

# Joint RL meeting

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Brown University

1. Context

2. Deep RL on toy task

3. Deep RL on half triangle task

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#### Context

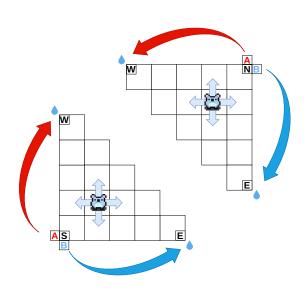
#### **Question**

What are the representations needed to solve an spatial olfactory task?

#### Hypothesis

Both the agent & the animal need a conjuctive representation of {location + cue} to solve the task

# Half triangle task



# Paths followed until today...

- 1. RL package in Julia
- 2. Rewrite everything in Python and do backprop by hand
- 3. Rewrite in PyTorch
  - 3.1 Run on GPU on Oscar
  - 3.2 Downscaled task to run on CPU

1. Context

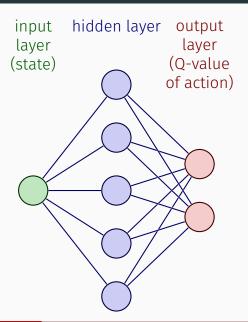
2. Deep RL on toy task

Deep RL on half triangle task

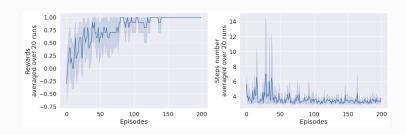
# Toy task: Random Walk 1D



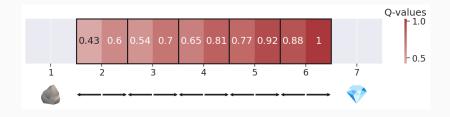
#### Network used



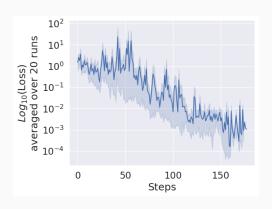
# Rewards and steps



# Policy learned



#### **Cost function**

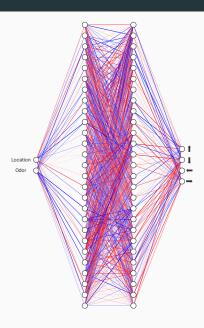


1. Context

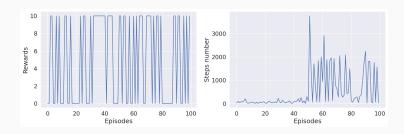
Deep RL on toy task

3. Deep RL on half triangle task

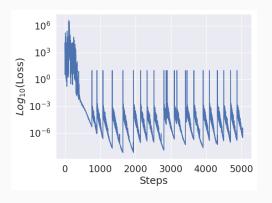
# Network used



# Rewards and steps



## Cost function



#### **Current algorithm**

#### Algorithm 1: Deep RL algorithm used

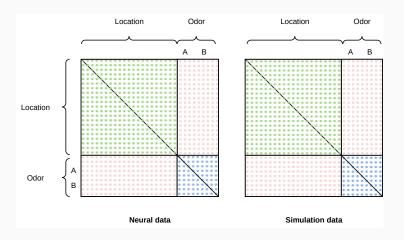
```
initialize network with random weights
for episode \leftarrow 1...T do
       state \leftarrow reset(env)
       done ← False
       while done ≠ True do
               Q \leftarrow forward\_pass(state)
                                                                                              /* 4 values vector */
               action \leftarrow \epsilon_{areedy}(action\_space, state, q)
               state_{new}, reward, done \leftarrow env.step(action, state)
               O ← forward pass(statenew)
                                                                                              /* 4 values vector */
                                                                                                            /* scalar */
               Q_{new} \leftarrow reward + \gamma max(Q)
                                                                                                            /* scalar */
               V \leftarrow max(Q)
               if done = True then
                       \hat{y}_{pred} \leftarrow reward
                                                                                                            /* scalar */
               else
                                                                                                            /* scalar */
                       \hat{y}_{nred} \leftarrow Q_{new}
               end
               Loss \leftarrow (y - \hat{y}_{pred})^2
               update network weights to minimize Loss
       end
end
```

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# Correlation matrix between brain data vs. simulation data

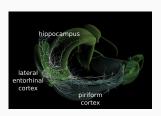


## Ablation study?

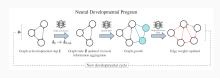
- 1. Train the model on the task
- 2. Identify the congunctive cells
- 3. Knock-out the congunctive cells (equivalent to KO LEC?)
- 4. Measure the proportion of congiuntive cells the model needs to solve the task

#### Network architecure

#### From brain connectivity...

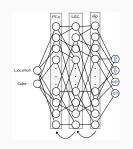


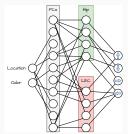
# →Let the architecture being optimized?



Najarro, et al. (2023)

#### ...To ANN architectures





# Questions ?