

Introduction

Category structures and neural mechanisms of learning

- A popular dual systems theory of category learning posits that the layout of categories in space drives neural mechanisms supporting learning.
- Rule-Based (RB) categories are thought to require selective attention to individual stimulus dimensions and Information-Integration (II) require pre-decisional integration across multiple dimensions (Ashby et al., 1998; Ashby & Maddox, 2011; Yi & Chandrasekaran, 2016).

Assumption of independence of perceptual dimensions

- Underlying psychological representations of simple visual input dimensions are well understood, but many dimensions are not as independent (Garner, 1974; Roark & Holt, 2019; Scharinger et al., 2013).
- In a simulation experiment, we investigate the effect of prior experience on subsequent learning of 'RB' and 'II' category structures to understand how psychological representations influence learning.

Neural Network Methods

Network Architecture

- Representation training: autoencoder with 20-unit sensory input, 10-unit hidden perceptual representation layer and 20-unit autoencoder output layers (Figure 1).
- Category learning: additional category decision output layer (2 units representing the two categories).

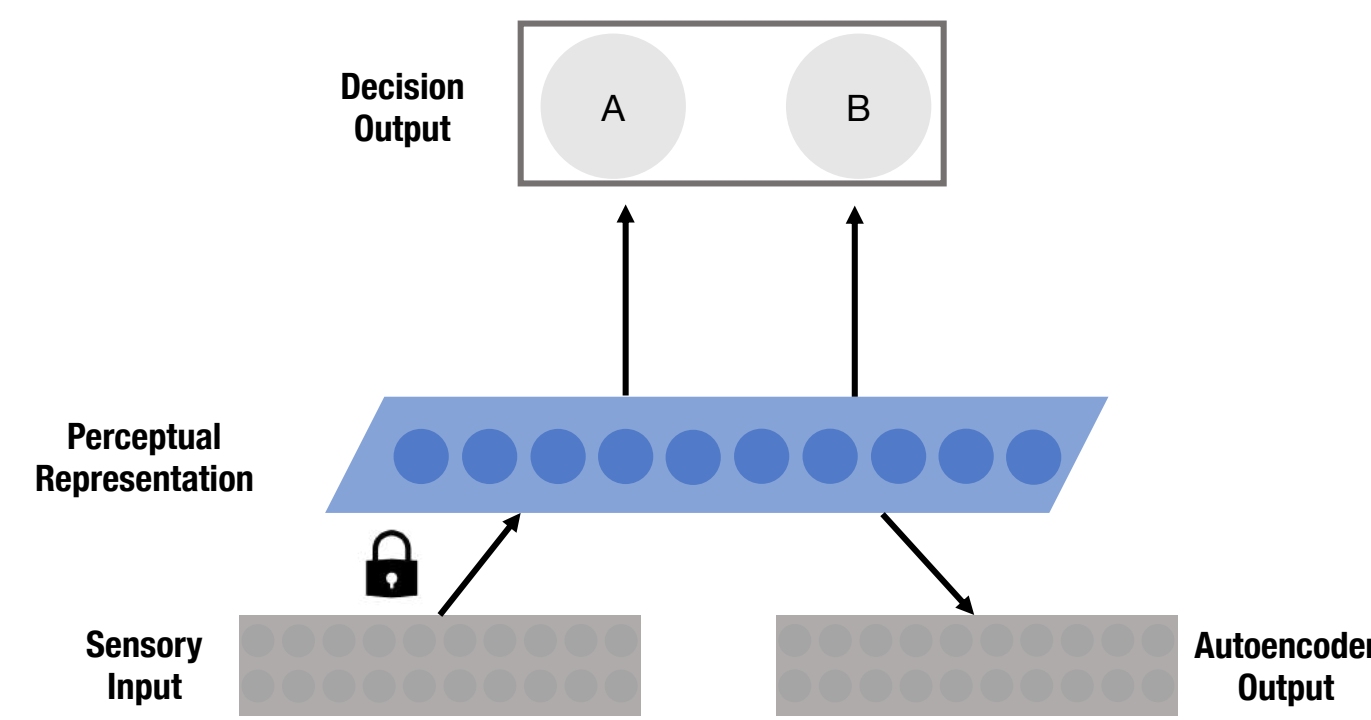


Figure 1. Layout of network architecture.

Representation Training

- Trained the network on five types of stimulus distributions representing five possible hypothetical relations between dimensions (Figure 2).

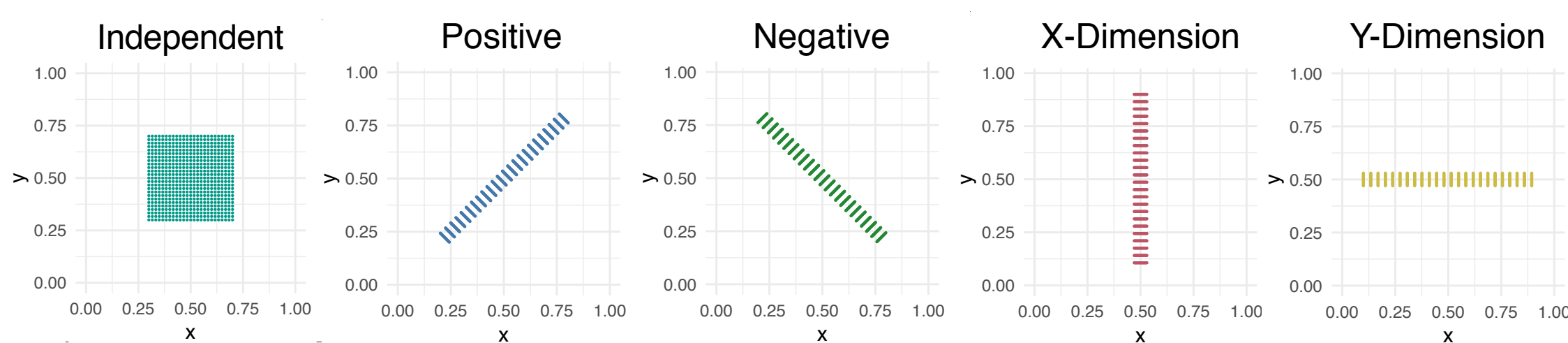


Figure 2. Stimulus distributions for the representation training phase.

Category Learning

- Trained the network with feedback—using the learned hidden perceptual representations—on four types of category structures that require different usage of the two dimensions (Figure 3):
 - Information-Integration (II) Positive & Negative
 - Rule-Based (RB) X Dimension and Y Dimension

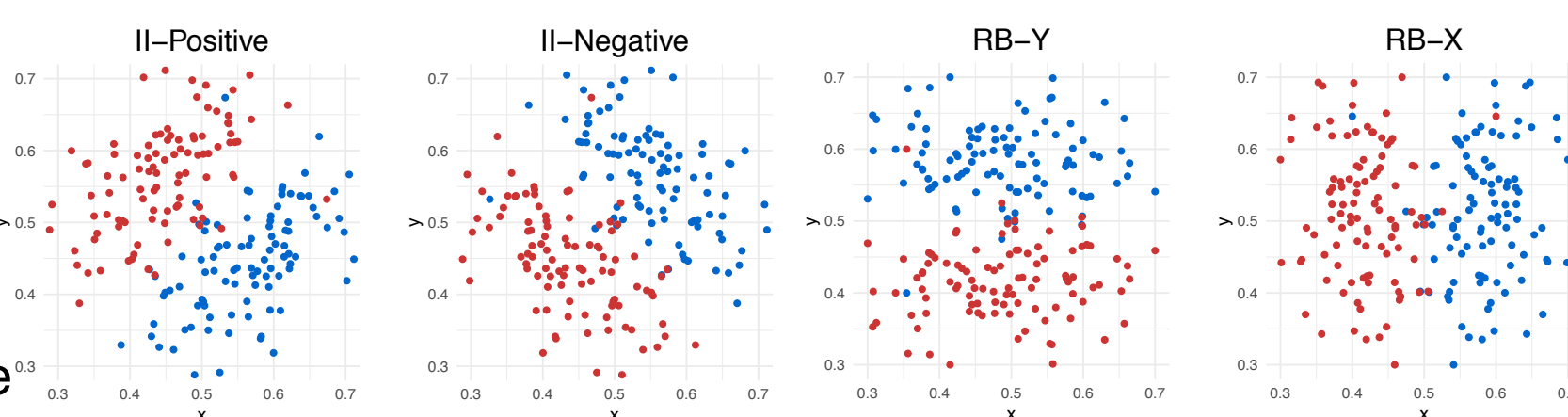


Figure 3. Category distributions for the category training phase.

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Simulation Results

- We assessed the impact of representation training (Independent, Positive, Negative, Y-Dim, X-Dim) on the four types of category learning structures (IIPos, IINeg, RBY, RBX). We trained and tested on all 200 stimuli from each category.
- Accuracy was the percent of category exemplars for which the model met a target activation criterion of 0.5 (Figure 4).
- **Performance of the model on these category structures greatly depended on the nature of the pre-trained representations.**
- Existing perceptual representations can impact the outcomes of category learning, especially when the physical dimensions or experimenter-defined dimensions do not align with the dimensions of representations.

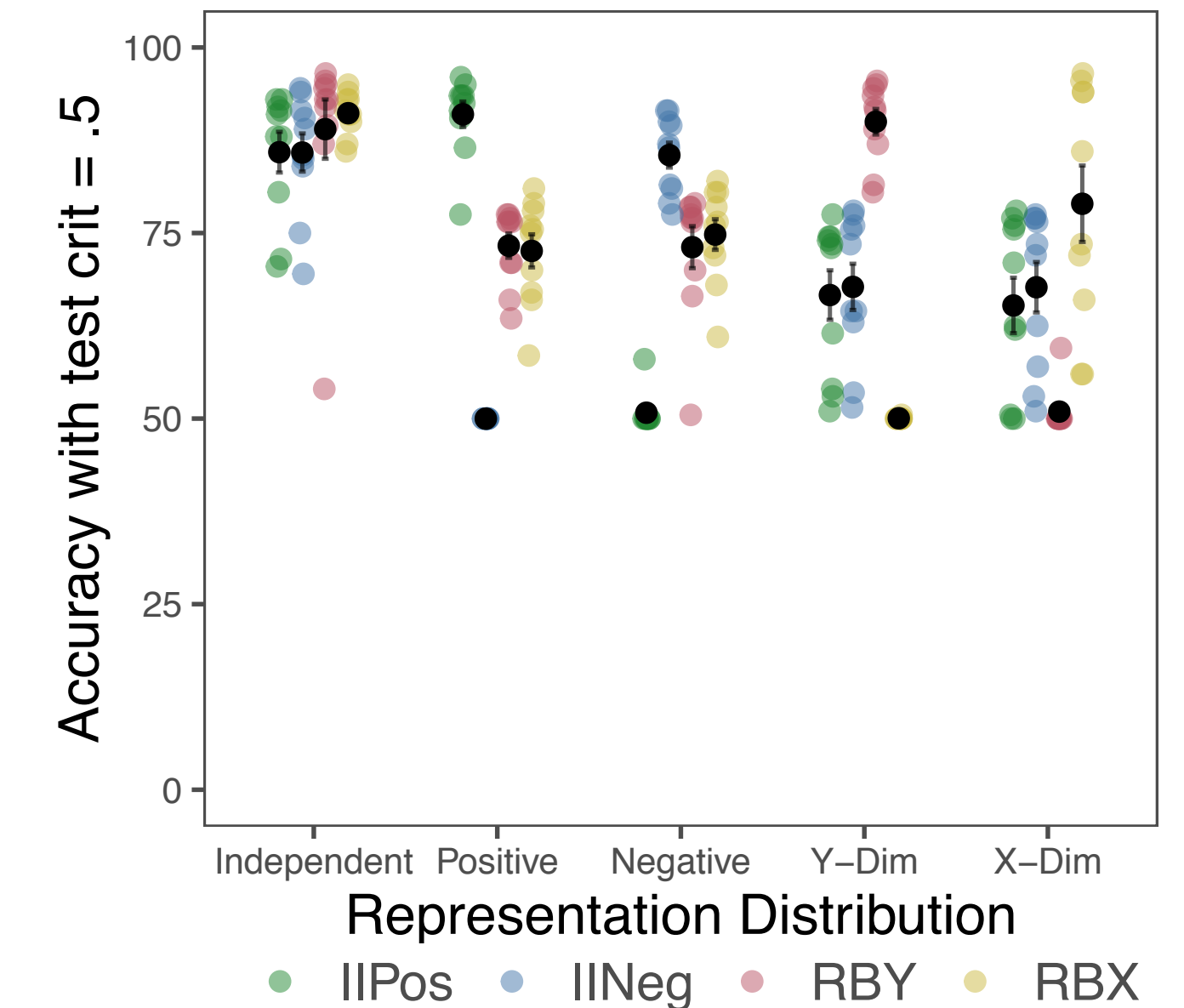


Figure 4. Model's performance accuracy in the category learning phase.

Comparison to Human Behavior

- For sake of brevity, we present a comparison of human behavior in one auditory experiment. Please see the full conference paper for other comparisons.
- Humans in Roark & Holt (2019) learned auditory categories defined on the dimensions of center frequency (Hz) and modulation frequency (Hz), which are difficult to selectively attend to.
- The pattern of the human behavioral accuracy (Figure 5) most closely aligns with the model's performance after having been pre-trained on the *Positive* training distribution.
- **These acoustic dimensions may be represented in a manner that reflects a long-term positive relationship between the dimensions, providing insight into the nature of perceptual representations.**

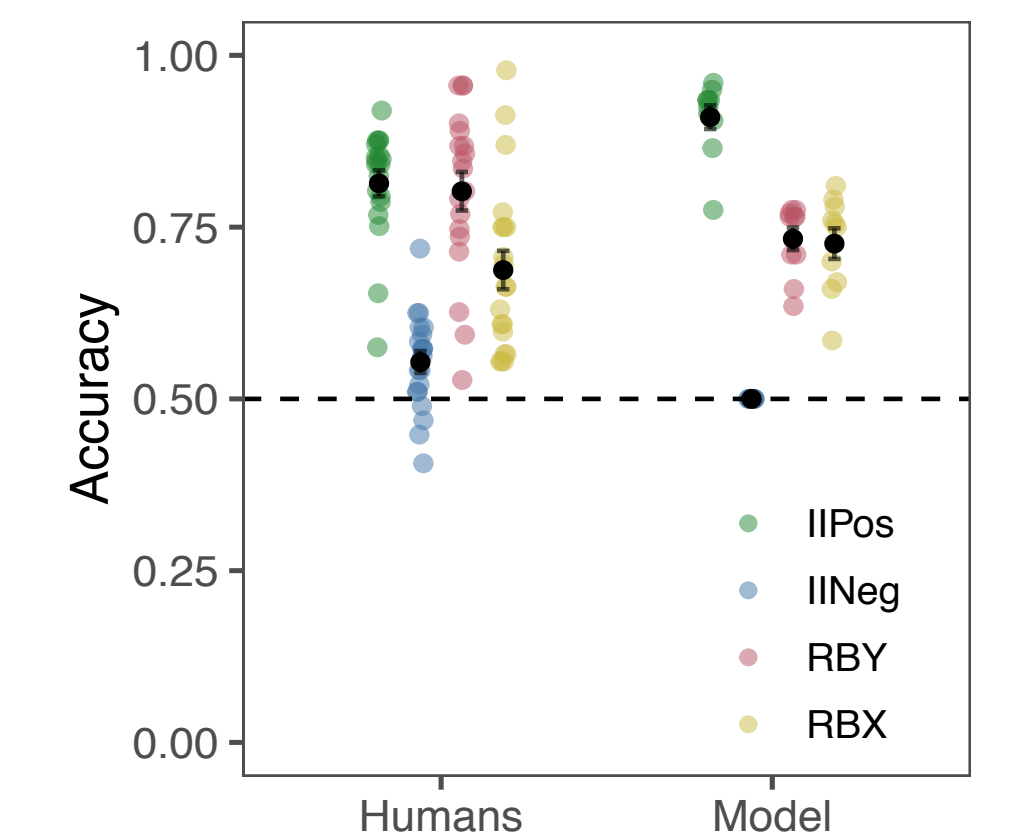


Figure 5. Human behavior from Roark & Holt (2019) and model accuracy after *Positive* training.

Conclusions

- The *perceptual* side of perceptual category learning has drifted out of focus of theories of learning.
- These simulations demonstrate that psychological representations of sensory information, shaped by experience, can strongly influence learning.

References

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