Formalizing the relationship between early life unpredictability and addiction vulnerability: the role of memory sampling

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Background Model cont. Results Figure 5 - Over 60% of those treated for substance use disorders will relapse Other experiences are organized around these surprising events, (McLellan, 2000) control grouping based on shared features like location, time or goal. For inof stance, experiences that occured in the same physical context as the elu Cikelihood 0.0 - Standard reinforcement learning models can account for addicfirst high may be grouped together. tion acquisition and response to treatment but not relapse (Redish 2003) We are able to capture 4 pre- Individuals may vary in what they consider to be surprising. This survious findings: prise threshold determines the number of clusters in memory. A high - Even very distant experiences can trigger relapse suggesting 1. ELA have greater ease acthreshold produces fewer clusters. long-term memories may be an additional addiction mechanism quiring substance depen-(Bornstein & Pickard, 2020). dence -How experiences are clustered influences which memories are drawn 2. ELA have greater resistance on or sampled at decision time. Consequently, an individual's thresh-- Early life unpredictability (ELU) is causally linked to memory defiold for surprise shapes their decision-making to treatment cits (Davis, 2017) and vulnerability to addiction acquisition and re-3. ELA have greater likelihood lapse and resistance to treatment (Sinha, 2008; Levis, 2019). Figure 6 of relapse. 4. Both groups have greater no stress We propose that early life adversity's effect on memory exof likelihood of relapse under plains its effect on relapse. 0.8 00 Figure 2 Likelihe tandard Reinforce An unpredictable early life environment may tune memory to be less Learning sensitive to surprsing events later in life. This is consistent with im-Figure 7 paired reversal learning (Thomas, 2016) and worse context memory control elu extinct (Kosten, 2007). In our model this corresponds, to a higher threshold. Figure 1 alternative reward available Addiction Acquistion Novel prediction: We suggest that early life unpredictability produces a higher threshproviding alternative reold for surprise that biases individuals towards sampling highly sur-Early Life Memory wards like social rewards 8.0 0 Unpredictability prsing and rewarding early drug memories that makes them more may be particularly effective likely to use even following treatment. Relapse for preventing relapse in those who have faced early Model **Early Life** life adversity We formalize this proposal using an infinite capacity mixture modcontrol elu Unpredictability el to describe how experiences are associated with one another in group Figure 3 long-term memory (Gershman, Niv, & Blei, 2010) . Conclusion We provide some intutions for how the model works: Our results highlight the relevance of episodic memory in ex-- Suprising events are particularly salient in memory. For example, **Procedure** Addiction Treatment Relapse plaining heterogeneity in SUDs and developing personalized drug cue -* drug cue ? the first high from a drug may provide a surprisingly intense, rerug cue → Figure 4 reward 20 trials reward treatment. warding experience. 20 trials

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