



- · Nathaniel: models of competition



- · biologically significant outcome (r: reward or punishment)
- · present L; monitor behaviour - preparatory (approach, withdrawal) - consummatory (eating)
- evolutionary `prior' bias/variance























expected uncertainty - ignorance

 $\mathbf{w} \sim \mathcal{N}\left[\widehat{\mathbf{w}}, \mathsf{diag}(\sigma_i^2)\right]$

- amygdala, cholinergic basal forebrain for conditioning
- basal forebrain for top-down attentional allocation?
 unexpected uncertainty `set' change
- noradrenergic locus coeruleus
- unexpected uncertainty 'state' change – noradrenergic locus coeruleus
- · part opponent; part synergistic interaction



Pavlovian Conditioning

- evolutionary prior

 amoebae don't learn to absorb food!
- Pavlovian/instrumental competition
 +ve : negative automaintenance; chicks in a looking glass world
 -ve : depressive realism

 conditioning
 output model
 striatum/PFC?
 update model
 unexpected uncertainty for change: (NE)
 uncertainty-dependent learning rates: (ACh)
 beckwards blocking: (?)
 decision model
 action system competition: (ACh?)
 reinforcement learning (DA, 5HT)

