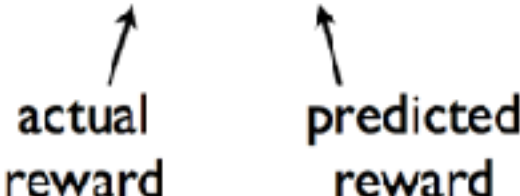
- the reward prediction is **linear** with the stimulus:  $v = wu$
- the animal wants to learn to **predict** the reward.

free parameter



Measure the ability of the dog to predict the reward!  
Prediction error in the i-th trial:

$$\delta_i = r_i - v_i$$

  
actual reward      predicted reward

$\delta_i > 0$  : more reward than predicted

$\delta_i < 0$  : less reward than predicted

“Loss” in the i-th trial:

$$L_i = \delta_i^2 = (r_i - v_i)^2$$



Minimize this loss function to maximize  
the ability to predict the reward !!



## Gradient descent minimization:

“Loss” in the  $i$ -th trial:

$$L_i = (r_i - wu_i)^2$$

Update parameter  $w$  to decrease loss!

$$w \rightarrow w - \epsilon \frac{d}{dw} L_i$$

$$\frac{d}{dw} L_i = -2u_i \delta_i$$

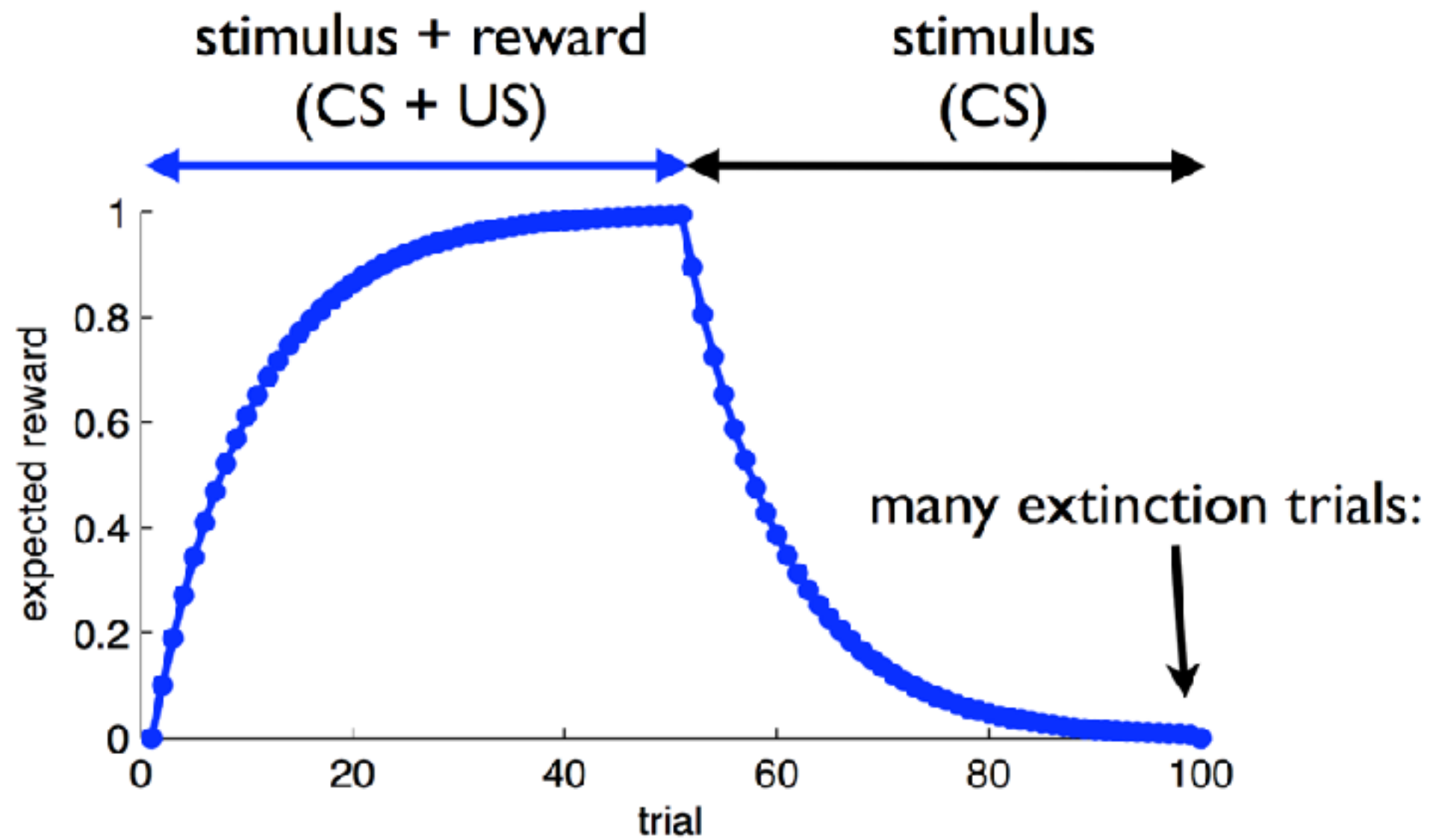
Rescorla-Wagner-rule

$$w \rightarrow w + \epsilon \delta_i u_i$$

learning rate

“delta-rule”

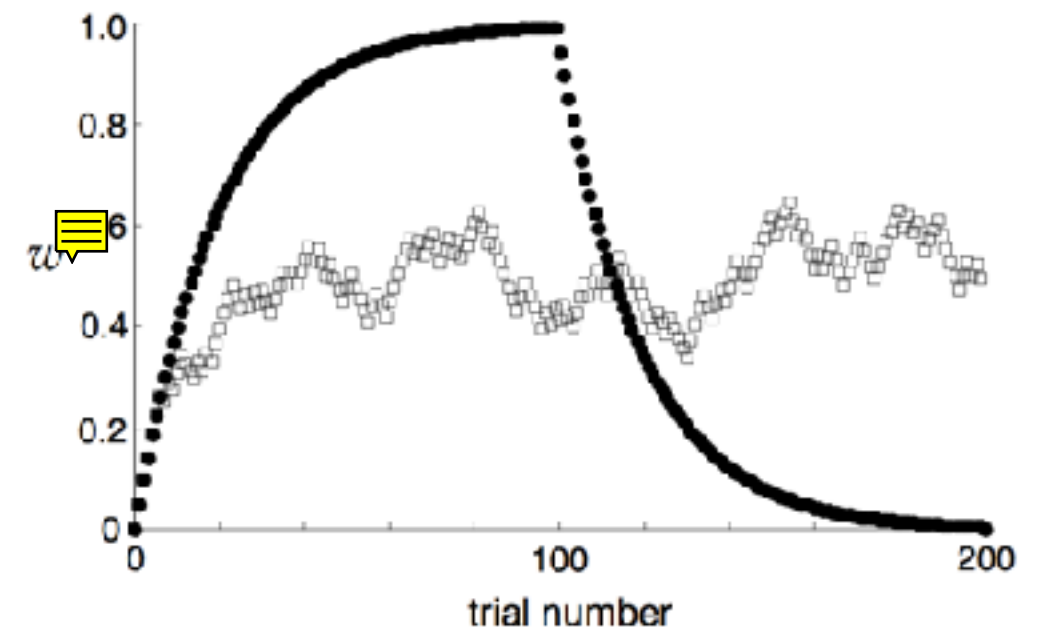
Learning **converges** to  $w = 1$ :



Rescorla-Wagner rule can explain other phenomena:

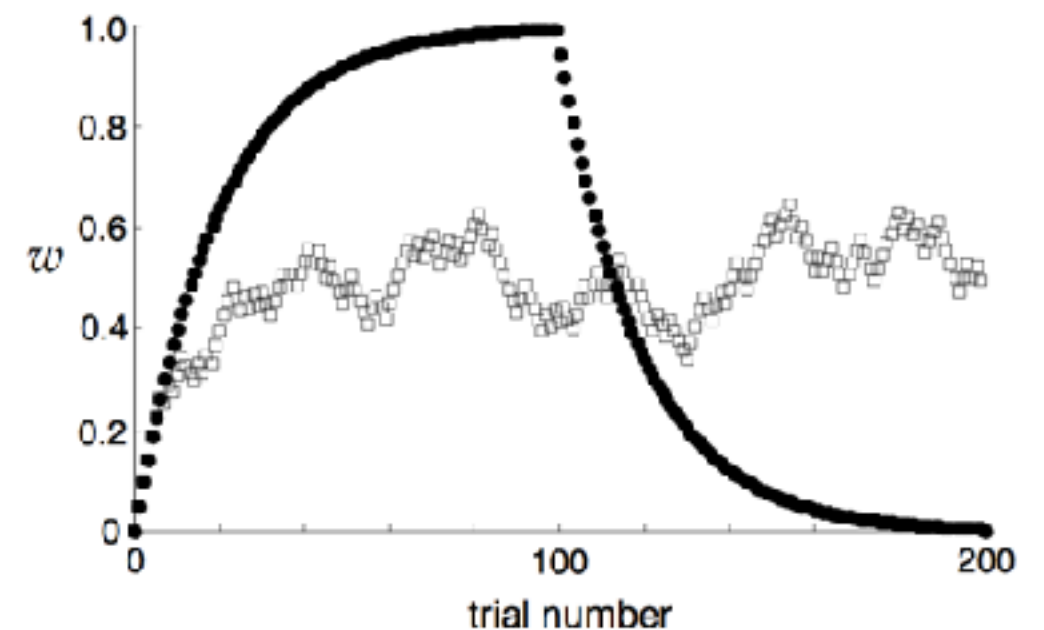
- **partial reinforcement:**

the reward is delivered with a certain probability  $p$



Rescorla-Wagner rule can explain other phenomena:

- **partial reinforcement:**  
the reward is delivered with a certain probability  $p$



- With many stimuli and a single reward:

$$\vec{u} = (u_1, u_2)$$

$$\vec{w} = (w_1, w_2)$$

$$v = \vec{u}\vec{w} = u_1w_1 + u_2w_2$$

$$\begin{aligned}\vec{w} &\rightarrow \vec{w} + \epsilon\delta\vec{u} \\ \delta &= r - v\end{aligned}$$

- **blocking**:

the animal cannot learn the association between the second stimulus and the reward if the reward is already predicted by the first one:



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$$\begin{array}{l} \mathbf{1.} \quad u_1 \rightarrow r \\ \mathbf{2.} \quad u_1 + u_2 \rightarrow r \end{array} \quad \rightarrow \quad u_2 \not\rightarrow r$$

It cannot explain:



- **secondary conditioning:**

animals predict reward if the stimulus is associated to a second stimulus which already predict reward:

$$\begin{array}{l} \mathbf{1.} \quad u_1 \rightarrow r \\ \mathbf{2.} \quad u_1 + u_2 \rightarrow 0 \end{array} \quad \rightarrow \quad u_2 \not\rightarrow r$$

**you need a prediction error to learn!**

## Programming: some more tricks

- Python built-in functions: enumerate
- Random numbers: numpy.random
- Plotting (scatter plot, remove box)

## Tips for analysis and scientific writing

- Always send a PDF file
- Be careful with the units (and indicate them in your report)
- Instead of writing “I changed the initial conditions in Fig 1 ...”,  
write: “Different initial conditions lead to ... (see Fig 1)”