Modelling and Simulation of the Dopaminergic System

The case of Internet Addiction

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What is addiction?

What is addiction?

Addiction is a complex phenomenon influenced by **environmental, social** and **biological** factors.

Addiction: disease or wrong choice?

Disease:

- Changes of brain
- Control issue
- Simplicity
- Acceptance
- Physical Dependence

Wrong choice:

- Lack of reinforcement for alternative behaviours
- Lack of punishment for experimenting
- Time out
- Facilitation
- Solidarity
- Repudiation

External factors

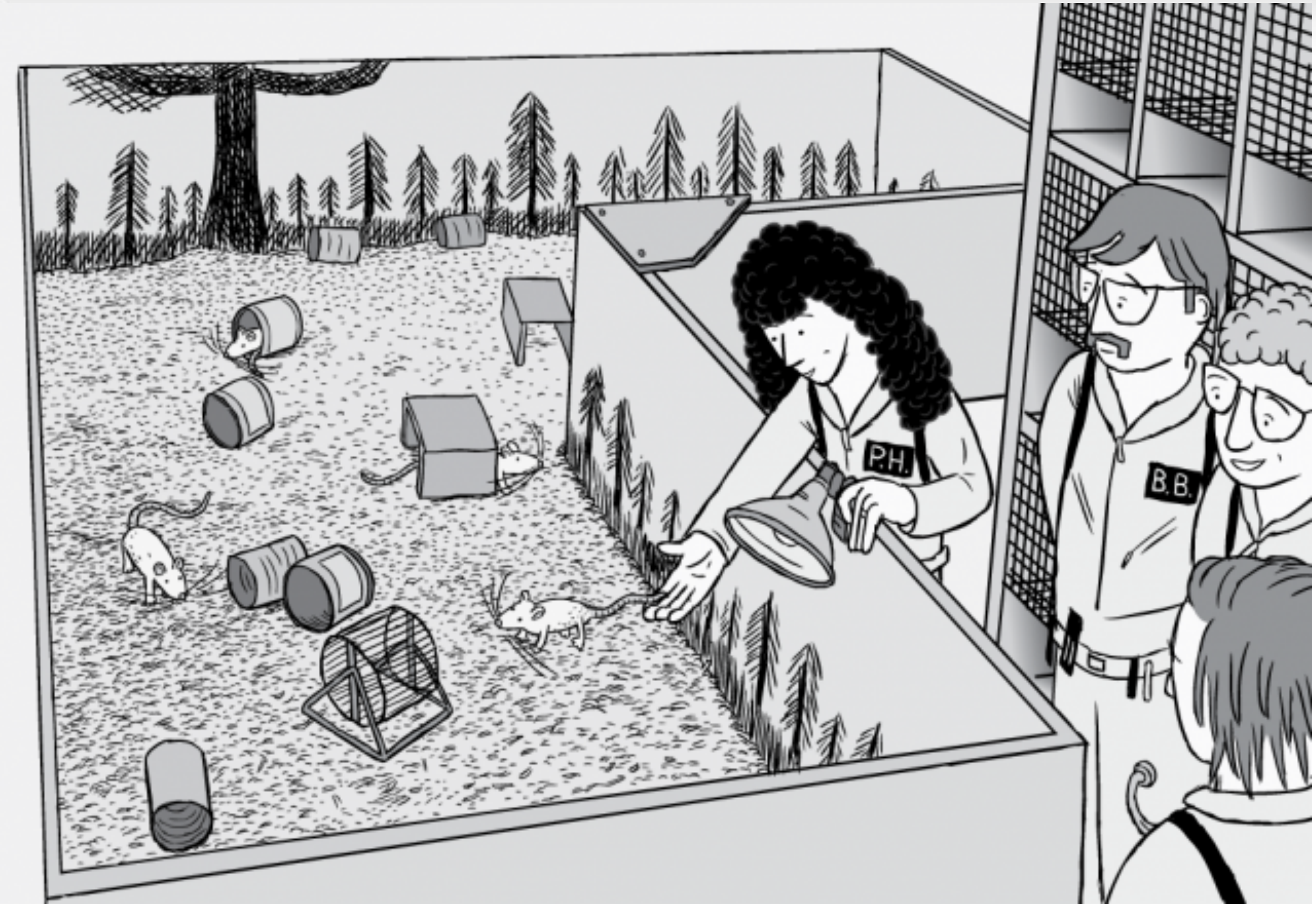
Social factors:

- Consensus
- Consistency
- Distinctiveness

Environmental factors:

- Education and family background
- Availability
- Economic resources
- Proved by Rat Park Experiment of Professor B.K. Alexander

The Rat Park Experiment



The Internet Addiction

The Internet Addiction

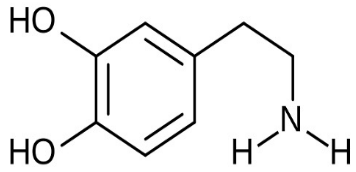
Excessive use of Internet as a mechanism to **escape** from the daily dissatisfaction.

Main expressions:
•Gaming
•Social network
•Surfing

Main goals:
•Simplify the world
•Suspend consequences
•Amplify feedback
•Instant gratification
•Unpredictability
•Anticipation

Systems involved

- **Dopamine System:** Dopamine is a neurotransmitter. **In addiction context:** at the start, dopamine level increases; later it doesn't reach anymore the initial level.



Dopamine

- **Serotonin System**: implicated in "impulse choice"
- **GABA System**: implicated in inhibition
- **Opioid System**: it consists of three receptors, that control pain, reward and addictive behaviour

Consequences

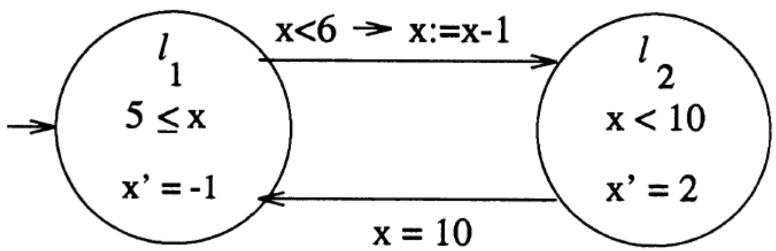
- **Craving**: compulsive desire, a sort of anticipation of positive effects

- **Withdrawal**: symptoms that occur when there is discontinuation or decrease in intake

- **Tolerance**: symptom that occurs when there is a reduced reaction to an intake, followed by increase in dose

Mathematical background: Hybrid Automata

Hybrid Automata are generalised finite-state machines for modelling hybrid system, dynamical system with both discrete (represented by jump condition) and continuous components (represented by flow conditions such as differential equations).



- Circle: state of dynamic system
- Arrow: jump transition, from one state to another
- Invariant condition: the condition to remain in the state.

Gutkin’s Model

The **Gutkin's model** specifically analyses nicotine addiction.

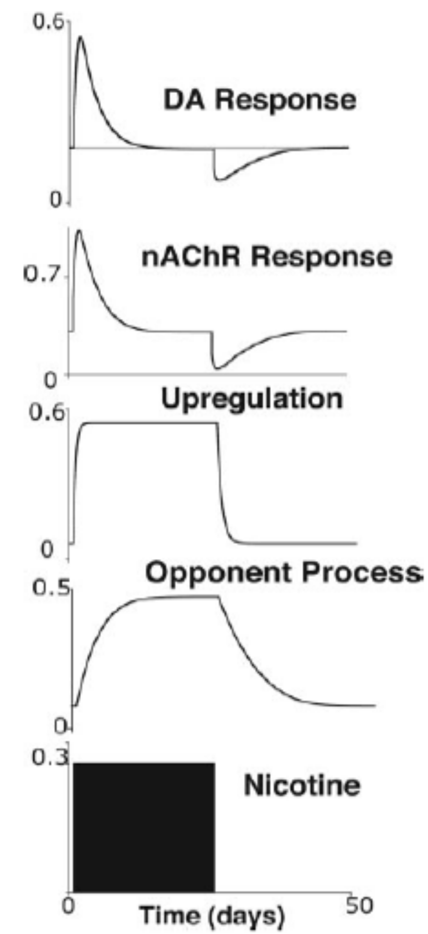
It shows how a constant stimulus causes a **consequent decrease** in neurons activity.

$$\frac{dU_{DA}}{dt} = -U_{DA} + S_{DA}\left\{\sum_i r_i;\ N(t)\right\}$$

$$S_{DA} = \frac{1}{2}\left(1 + \tanh\left(N(t)\sum_i r_i(t) - \theta_{DA}\right)\right).$$

$$\tau_A \frac{dU_1^A}{dx} = -U_1^A + S_A\{w_{11}^e U_1^A - w_{12}^i U_2^A - \theta_A\} + \sigma\xi \text{ and}$$

$$\tau_A \frac{dU_2^A}{dx} = -U_2^A + S_A\{w_{22}^e U_2^A - w_{21}^i U_1^A - \theta_A\} + \sigma\xi.$$



Samson's Model

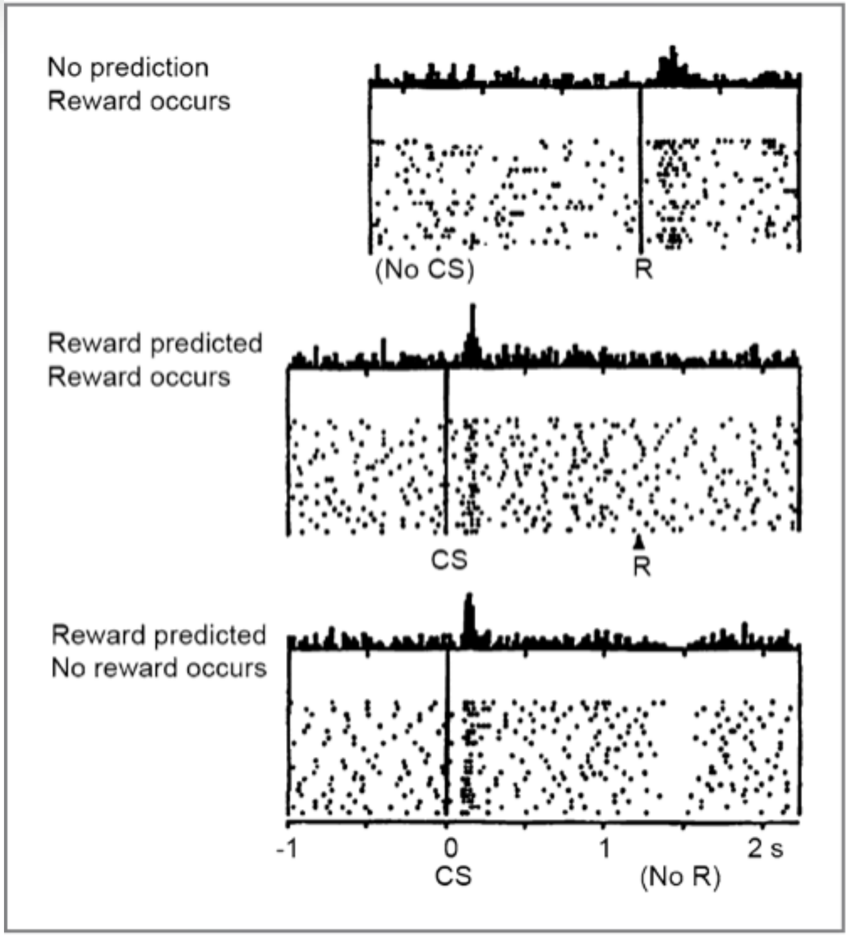
The **Samson's Model** focuses on the role of dopamine as a reward signal.

Neurons are activated when there is a reward and when reward is only predicted, but not received yet. He uses two algorithms:

- Q-learning

$$Q^{\text{new}}(\text{state}(t), \text{action}(t)) = Q^{\text{old}}(\text{state}(t), \text{action}(t)) + \alpha\delta(t)$$

- Actor-Critic



Mathematical model of Dopaminergic System

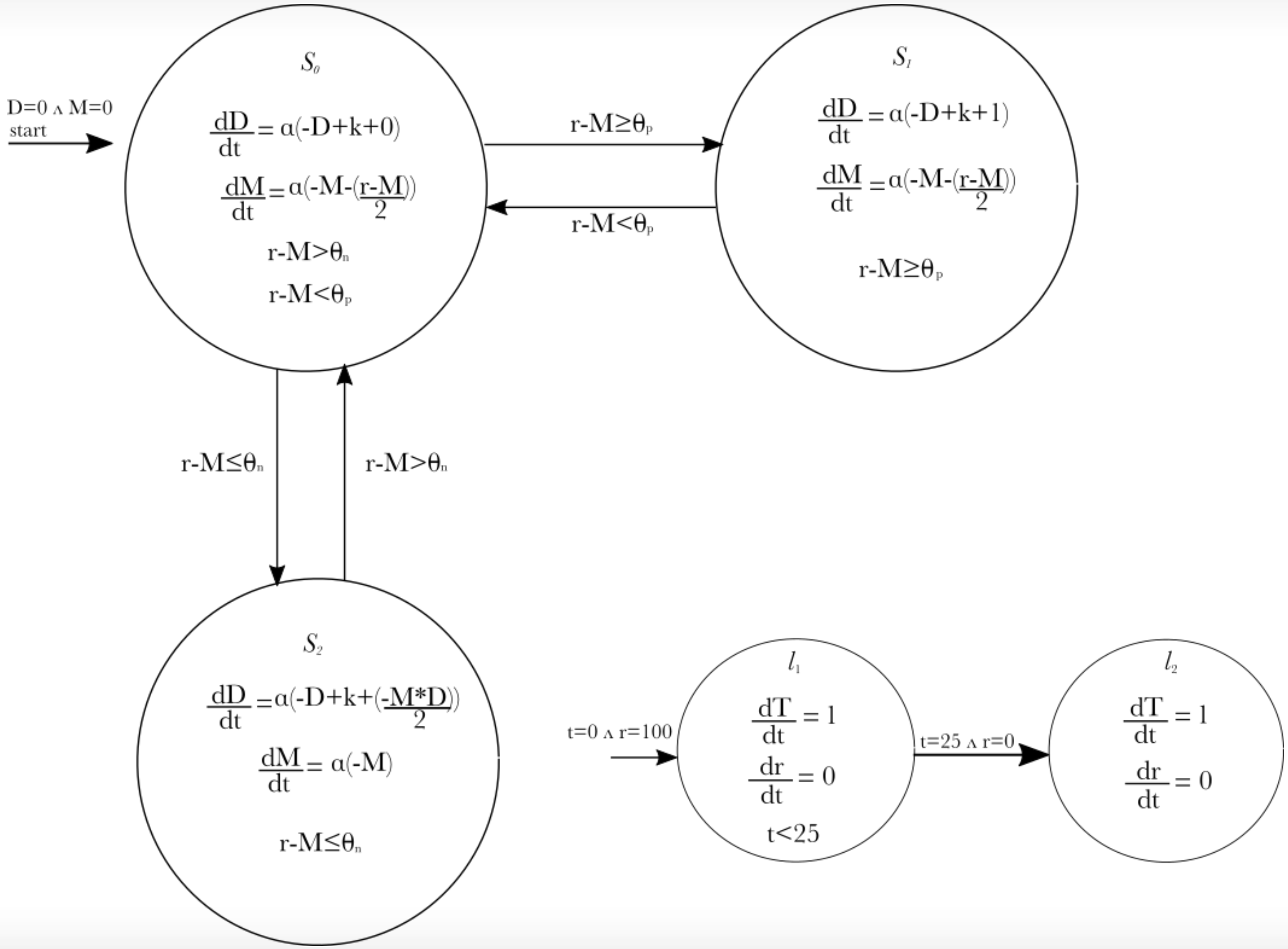
- **Equation for dopamine signalling** represents the specific neurotransmitter activity in the ventral segmental area:

$$\frac{dD}{dt} = \alpha \left(-D + k + \begin{cases} 1, & if\ r - M \geq \theta_p \\ 0, & if\ \theta_n \leq r - M \leq \theta_p \\ -\frac{D*M}{2}, & if\ r - M \leq \theta_n \end{cases} \right)$$

- **Equation for the memory activation** represents the opponent process to dopamine production (tolerance)

$$\frac{dM}{dt} = \alpha \left(-M + \begin{cases} -\frac{r-M}{2}, & if\ r > M \\ 0, & otherwise \end{cases} \right)$$

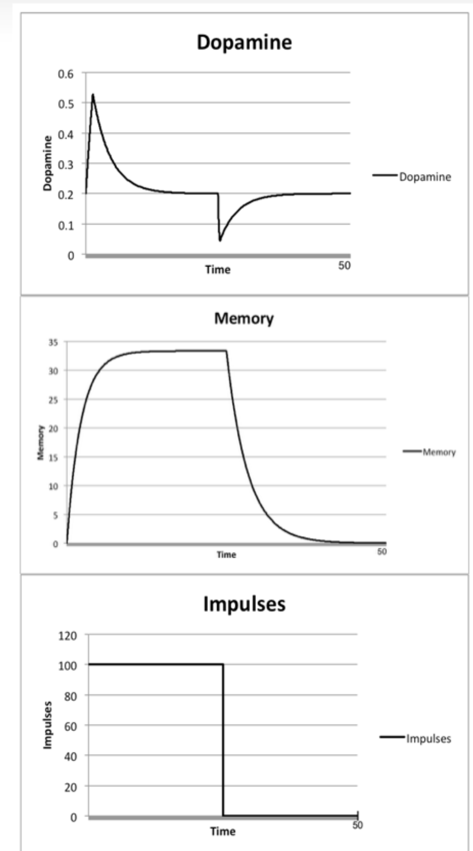
At constant pulse



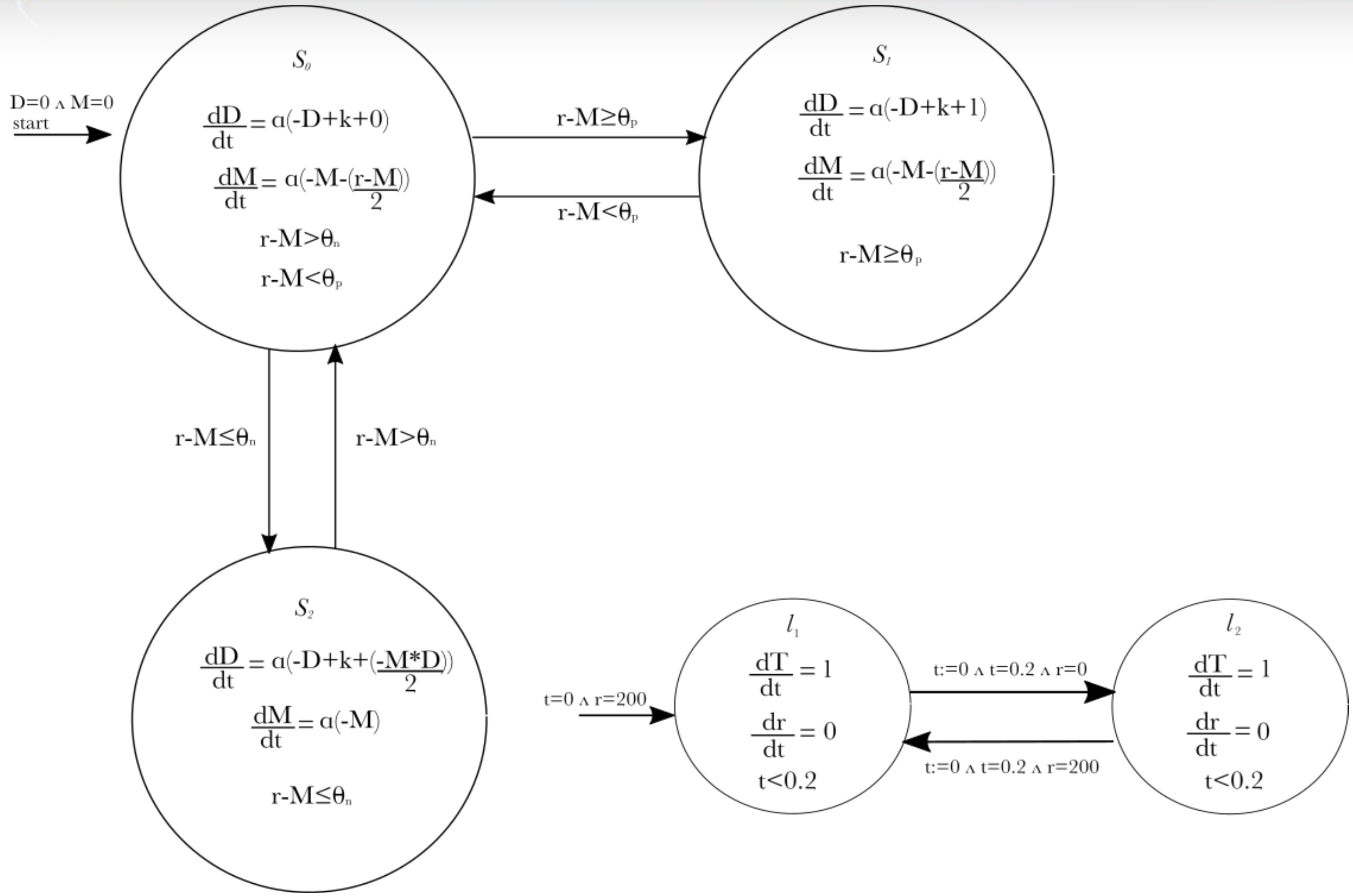
Simulation results

The **trend of dopamine**, similar to the graph obtained by Gutkin, shows an initial peak which results in a withdrawal symptom, previous to the interruption of the stimulus itself.

The performance of the memory, however, corresponds to the **opponent process**.



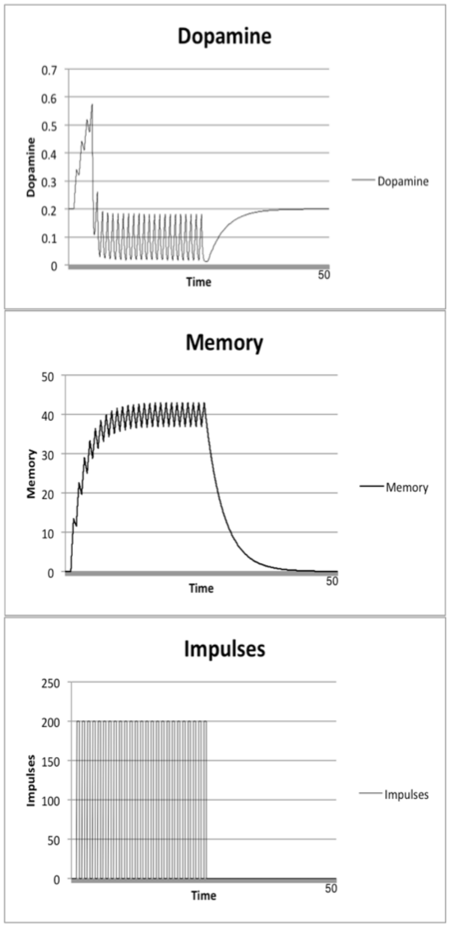
At close frequency pulses



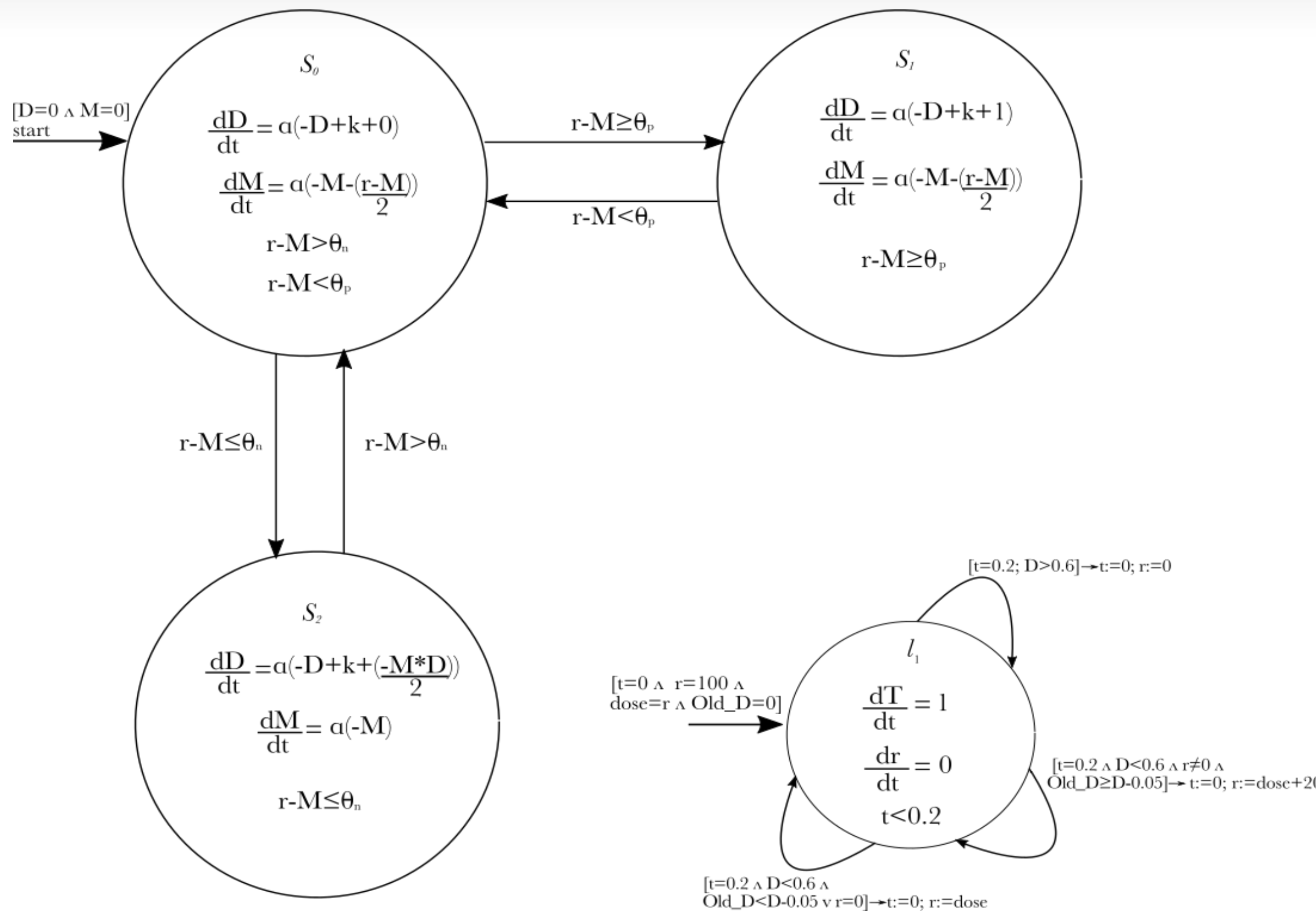
Simulation results

Also when there are **multiple impulses**, there is a situation of dependence.

Dopamine has frequent initial peaks, but, later on, can not achieve the same **initial levels**, because the stimuli do not increase in intensity.



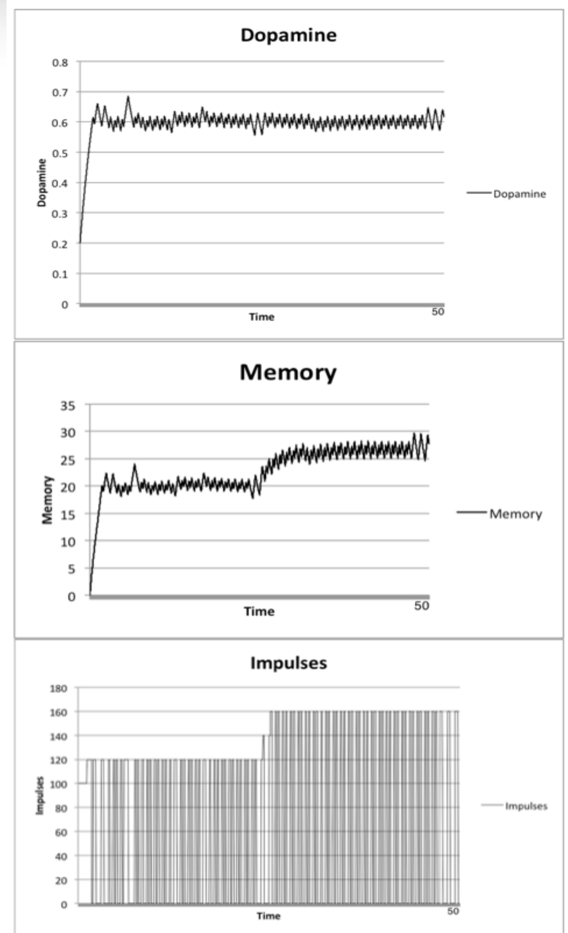
At increasing intensity and frequency pulses



Simulation results

When neurotransmitter decreases, the user feels the need to **increase the dose** and the frequency of the pulses.

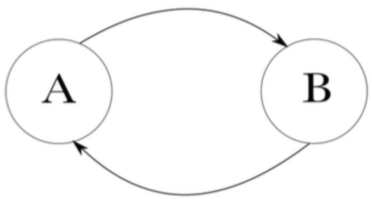
The effect of **tolerance**, in fact, reduces both the perceived intensity pulse and the time between one administration and another.

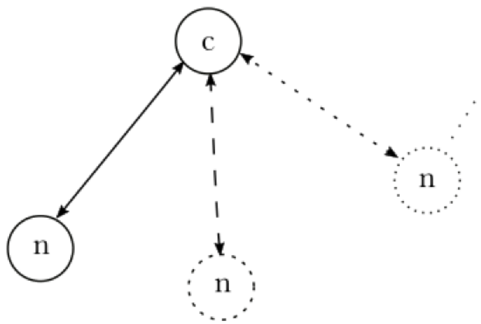


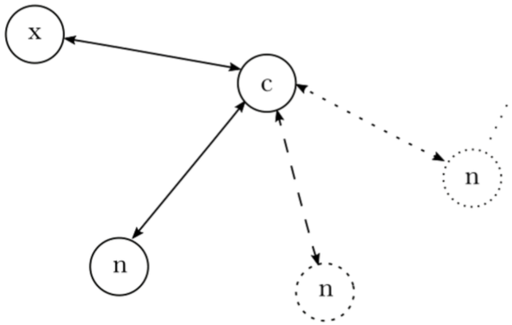
Simulation with different propensity factors

- Every time t=0.2, communication between users starts;
- At the beginning, users can only send a spontaneous message, considering their own propensity factor;
- If a user received a message, he can answer or not;
- During the interaction, some vectors are updated to keep track of the users that participate to interaction;
- The impulses are generated in according with the kind of interaction;
- For every group of users, a sample of 1000 simulations are run to find the percentage of addiction inclination, and that is when their tolerance level is high ($M \geq 15$).

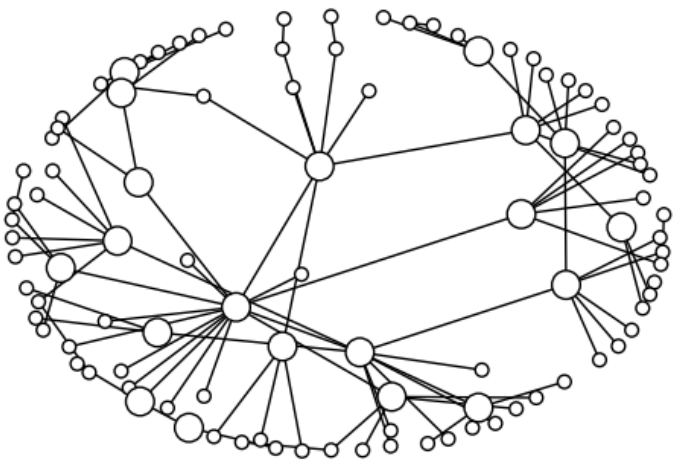
Social Network addiction

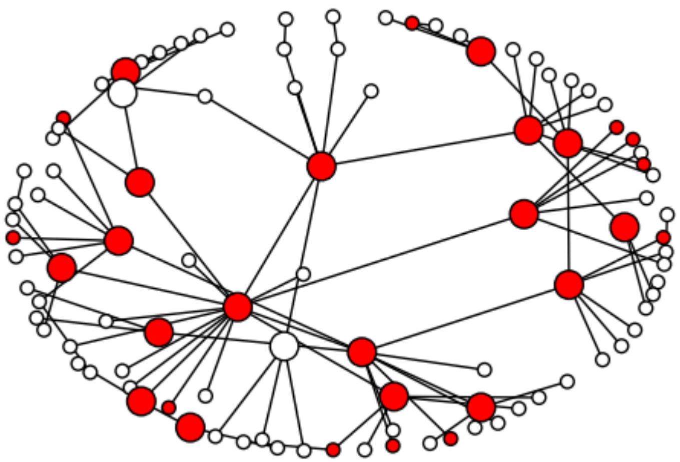






Social Network addiction





Conclusion

In conclusion, **achieved objectives** are:

- To isolate the source of pulses
- Abstracting the functioning of the Dopaminergic System
- To investigate the principle of emulation
- To investigate the importance of contextual factors

Future work

Research:

- Obtain a variant of Hybrid Automata augmented with discrete probability distributions
- Implement conditions in Hybrid Automata with different data structures
- Implement Compositionality to analyse more neurological structures

Application:

- Study brain diseases
- Improve reinforcement learning algorithms

Top 10: Best addiction ever

10) Love

Top 10: Best addiction ever

9) Tv series

Top 10: Best addiction ever

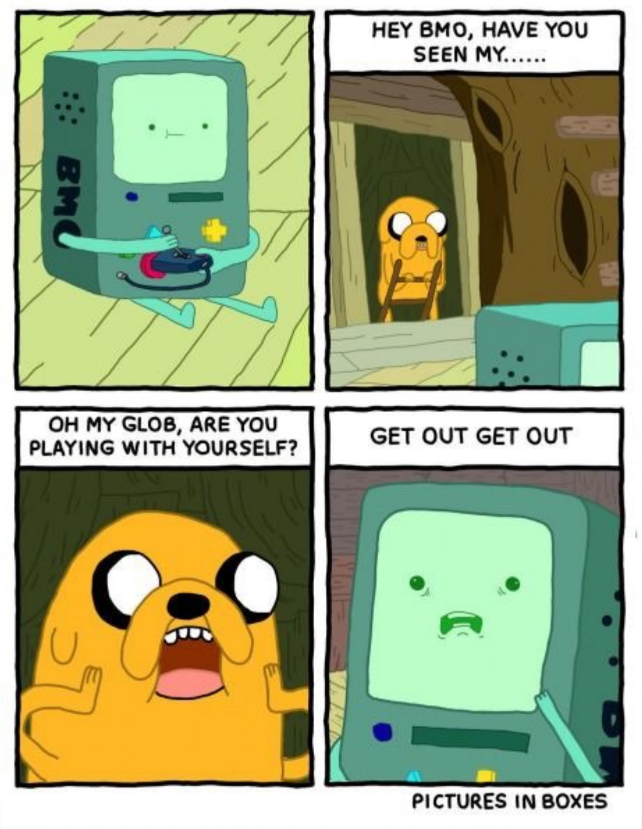
8) Social network

Top 10: Best addiction ever

7) Shopping

Top 10: Best addiction ever

6) Masturbation



Top 10: Best addiction ever

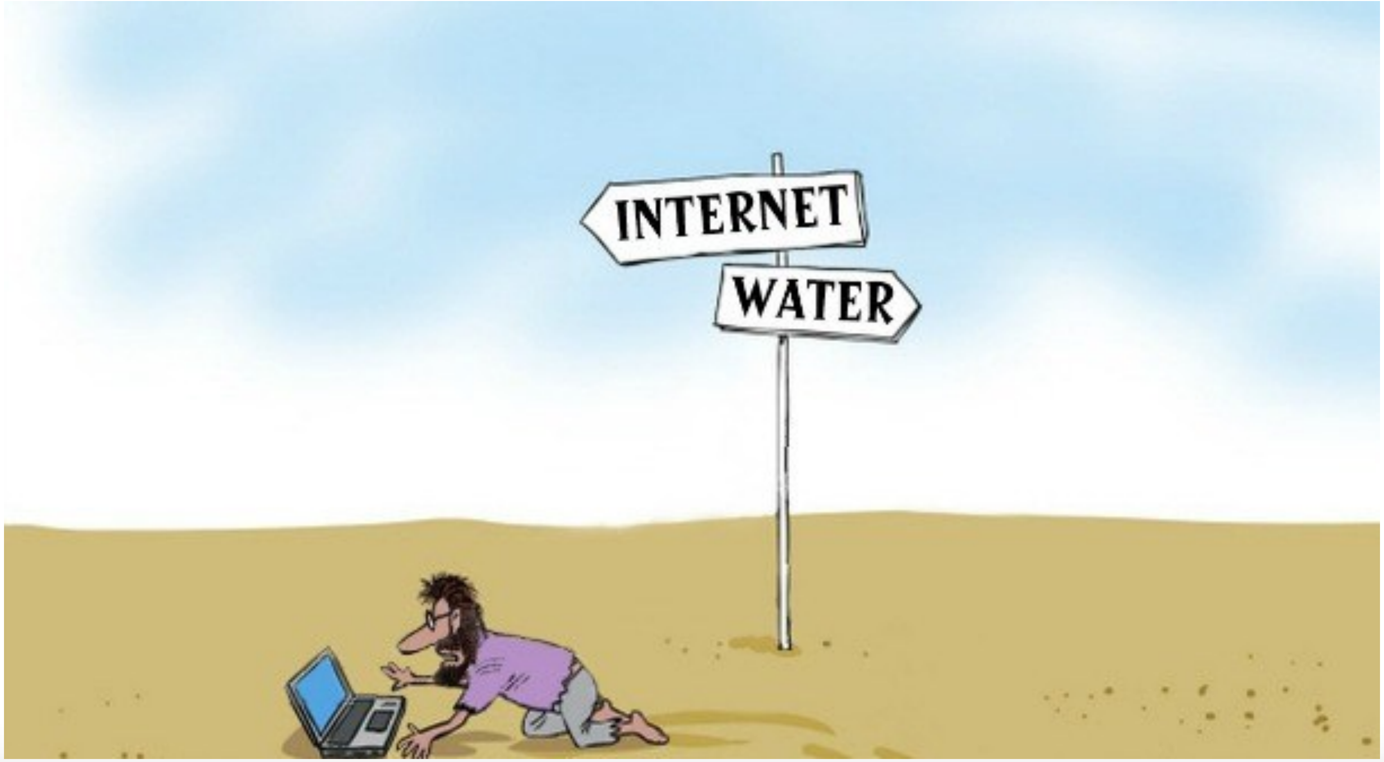
5) Gambling

Top 10: Best addiction ever

4) Alcool

Top 10: Best addiction ever

3) Internet



Top 10: Best addiction ever

2) Cigarettes

Top 10: Best addiction ever

1) Drug