



- After eating food in a branded restaurant, you fell ill, then you stopped visiting all other outlets of that brand
- Fire alarm in a movie vs fire alarm in your building



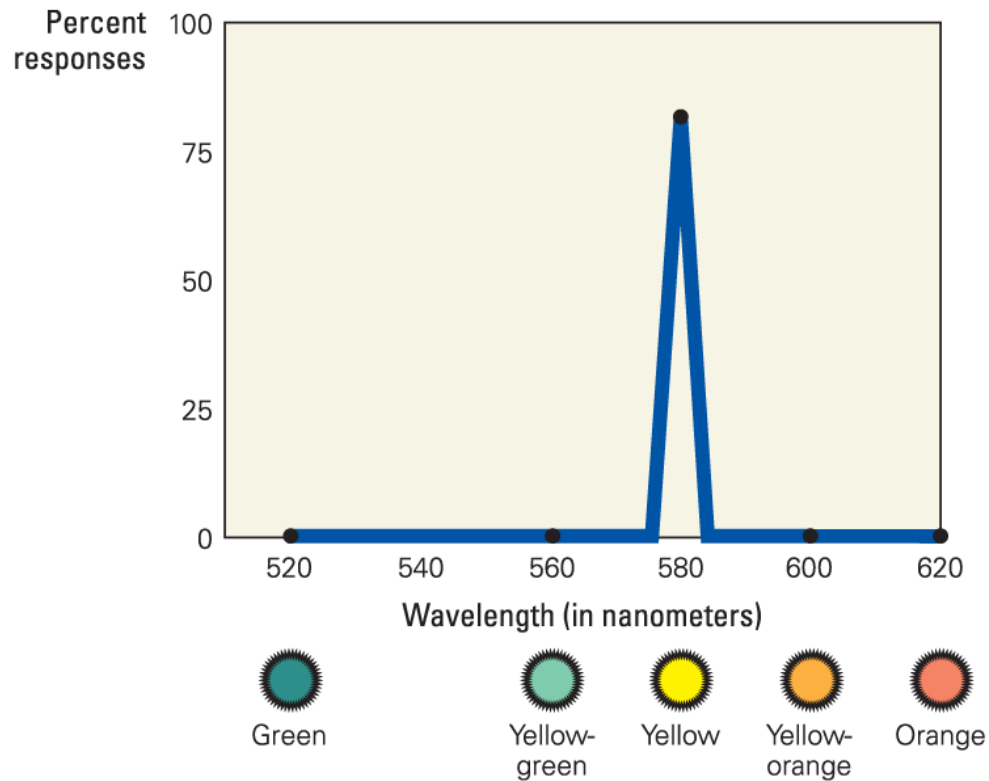
Can you compare?

# Generalization & Discrimination

Why do we ?

# Stimulus-Generalization Gradients in Pigeons

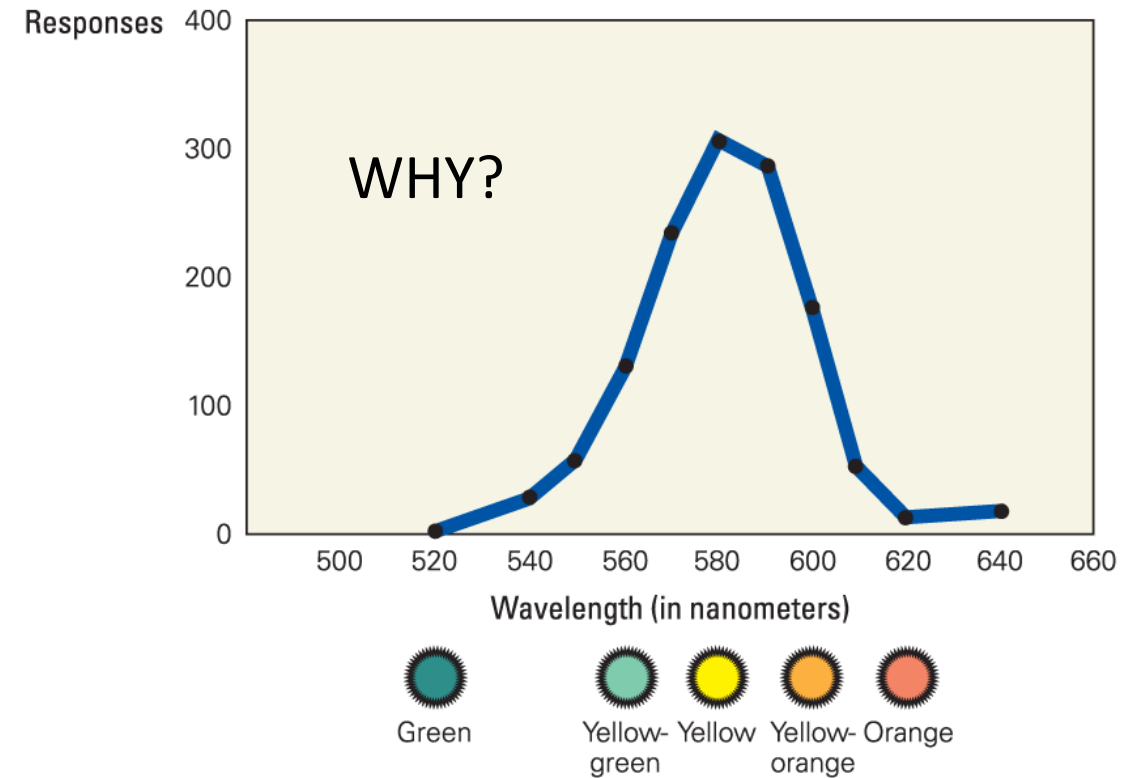
## Ideal



Gluck et al., *Learning and Memory*, 4e, © 2020 Worth Publishers

Less error in prediction

## Realistic



Gluck et al., *Learning and Memory*, 4e, © 2020 Worth Publishers

**Similar stimuli might also be rewarding**

Purpose of generalization - estimate probability of future events.

# Behavioral Processes

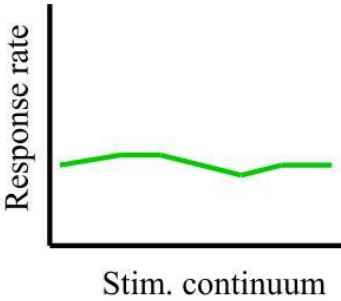
## Generalization

transfer of past learning to novel events and problems

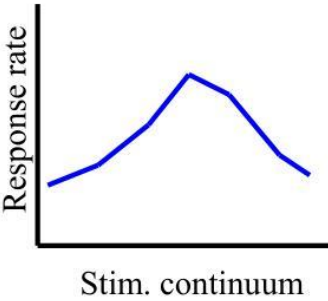
## Discrimination

learn to respond differently to different stimuli

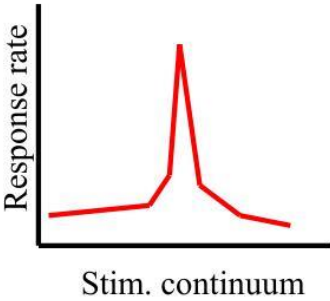
|                    | Same outcome  | Different outcomes  |
|--------------------|---|---|
| Similar stimuli    | Similar stimuli → same outcome<br><i>Broccoli and cauliflower → nasty</i><br><b>Moderate Generalization</b> | Similar stimuli → different outcomes<br><i>Broccoli → nasty</i><br><i>Cauliflower → yummy</i><br><b>High Discrimination</b> |
| Dissimilar stimuli | Dissimilar stimuli → same outcome<br><i>Broccoli and Brinjal → nasty</i><br><b>High Generalization</b>      | Dissimilar stimuli → different outcomes<br><i>Broccoli → nasty</i><br><i>Brinjal → yummy</i>                                |



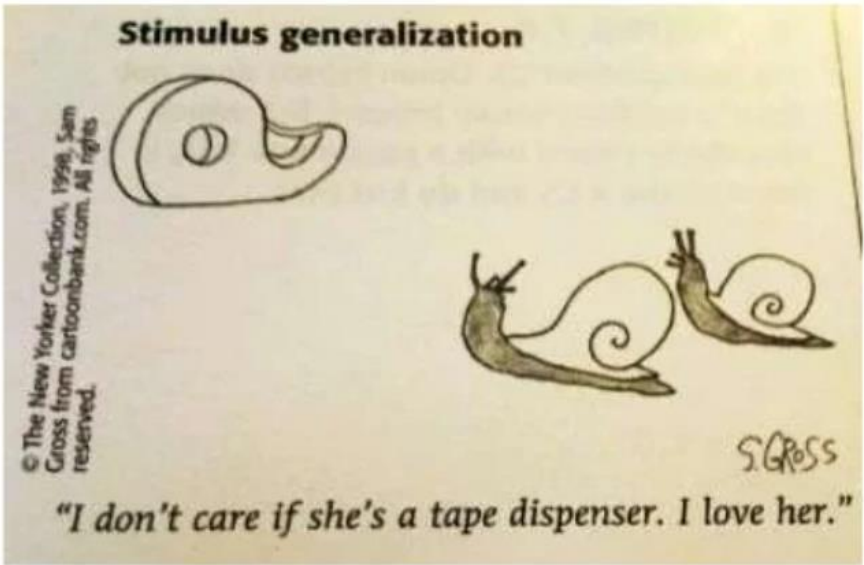
Flat:  
No discrimination/  
high generalization



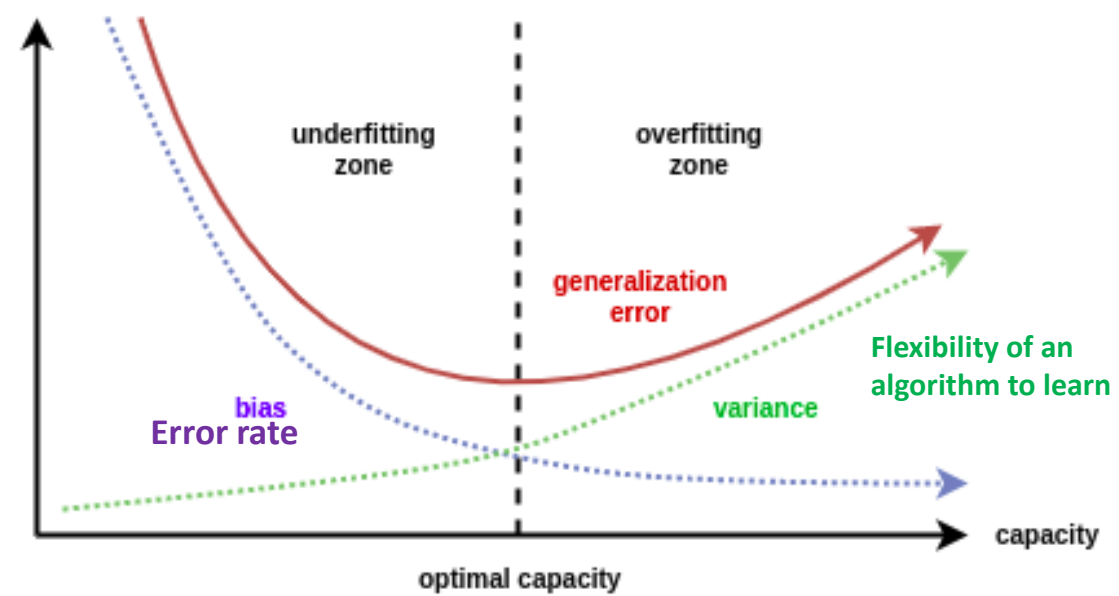
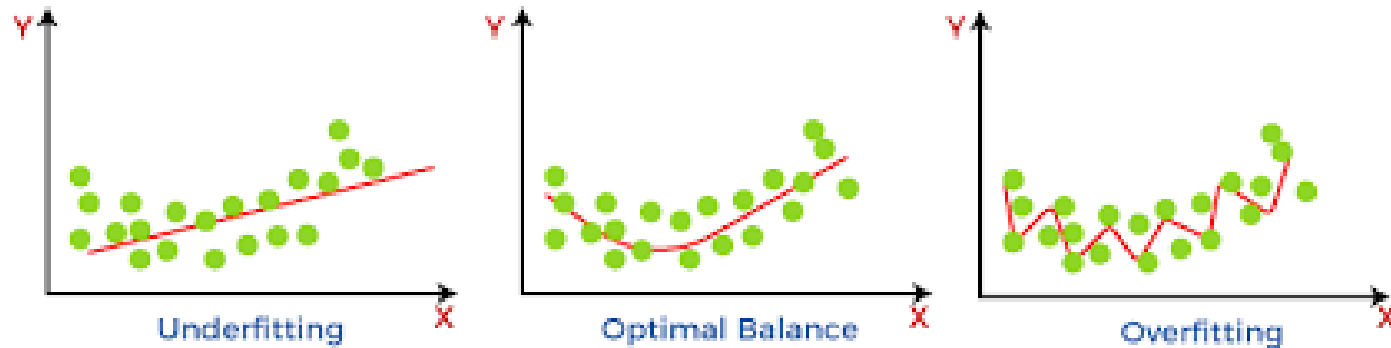
Broad:  
Some discrimination/  
some generalization



Narrow:  
High discrimination/  
low generalization



# Generalization in machine learning

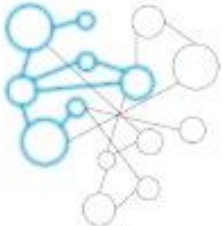
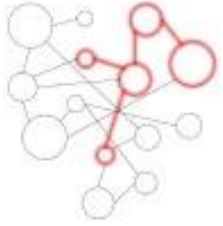
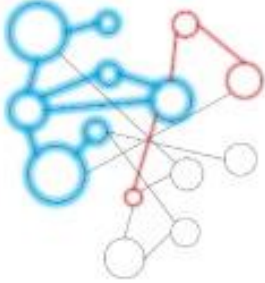
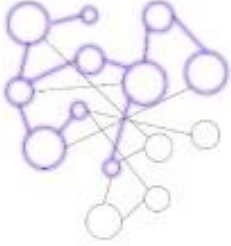


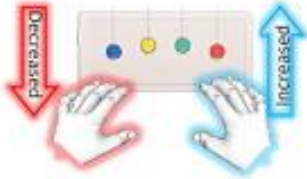
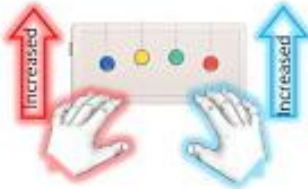


Training Data



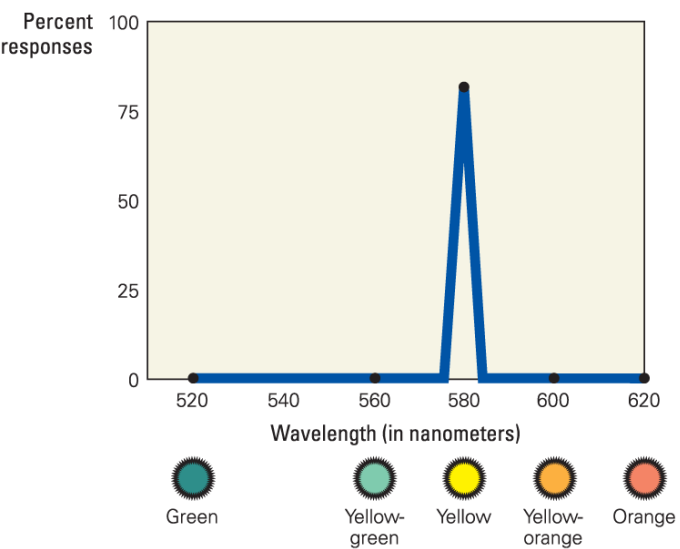
Testing Data

how accurately an algorithm is able to predict outcome values for previously unseen data

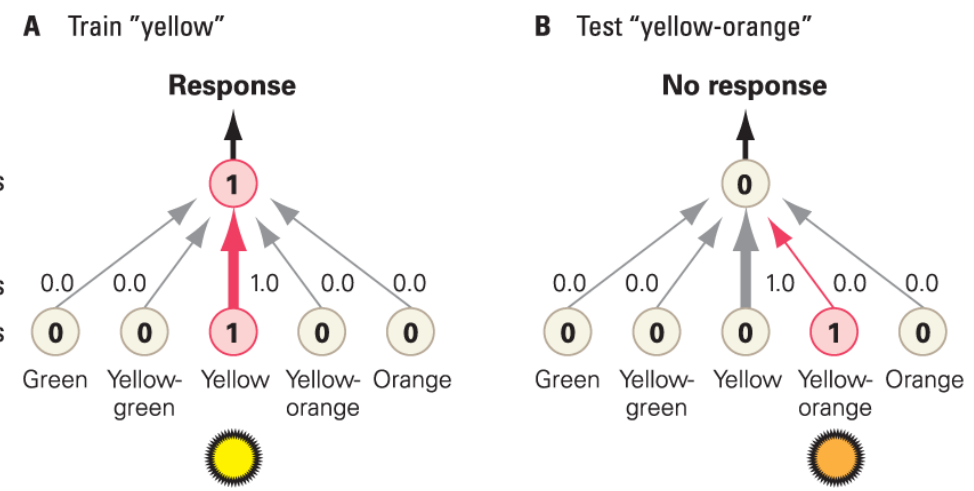
|                  | Memories  | Interference  | Generalization  |
|------------------|---|---|---|
| Synaptic level   | <p>Memory A:</p>  <p>Memory B:</p>    | <p>One memory is enhanced, strengthening its representation on the expense of the other</p>  | <p>Both memories are linked, strengthening the overlapping representations</p>  |
| Behavioral level | <p>Memory A: Sequence learning (right hand)</p>  <p>Memory B: Sequence learning (left hand)</p>  | <p>A single memory is enhanced while the other is weakened</p>                              | <p>Both memories are enhanced</p>    |

## Generalization at the neural and behavioural level

# Discrete Response model

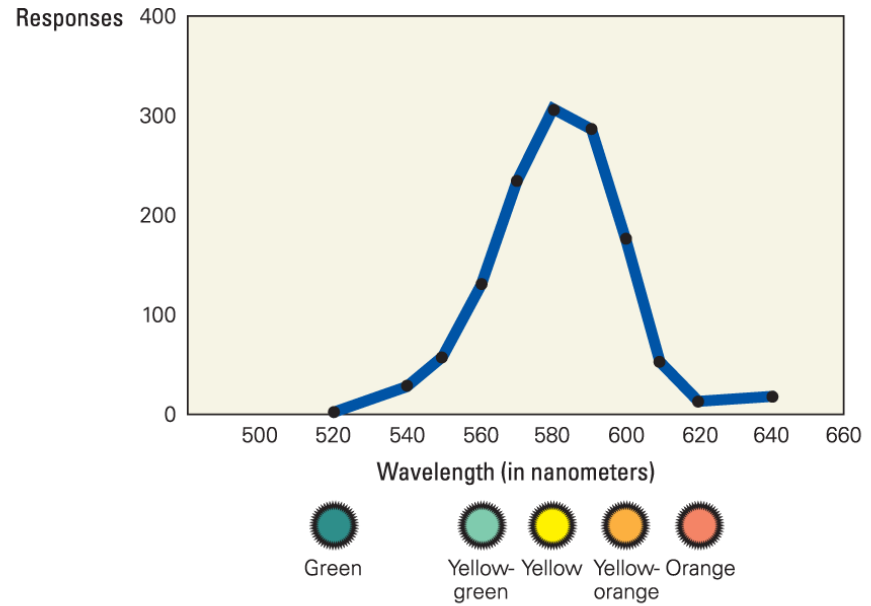


Gluck et al., *Learning and Memory*, 4e, © 2020 Worth Publishers

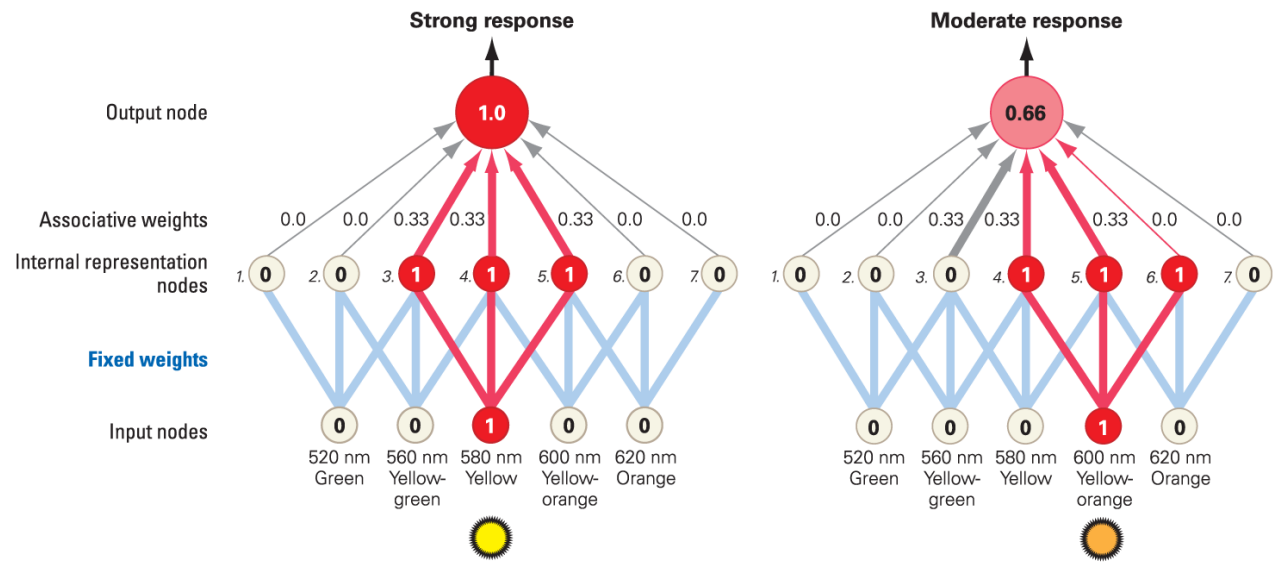


Gluck et al., *Learning and Memory*, 4e, © 2020 Worth Publishers

# Distributed Response model

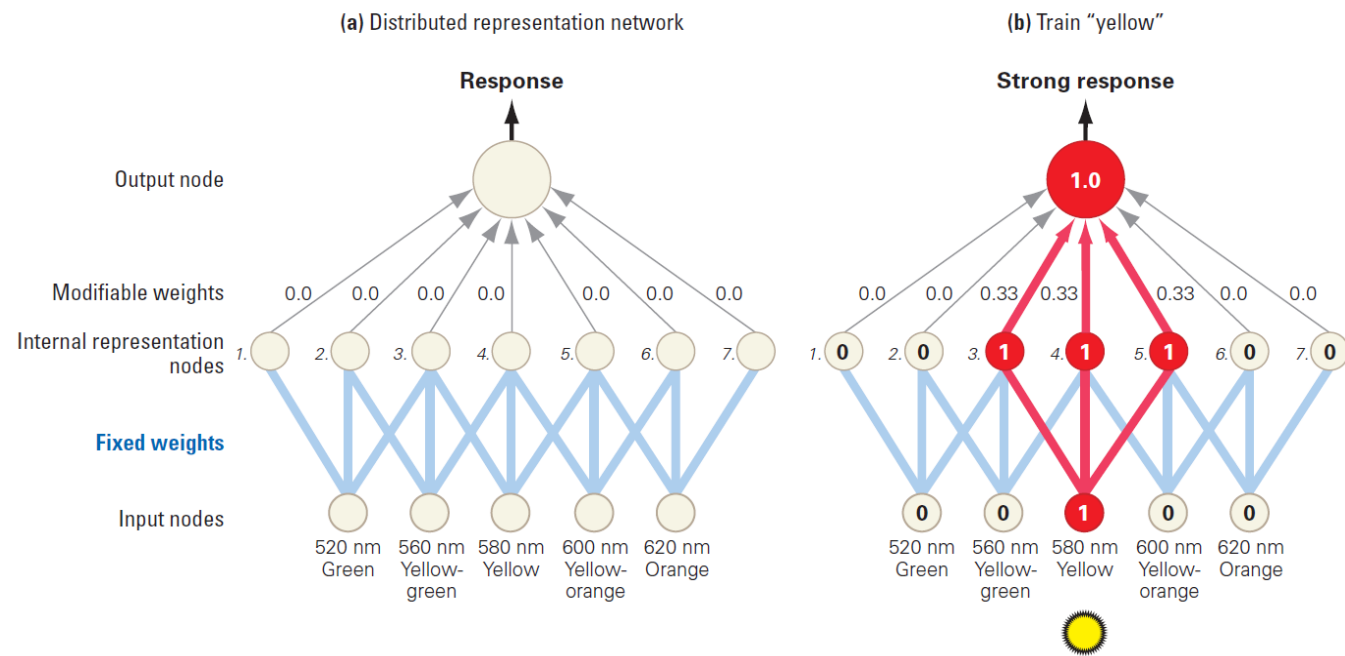


A Train "yellow"      B Test "yellow-orange": some decline in responding



Gluck et al., *Learning and Memory*, 4e, © 2020 Worth Publishers

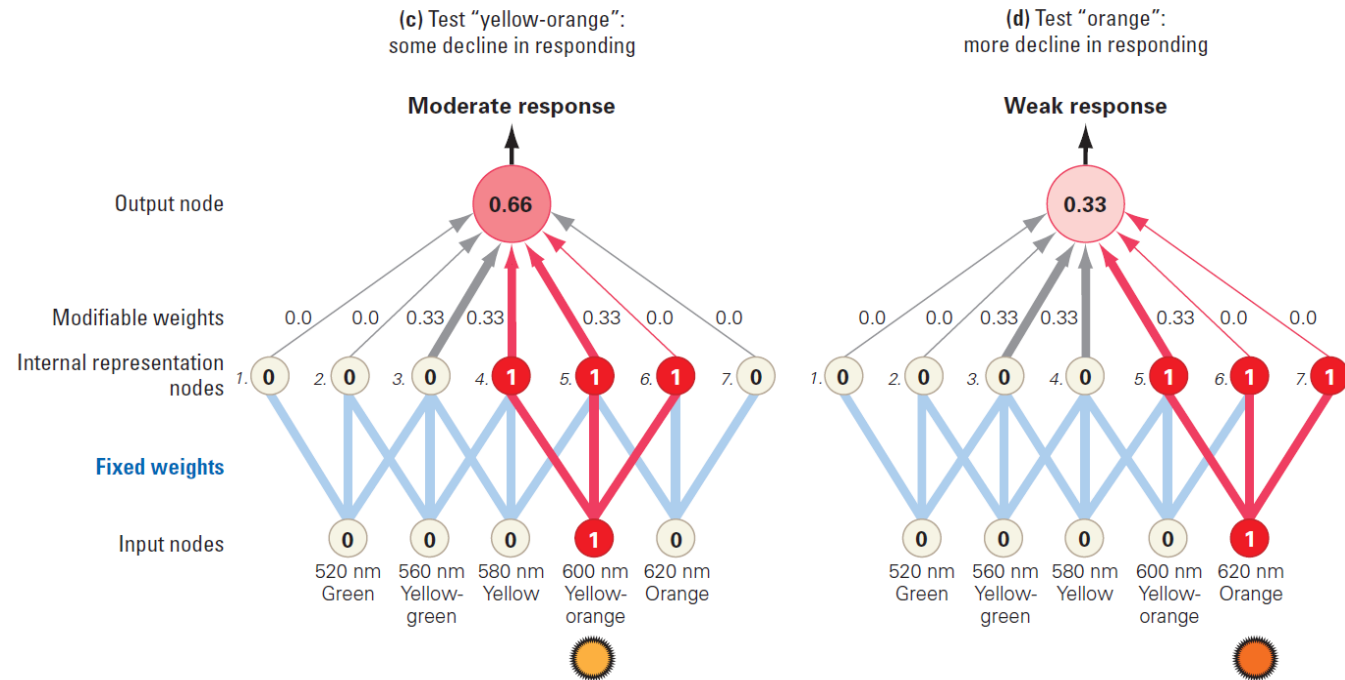




expect similar stimuli to have similar consequences

Distributed representation

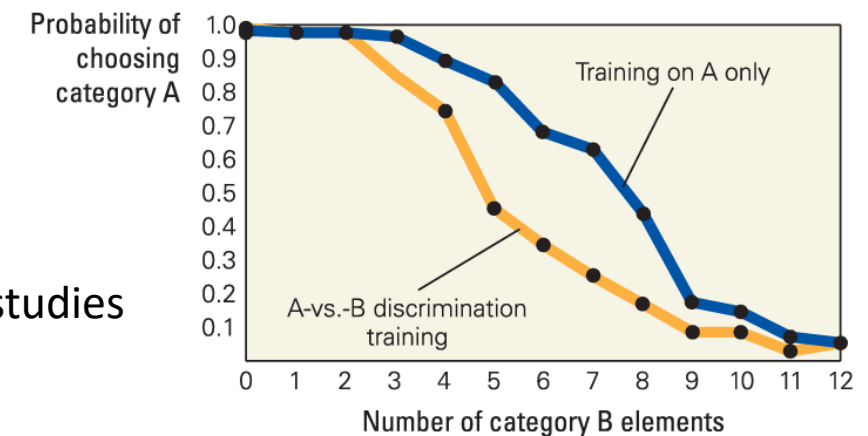
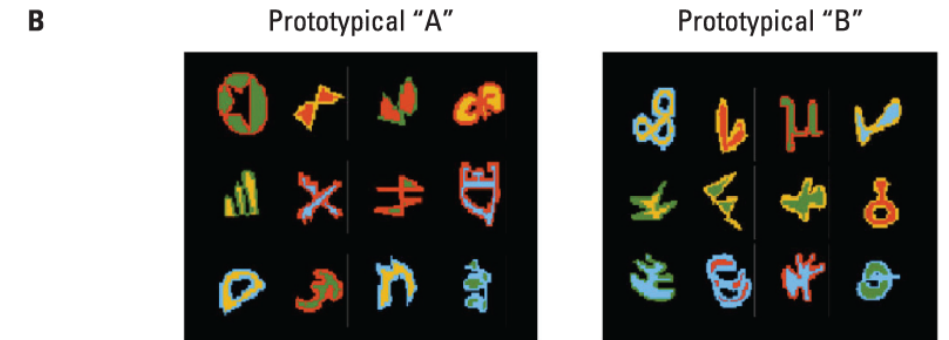
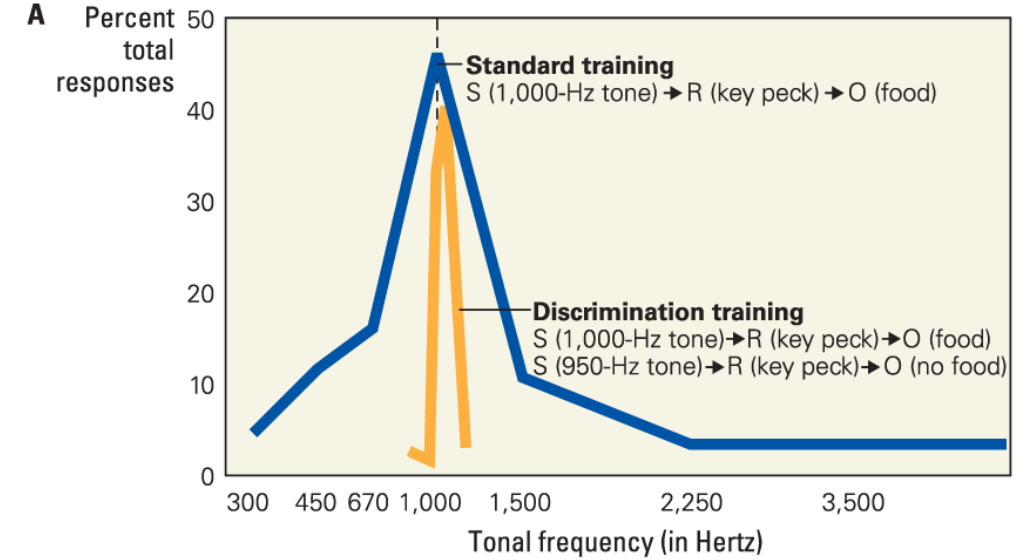
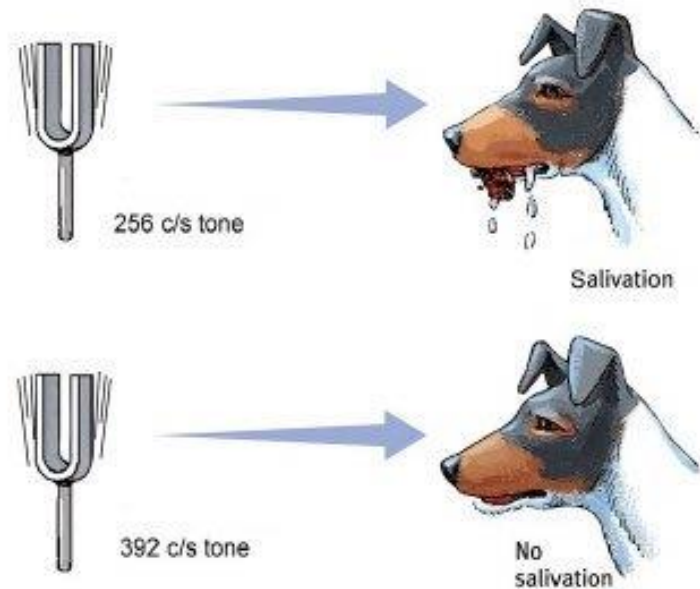
Discrete representation



## Generalization or Discrimination?



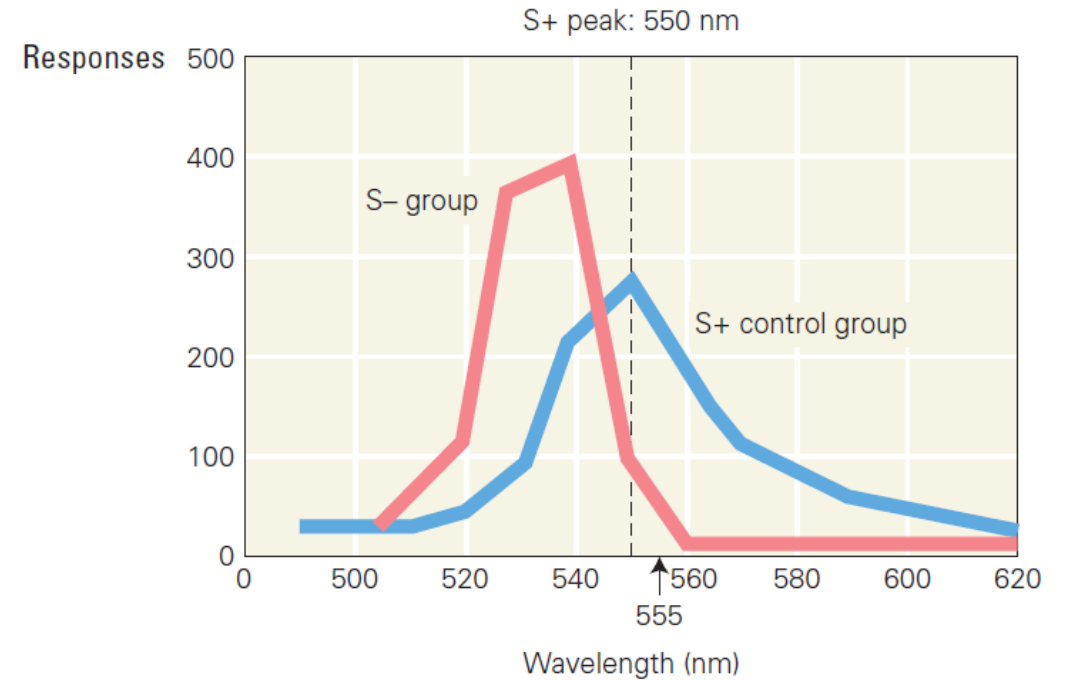
What determines whether two stimuli are to be treated as similar (generalization) or different (discrimination)?



Human studies

## Peak shift following discrimination training along a physical continuum

Pigeons were reinforced for pecking in the presence of a 550-nm light and then were divided into two groups. One group received only this training (the control group), while the other received discrimination training in which the 550-nm lights were rewards while a similar 555-nm light were paired with unpleasant/negative outcomes (the S- group).



# Preconditioning: Co-occurrence and Stimulus Generalization

*meaning-based generalization*

Generalization across two dissimilar stimuli → because of co-occurrence

| Group                                | Phase 1                         | Phase 2                  | Phase 3: test |
|--------------------------------------|---------------------------------|--------------------------|---------------|
| Compound exposure                    | <i>Tone + light (together)</i>  | Light → airpuff → blink! | Tone →        |
| Separate exposure<br>(control group) | <i>Tone, light (separately)</i> | Light → airpuff → blink! | Tone →        |

Reverse of  
blocking

In an unfamiliar area,

red light + other vehicles stop → reduce your speed

other vehicles stop → reduce your speed assuming a traffic light (when you can't see the red light)

Preconditioning can occur beyond the sensory level -

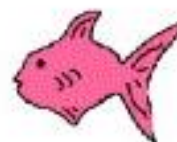


Which fish does this person have?  
Use "Left" or "Right" key to choose.



Which fish does this person have?  
Use "Left" or "Right" key to choose.

Correct!

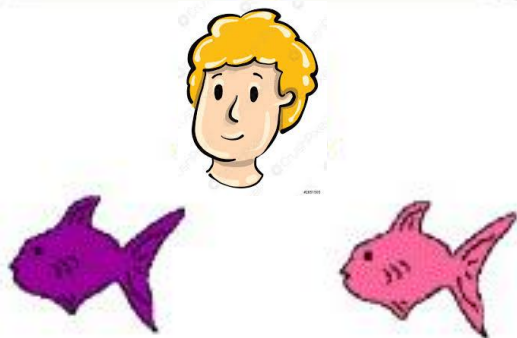


Which fish does this person have?  
Use "Left" or "Right" key to choose.

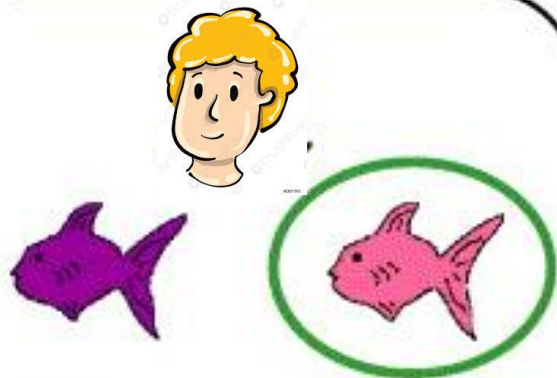


Which fish does this person have?  
Use "Left" or "Right" key to choose.

Correct!

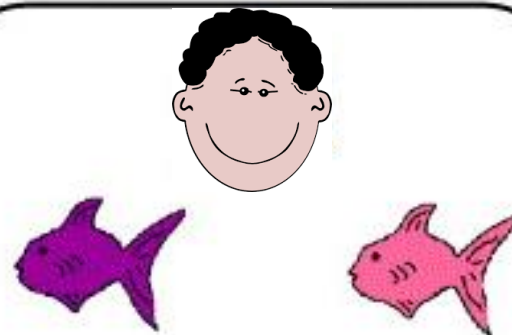


Which fish does this person have?  
Use "Left" or "Right" key to choose.



Which fish does this person have?  
Use "Left" or "Right" key to choose.

Correct!



Which fish does this person have?  
Use "Left" or "Right" key to choose.



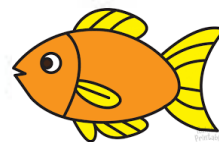
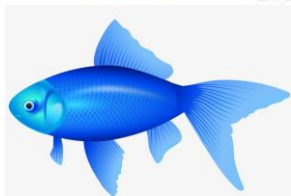
Which fish does this person have?  
Use "Left" or "Right" key to choose.

Correct!

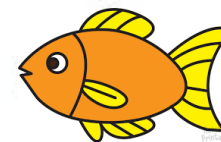




Which fish does this person have?  
Use "Left" or "Right" key to choose.

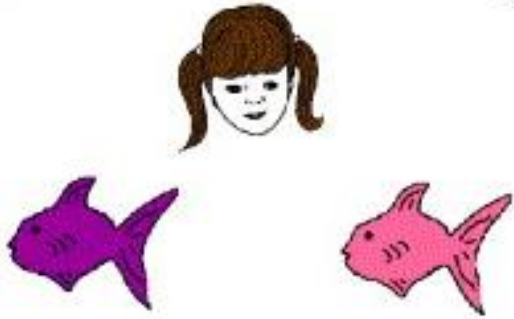


Which fish does this person have?  
Use "Left" or "Right" key to choose.

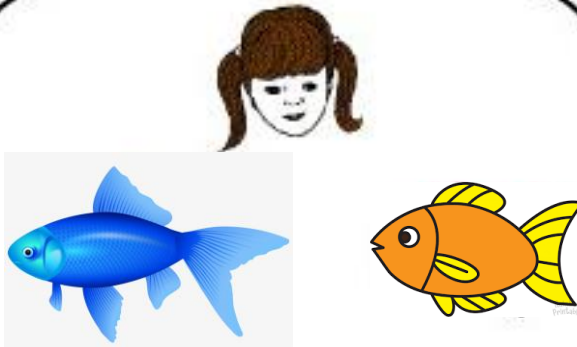


Which fish does this person have?  
Use "Left" or "Right" key to choose.

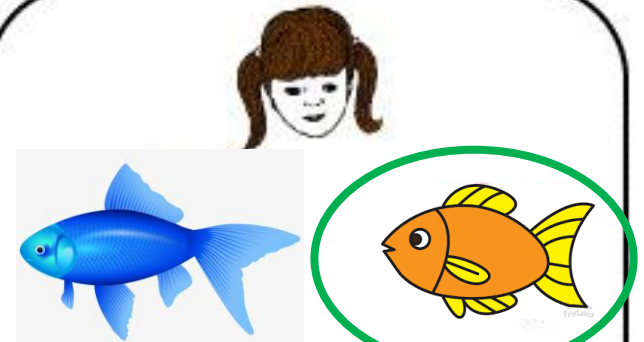




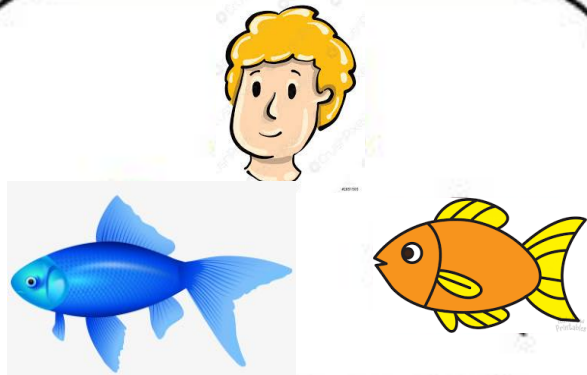
Which fish does this person have?  
Use "Left" or "Right" key to choose.



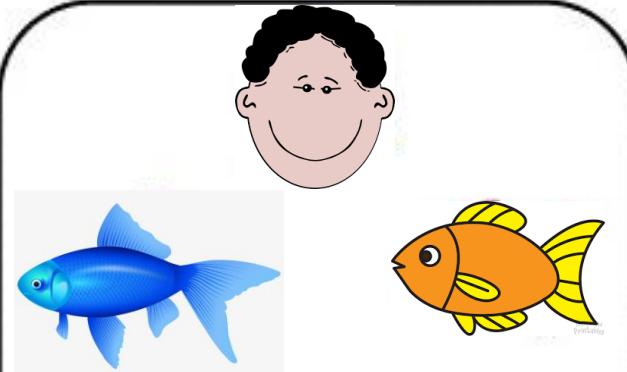
Which fish does this person have?  
Use "Left" or "Right" key to choose.



Which fish does this person have?  
Use "Left" or "Right" key to choose.



Which fish does this person have?  
Use "Left" or "Right" key to choose.



Which fish does this person have?  
Use "Left" or "Right" key to choose.

# Acquired Equivalence: Novel Similar Predictions Based on Prior Similar Consequences

- **Acquired equivalence:** it is possible for generalization to occur between two very dissimilar stimuli even if they never co-occur

| Phase 1 training                 | Phase 2 training | Phase 3: test               |
|----------------------------------|------------------|-----------------------------|
| A1 → X1 → food<br>A2 → X1 → food | A1 → food        | A2: strong pecking response |
| B1 → Y1 → food<br>B2 → Y1 → food | B1 → no food     | B2: no strong response      |

Generalization of bad behaviour of black people by US police

Gender and Racial stereotyping

# Negative Patterning: When the Whole Means Something Different Than the Parts

Tone → airpuff  
Light → airpuff  
Tone + light → no airpuff



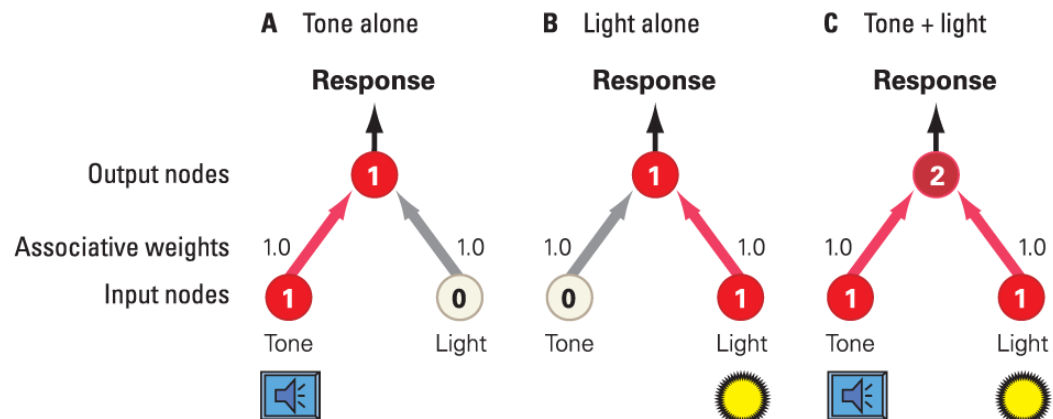
Headlights Off  
Turning Left



Headlights Off  
Turning Right

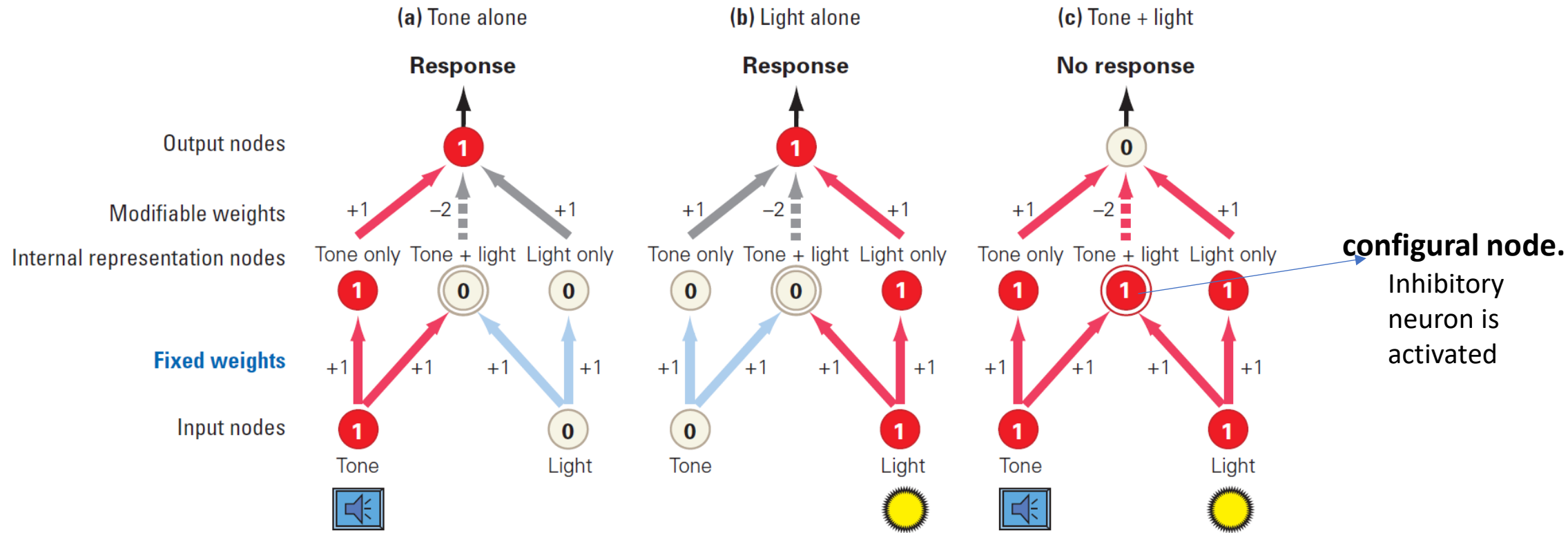


Headlights Off  
Hazard Warning



Generalization does not apply

Learned through experience or observation



## Various behavioral paradigms of generalization

- a. discrimination training
- b. preconditioning
- c. acquired equivalence
- d. negative patterning

1. Kareena is quite impressed by men who, on a first date, bring her either gifts or flowers. However, if a man shows up with both, she is turned off, feeling he is coming across too eager.
2. As a child, Karthik learned that people who have deep voices also tend to have beards. He later became convinced that men with beards are strong, and he inferred that a deep voice is also likely a sign of strength.
3. By playing snippets of music by Rahman, then Ilaiyaraja, and then Rahman again, a music teacher is able to teach his class how to recognize the style of each.
4. Two individuals launch a startup which takes off, makes huge profits. One of founders is hired by a competitor and expects the same growth.