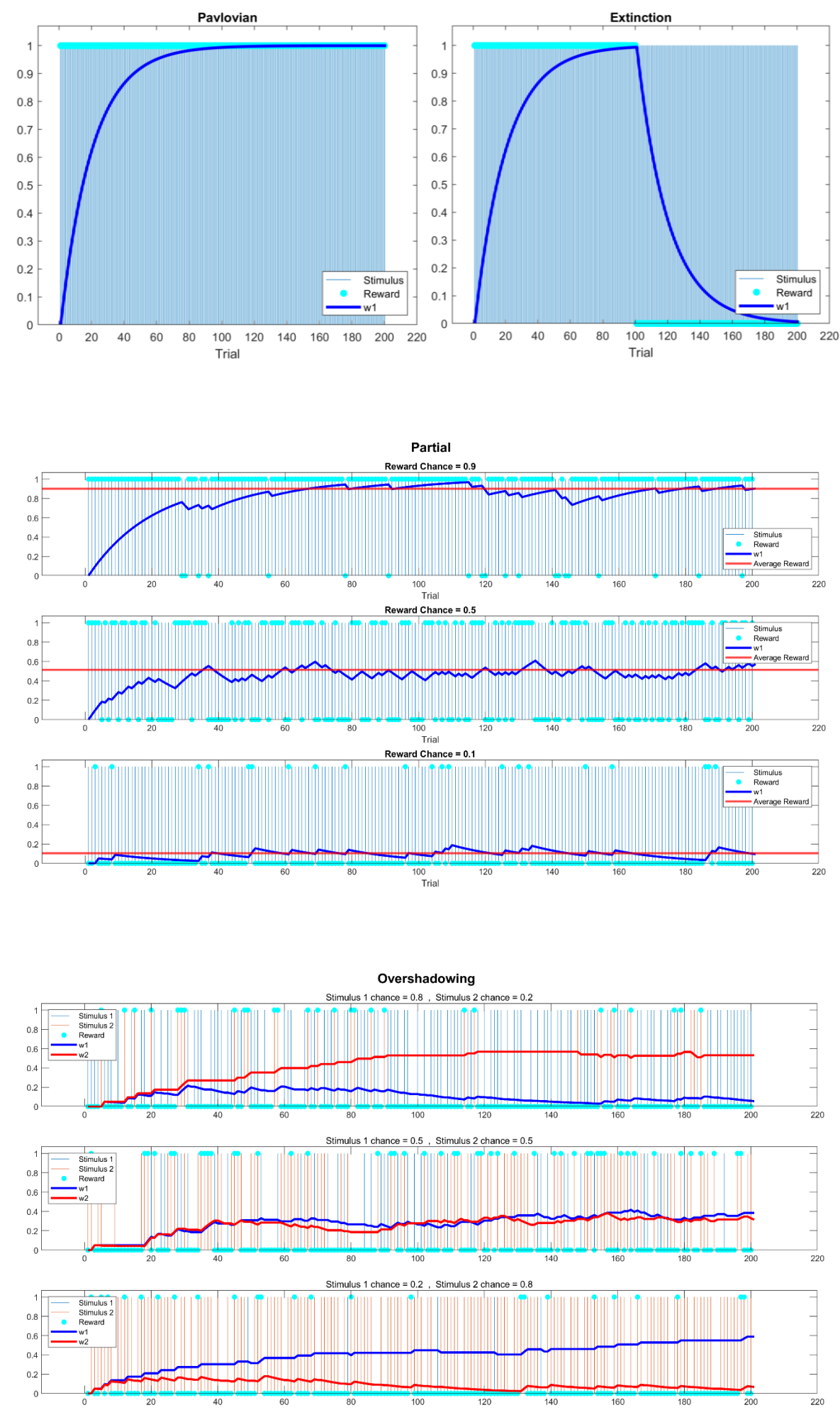
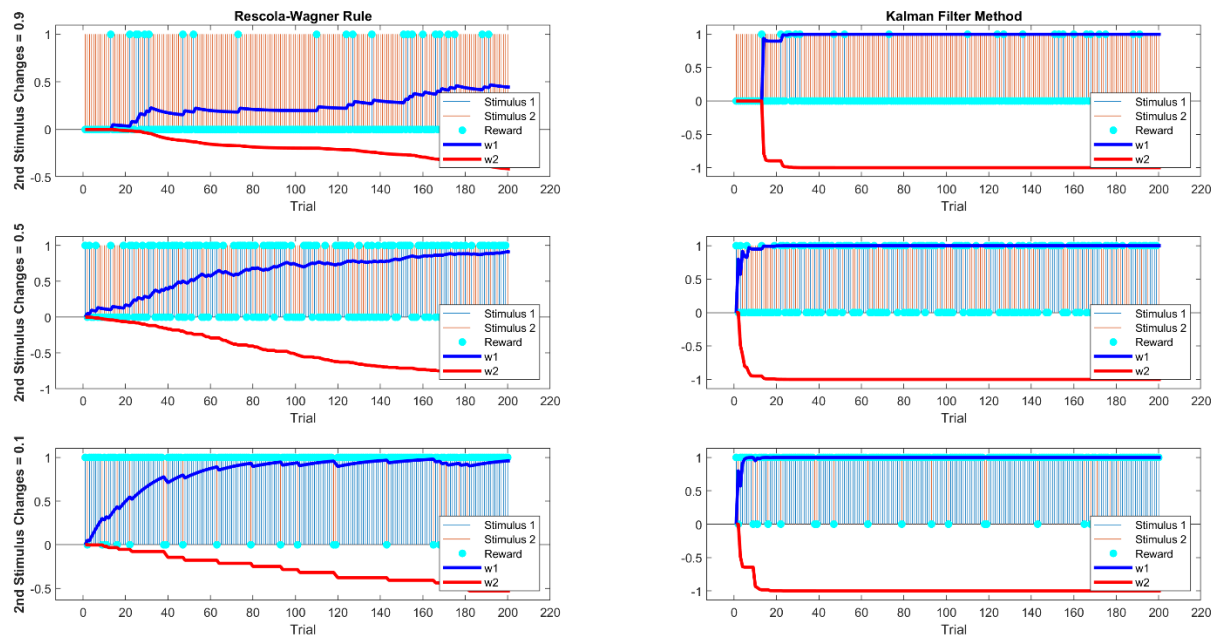


- 1-

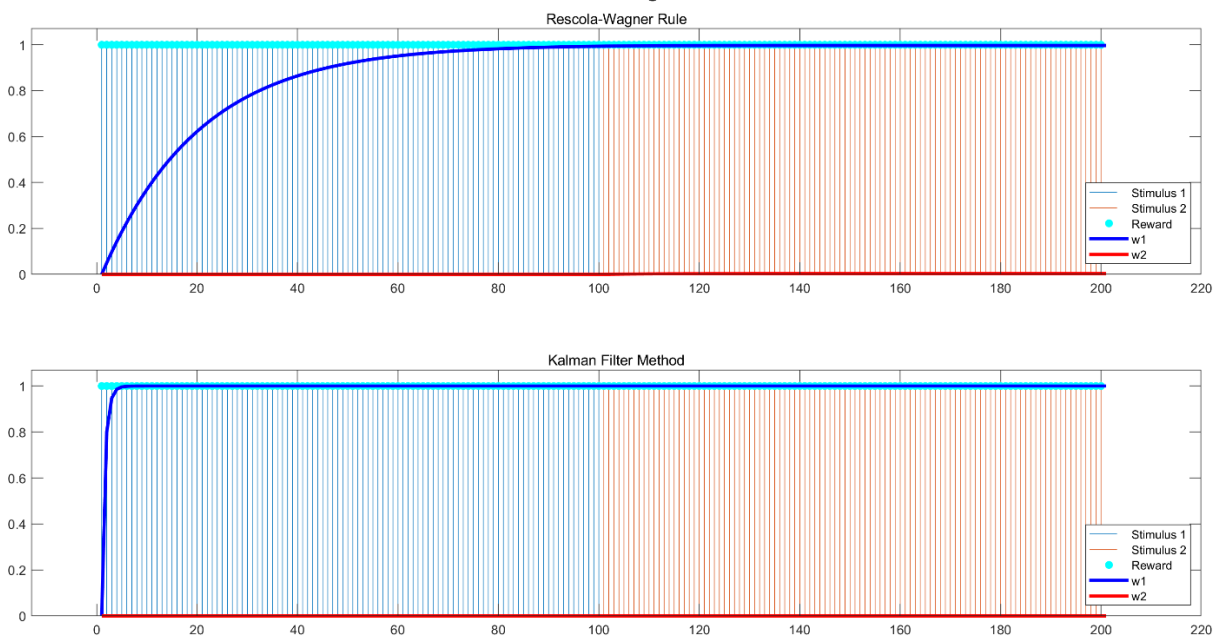
Learning Rate = 0.05



Inhibitory



Blocking



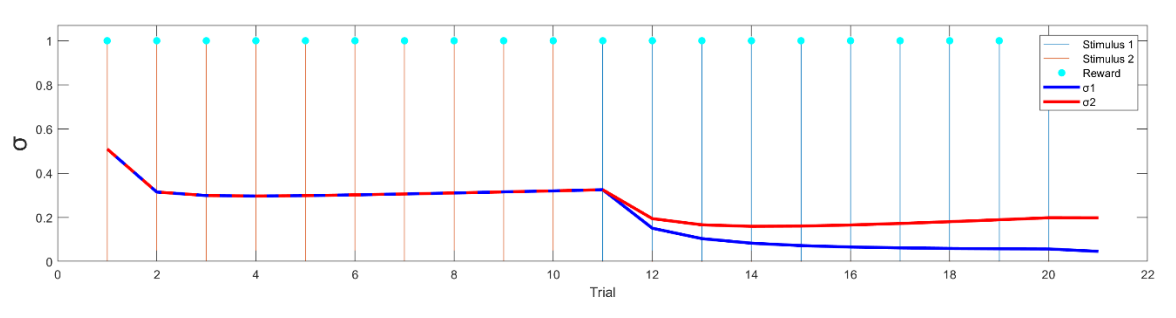
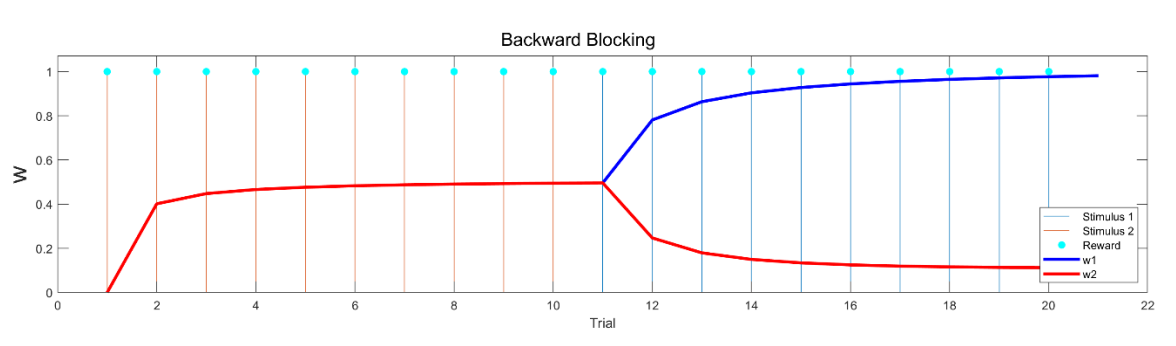
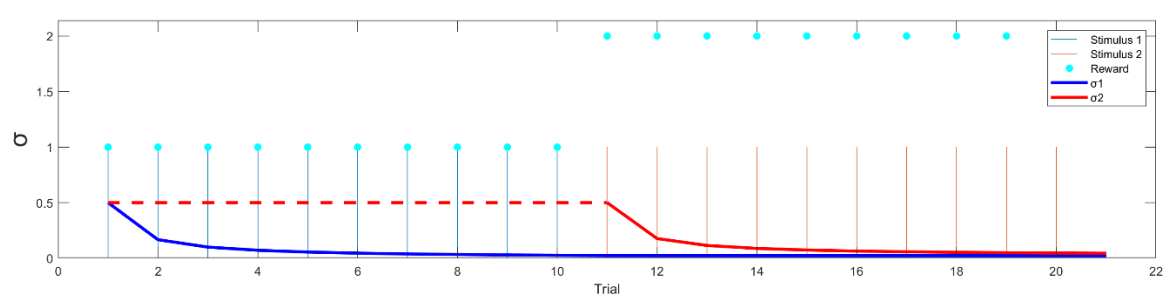
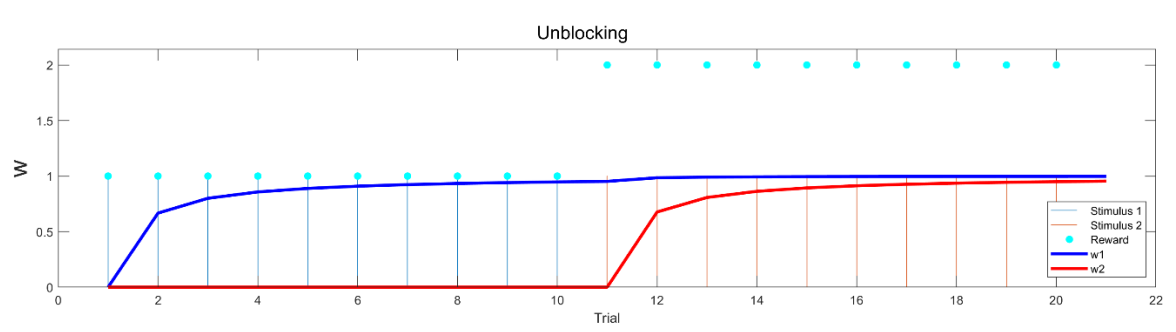
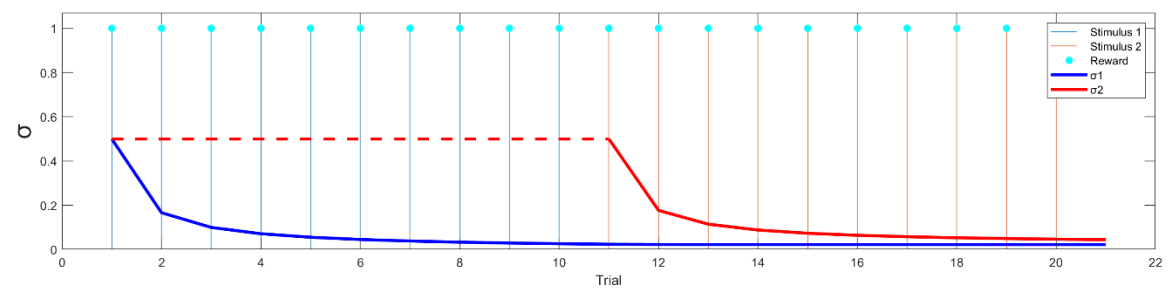
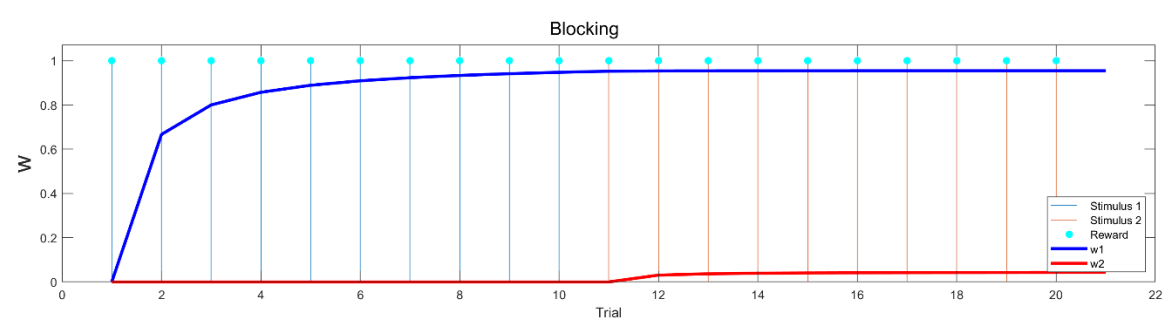
phase to be such that learning almost saturates at the each of each phase. Which one the predictions of RW rule match the above table?

All paradigm results modeled by the Rescola-Wagner Rule are the same as the table as we expected.

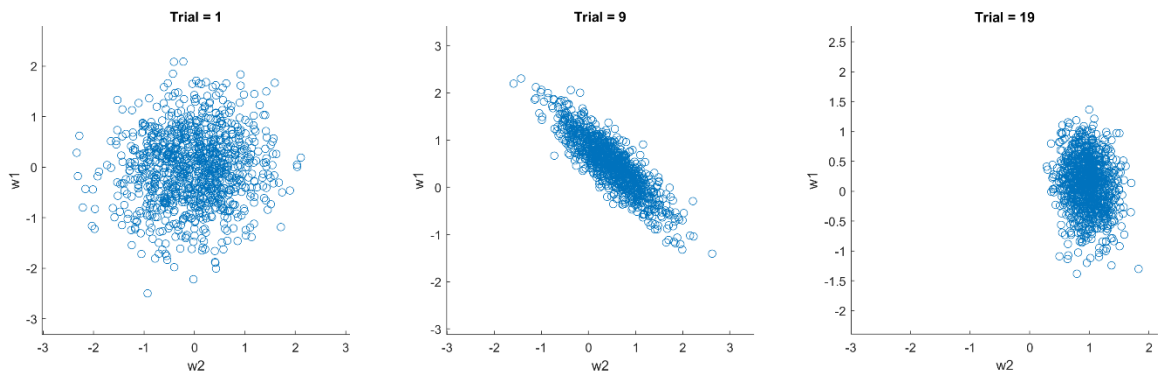
For overshadow condition, how can one have different amount of learned value for each stimuli? The ambiguity is a form of a concept known as ‘credit assignment’ in reinforcement learning literature.

The stimulus that is often active will have lower value because the 2nd stimulus (which is more rare) has to be present for reward to be given; so its value is more than the stimulus that exists while getting no reward.

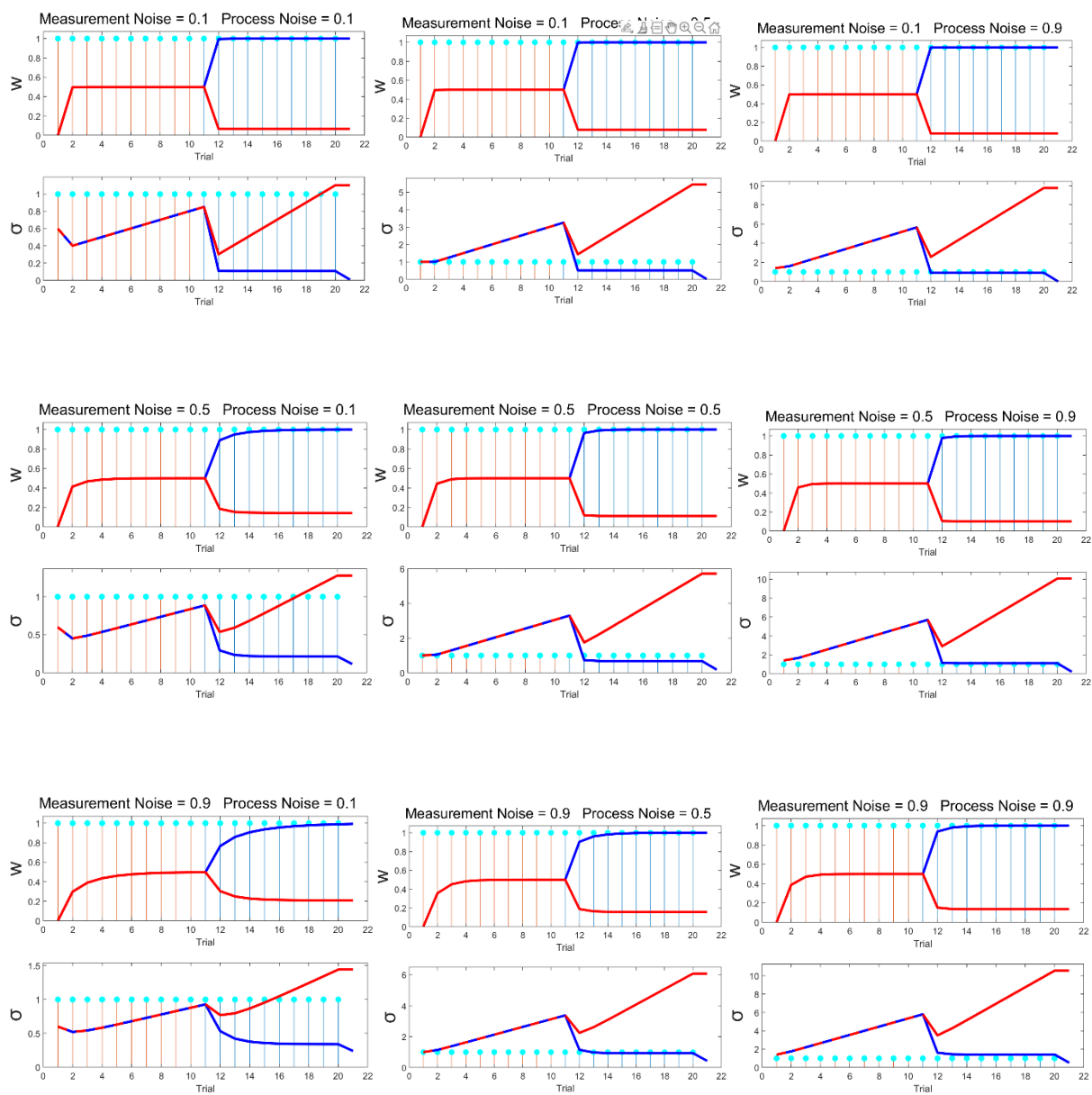
• 2-



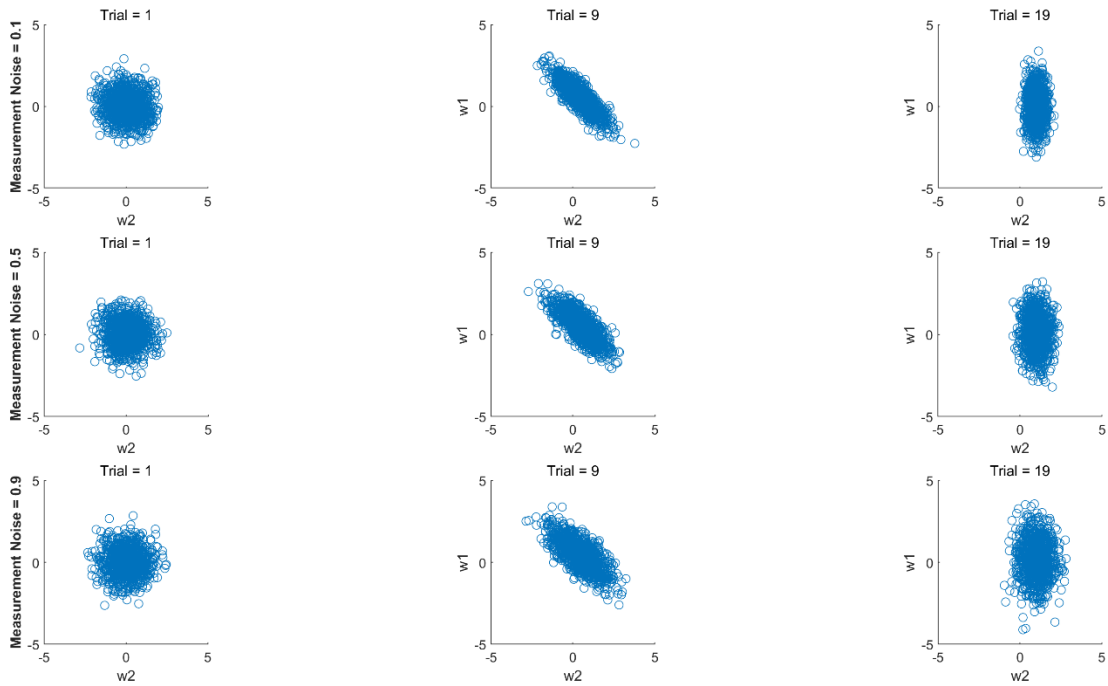
Measurement Noise = 0.5 Process Noise = 0.01



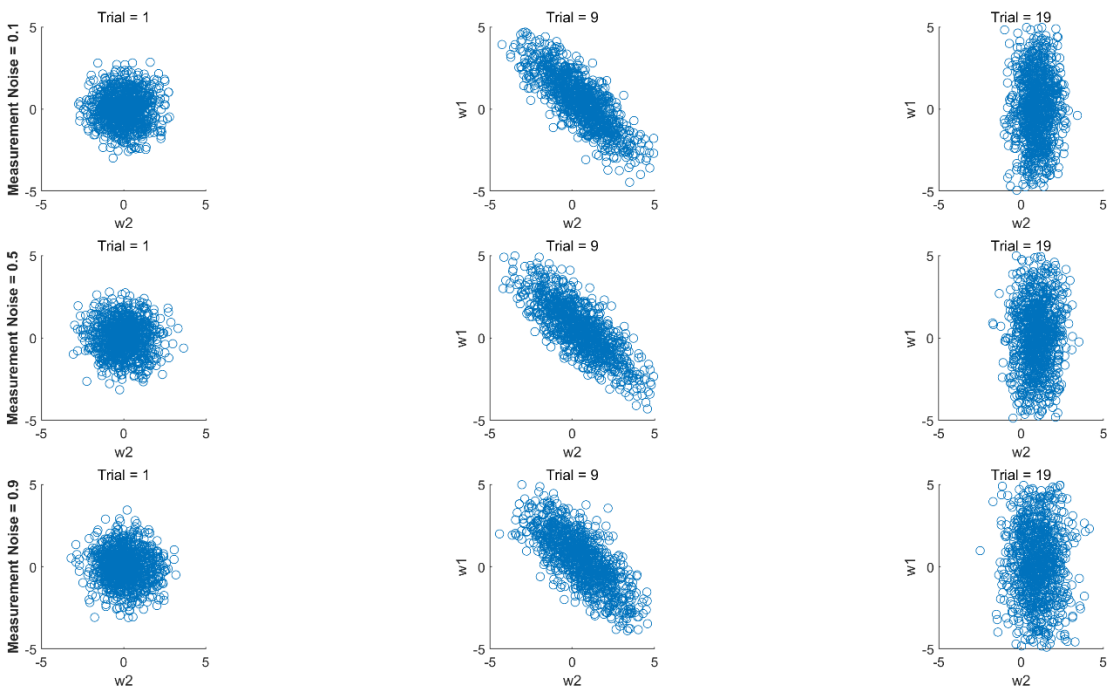
• 2-2-



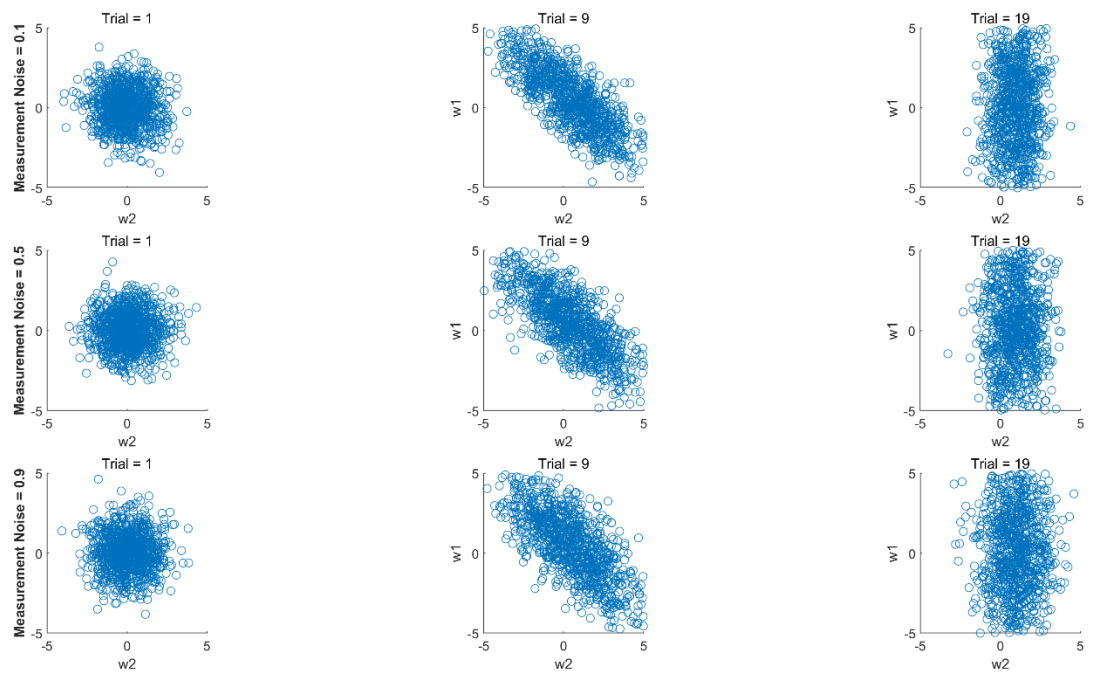
Process Noise = 0.1



Process Noise = 0.5



Process Noise = 0.9



- 2-3-

What factors determine the value of Kalman gain at steady state? Can you derive an approximate relationship between steady state Kalman gain and the model parameters?

$$G = \frac{\sum_{t|t-1} C^T}{C \varepsilon_{t|t-1} C^T + V}$$

$$G_{\infty} = \frac{\varepsilon_{\infty} C^T}{C \varepsilon_{\infty} C^T + V}$$

$$\varepsilon_{(t+1)} = A \varepsilon_{(t)} A^T + W$$

$$\varepsilon_{\infty} = A \varepsilon_{\infty} A^T + W$$

$$G_{\infty} = \frac{(A \varepsilon_{\infty} A^T + W) C^T}{C (A \varepsilon_{\infty} A^T + W) C^T + V}$$

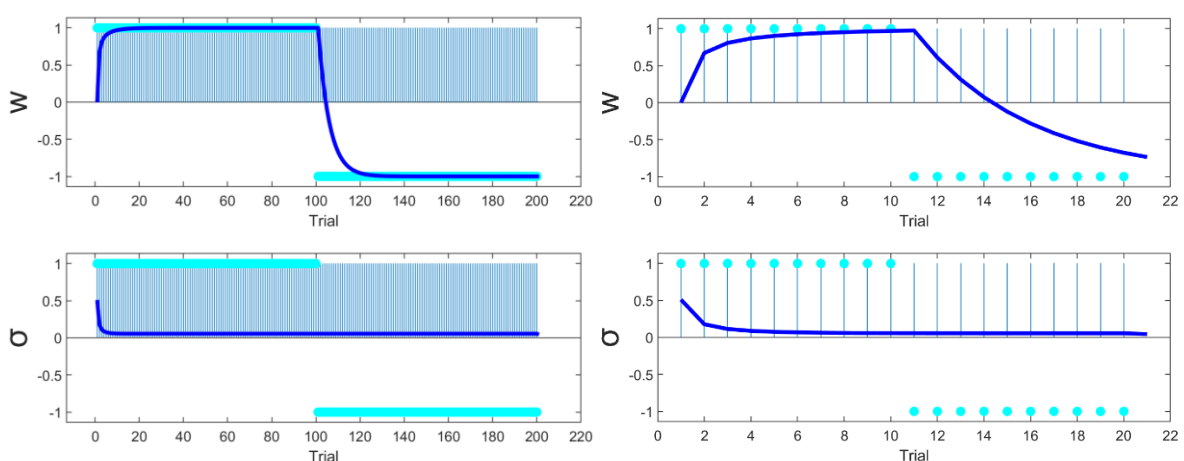
Steady state gain is dependent on covariance matrix and measurement noise.

- 2-4-

Does the change in uncertainty depend on the errors made in each trial or changes in the learning context?

No, uncertainty (covariance) doesn't depend on error; it depends on the input stimulus and measurement noise.

- 2-5-



Pre-train: $S \rightarrow R$

Train: $S \rightarrow -R$

Result: $S \rightarrow -R$

• 3-

