

## Adaptation of rats to a volatile hidden Markov model for reward collection

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In an environment where sensory evidence indicates reward location, while a non-sensory, hidden probabilistic structure simultaneously imposes reward location likelihood, how will the two information channels interact in the brain? We developed a two-alternative forced-choice foraging task, where matching the probabilistic environment promotes reward collection. Rats initiate each trial at a central nose-poke. Then they withdraw and select the right or left reward spout based on the estimated likelihood of a reward being on that side. We manipulated the probability ( $p$ ) of the baited side on trial  $n$  being the same as on trial  $n-1$ , following a Markov model with two states (right/left). Informed gambling can optimize gains. Two conditions,  $p=0.8$  and  $p=0.2$ , were tested in separate daily sessions. Rats learned to align their left/right transition likelihood according to  $p$ . To maximize rewards, rats developed a “win-stick lose-switch” strategy for  $p=0.8$  and the opposite strategy, “win-switch lose-stick”, for  $p=0.2$ . While the after-win behavior was fully optimal (“win-stick” for  $p=0.8$  and “win-switch” for  $p=0.2$ ), the after-lose behavior was less consistent, suggesting that rewarded trials provided stronger confirmation of strategy than did non-rewarded trials. Reaction times provided evidence of the subjects’ awareness of the correct strategy: in both conditions, rats were faster –commonly taken as a sign of confidence –when they responded by employing the optimal strategy. When  $p$  is changed within a testing session, the rats flexibly adapt. Combining this foraging task with an overlapping perceptual task will shed light on the merging of congruent or incongruent forces in decision making.

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