-	Psychology 452
И	leek 5: Perceptrons And
	Animal Learning
Mat	homotical Modela
•Mat	hematical Models Of Conditioning
	•Rescorla-Wagner •Logical Neuron
•Equ	ivalence Between Models
	•Empirical •Formal
Tho	Percentron Paradox

Course Trajectory

Weeks 1-3 Basics of three architectures (DAM,
perceptron, MLP)
Weeks 4-6 Cognitive science of DAMs and perceptrons
Week 7 Connectionism and Cognitive Psychology
Weeks 8-10 Interpreting MLPs
Weeks 11-13 Case studies (interpretations, applications, architectures)





Mathematical Models

"From the first efforts toward psychological measurement, investigators have had in mind the goal of making progress toward generality in psychological theory by developing quantities analogous to mass, charge, and the like in physics and showing that laws and principals formulated in terms of these derive quantities would have greater generality than those formulated in terms



Professor Emeritus, Psychology, Indiana University

Properties				
Property	Mathematical Models			
Analyses of existing data	Yes			
Linear transformation	Usually not			
Goodness of fit	Yes			
Yields surprises	Maybe			
Behaves	No			

Hull's Law For Growth Of S-R Habits

- "The essential nature of the learning process may, however, be stated quite simply... the process of learning consists in the strengthening of certain of these connections as contrasted with others, or in the setting up of quite new connections" (Hull, 1943).
 - The physiological limit or maximum (M),
 The ordinal number (N) of the reinforcement producing a given increment to the habit strength (gH_R),
 - $({}_{g}H_{R})$, - The constant factor (f) according to which a portion $(\Delta_{g}H_{R})$ of the unrealized potentiality is transferred to the actual habit strength ata given reinforcement.
- Over trials, the law becomes:
- $\Delta_{S}H_{R} = f(M _{S}H_{R})$



 ${}_{S}^{N}H_{R} = M - Me^{-N\log(\frac{1}{1-f})}$





- CS does not occur in a vacuum
- CS appears in the context of numerous other stimuli
- Context, and previous training, can interfere with the desired learning of the CS



 This is nicely demonstrated by Kamin's blocking phenomenon



Explaining Blocking

"Organisms only learn when events violate their expectations. Certain expectations are built up about events following a stimulus context; expectations initiated by the complex and its component stimuli are then only modified when consequent events disagree with the composite expectation" (Rescorla & Wagner, 1972)



Re	escoria and Wagner used a
m	athematical model to make $\Lambda V = \alpha \left(2 V \right)$
th	eir "cognitive" account more $\Delta V_{(t)} - \alpha (\lambda - V_{(t)})$
rig	gorous
-	ΔV _(t) - Change in associative strength at time t
	V _(t) - Current associative strength of CS
	α - Salience of CS
	λ - Maximum associative strength possible

Multiple CSs
• The Rescorla-Wagner model can easily be
generalized to handle situations in which more
than one CS can be presented
• This is done by assuming that there is a total
associative strength that is the sum of the
components, and that the Rescorla-Wagner
equation can be selectively applied to each CS

$$\Sigma V = V_A + V_B + V_C$$

$$\Delta V_{A(t)} = \alpha_A (\lambda - \Sigma V_{(t)})$$



























Empirical Equivalences

- Dawson (2008) reports a number of experiments that have shown that integration devices can model many standard conditioning phenomena
 - Classical conditioning of individual stimuli
 - Behaviorally plausible acquisition and extinction curves
 - The effect of CS intensity on the rate of conditioning
 - The effect of US intensity on the rate of conditioning
 - · Associations to compound stimuli
 - The discrimination of compound stimuli from their components
 - Overshadowing
 - Blocking
 - Conditioned inhibition
 - · Renewal, or context-dependent extinction
 - Superconditioning

Formal Equivalence?

- Sutton and Barto proved the equivalence between a connectionist architecture and a psychological learning rule by translating the Rescorla-Wagner rule into the Widrow-Hoff rule
- A similar proof has been developed by Gluck
- These proofs assume that the activation function of the output unit is linear!







Nonlinear Proof				
$\Delta V_{i(t)} = \alpha_i \left(\lambda \cdot US - \Sigma V_{(t)} \right) \cdot CS_i$	Rescoria-Wagner Rule			
$\Delta V_{i(t)} = \alpha_i \left(\lambda \cdot US - \lambda \cdot f(net_j)_{(t)} \right) \cdot a_i$	Substitute for total association			
$\Delta V_{i(t)} = \alpha_i \cdot \lambda \cdot (US - f(net_j)_{(t)}) \cdot a_i$ = $\alpha_i \cdot \lambda \cdot (US - a_{j_{(t)}}) \cdot a_i$	Move shared terms outside parentheses			
$\Delta V_{i(t)} = \eta \cdot \left(US - a_{j(t)} \right) \cdot a_i$	Simplify constants			
$\Delta w_{ij} = \eta \cdot \delta_j \cdot a_i$ $= \eta \cdot (t_j - a_j) \cdot a_i$	If US indicates presence, then the equation above is identical to the delta rule, but now for a nonlinear system!			







Paradoxical Result: Overexpectation

- Let CS_A and CS_B be independently paired with a US. Then, the two CSs are presented as a compound and are paired with the US.
- Overexpectation is defined as occurring when there is reduced responding (relative to a control) to CS_A and CS_B as individual stimuli following the training on the compound stimulus.
- Prediction of this effect was a triumph of the Rescorla-Wagner model
- Dawson and Spetch (2005) argued that the overexpectation effect will not be produced in an integration device, and supported this argument with simulation results



Why Does The Paradox Occur?

- The perceptron paradox arises because integration devices were not just mathematical models of changes in
- of changes in associative strength, but were simulations that had to behave
- Therefore, associative strength must be converted into a response
- The Rescorla-Wagner model is mute with respect to how associative strength becomes behavior

Property	Mathematical Models	Computer Simulations
Analyses of existing data	Yes	Possibly
Linear transformation	Usually not	Usually not
Goodness of fit	Yes	Yes, but nonstandard
Yields surprises	Maybe	Hopefully
Behaves	No	Yes

