# Learning

## • Unsupervised Learning

- Hebbian Learning Rule
- Pattern associator
- Self-organized maps
- Topographic structure
- Pattern detectors

## Supervised Learning

- Scalar (Reinforcement) Learning



- Classical and Instrumental Conditioning
- Sequential learning and Prediction
- Vector-Based Learning
  - Generalized Delta Rule
  - Backpropagation
  - Deep Learning

## **Reinforcement Learning**

## Conditioning

- Simple Prediction Rescorla-Wagner Rule
- Stimulus-Action Associations Actor-critic model, Q Learning

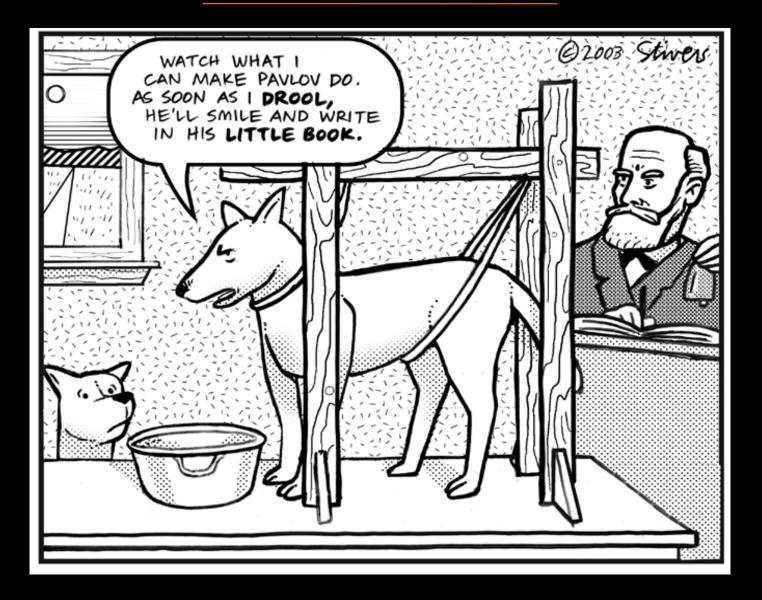
## • Sequence Prediction

- Method of Temporal Differences (TD)
- Model-Free vs. Model-Based RL
- Challenges
  - Curse of dimensionality
    - Hierarchical RL: policies and options
    - State space abstraction
  - Explore-exploit
    - Meta-control



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  - Can be thought of as the experimenter controlling the environment
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  - But the learning is still associational
- Based on similar principles of associative learning, but with a twist...

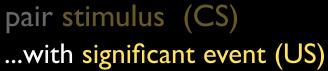




## pair stimulus (CS)











### pair stimulus (CS) ...with significant event (US)

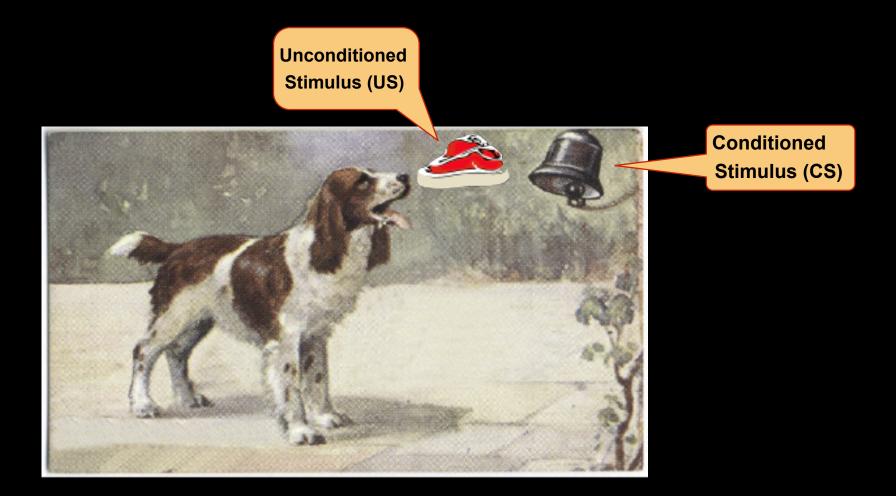


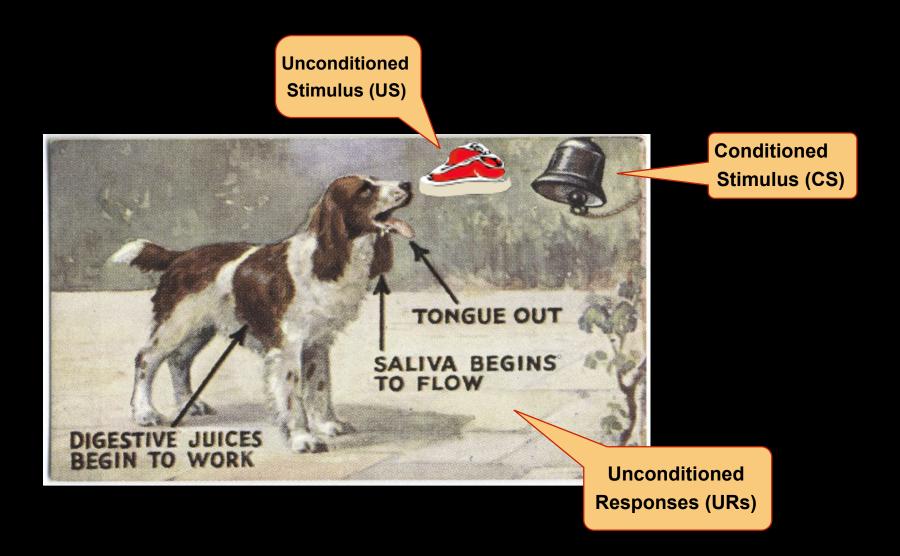
#### measure anticipatory behavior (CR)

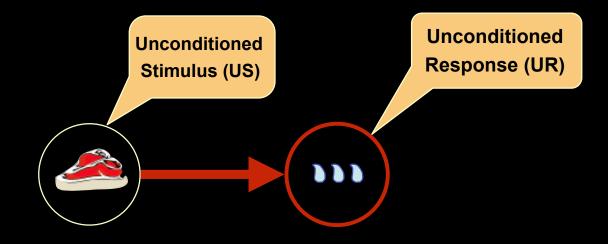


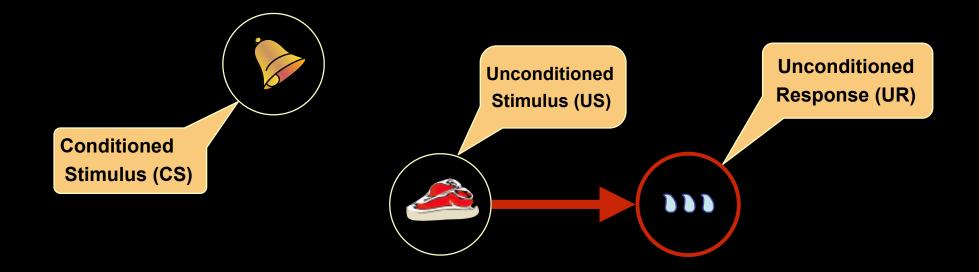


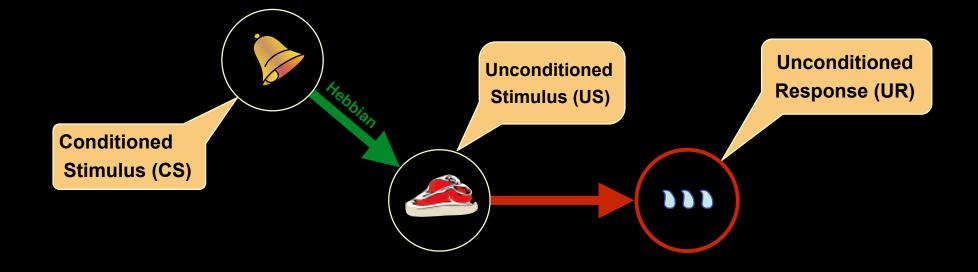


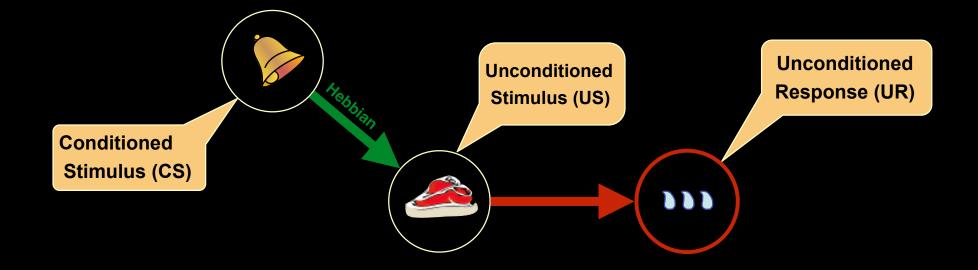




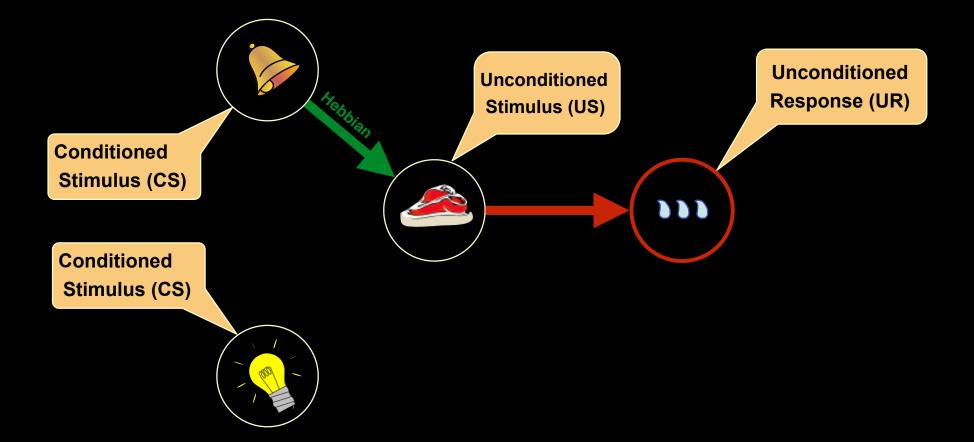




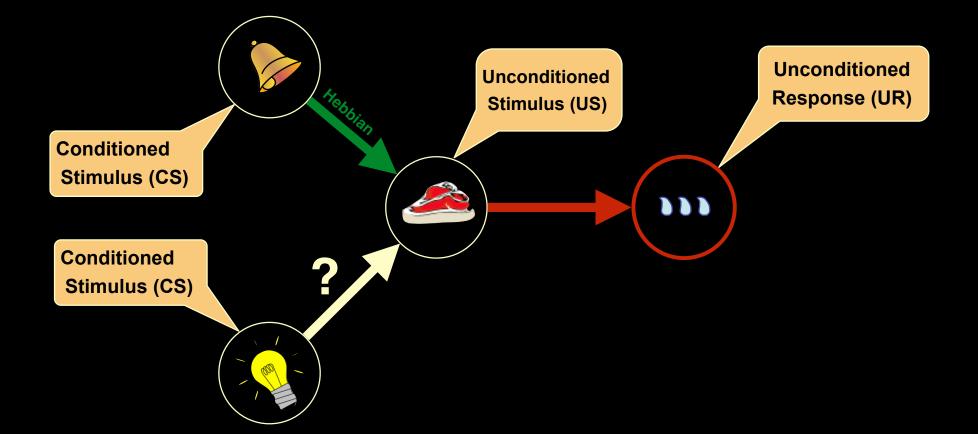




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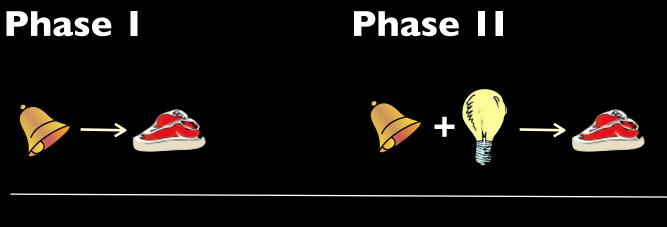
## Phase I





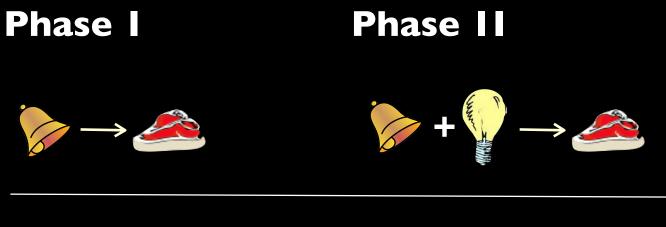






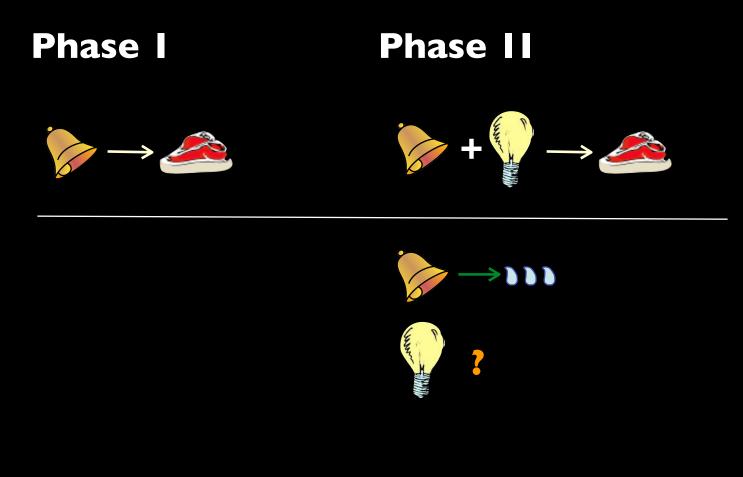




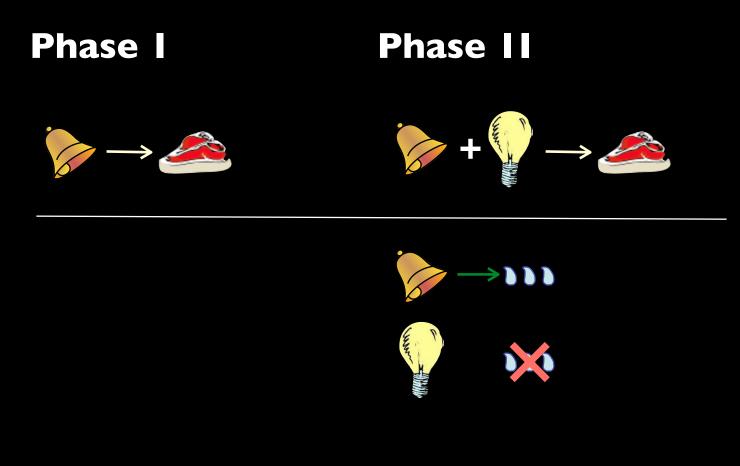




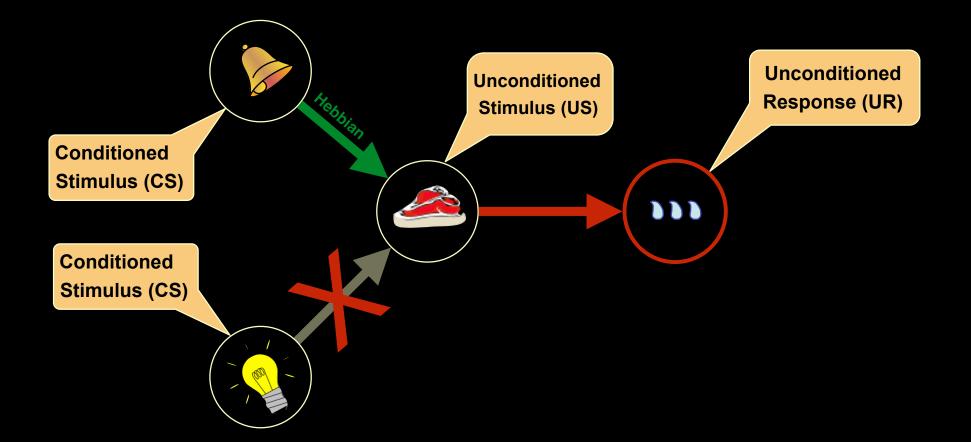








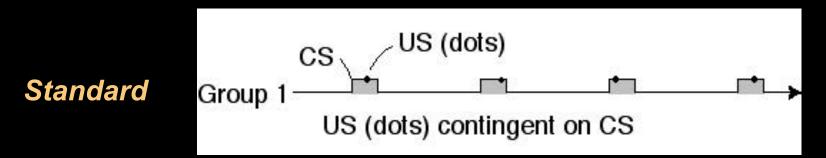
## **Blocking**



#### Conditioning must be about more than *just contiguity*...

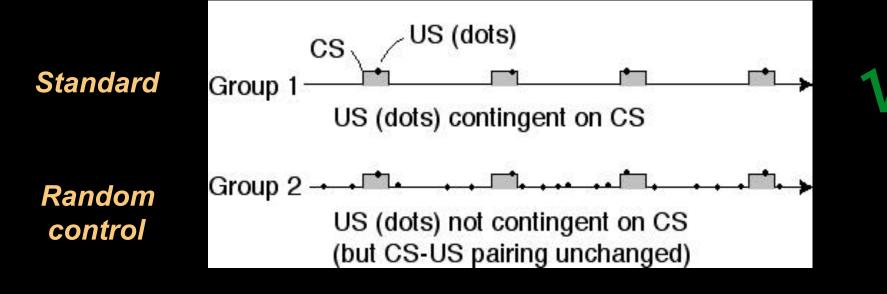


#### **Rescorla's experiment:**

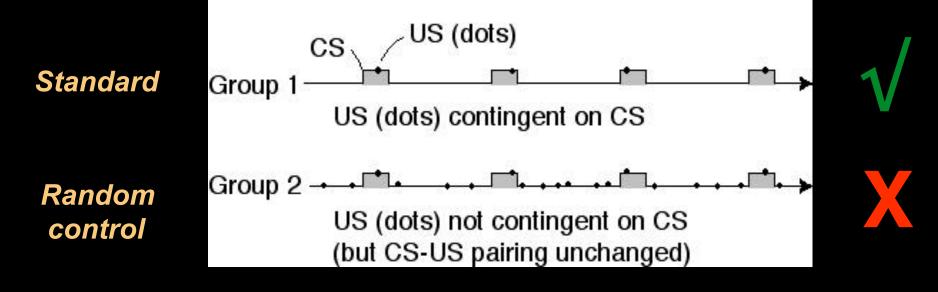


# Rescorla's experiment: Conditioning: Standard Group 1 CS US (dots) US (dots) contingent on CS V

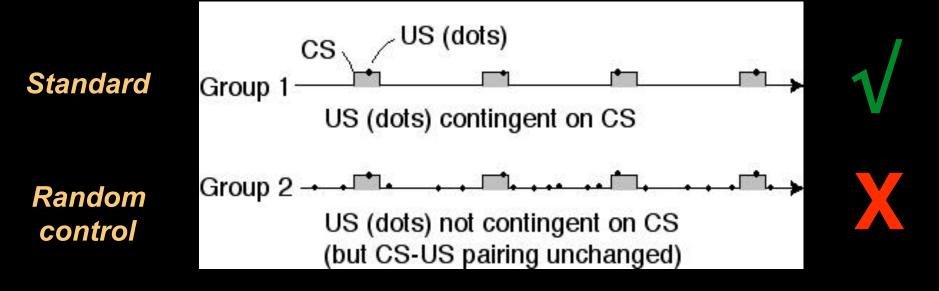
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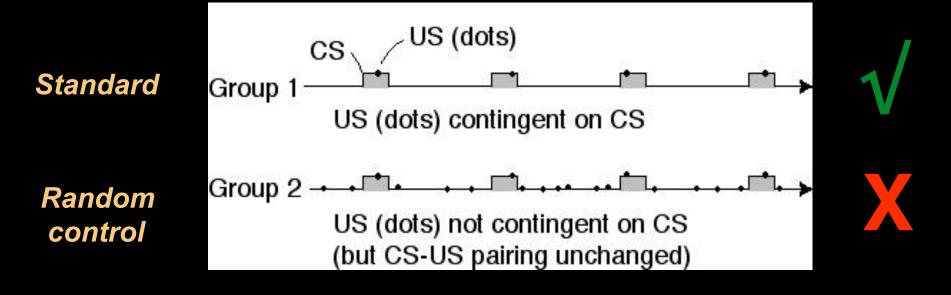


### **Conditioning:**



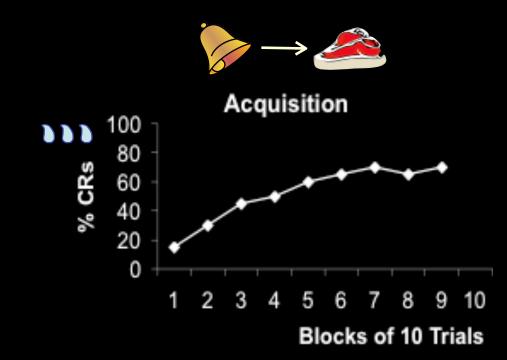
Temporal contiguity is not enough, need contingency

#### **Conditioning:**

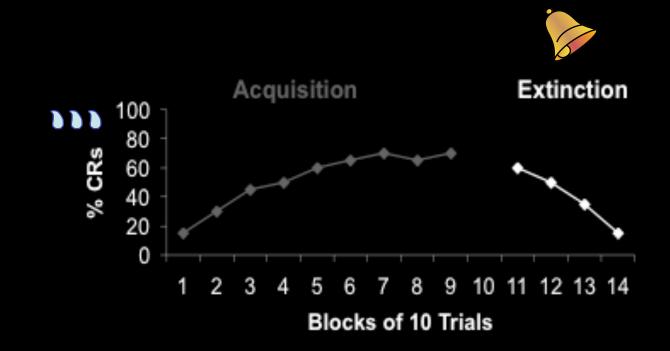


Contingency ⇒ *Prediction* 

#### Prediction



#### Failure of **Prediction**



# **Prediction Learning**

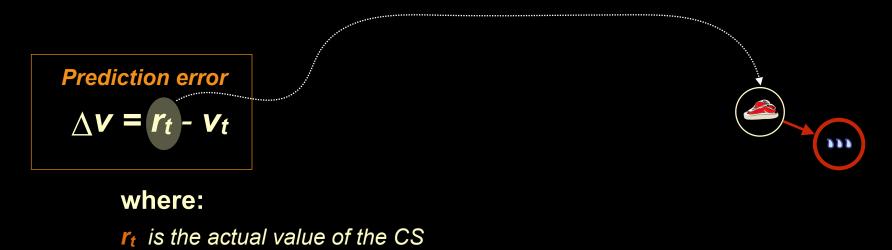
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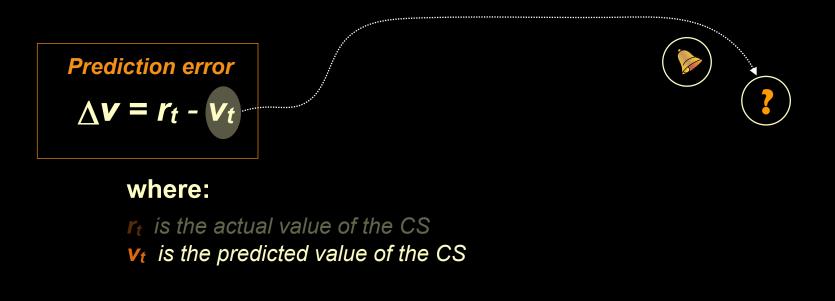
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$$Prediction error$$
$$\Delta \mathbf{v} = \mathbf{r}_t - \mathbf{v}_t$$

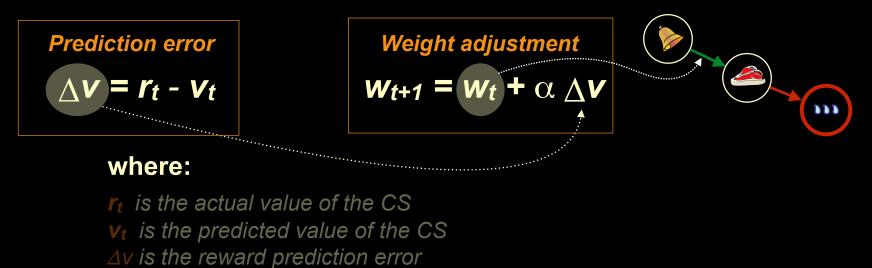


#### where:

**r**<sub>t</sub> is the actual value of the CS **v**<sub>t</sub> is the predicted value of the CS  $\Delta v$  is the reward prediction error

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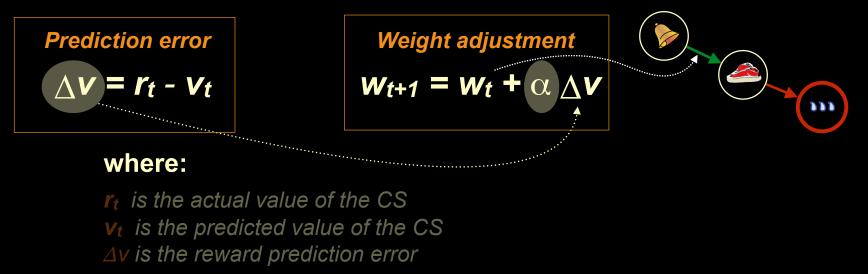
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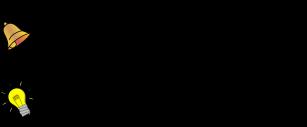


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 $\alpha$  is the learning rate

**Prediction error** 

 $\Delta \mathbf{v} = \mathbf{r}_t - \mathbf{v}_t$ 



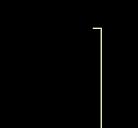


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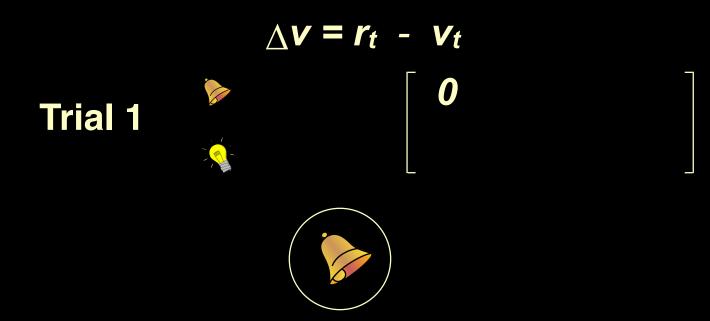


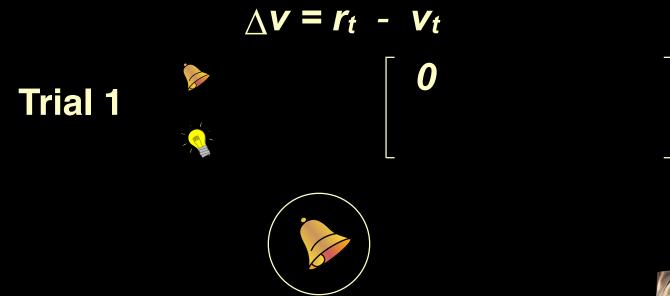
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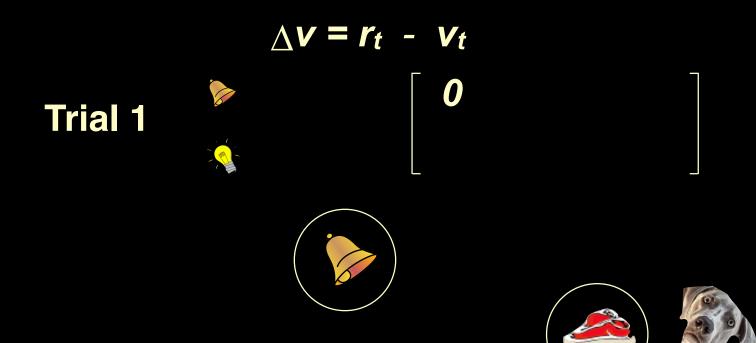


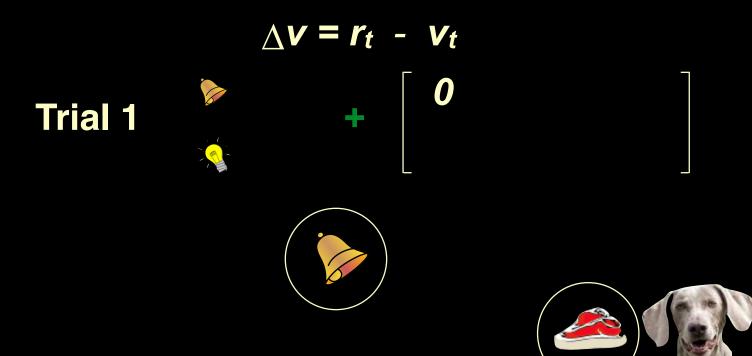






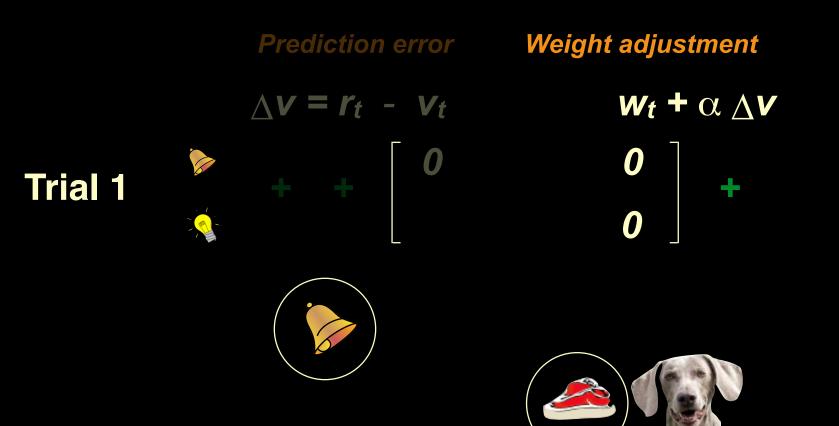


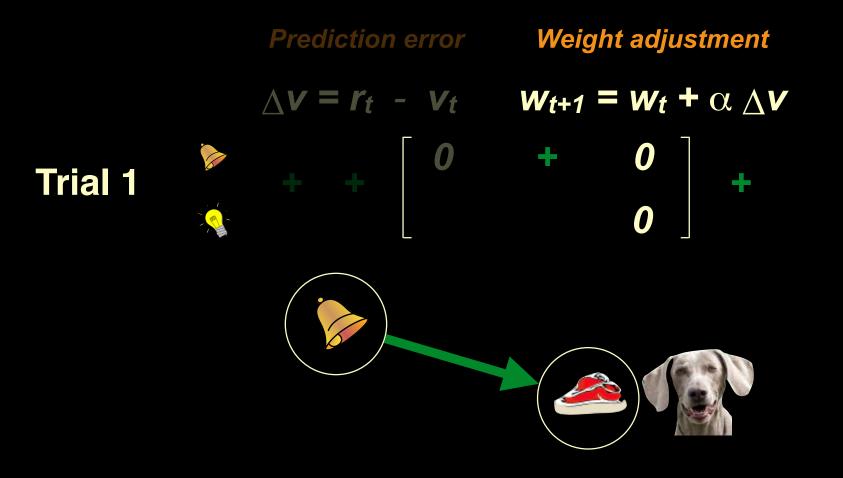


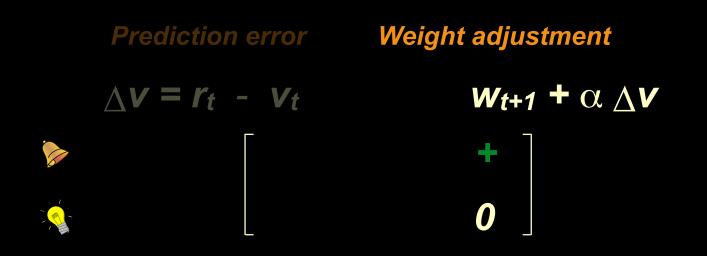


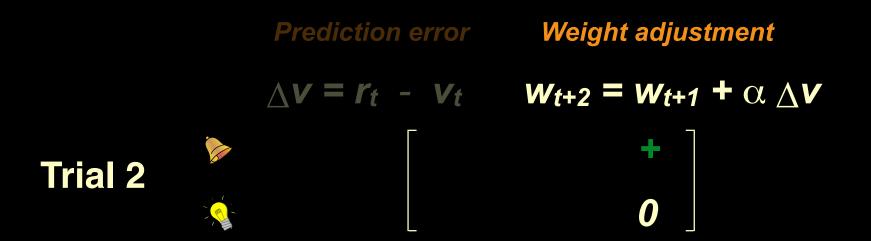


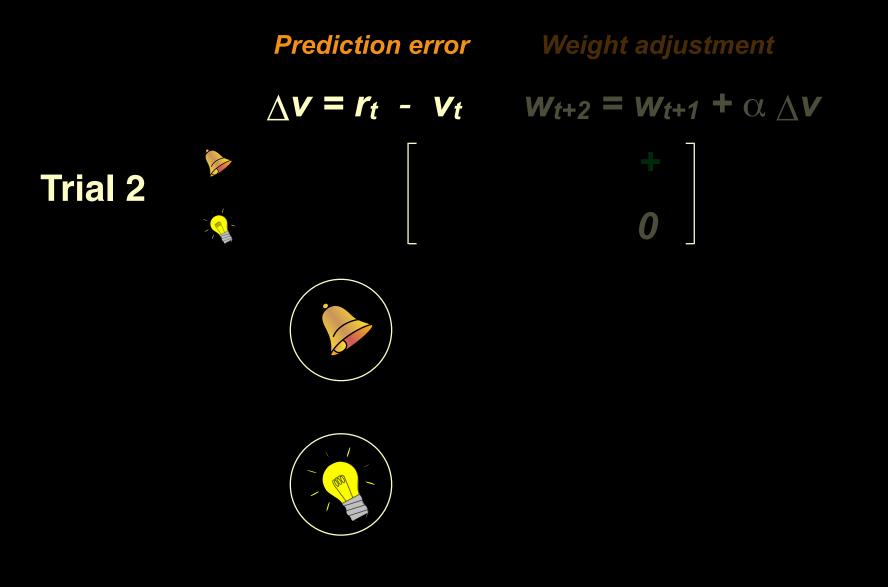


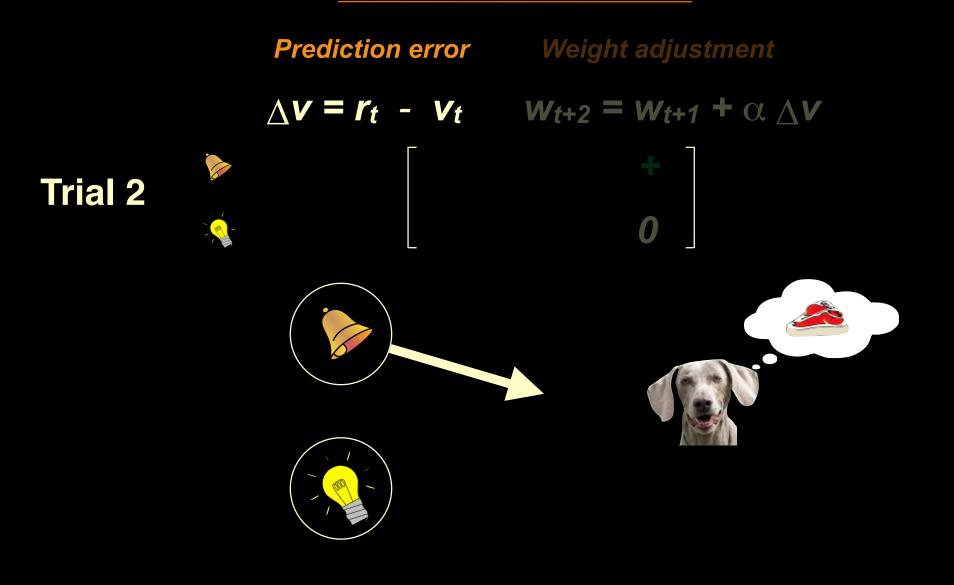


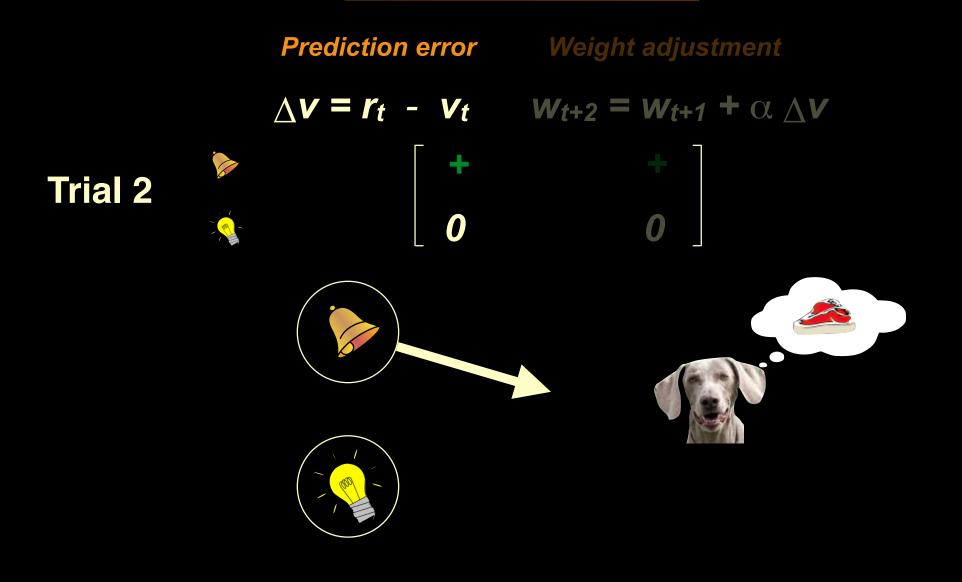


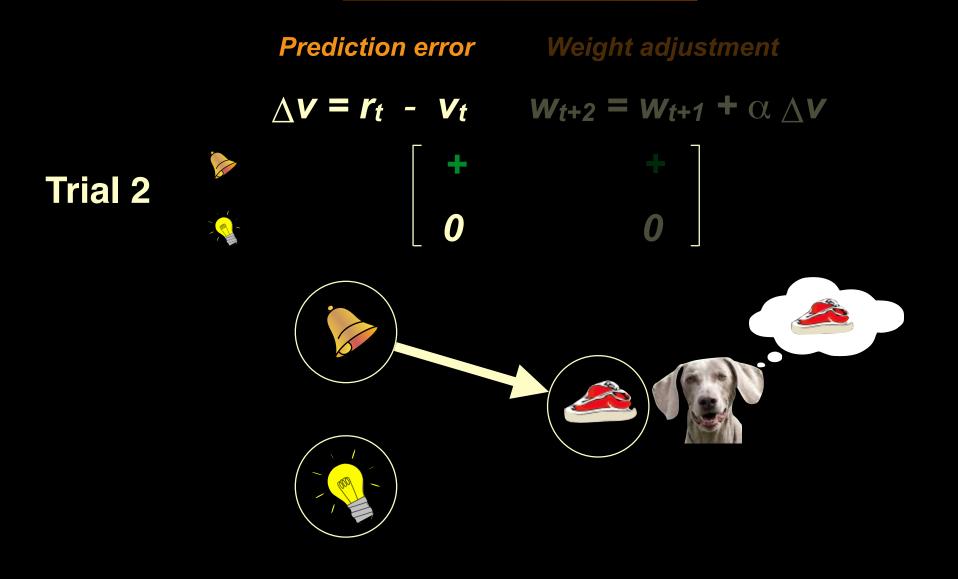


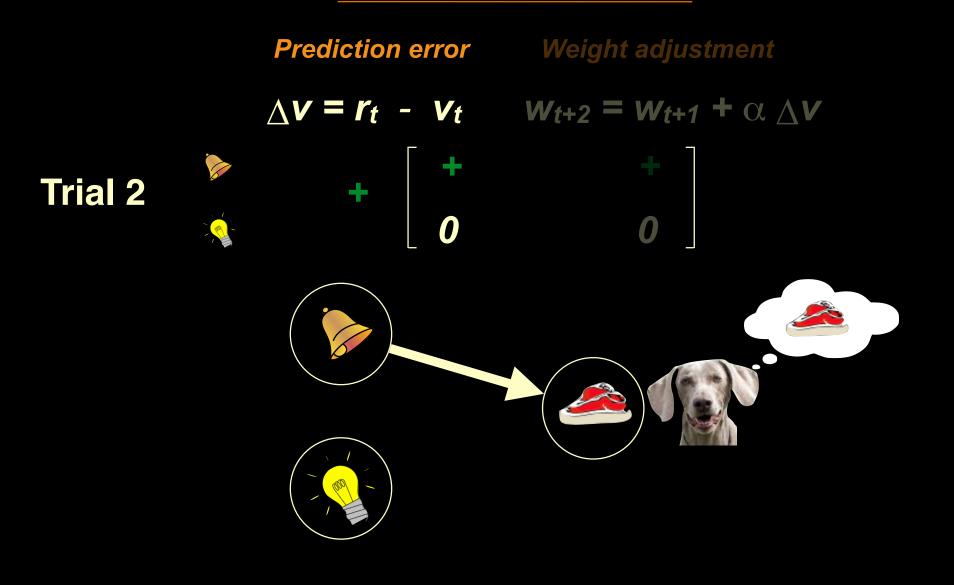


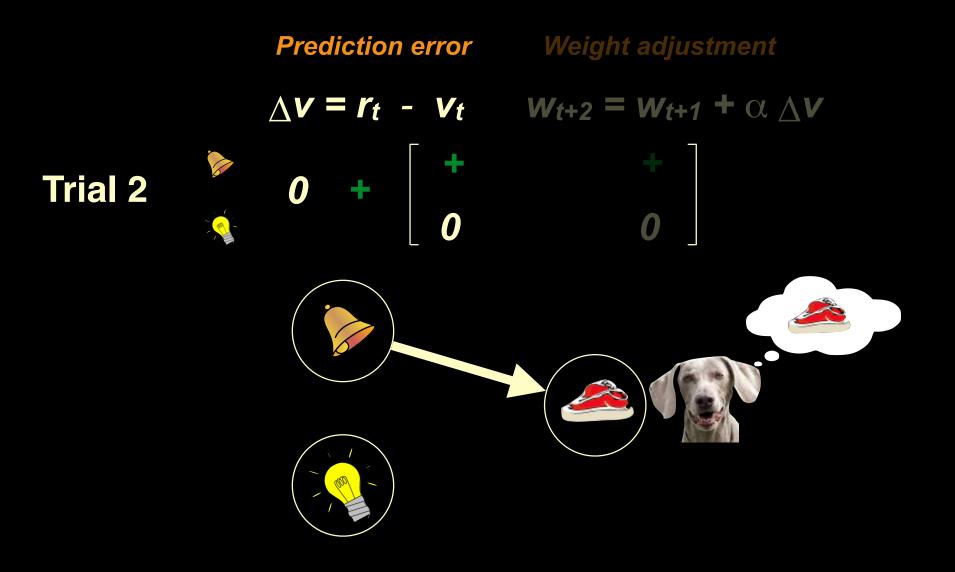


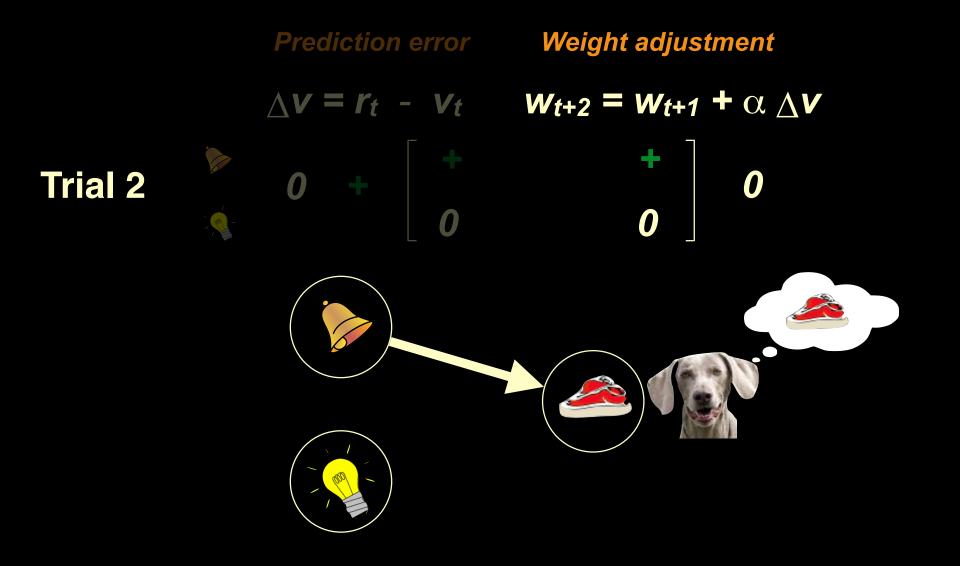


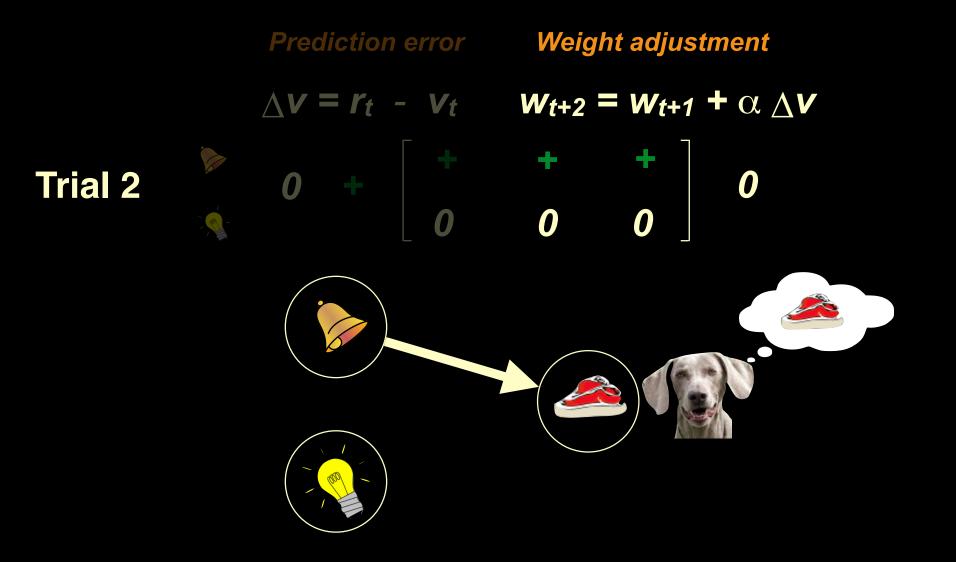


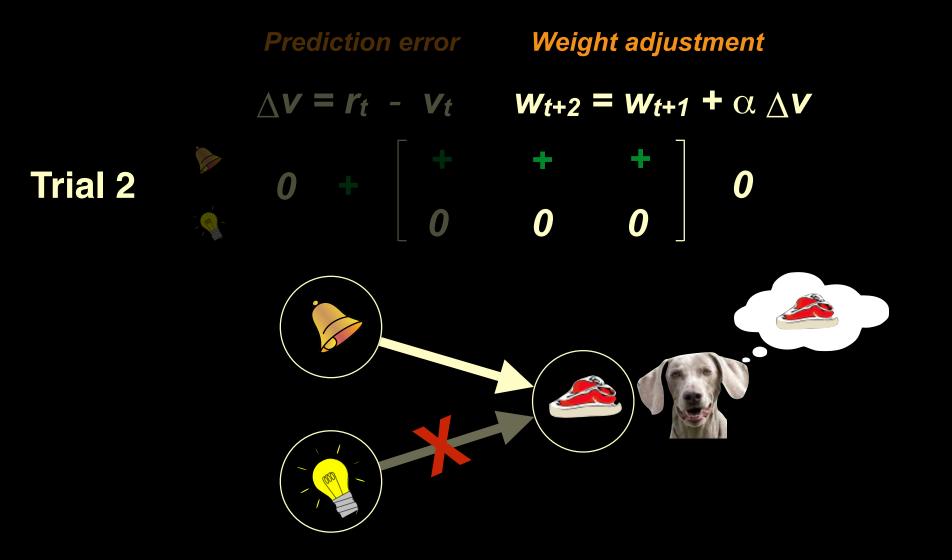


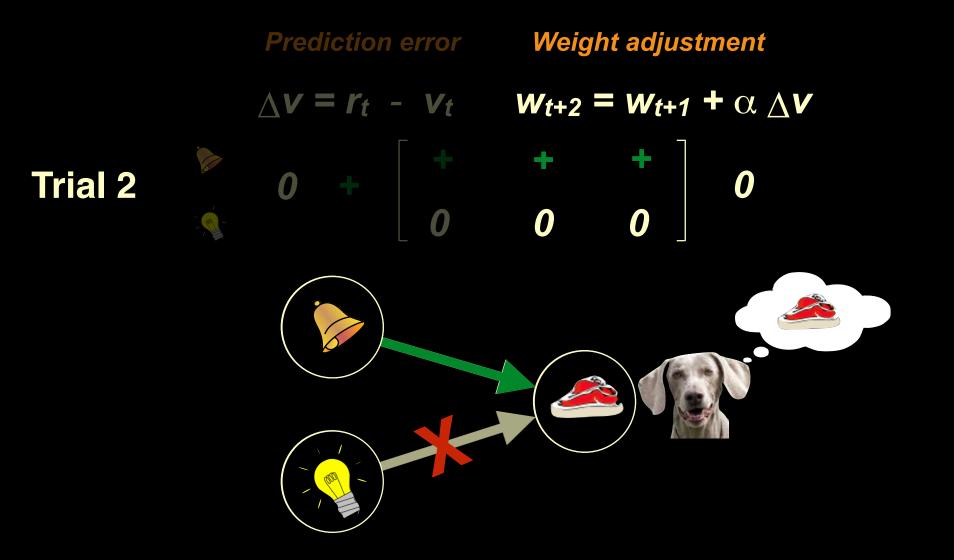












• Rescorla-Wagner Learning Rule

Prediction errorWeight adjustment $\Delta W_S = r_{s(t)} - W_{s(t)}$  $W_{s(t+1)} = W_{s(t)} + \alpha \Delta W_s$ 

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Prediction error Weight adjustment

 $\alpha$   $r_{s(t)}$  -  $W_{s(t)}$ 

Rescorla-Wagner Learning Rule

Prediction error Weight adjustment

 $\mathbf{W}_{S(t+1)} = \mathbf{W}_{S(t)} + \alpha \mathbf{r}_{S(t)} - \alpha \mathbf{W}_{S(t)})$ 

Rescorla-Wagner Learning Rule

Prediction error Weight adjustment

 $\mathbf{W}_{S(t+1)} = \mathbf{W}_{S(t)} - \alpha \mathbf{W}_{S(t)} + \alpha \mathbf{r}_{S(t)}$ 

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 $\mathbf{W}_{s(t+1)} = (1 - \alpha) \mathbf{W}_{s(t)} + \alpha \mathbf{r}_{s(t)})$ 

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Learn to predict rewards by averaging:

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Prediction error

Weight adjustment

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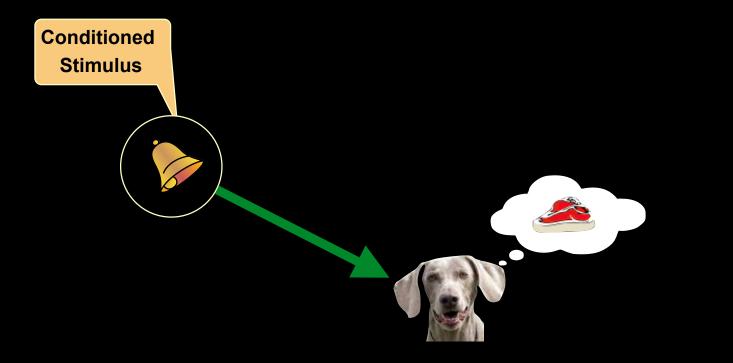
Learn to predict rewards by averaging: learned predictions

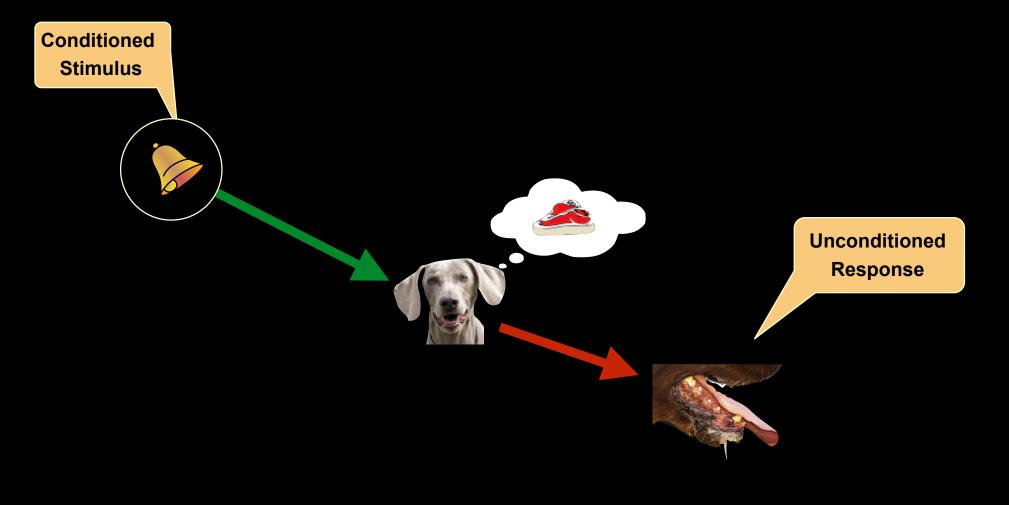
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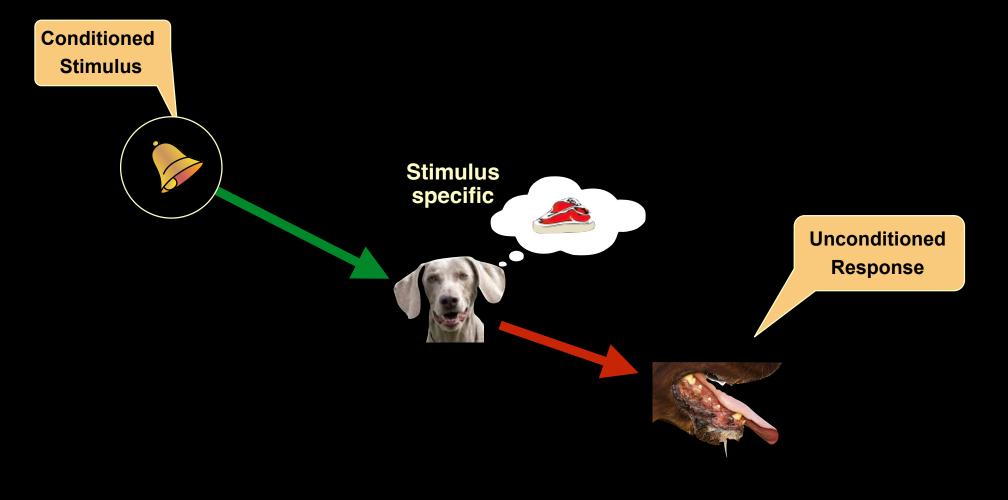
Prediction error

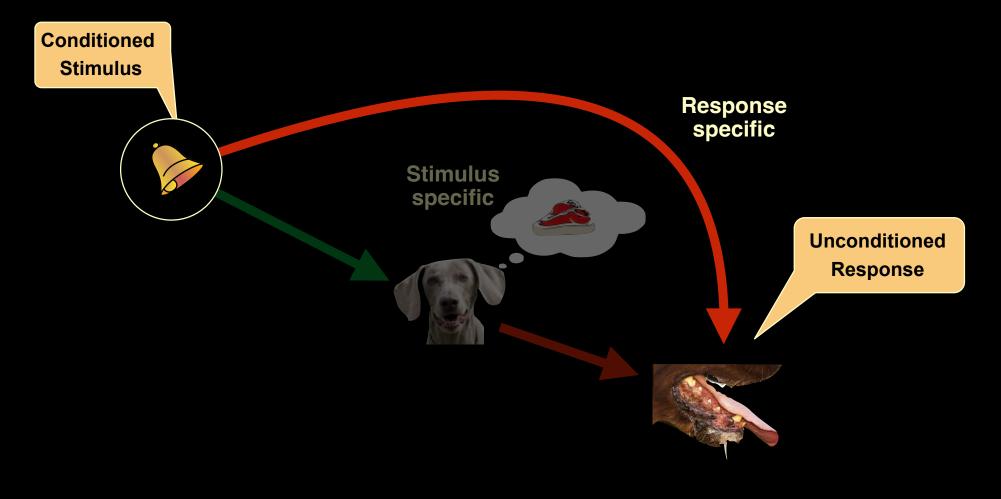
Weight adjustment

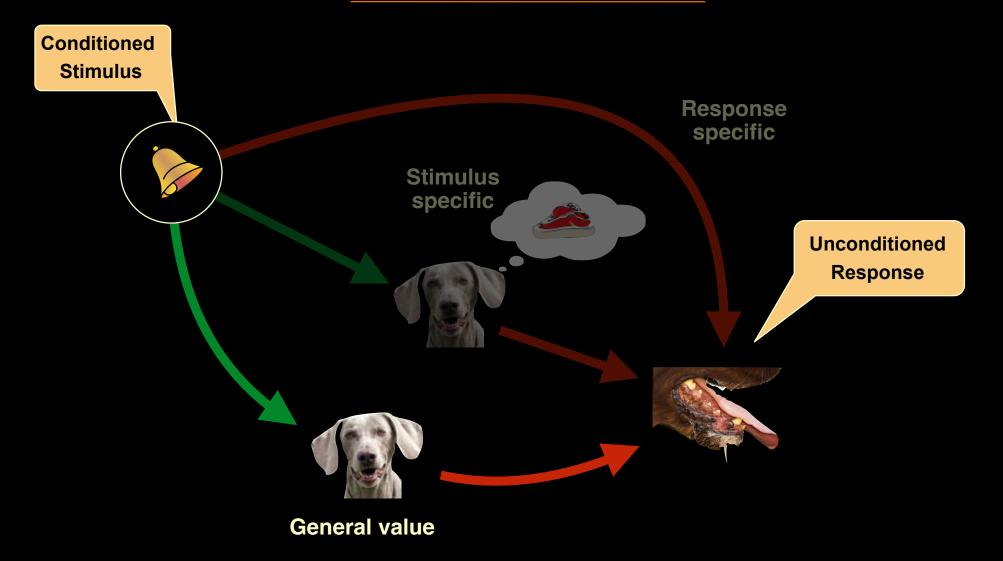
 $w_{s(t+1)} = (1-\alpha) w_{s(t)} + \alpha r_{s(t)}$ Learn to predict rewards by averaging: learned predictions with present reward -







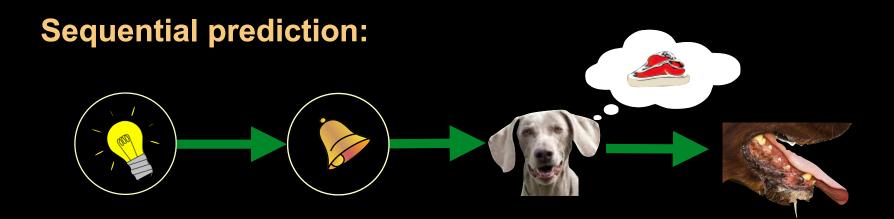


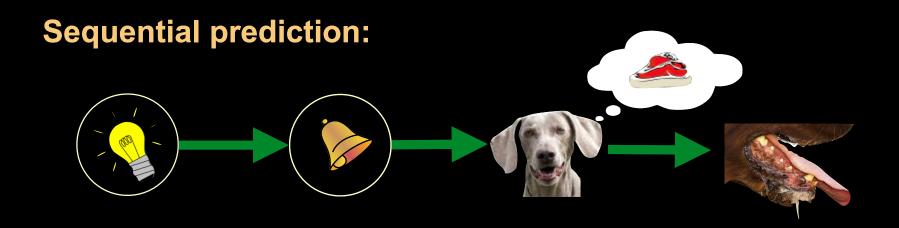


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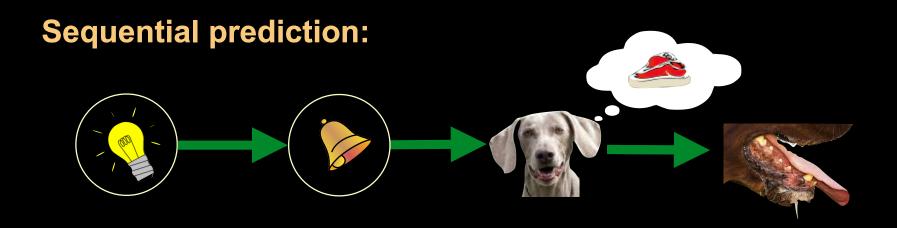
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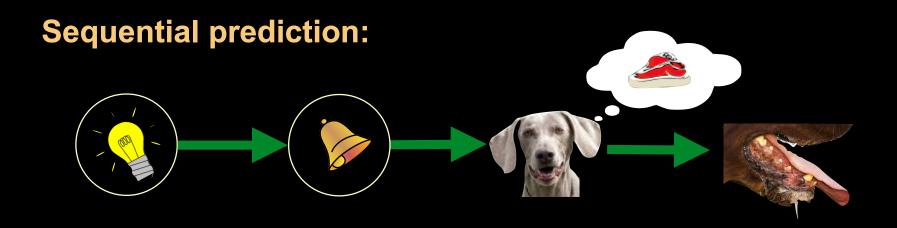
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# **Supervised Learning: Scalar**

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- Simple Prediction
  - Rescorla-Wagner Rule
- Stimulus-Action Associations Actor-critic model, Q Learning

#### Sequence Prediction

- Method of Temporal Differences (TD)
- Model-Free vs. Model-Based RL
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**Prediction error** 

Weight adjustment

#### **Rescorla-Wagner:**

$$\Delta \boldsymbol{w}_{s} = \boldsymbol{r}_{s(t)} - \boldsymbol{w}_{s(t)}$$

 $W_{s(t+1)} = W_{s(t)} + \alpha \Delta W_s$ 

Predict current reward:  $W_{S(t)} = \Gamma_{S(t)}$ 

**Prediction error** 

Weight adjustment

#### **Rescorla-Wagner:**

Predict current reward:  $W_{S(t)} = \Gamma_{S(t)}$ 

$$\Delta w_{s} = r_{s(t)} - w_{s(t)}$$
Currently
predicted

reward

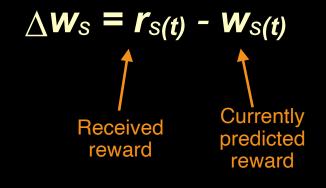
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**Prediction error** 

Weight adjustment

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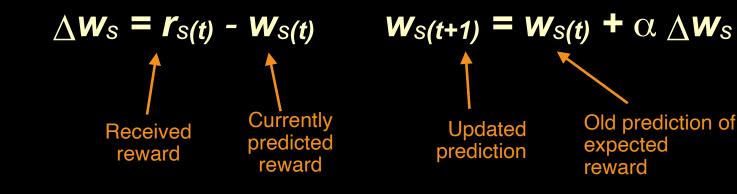
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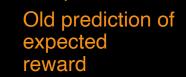
#### **Prediction error**

#### Weight adjustment

#### **Rescorla-Wagner:**

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#### **Prediction error**

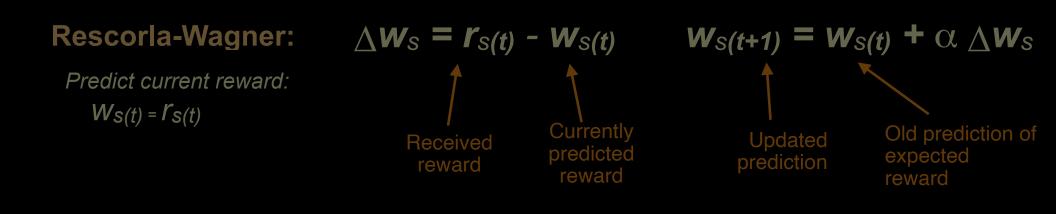
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#### **Temporal Difference:** (Sutton & Barto, 1981) Predict all future rewards: $W_{s}(t) = \Gamma_{s}(t) + \Gamma_{s}(t+1) + \Gamma_{s}(t+2) + ...$ $= \Gamma_{s}(t) + W_{s}(t+1)$ [Bellman equation] by updating existing ("OLD") predictions

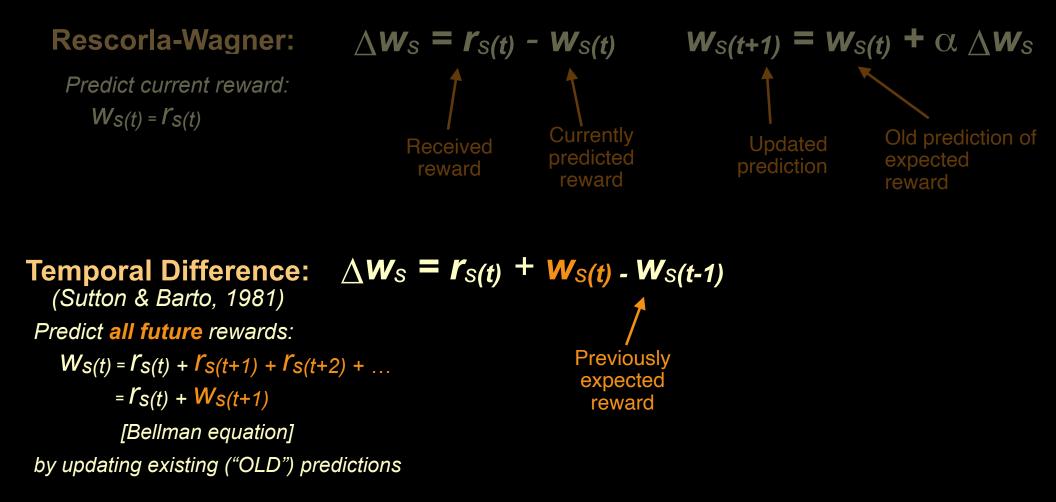
#### **Prediction error**

#### Weight adjustment

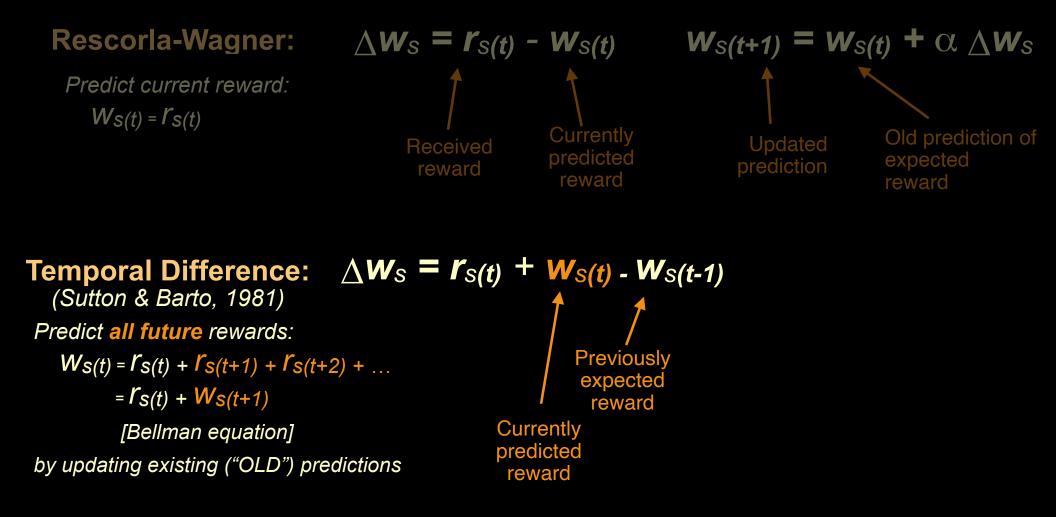


**Temporal Difference:**  $\Delta W_s = r_{s(t)} + W_{s(t)} - W_{s(t-1)}$ (Sutton & Barto, 1981) Predict all future rewards:  $W_{s(t)} = r_{s(t)} + r_{s(t+1)} + r_{s(t+2)} + \dots$  $= r_{s(t)} + W_{s(t+1)}$ [Bellman equation] by updating existing ("OLD") predictions

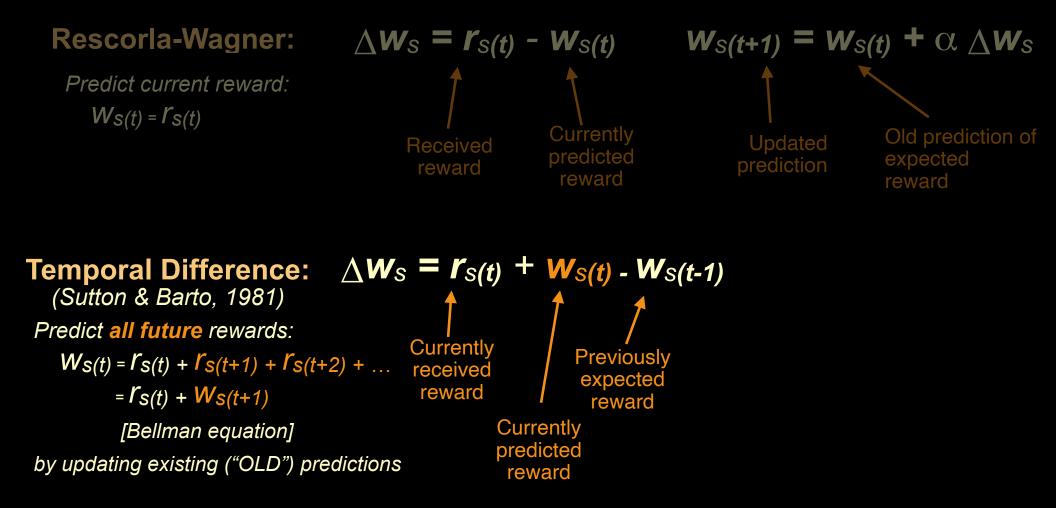
#### **Prediction error**



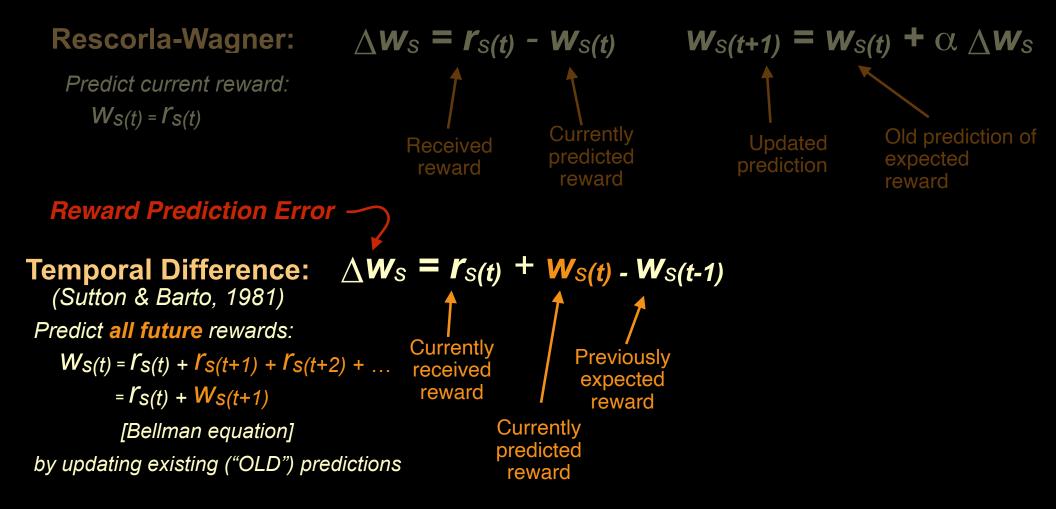
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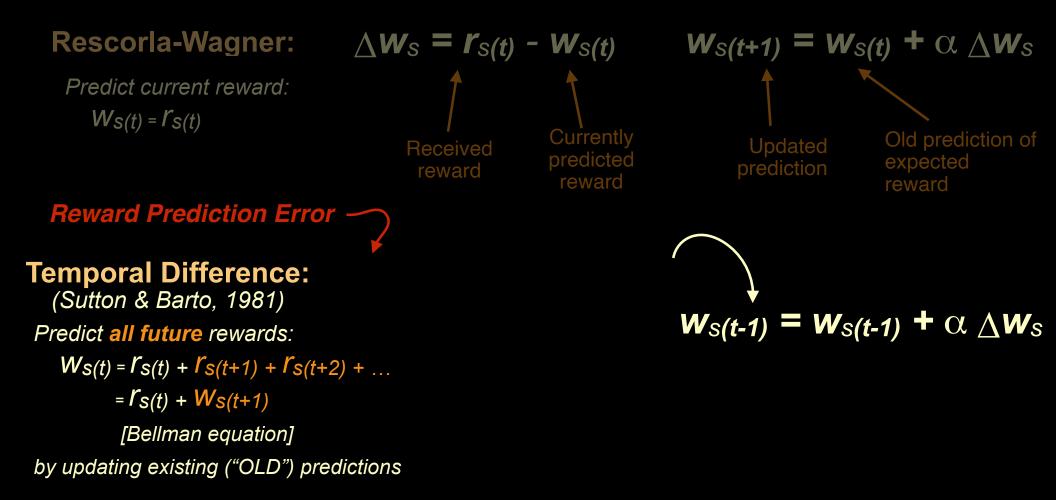
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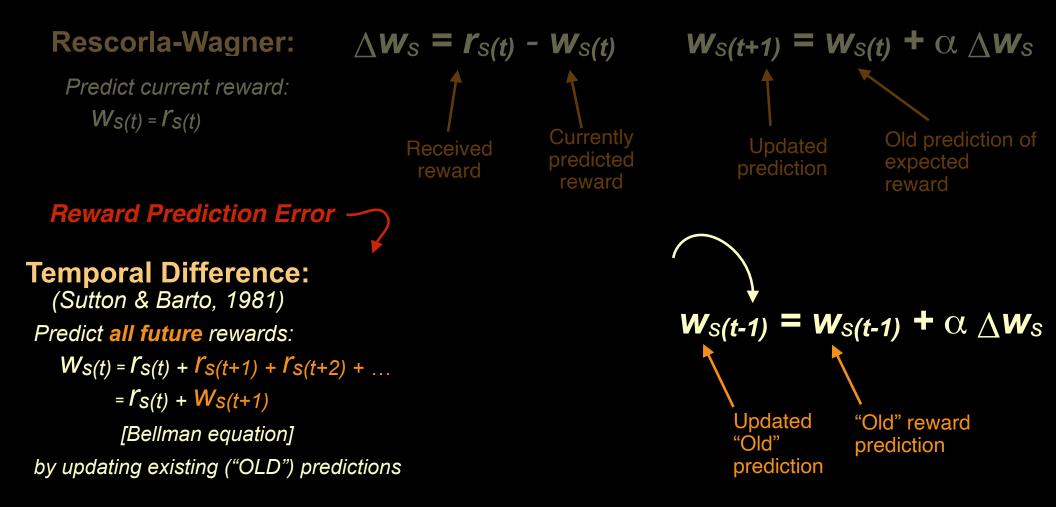
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#### **Prediction error**



• Overall logic:

#### • Overall logic:

- Want:  $V_s(t) = r_s(t)$  (predicted value in state s at time t)

#### • Overall logic:

- Error signal:  $\delta(t) = r_s(t) - V_s(t)$  (observed minus predicted)

#### • Overall logic:

- Update:  $V_s(t+1) \leftarrow V_s(t) + \varepsilon * \delta(t)$ 

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- **Predictions** are weights that designate exepcted value:

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#### • Predictions:

- Implicit, not "active"

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#### • Predictions:

- Conditional (i.e., from a given state) not general

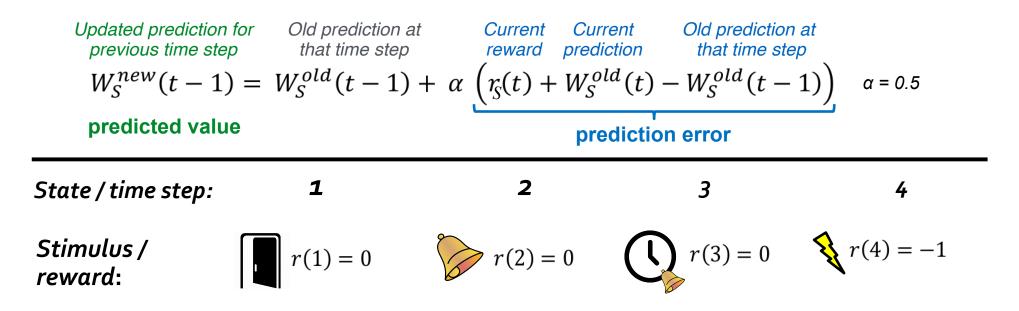
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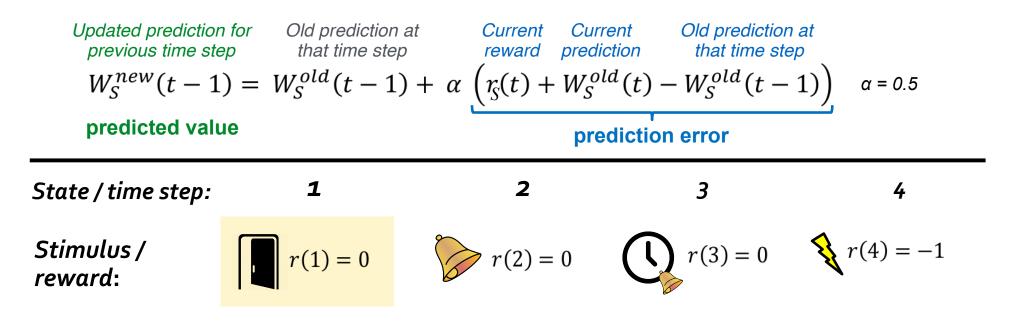
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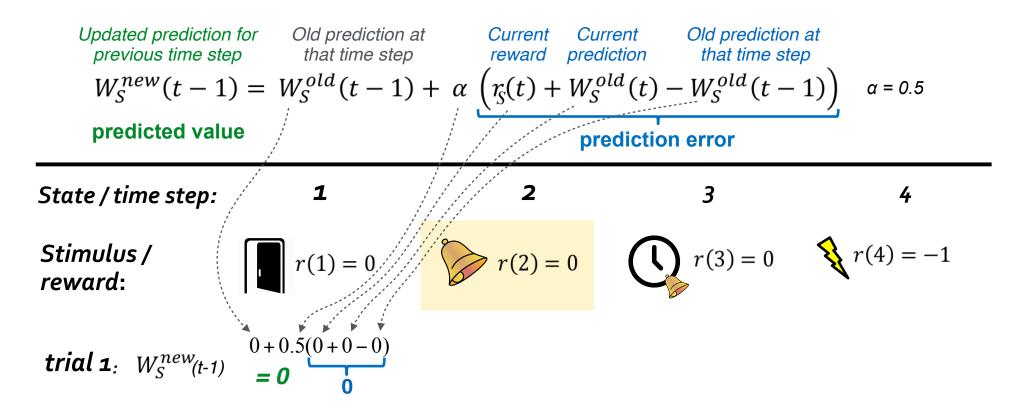
Normally think of prediction as something active, but easier to think about them here as weights so you can think about existing ones you would make in a given state

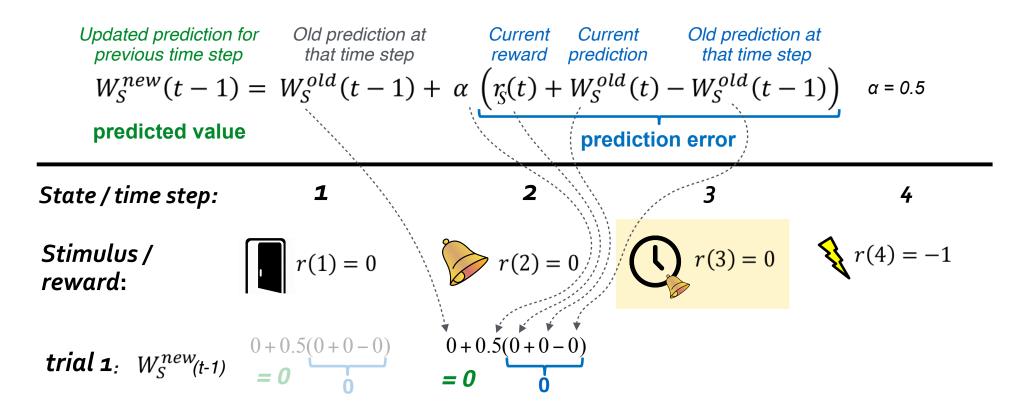
# **Temporal Difference Learning**

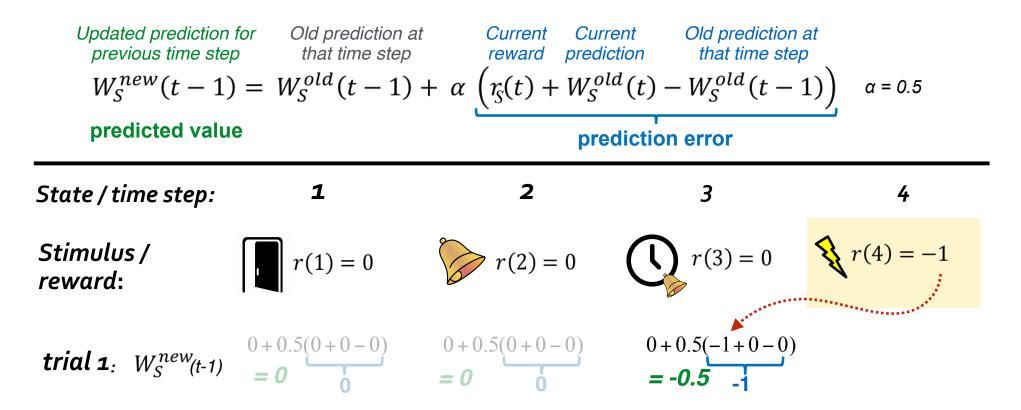


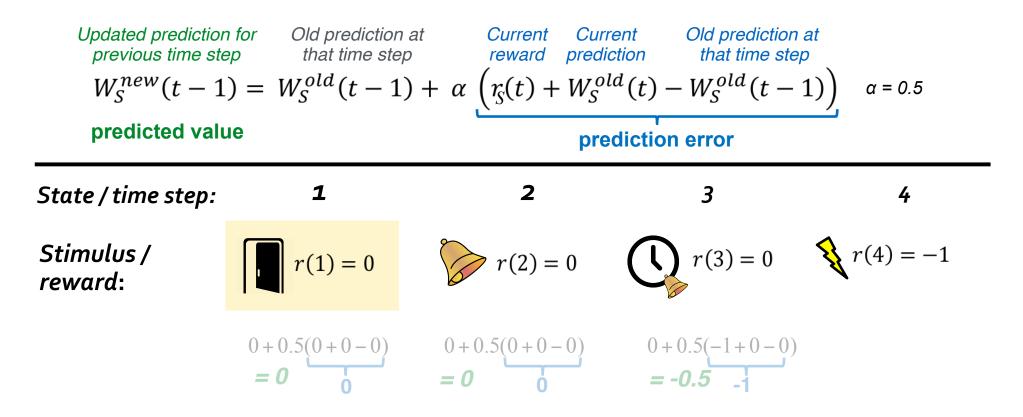


trial 1:  $W_S^{new}(t-1)$ 

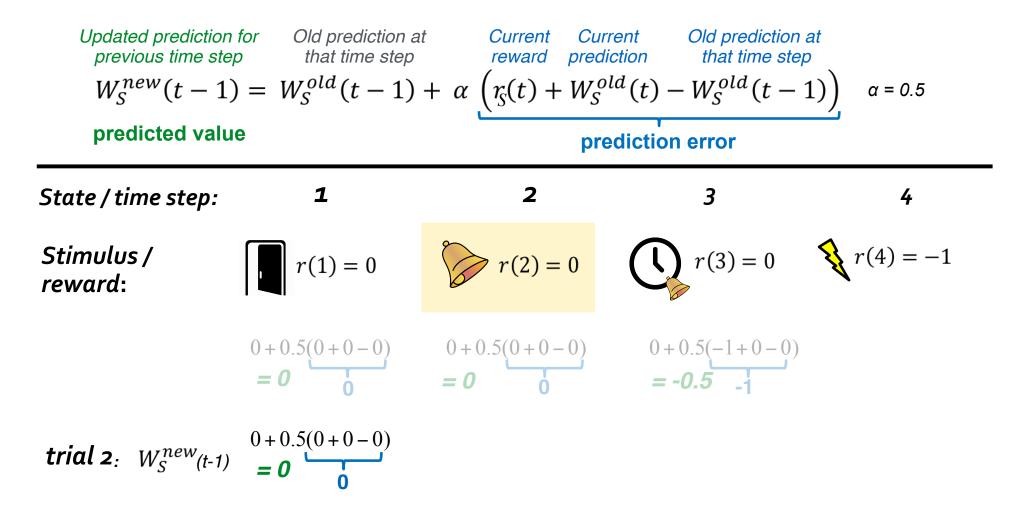


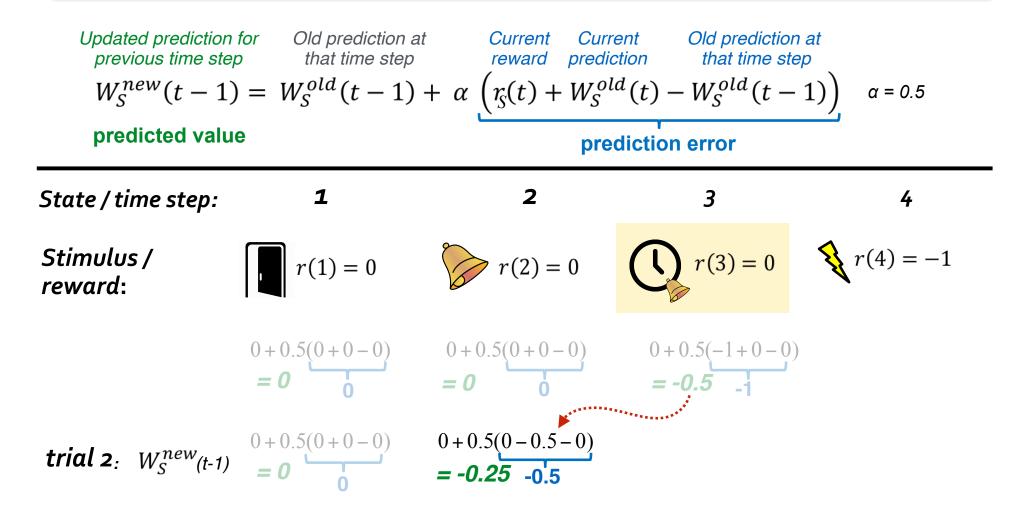


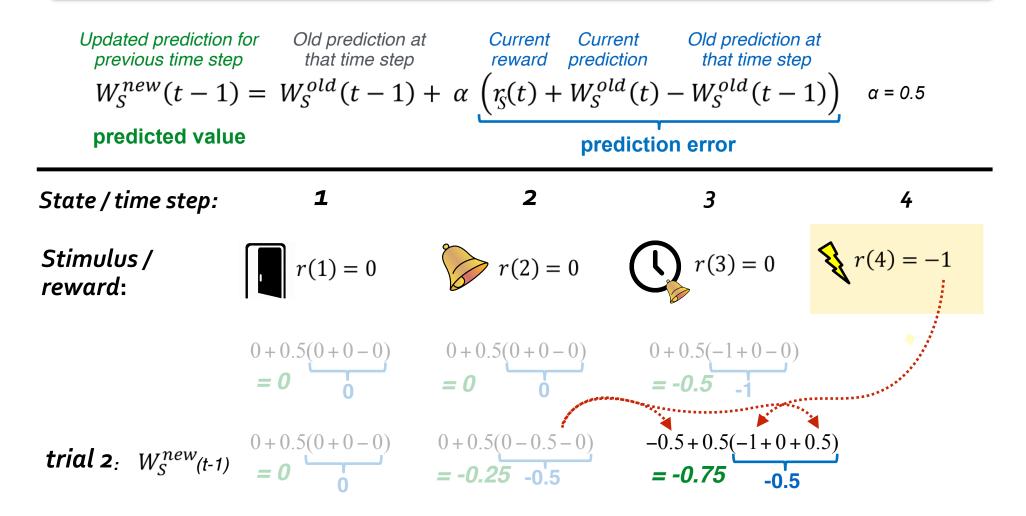


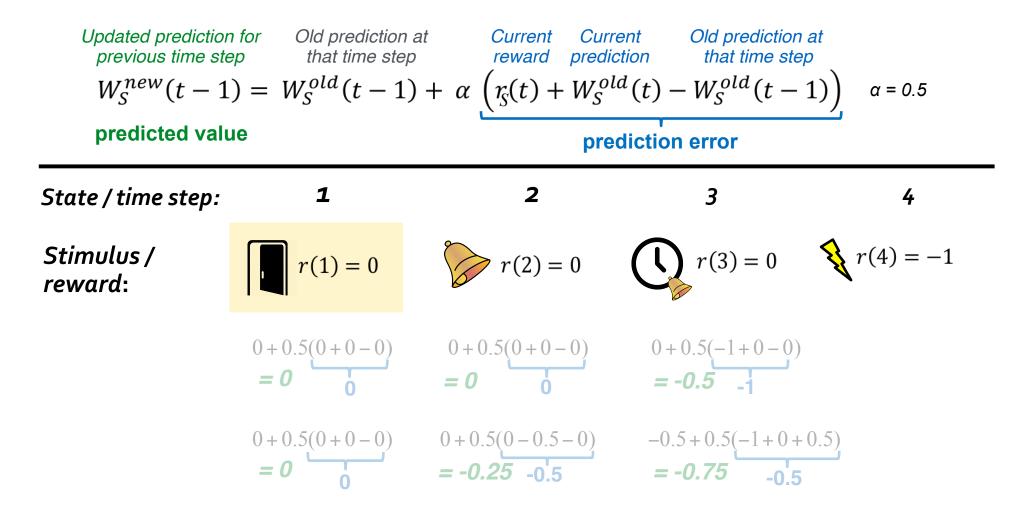


trial 2:  $W_S^{new}(t-1)$ 

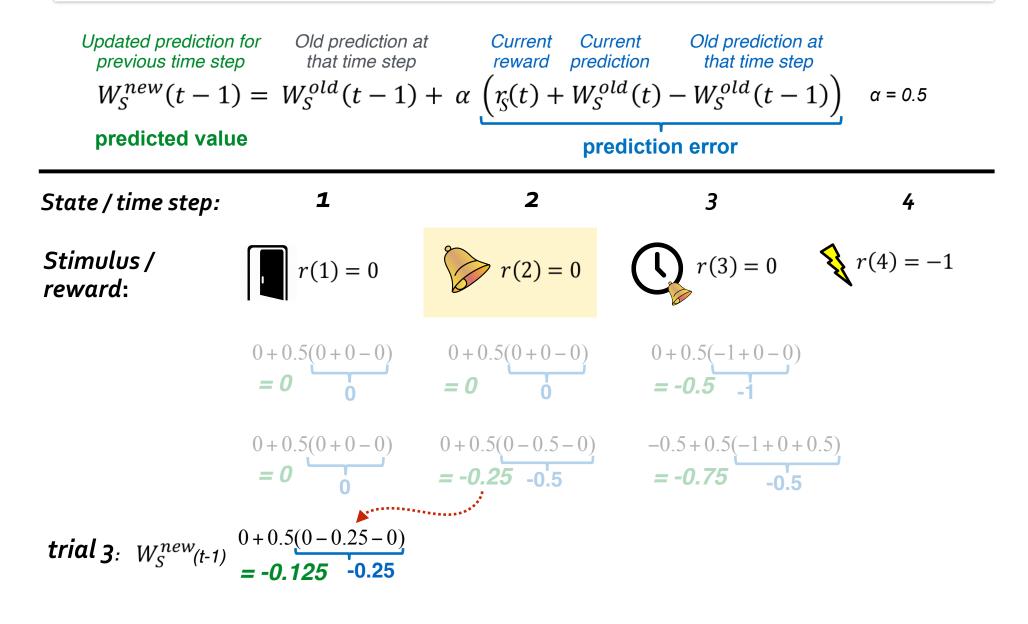


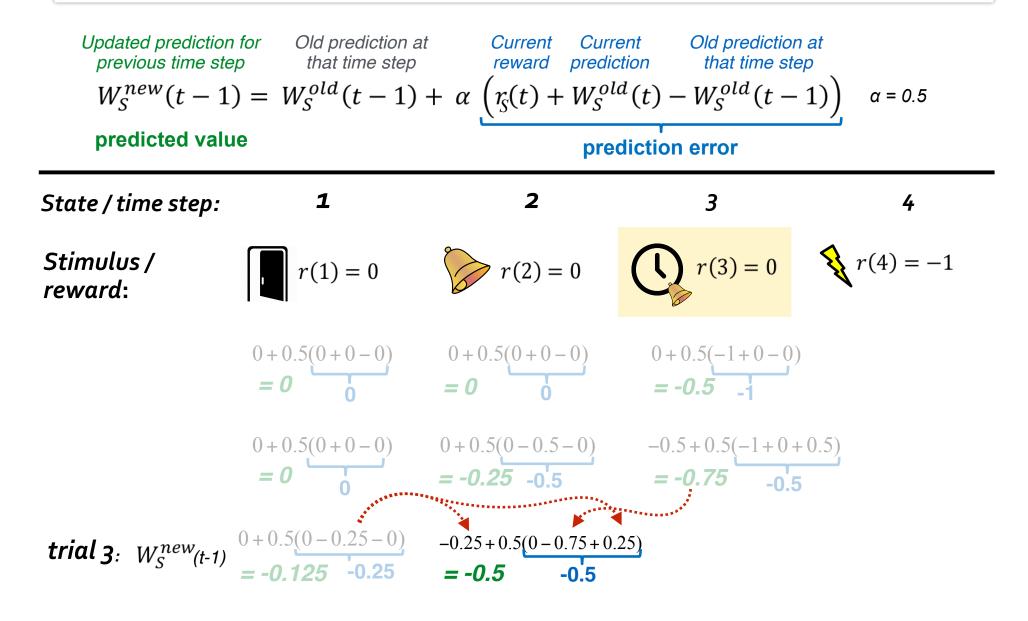


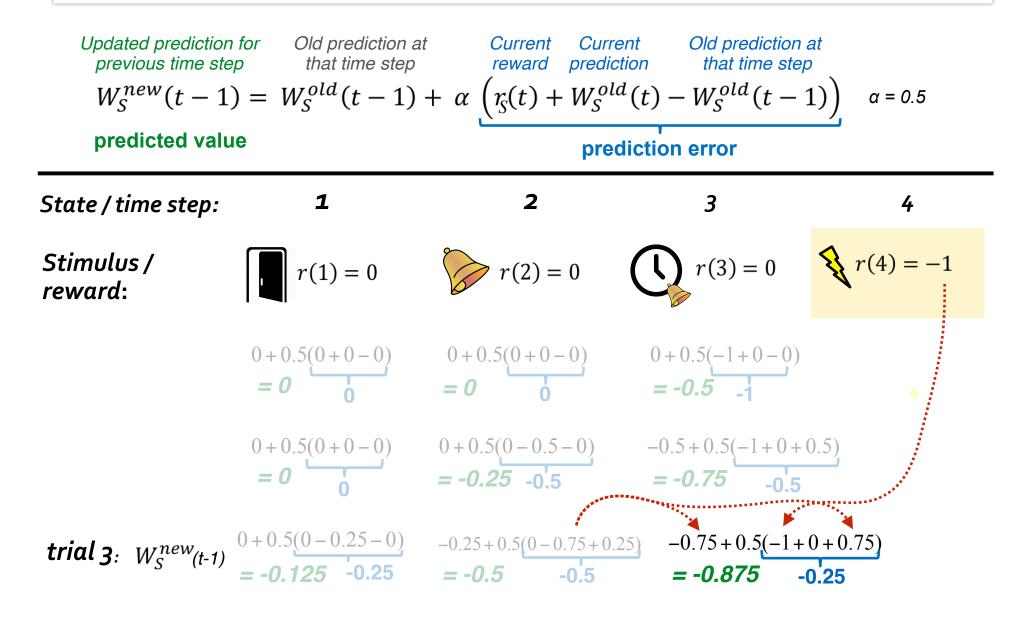




*trial 3*:  $W_S^{new}(t-1)$ 





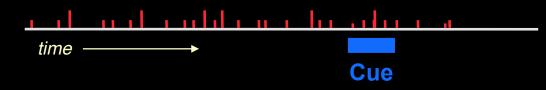


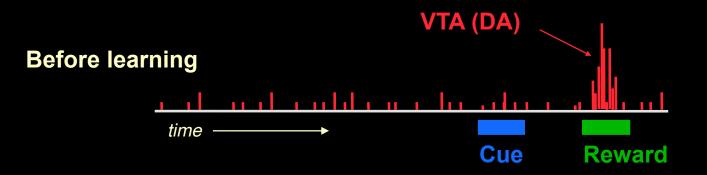
Schulz, 1993; Montague, Dayan & Sejnowski, 1996

**Before learning** 

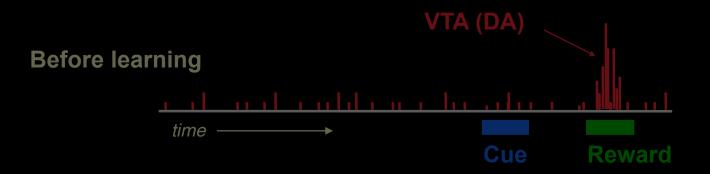
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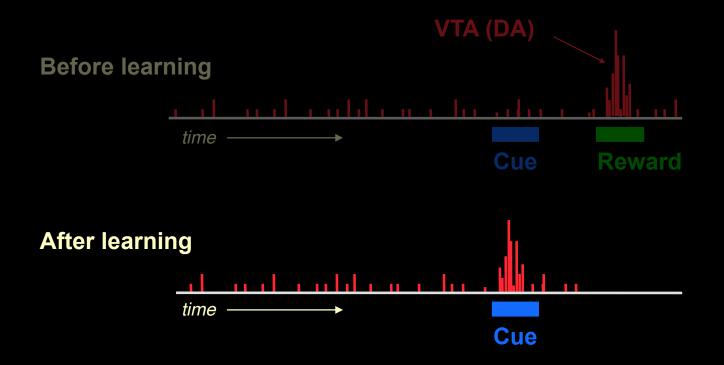


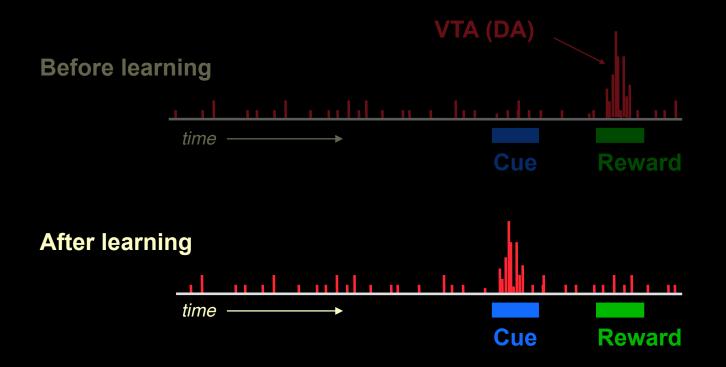
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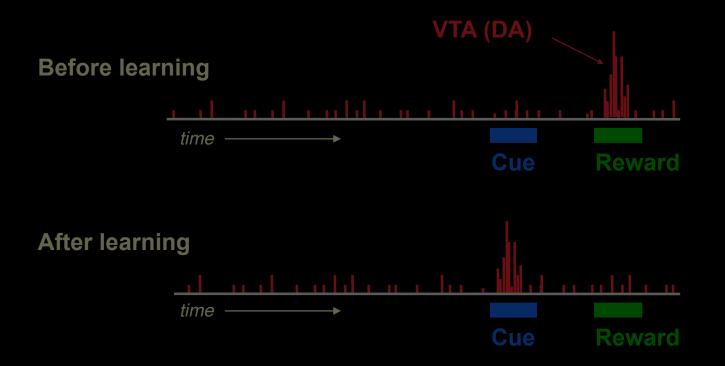
After learning





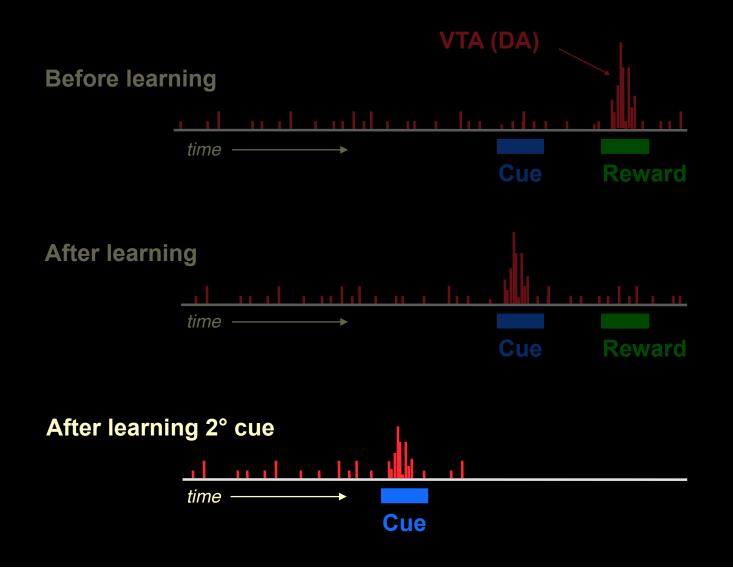


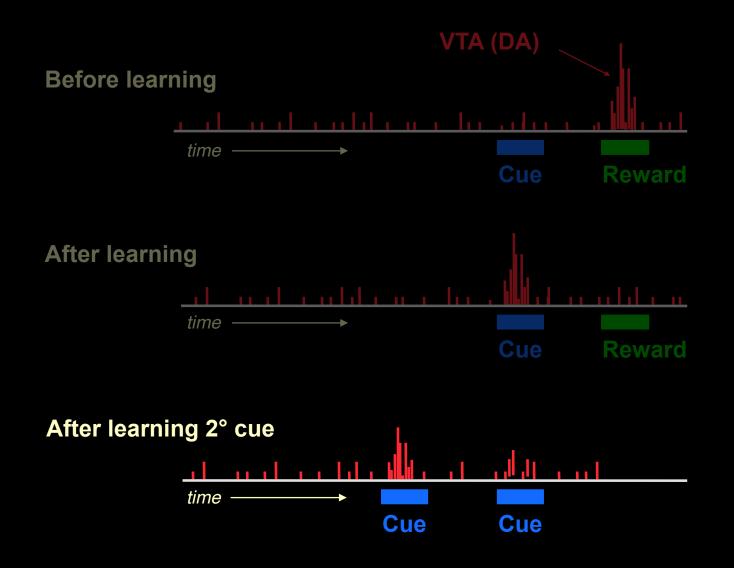
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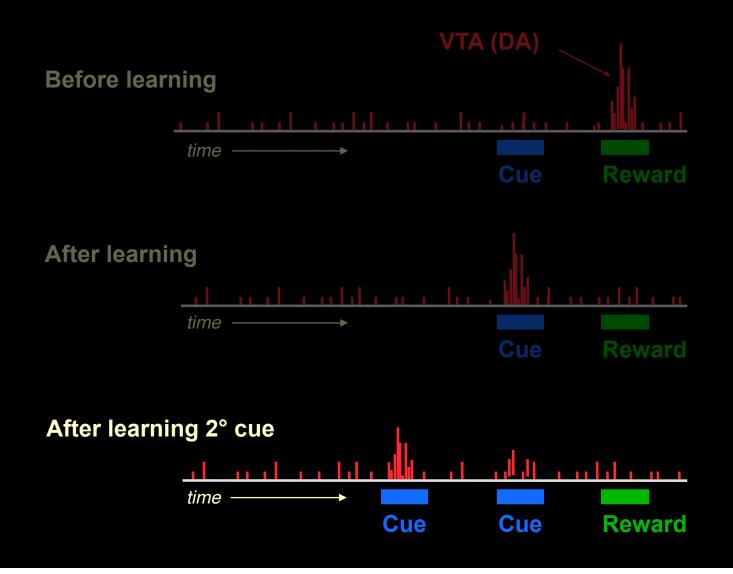


After learning 2° cue









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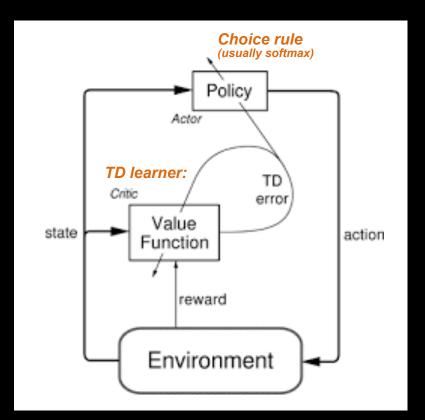
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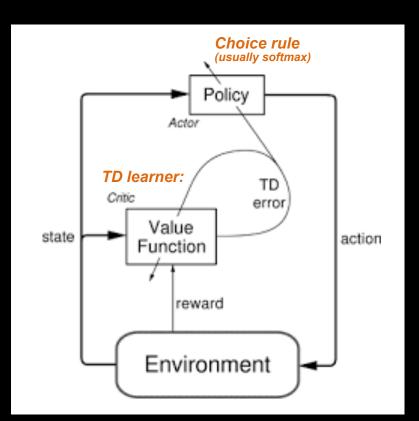
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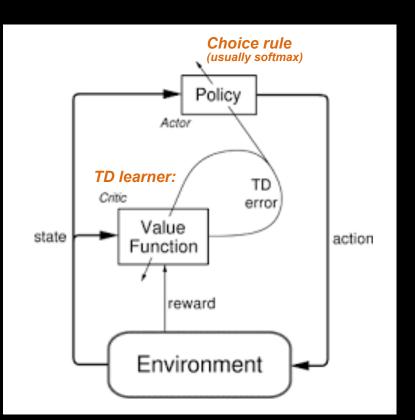


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  - Gating and LSTMs...







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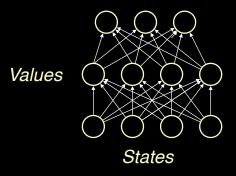
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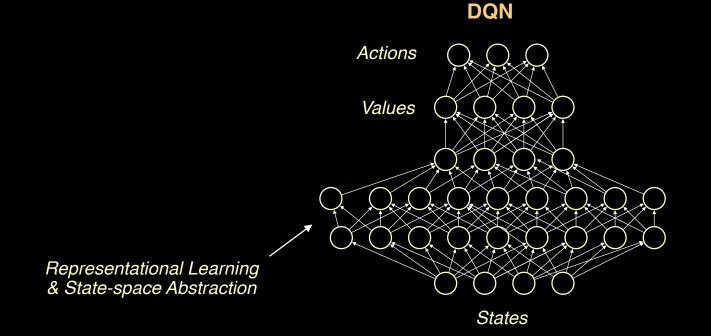
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#### **Standard RL**

Actions

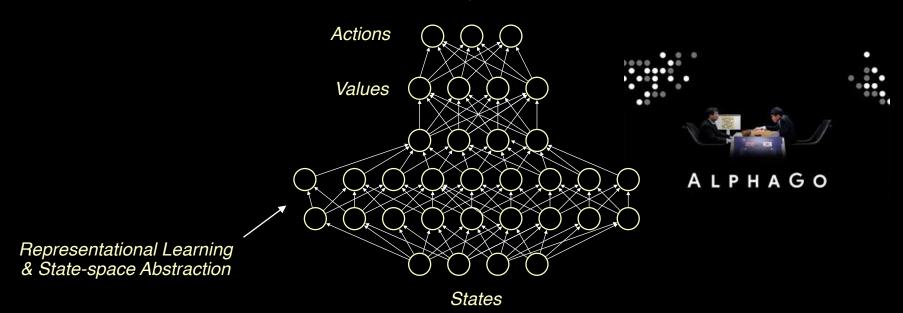


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# **Supervised Learning: Scalar**

### • Conditioning

- Simple Prediction
  - Rescorla-Wagner Rule
- Stimulus-Action Associations Actor-critic model, Q Learning

### Sequence Prediction

- Method of Temporal Differences (TD)
- Model-Free vs. Model-Based RL

### Challenges

- Curse of dimensionality
  - State space abstraction
  - Hierarchical RL: policies and options

#### - Explore-exploit

Meta-control