

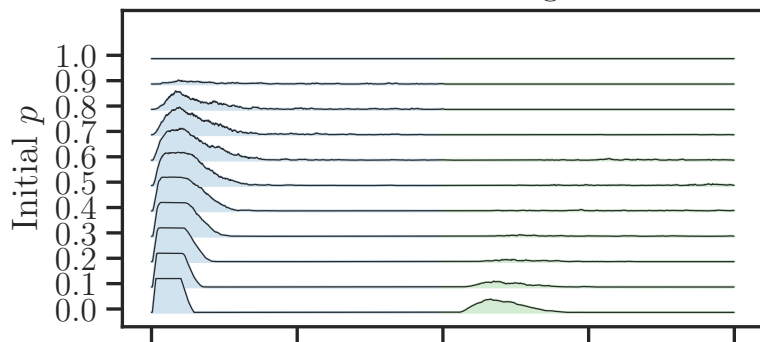
# Surprise in reward-stable environment with increasing rewards, RW RPE

By reward probability  $p$ , per-mechanism

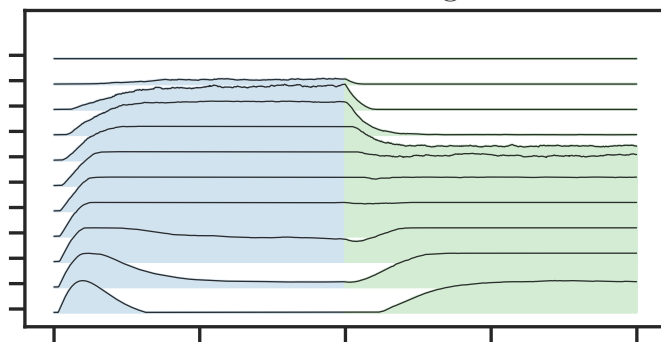
Smoothed across 30 runs

Surprise in stationary environment  
Surprise after increase in  $p$

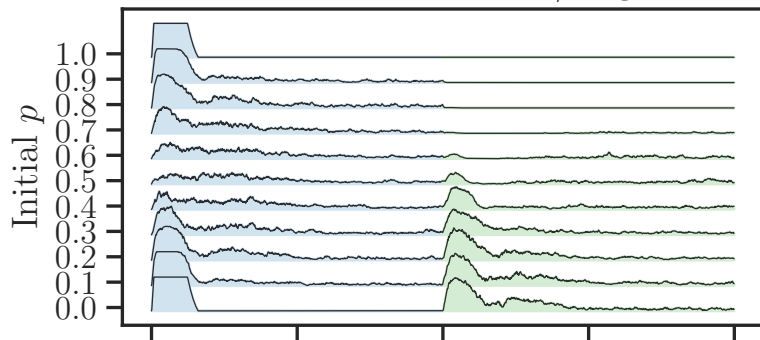
Two-Timescale Negative



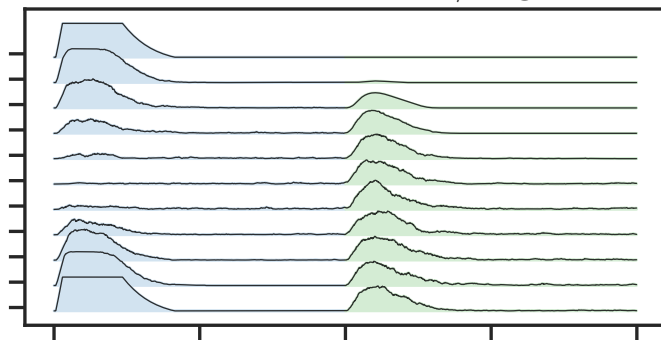
One-Timescale Negative



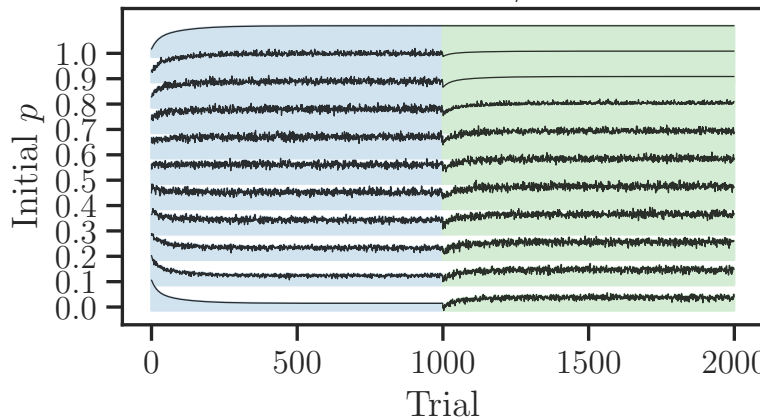
Two-Timescale Pos/Neg



One-Timescale Pos/Neg



Daw et al. DA/5HT



0 500 1000 1500 2000  
Trial