

# BrainVation

Simulating the brain's  
motivational mechanism

Project Number - 22804  
Moderator - Dr. Cohen Sarel  
Moderator - Mr. George Kour  
Snir Dobo | Ido Kahlon | Romi Erez

# Introduction



## Goal

Help the researcher understand how the brain works



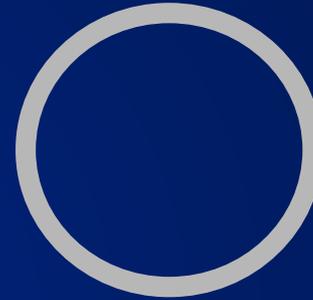
## How

Find the most similar artificial Brain to a rat in a motivational experiment



## Implementation

Simulating number of brains, train and compare by the likelihood of action



## Deep Learning method

Reinforcement learning



## Outcomes

Artificial brain parameters that represent the rat physical brain

## The research team



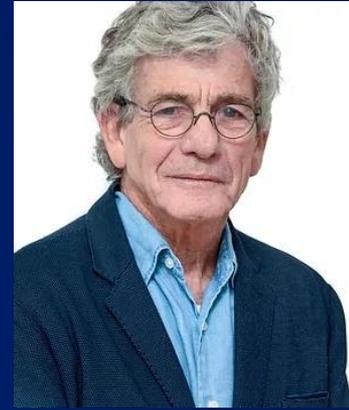
**George Kour**



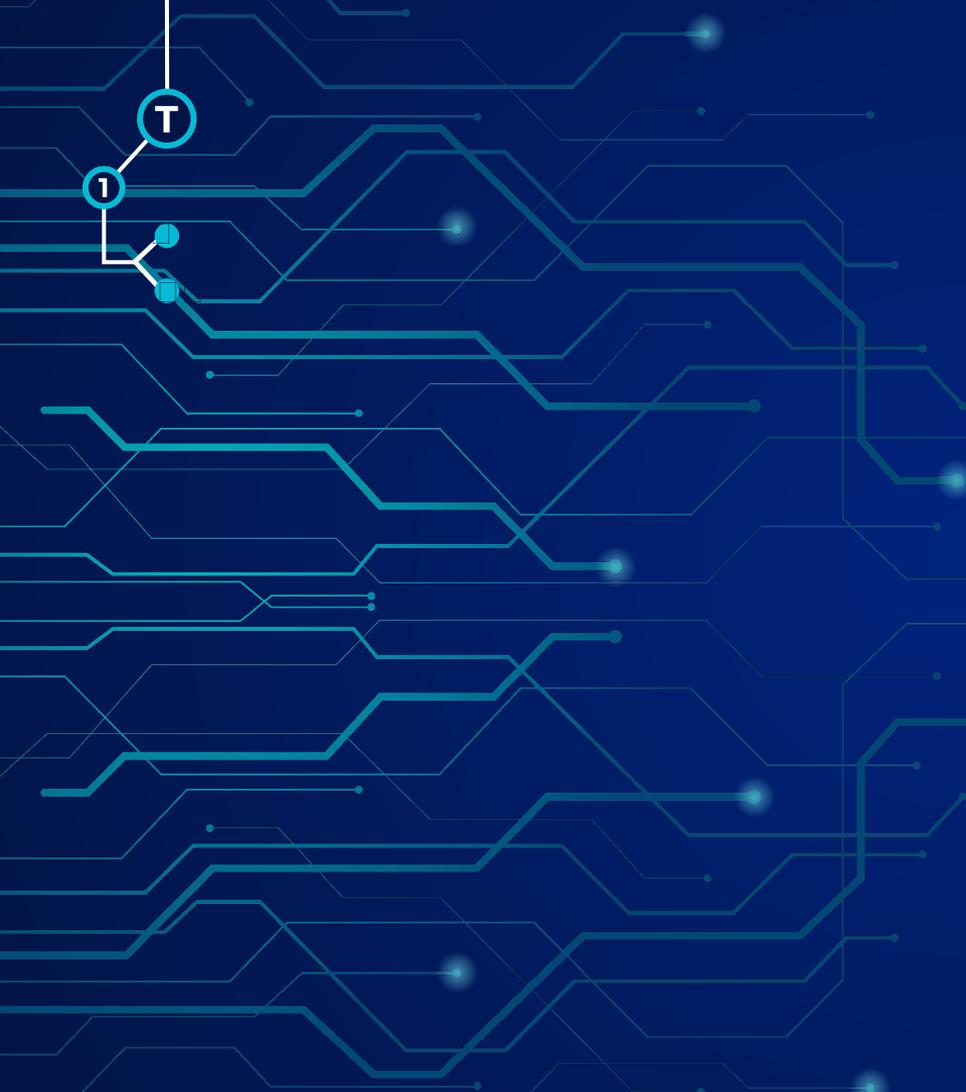
**Dr. Genela  
Morris**



**Dr. Sarel  
Cohen**



**Prof. Eilon  
Vaadia**



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01

# The research

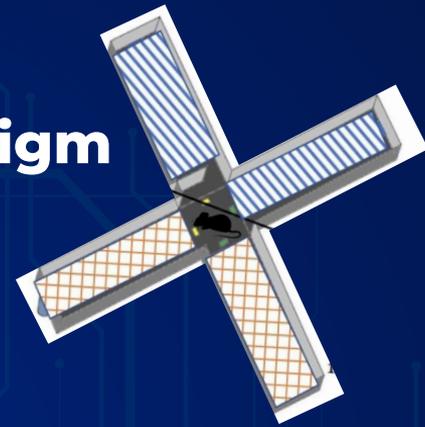


## Research Questions

### **How motivation affects learning?**

How do rules learned under one motivation transferred under two different motivation?

# The Experimental Paradigm



Food  
motivation +  
Odor 1

1



Interdimensional  
shift

Food  
motivation  
+ Odor 2

2



Motivational  
shift

Water  
motivation +  
Odor 2

3



Interdimensional  
& Motivational  
shift

Food  
motivation +  
Odor 1

4



extra  
Interdimensional  
shift

Spatial  
Food  
motivation

5





02

# The Project



01

**Data Preparation &  
brain exploration**

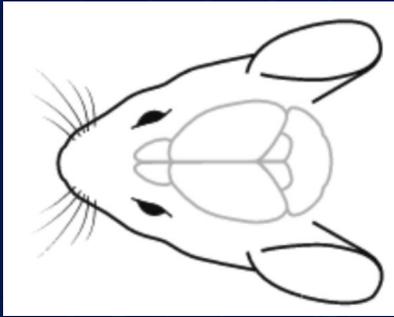
02

**Implementation**  
fitting the  
simulation on  
real animal data

03

**Investigation**  
Calculating the  
goodness-of-fit  
of artificial brain  
model

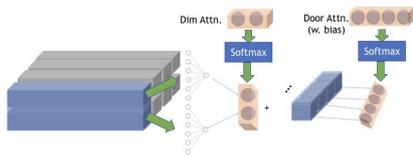
# Data Preparation & brain exploration



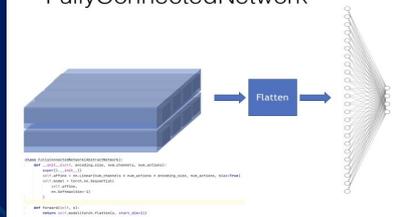
Explore the artificial brain and its parameters.

Generate the meaningful parameters to simulate the artificial brains.

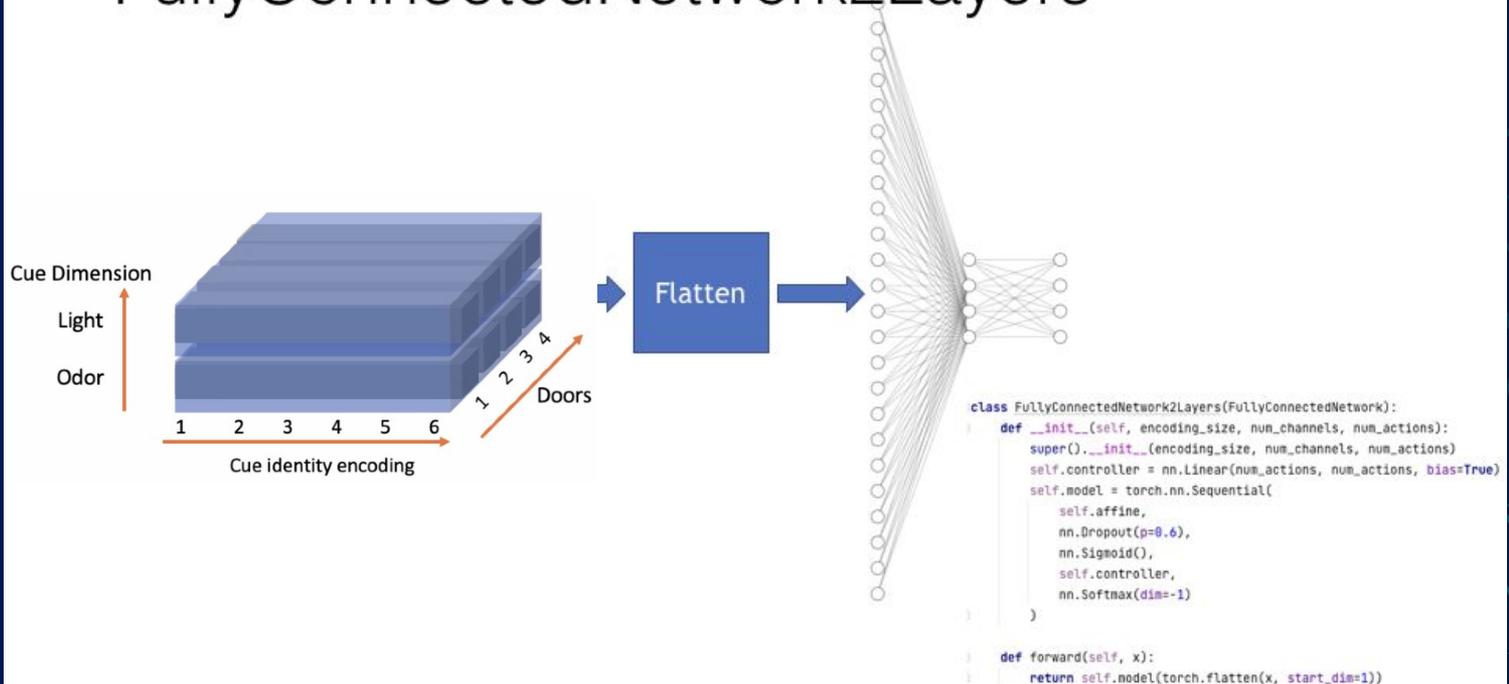
EfficientNetwork



FullyConnectedNetwork

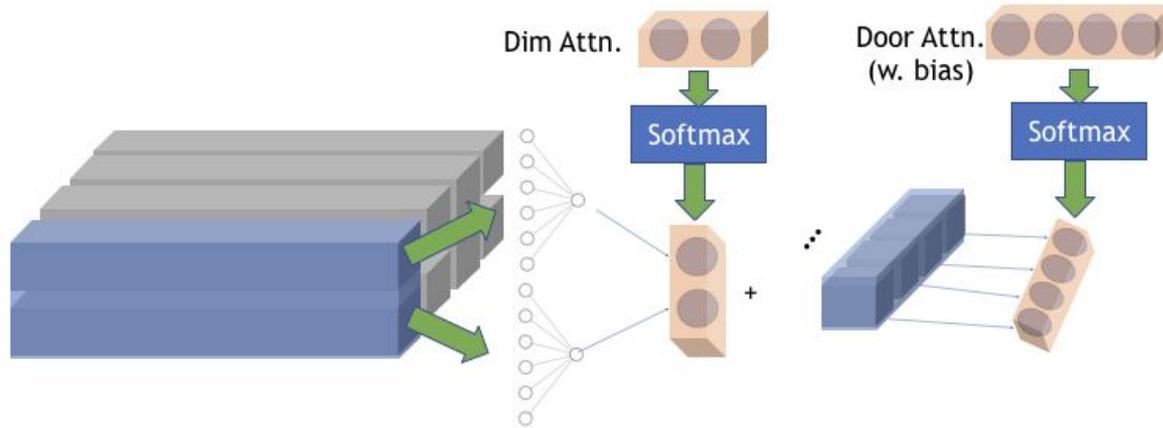


## FullyConnectedNetwork2Layers



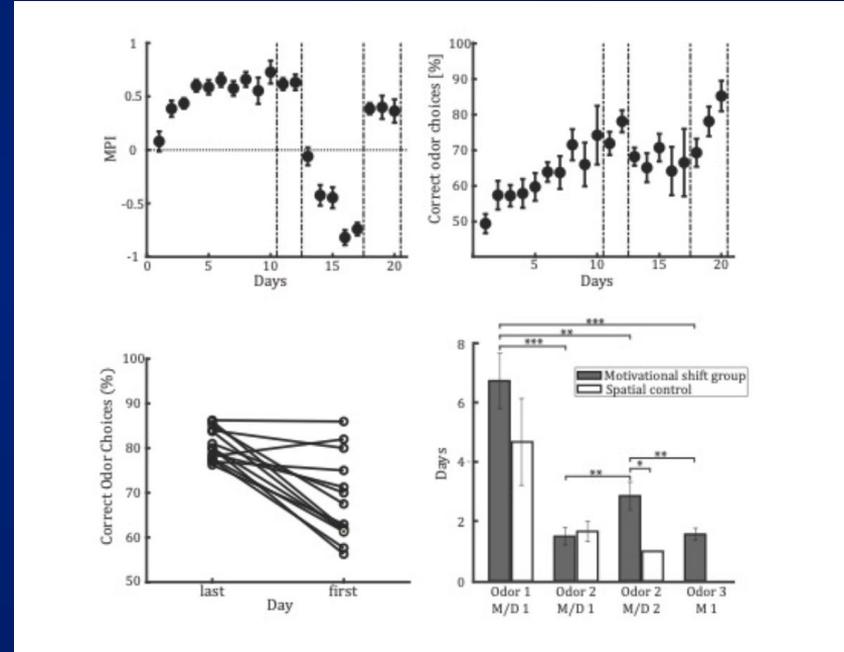
# Used Networks

## EfficientNetwork



# Implementation - Fitting the simulation on real animal data

Implement the off-policy reinforcement learning method by force the artificial brain to learn from the real animal data instead of learning by himself.



# Investigation - comparing the goodness-of-fit of artificial brain

Calculating the goodness-of-fit of each artificial brain **on trial by trial basis, by calculating the likelihood (probability) of the action of the** artificial to do the same action as the animal did.

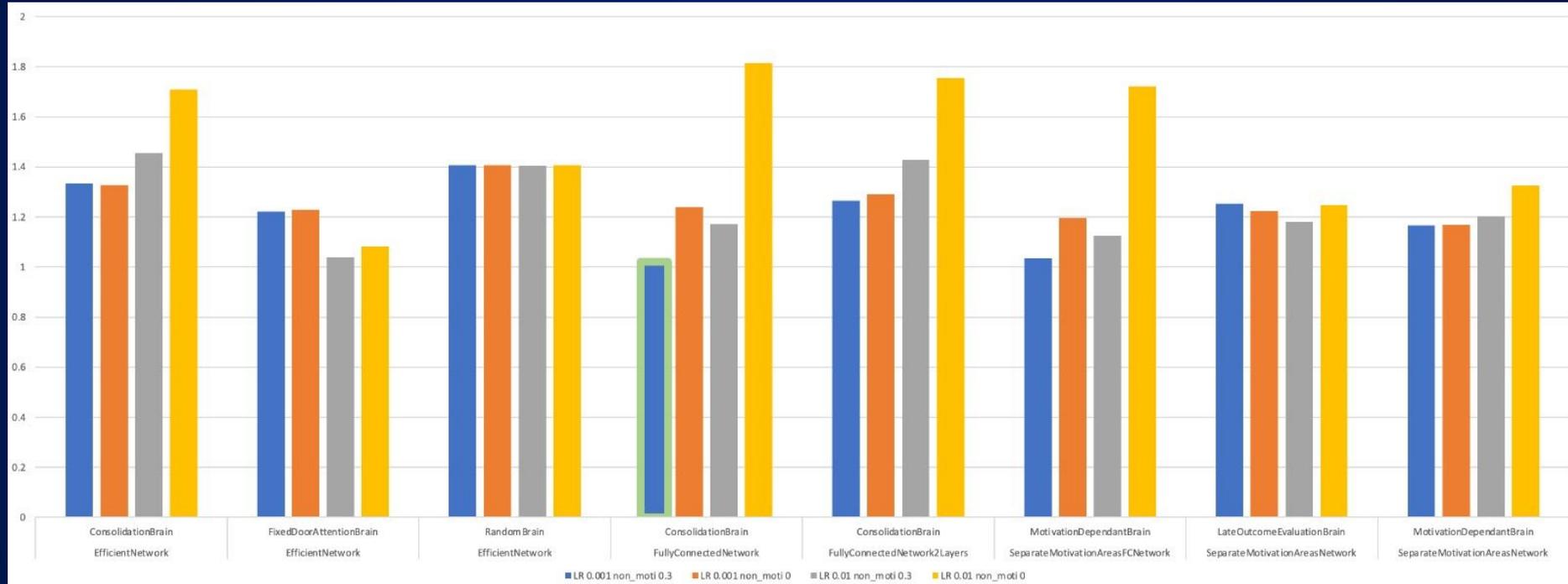
Row Labels	likelihood mean	likelihood std	network parameters
EfficientNetwork	2.280	0.369	22.000
BrainDQN	2.113	0.392	22.000
0	2.241	0.427	22.000
0.3	1.985	0.310	22.000
BrainDQNFxedDoorAttention	2.448	0.252	22.000
0	2.566	0.237	22.000
0.3	2.330	0.211	22.000
FullyConnectedNetwork	3.067	0.441	196.000
BrainDQN	3.063	0.447	196.000
0	3.442	0.207	196.000
0.3	2.684	0.261	196.000
DQN	3.076	0.435	196.000
0	3.441	0.191	196.000
0.3	2.712	0.270	196.000
FullyConnectedNetwork2Layers	2.400	0.287	216.000
BrainDQN	2.400	0.287	216.000
0	2.654	0.167	216.000
0.3	2.146	0.083	216.000
SeparateMotivationAreasNetwork	2.077	0.480	44.000
MotivationDependantBrainDQN	2.007	0.498	44.000
0	2.159	0.555	44.000
0.3	1.855	0.385	44.000
MotivationDependantBrainDQNLateOutcomeEvaluatio			
n	2.148	0.454	44.000
0	2.183	0.499	44.000
0.3	2.112	0.407	44.000

$$\ell(M) = -\frac{1}{T} \sum_{t=1}^T \log P(a_t | s_t; M, \theta_t)$$

# Results

learning_rate	0.001							
non_motivated_reward	0.3							
Row Labels	Average of average_likelihood_s1	Average of average_likelihood_s2	Average of average_likelihood_s3	Average of average_likelihood_s4	Average of average_likelihood_s5	Average of all stages likelihood		
[-] EfficientNetwork	<b>1.374853317</b>	<b>1.170238347</b>	<b>1.378966477</b>	<b>1.412489689</b>	<b>1.267197226</b>	1.320749011		
ConsolidationBrain	1.343787763	1.06394274	1.487759612	1.550333306	1.225795682	1.334323821		
FixedDoorAttentionBrain	1.375676617	1.040068577	1.234341638	1.284646958	1.169423043	1.220831367		
RandomBrain	1.40509557	1.406703724	1.414798182	1.402488802	1.406372954	1.407091846		
[-] FullyConnectedNetwork	<b>1.542460205</b>	<b>0.822371333</b>	<b>0.72886051</b>	<b>0.855133728</b>	<b>1.160396699</b>	<b>1.021844495</b>		
ConsolidationBrain	1.542460205	0.822371333	0.72886051	0.855133728	1.160396699	1.021844495		
[-] FullyConnectedNetwork2Layers	<b>1.161704704</b>	<b>0.832488617</b>	<b>1.470747833</b>	<b>1.51796708</b>	<b>1.346379135</b>	1.265857474		
ConsolidationBrain	1.161704704	0.832488617	1.470747833	1.51796708	1.346379135	1.265857474		
[-] SeparateMotivationAreasFCNetwork	<b>1.529929358</b>	<b>0.836133934</b>	<b>0.668367386</b>	<b>1.074973701</b>	<b>1.06498323</b>	1.034877522		
MotivationDependantBrain	1.529929358	0.836133934	0.668367386	1.074973701	1.06498323	1.034877522		
[-] SeparateMotivationAreasNetwork	<b>1.380324561</b>	<b>1.077177117</b>	<b>1.145137032</b>	<b>1.229751656</b>	<b>1.215334595</b>	1.209544992		
LateOutcomeEvaluationBrain	1.465877172	1.13940512	1.212840305	1.232472773	1.215970699	1.253313214		
MotivationDependantBrain	1.29477195	1.014949113	1.07743376	1.22703054	1.214698491	1.165776771		

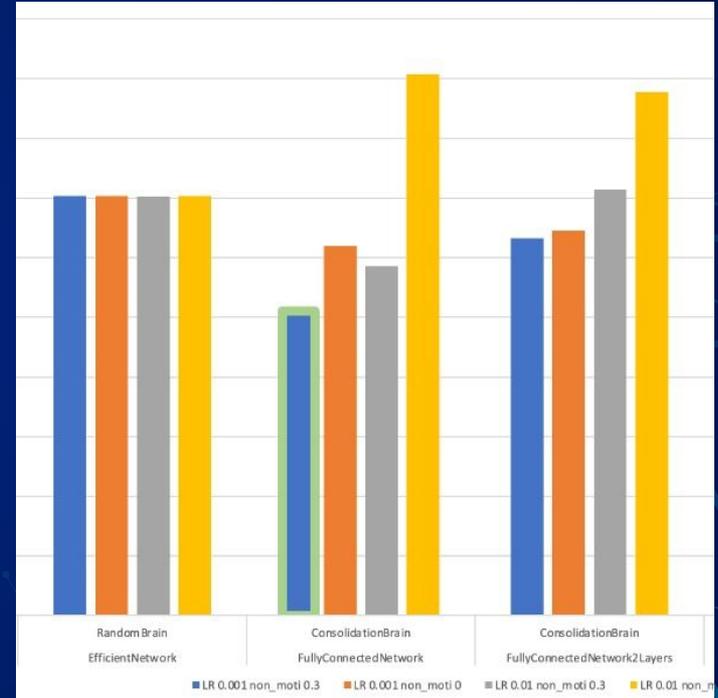
# Results



# Conclusions

The most similar artificial Brain to a rat in a motivational experiment

- ❑ Learning Rate - 0.001
- ❑ Non-motivated reward - 0.3
- ❑ Network - FullyConnectedNetwork
- ❑ Brain Type - Consolidation Brain



# Project Summary

Review the  
project code

Simulating  
Different brains  
by looping  
different  
parameters

Building DB for  
each animal in  
the Laboratory

Train the network  
by the animal  
actual actions

Evaluating each  
brain by their  
goodness of fit to  
the animal data

“

**The team was an important part of the research, their contribution was the first and massive data analysis which is one of the most massive part of the research**

George Kour, research scientist, project moderator



**Thank You!**