

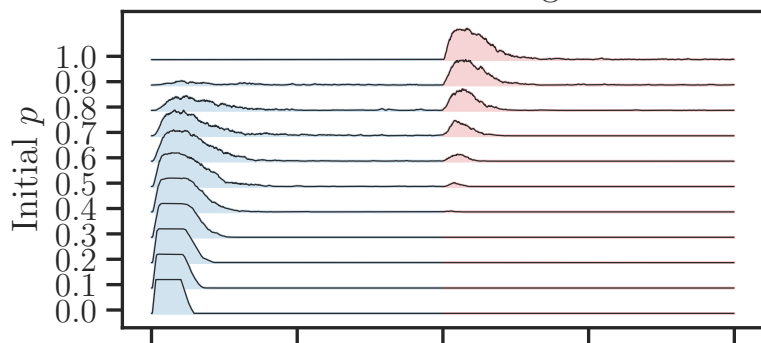
Surprise in reward-volatile environment with decreasing rewards, RW RPE

By reward probability p , per-mechanism

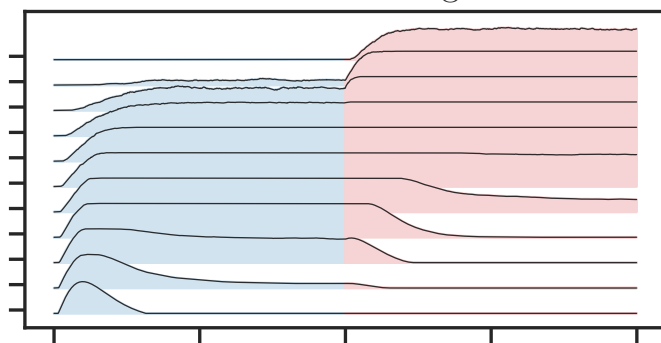
Smoothed across 30 runs

Surprise in stationary environment
Surprise after decrease in p

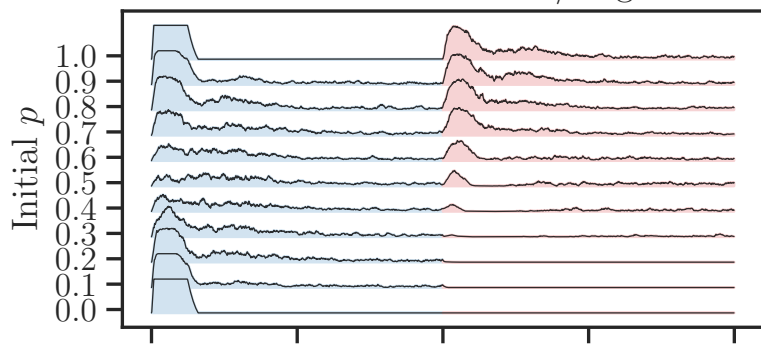
Two-Timescale Negative



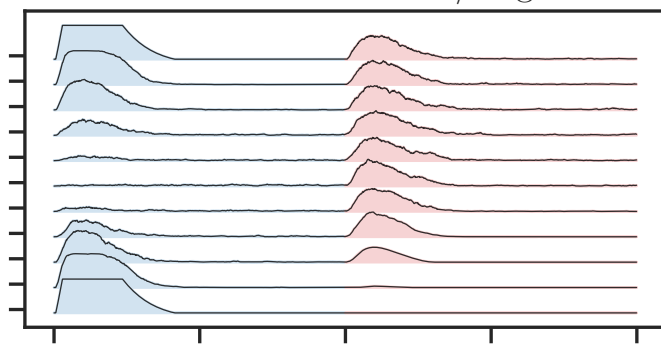
One-Timescale Negative



Two-Timescale Pos/Neg



One-Timescale Pos/Neg



Daw et al. DA/5HT

