

Junk food exposure disrupts selection of food-seeking actions in rats

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Introduction

- ▶ Alternative title: action selection after junk food
- ▶ Food-seeking actions are expected to be a function of expected food values
- ▶ Junk-food disrupts this

Hypothesis

1. Junk-food consumption makes food evaluation different, less sensitive to specific devaluation
 2. Junk-food consumption impairs action-outcome and stimulus-outcome mappings, retrieval and formation
- ▶ Hypothesis 2 implies that junk-food impairs control on food-seeking behavior even when food values are not the primary basis for decision-making
 - ▶ Hypothesis 2 is the one held by the authors, hypothesis 1 has already been 'confirmed' (Furlong et al. 2014)

Methods

- ▶ Sprague-dawley rats ($n = 24$)
- ▶ 85%~ by weight food restriction

Methods: pavlovian conditioning

- ▶ Training before diet exposure
- ▶ 8 daily sessions
- ▶ white noise & clicker; chocolate pellets || sweet condensed milk (SCM)
- ▶ outcome -> random time 30 sec

Methods: instrumental learning

- ▶ Training before diet exposure
- ▶ 11 days of training, 2 session per day
- ▶ 1 reward delivered (counterbalanced); chocolate pellets || SCM

Methods: instrumental learning

Days	Protocol
3-4	RR-5
5-6	RR-10
7-8	RR-15
9-11	RR-20

Junk-food diet

	Controls	Intermittent	Ad Libitum
Basal Diet	Chow + Water ad lib	Chow + Water ad lib	Chow + Water ad lib
Experimental Diet	-	+1 Hr junk-food access (CAF)	+24 Hr junk-food access (CAF)
Length	-	6 Weeks	6 Weeks
Pre-test	14 hours standard chow	14 hours standard chow	14 hours standard chow

Outcome devaluation testing

- ▶ 1 food devaluated at a time
- ▶ To devaluate: exposed to 1 hr of food ad lib (same two levers)
- ▶ 5 min choioce extinction test (no cues nor reward)
- ▶ Data: lever presses + food cup entries
- ▶ 48 later same test with the other food

Outcome devaluation test: why?

- ▶ The reinforcement learning theory posits that animals maximize rewards upon expected values
- ▶ Expected value is dependent on many variables, satiation is one of the most relevant
- ▶ Previous exposure to a specific food acts like a food-specific satiation
- ▶ Choices must reflect theoretical expect-value: pick the highest reward option more times
- ▶ If values changes, so must the election
- ▶ Extinction test picked, because it allows to separate effects from learning

Pavlovian-to-instrumental transfer testing

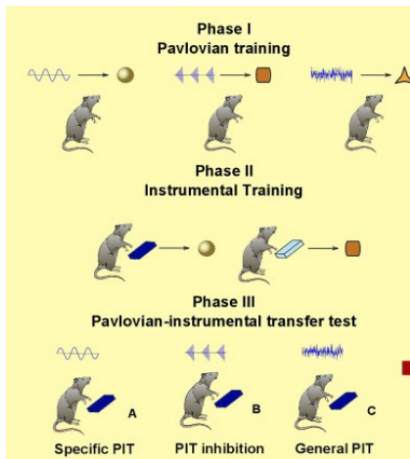


Figure 1: Pavlovian to instrumental transition

Pavlovian-to-instrumental transfer testing

- ▶ 48 hours after devaluation
- ▶ Data: lever-presses + food cup entries
- ▶ Non-contingent cue presentation (clicker || white noise)
- ▶ No outcome delivered
- ▶ 8 trials total with pseudorandom order
- ▶ cue presented for 2 minutes

Pavlovian-to-instrumental transfer testing: why?

- ▶ General (non-specific PIT): cue \rightarrow go eat food (regardless of cue type)
- ▶ Specific PIT: previously learned cue-food \rightarrow previously learned lever-food
- ▶ Authors want to measure impairments in cue-outcome / action-outcome mappings
- ▶ Possible because training was done previous to testing (learning not affected)

Experimental schedule

Experimental Timeline		
Phase	Duration	Procedure
Pavlovian Conditioning	8 d	Cue ₁ → Outcome ₁ Cue ₂ → Outcome ₂
Instrumental Training	11 d	Response ₁ → Outcome ₁ Response ₂ → Outcome ₂
Diet Exposure	6 weeks	Control, Intermittent or Ad libitum exposure
Mild Food Restriction	3 d	14 hrs chow per day
Outcome Devaluation Test 1	1 d	Sated on Outcome ₁ , Both levers extended, No outcomes.
Outcome Devaluation Test 2	1 d	Sated on Outcome ₂ , Both levers extended, No outcomes.
PIT Test	1 d	Cue ₁ and Cue ₂ present, Both levers extended, No outcomes.

Figure 2: Experimental phases

Results: behavioral training

Pavlovian

- ▶ Main measure: Cue responding vs pre-cue responding (food cup entries)
- ▶ There was no effect of diet in the main measure ($p = 0.82$);
t-test $\neq 0$
- ▶ However, conditioned cup-entries during cue presentation ($p < 0.001$);
food-cup entries matched cue

Results: behavioral training

Instrumental training

- ▶ Average of last 3 days of instrumental learning (mean response rate)
- ▶ Rats pressed more for chocolate pellet (mean 42.89 vs 22.10)
- ▶ Diet did not influence lever press rate ($p = 0.37$)
- ▶ Diet did not influence food preference ($p = 0.42$)

Results: junk-food exposure phase

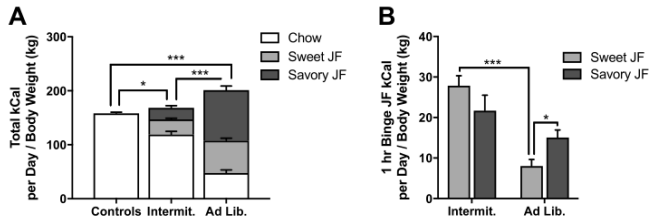


Figure 3: A. Average total calories, B. Average calories during binge feeding period

Results: Changes in body weight

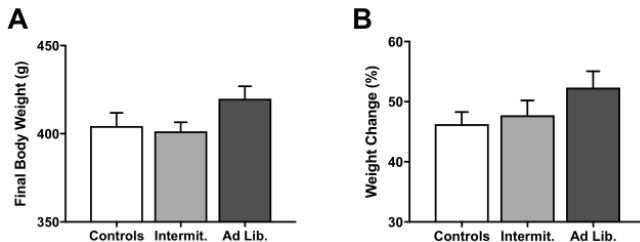


Figure 4: Only trend-level effects on bodyweight

Results: Outcome devaluation test

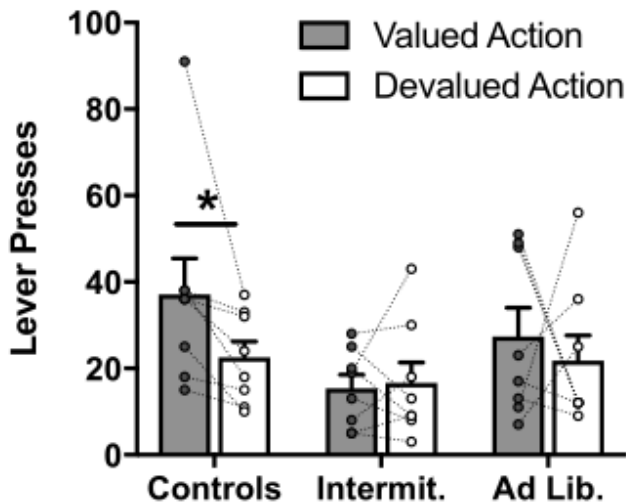


Figure 5: Adaptive control is lost in junk-food groups

Results: PIT test

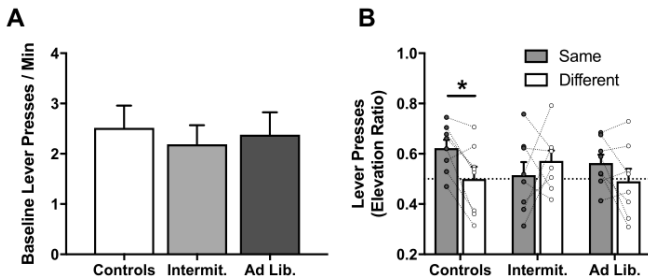


Figure 6: Food-seeking behavior is not augmented by junk-food diet. Same means correct behavior given a certain cue

Results: PIT test

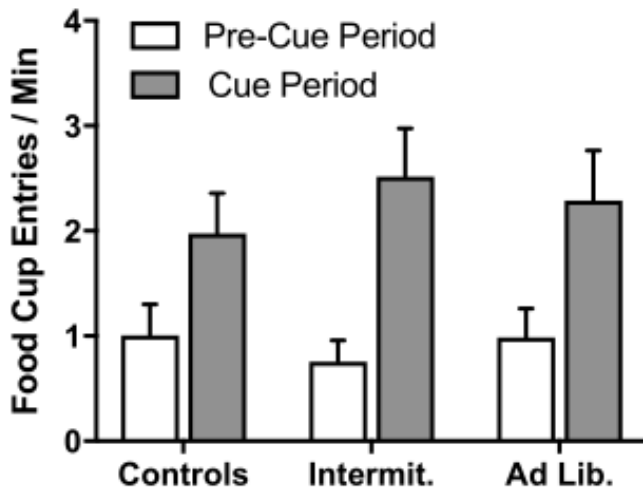


Figure 7: Conditioned response was similar between groups, notice how non-specific PIT is not affected

Discussion

- ▶ Decision-makings impairment is not due increase in food-seeking behavior
- ▶ This impairment is not caused by problems in the learning phase,
a more plausible hypothesis is that value updating is impaired
- ▶ Moreover, even without the need to update values (PIT test),
decision-making
is impaired
- ▶ Retrieving or using cue-outcome / action-outcome is impaired

Discussion

- ▶ The problem might be an over-generalization of cues (a cue means food and just that)
- ▶ Sensitization of mesolimbic dopamine transmission (Avena and Hoebel 2003)
- ▶ Non-specific PIT was not affected. only specific PIT
- ▶ This difference might point that junk-food impair the use of environmental cues to guide food-seeking behavior

Discussion

- ▶ Intermittent group did not have an increase of food-seeking behavior?
- ▶ Authors posit that perhaps in the ad lib group junk-food created binge-eating micro-events
- ▶ I think, perhaps, the intermittent diet was too constant, so no perceived insecurity on food access was generated

Discussion: main point

- ▶ Junk-food exposure does not augmen food-seeking behavior magnitude
it makes food-seeking behavior independent of top-down control, thus making it more 'mindless'

References I

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