

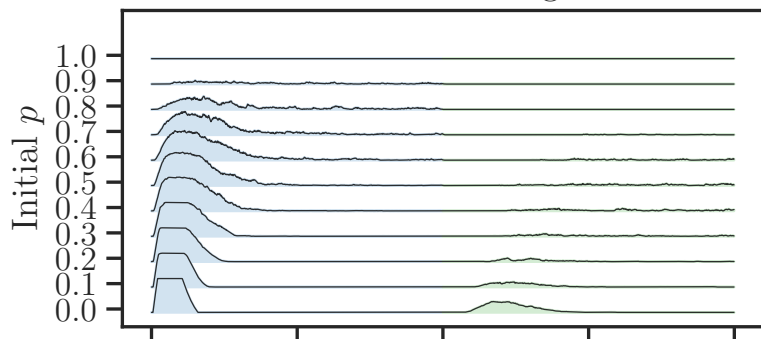
Surprise in reward-pervolvement environment with increasing rewards, TD RPE

By reward probability p , per-mechanism

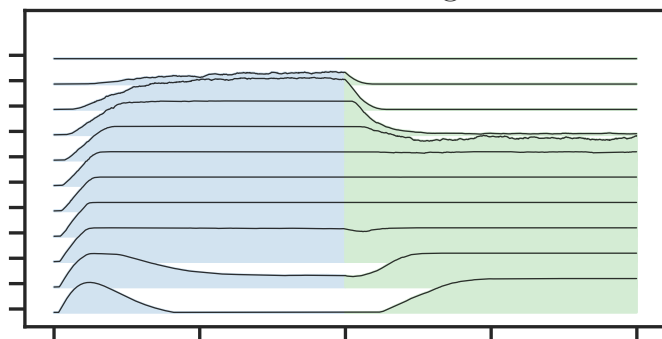
Smoothed across 30 runs

Surprise in stationary environment
Surprise after increase in p

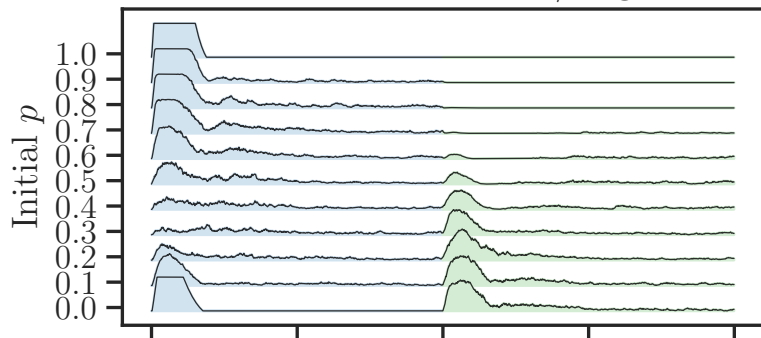
Two-Timescale Negative



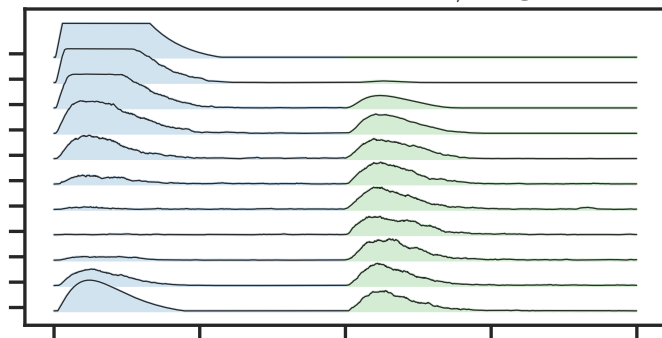
One-Timescale Negative



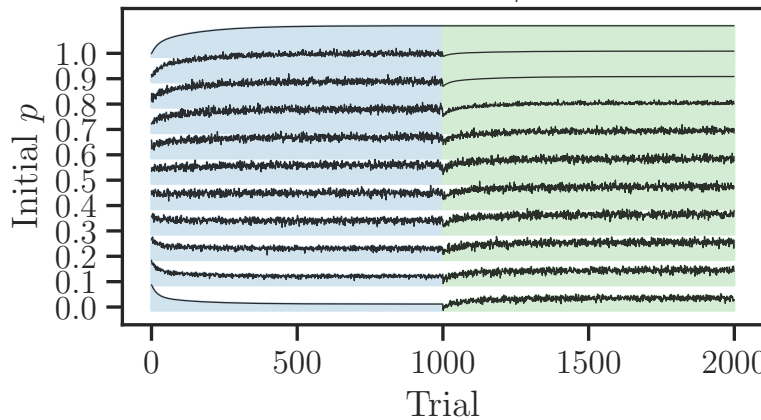
Two-Timescale Pos/Neg



One-Timescale Pos/Neg



Daw et al. DA/5HT



0 500 1000 1500 2000
Trial