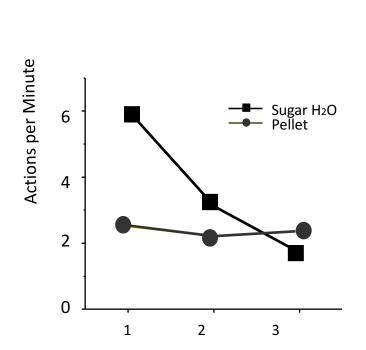
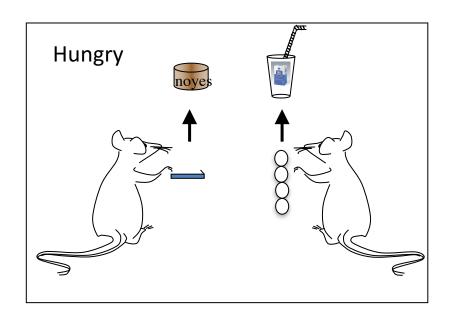
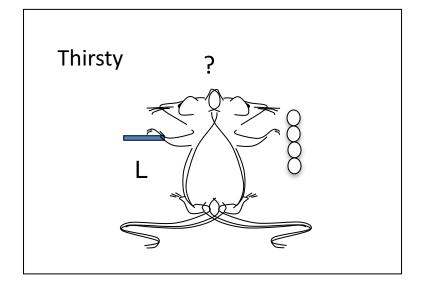
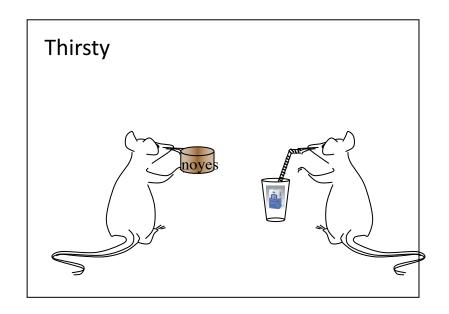
### Castaway's Dilemma

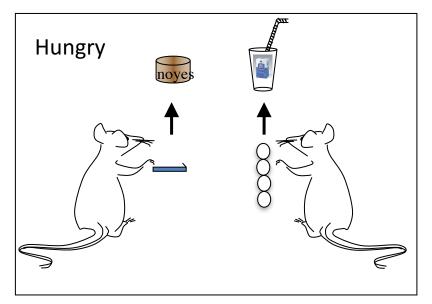


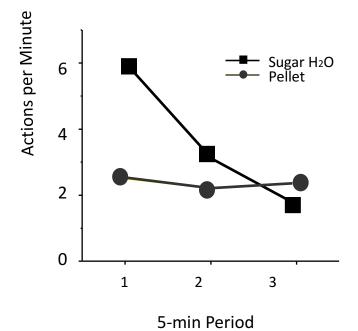
5-min Period

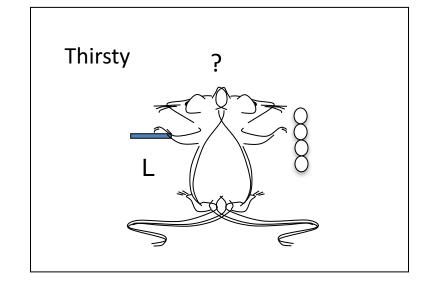


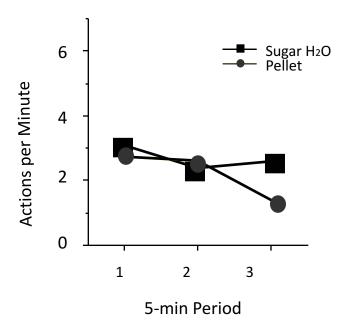


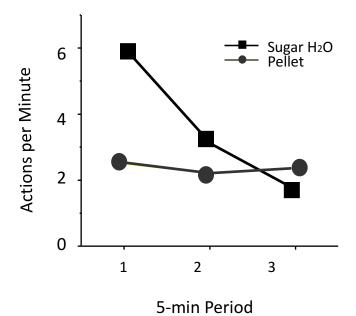


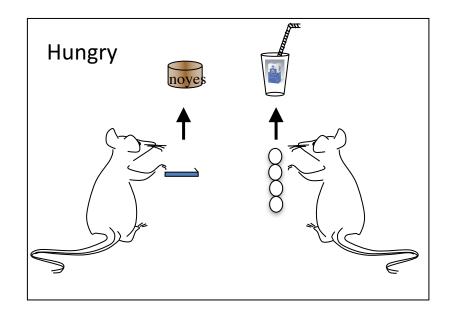


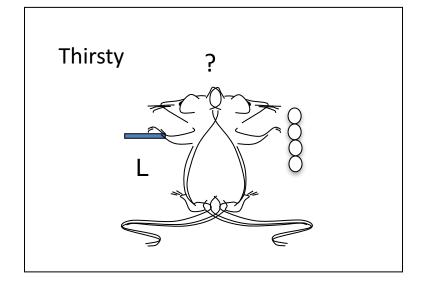




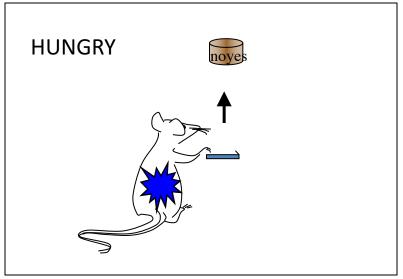




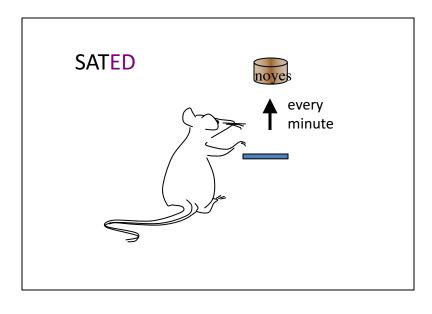




#### **Instrumental Training**

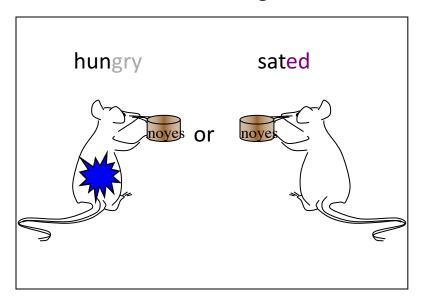


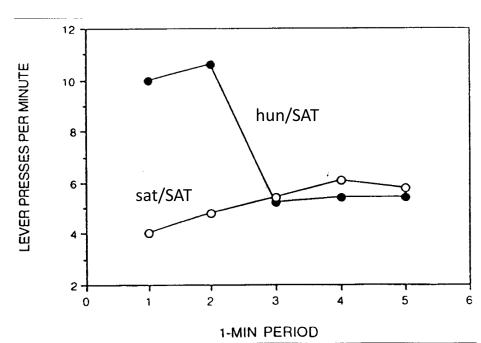
Instrumental Test



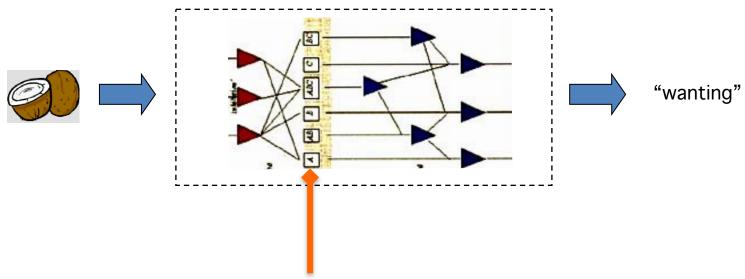
Dickinson et al. (1994)

#### **Incentive Learning**





# PAVLOVIAN/HABIT SYSTEM (associative-mechanistic psychology)



MOTIVATIONAL STATE (hunger, thirst, etc)

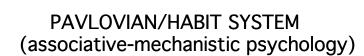
intend(A):-belief(cause(A,O),desire(O)).

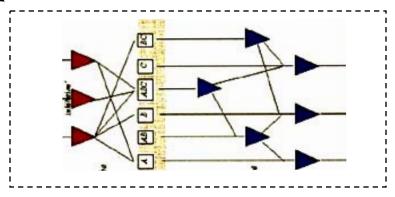
belief(cause(bore,milk).

belief (cause(crack, meat).

desire ?





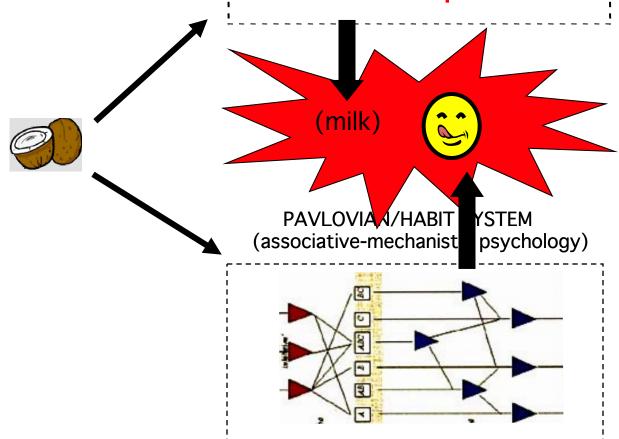


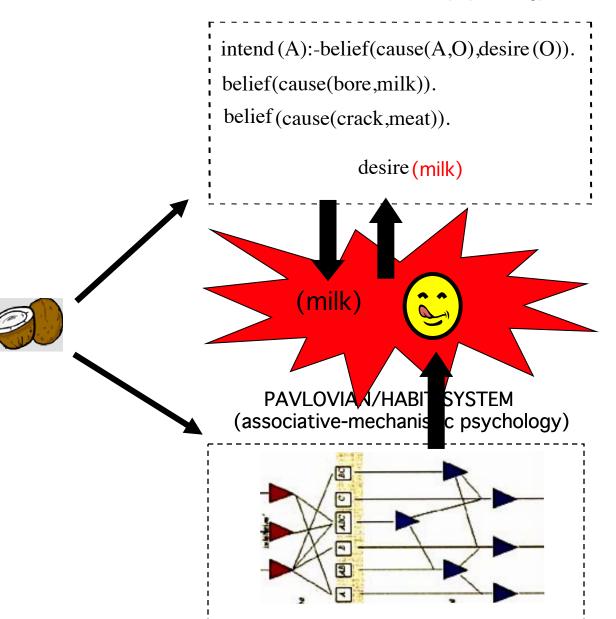


Bernard Balleine

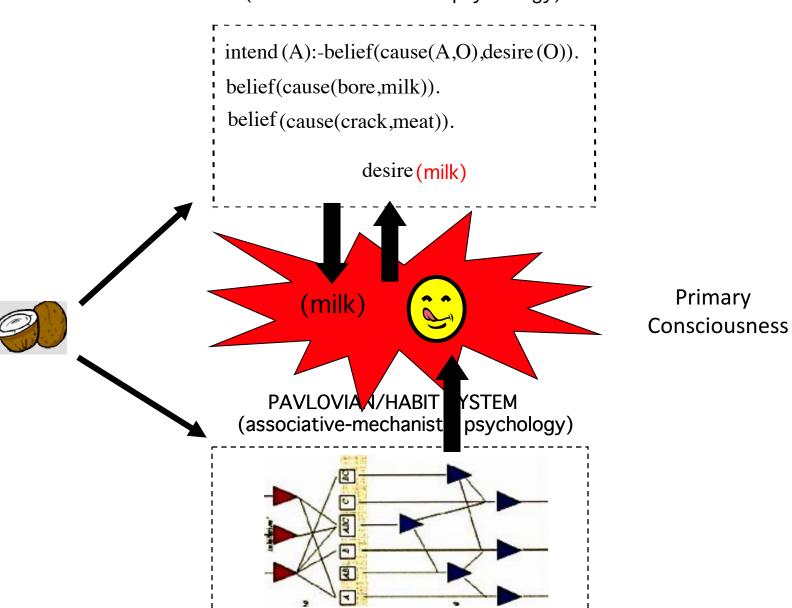
intend(A):-belief(cause(A,O),desire(O)).
belief(cause(bore,milk).
belief(cause(crack,meat).

desire ?





Hedonic Interface Theory (HIT)



intend (A):-belief(cause(A,O),desire (O)).

belief(cause(bore,milk)).

belief (cause(crack,meat)).

desire (milk)

Hedonic Interface Theory (HIT)



