#### subway

summary, 21st of june

#### questions

 do we represent spatial problems in a hierarchical way? how is this representation encoded in the brain?

how do we achieve goal-directed planning?

#### hypothesis

- information bottlenecks
- consistency (by episodic memory)
- high entropy and surprise

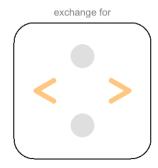
#### method

- fMRI
- subway task:
  - hierarchy is forced as network  $\rightarrow$  lines  $\rightarrow$  stations
  - training with coloured maps
  - scanner with a black/white interface

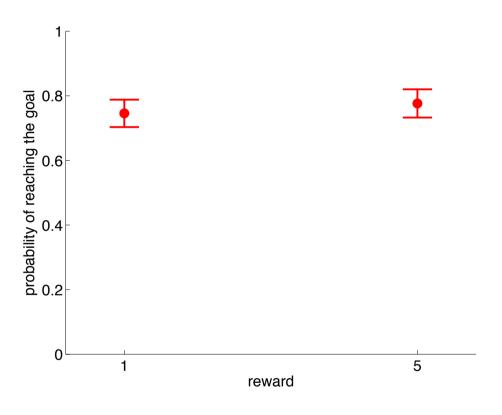
#### the task



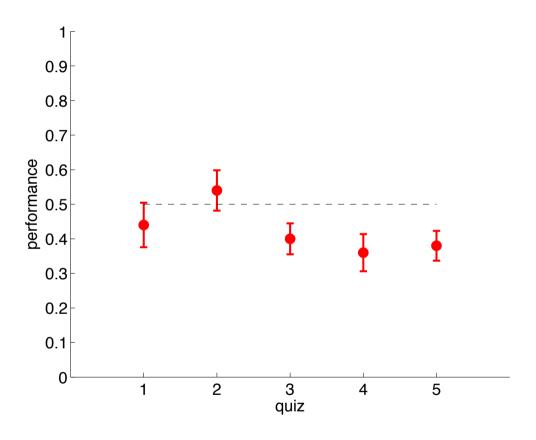




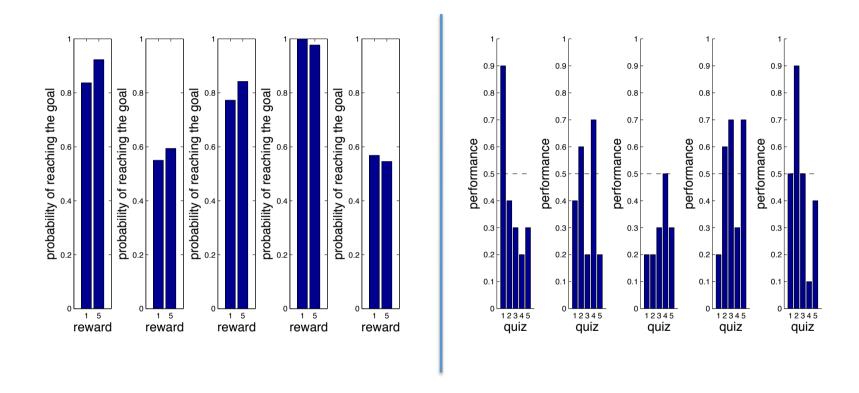
- N = 5
- 1500 trials
  - 750 learning
  - 750 reward (1 or 5£ if goal achieved on time)
- 5 quizzes of 10 questions
- from/to endpoints
- randomly-generated maps



No effect of reward



No learning

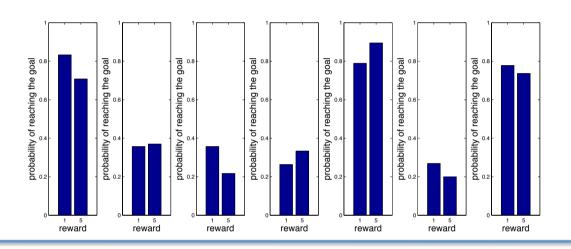


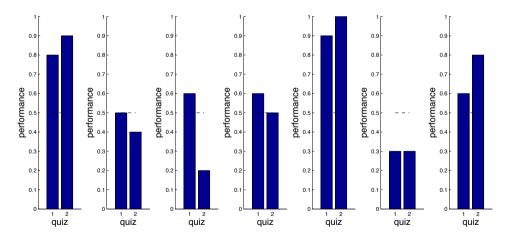
Some seem to learn. Poor quizzes overall?

#### 2<sup>nd</sup> pilot – 22<sup>nd</sup> april

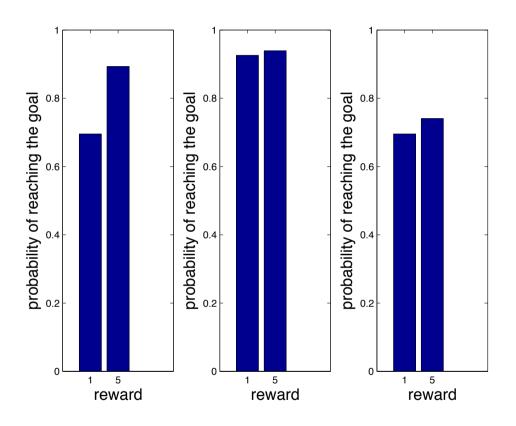
- N = 7 (1 common to the first pilot)
- 800 trials
  - 400 learning
  - 400 reward
- 2 quizzes of 10 questions
- waiting time for switch lines

# $2^{nd}$ pilot – $22^{nd}$ april

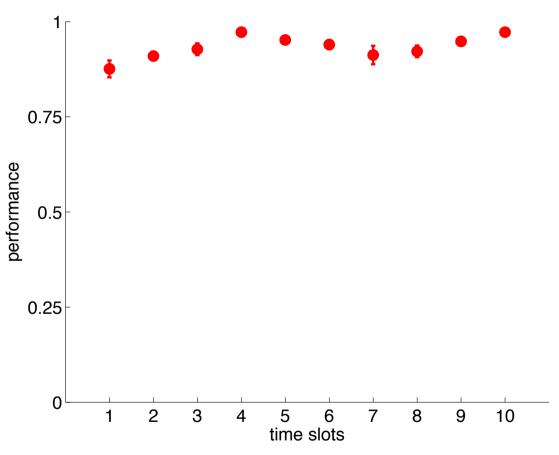




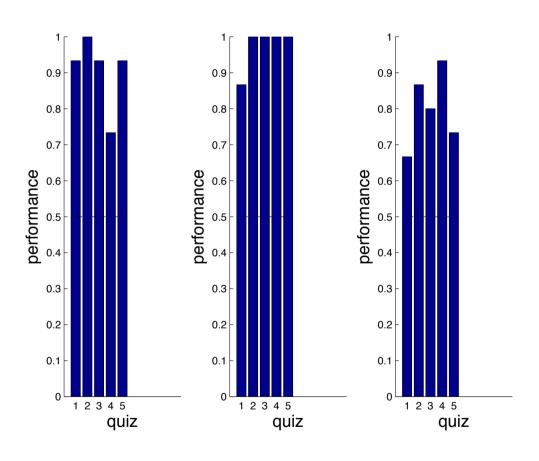
- N = 3 (the best from the 2<sup>nd</sup> pilot)
- 1000 trials
  - 500 warm-up (colour)
  - 400 reward (black/white)
- 5 quizzes of 15 questions
- maps they had in their previous session



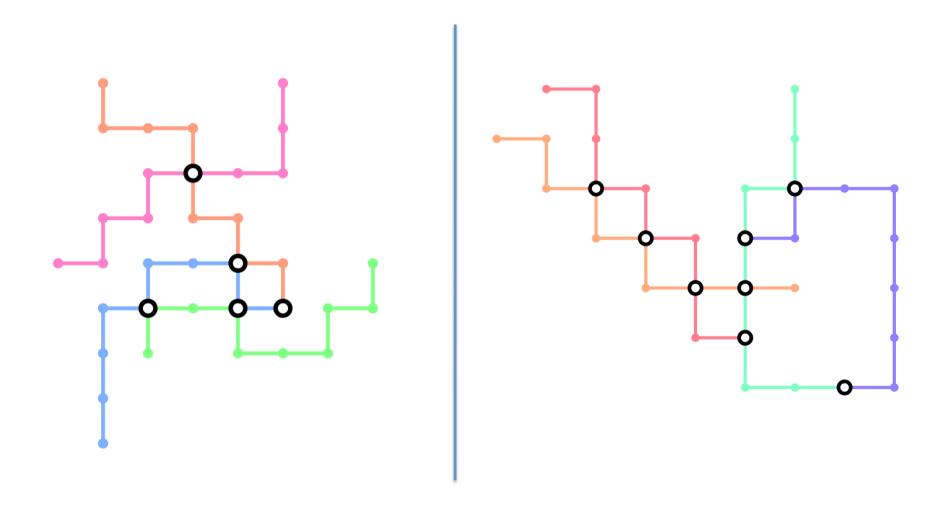
Small effect of reward?



Still some learning?



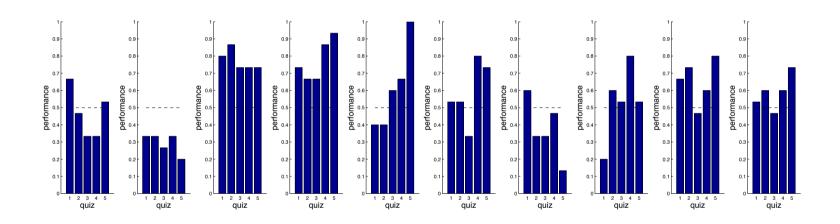
quizzes are good!



#### 3<sup>rd</sup> pilot – 1<sup>st</sup> may

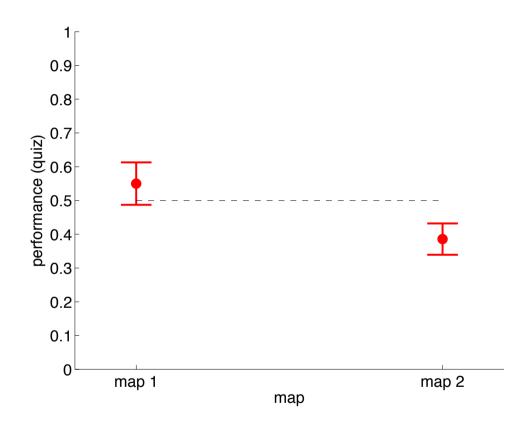
- N = 11 (all new but 3)
- 1000 trials
  - only learning
- 5 quizzes of 15 questions
- two maps (one from before + a new one)

#### 3<sup>rd</sup> pilot – 1<sup>st</sup> may



again, only some of the participants achieve the good level of performance

#### 3<sup>rd</sup> pilot – 1<sup>st</sup> may

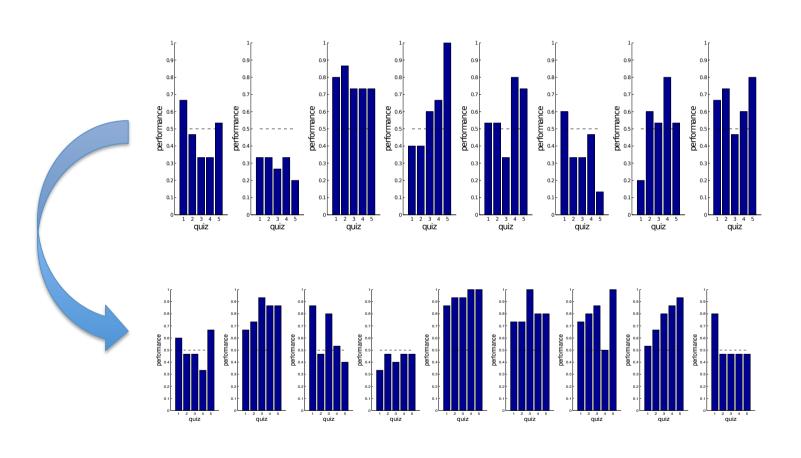


doesn't seem to be because of the kind of map

#### 3<sup>rd</sup> pilot (bis) – 6<sup>th</sup> may

- N = 9 (second session, after 6-21 days)
- 1000 trials
  - only learning
- 5 quizzes of 15 questions
- (same maps)

#### 3<sup>rd</sup> pilot (bis) – 6<sup>th</sup> may



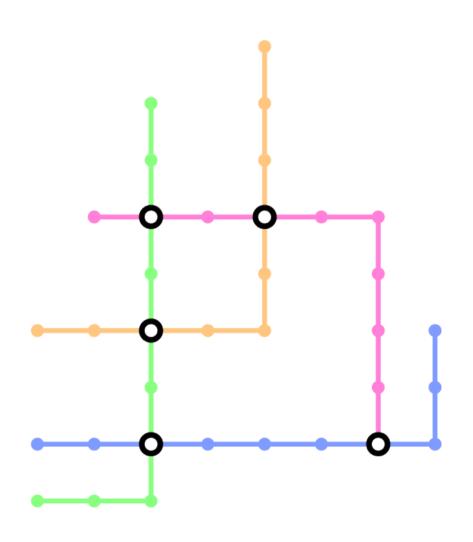
not a big improvement on the quizzes...

#### 4<sup>th</sup> pilot – 29<sup>th</sup> may

- N = 4 (all new)
- 1000 trials
  - only learning
- one single map, hand-made
  - 4 lines
  - 35 stations
  - 5 change-points
  - 4 changes of direction

#### again, only 2/4 could learn the map

4<sup>th</sup> pilot – 29<sup>th</sup> may

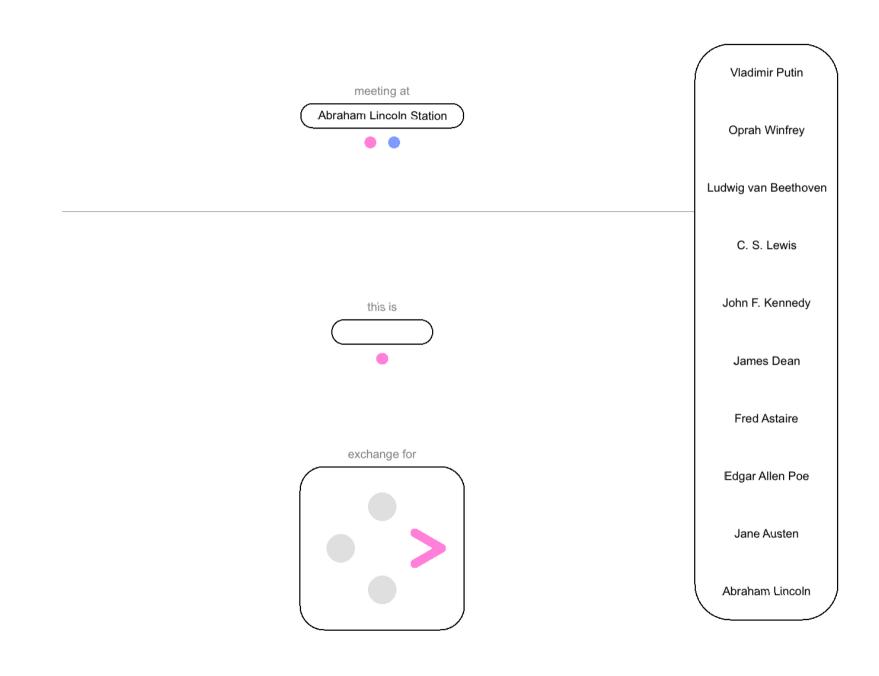


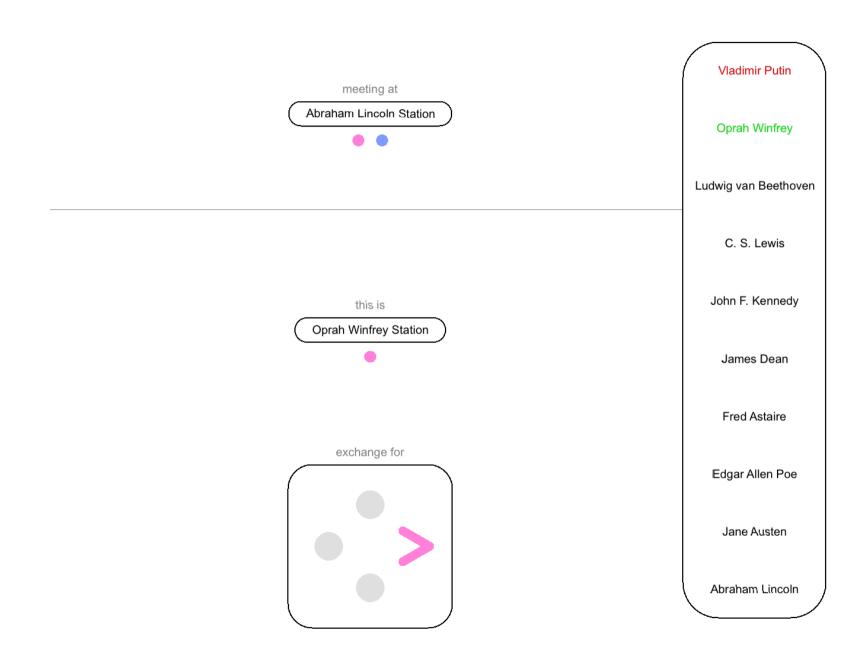
#### 5<sup>th</sup> pilot – 18<sup>th</sup> june

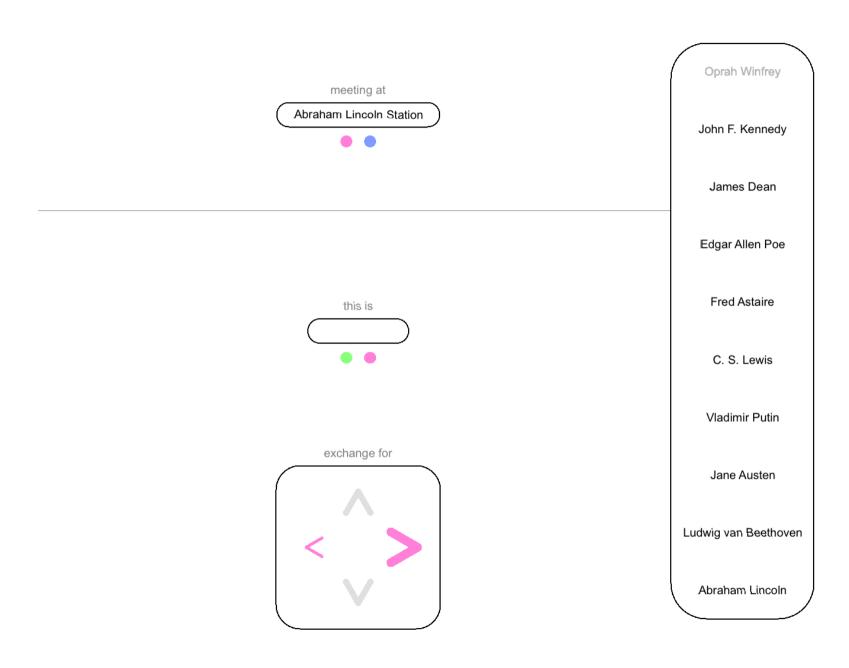
- N = 6 (all  $\sim$ new)
- 2 sessions, 50 minutes each
  - first session: long memory + learning
  - second session: short memory + learning + quizzes
- one map

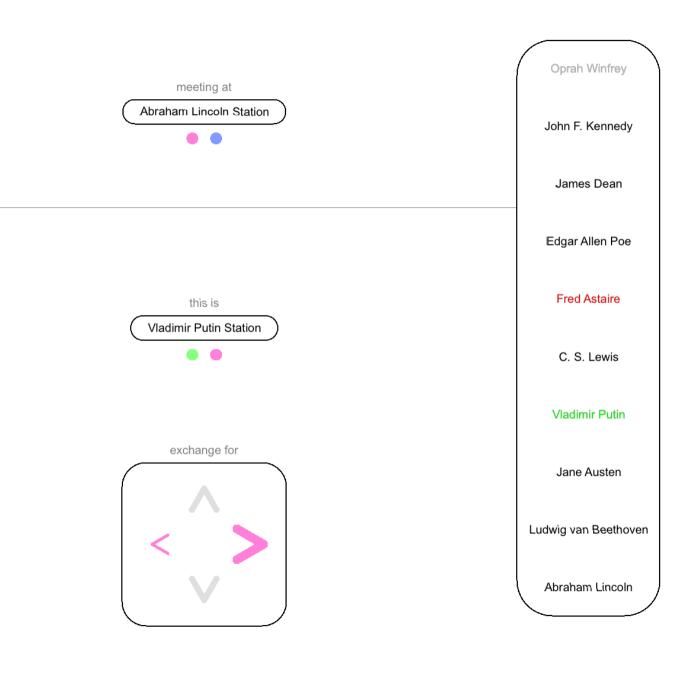
Line to

Abraham Lincoln Station

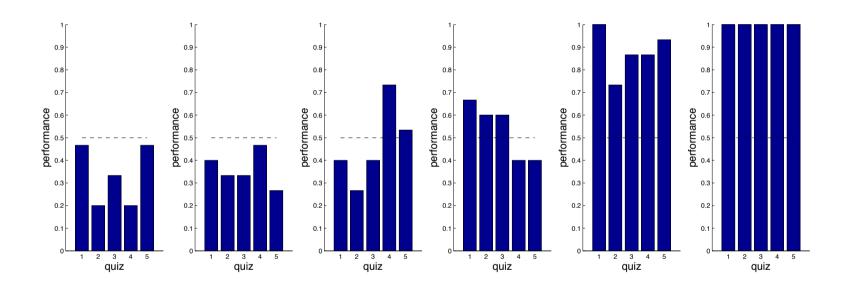








## 5<sup>th</sup> pilot – 18<sup>th</sup> june



again...

#### next?

 maybe using only the participants who can learn the map?