

The Anti-Reward Brain

- 1. A key element of addiction is the development of a negative emotional state during drug abstinence.
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 2. The neurobiological basis of the negative emotional state derives from two sources: decreased reward circuitry function and increased anti-reward circuitry function.

 3. The anti-reward circuitry function recruited during the addiction process can be localized to connections of the extended amygdala in the basal forebrain.

 4. Neurochemical elements in the
- Neurochemical elements in the antireward system of the extended amygdala have as a focal point the extrahypothalamic corticotropin-releasing factor system.
- 5. Other neurotransmitter systems implicated in the anti-reward response include norepinephrine, dynorphin, neuropeptide Y, and nociceptin.
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 6. Vulnerability to addiction involves multiple targets in both the reward and anti-reward system, but a common element is sensitization of brain stress systems.
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 7. Dysregulation of the brain reward system and recruitment of the brain anti-reward system are hypothesized to produce an allostatic emotional change that can lead to pathology.

 8. Nondrug addictions may be hypothesized to activate similar allostatic mechanisms.

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The concept of an anti-reward system was developed to explain one component of time-dependent neuroadaptations in response to excessive utilization of the brain reward system.

The brain reward system is defined as activation of circuits involved in positive reinforcement with an overlay of positive hedonic valence. The neuroadaptation simply could involve state-shifts on a single axis of the reward system (within-system change; dopamine function decreases). However, there is compelling evidence that brain stress/emotional systems are recruited as a result of excessive activation of the reward system and provide an additional source of negative hedonic valence that are defined here as the anti-reward system (between-system change; corticotropin-releasing factor function increases). The combination of both a deficit in the reward system (negative hedonic valence) and recruitment of the brain stress systems (negative hedonic valence) provides a powerful motivational state mediated in part by the anti-reward system. (Koob & Le Moal 2005).

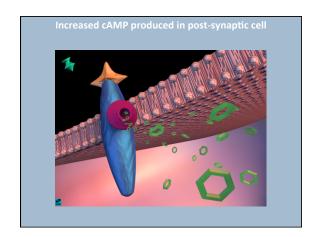
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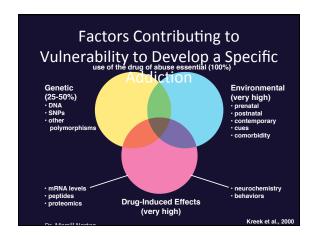
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Definitions

- cAMP- Cyclic adenosine monophosphate used for intracellular signal transduction
- BDNF- Brain-derived neurotrophic factorencourage the growth and differentiation of new neurons and synapses.
- CREB-(cAMP Response Element Binding)neuronal plasticity and long-term memory formation in the brain.

A Major Reason People Take a Drug is They Like What it Does to Their Brains





Molecular Biology of Addiction Beyond Initial Cellular Targets:

Transcription Factor CREB (cAMP response element-binding protein) and its target BNDF

- Brain-derived neurotrophic factor is a member of the nerve growth factor family, which also includes the prototype nerve growth factor as well as neurotrophin-3 and neurotrophin-4.
- These growth factors are involved in the differentiation and growth of many types of neurons in the developing brain as well as the maintenance and survival of neurons in the mature brain.
- Ref: Lo DC. Neurotrophic factors and synaptic plasticity. Neuron. 1995;15:979-98.

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This is your brain Thanks to BDNF



Think of it like fertilizing and pruning your rose bushes

Molecular Biology of Addiction:

Addiction is a form of drug-induced neural plasticity

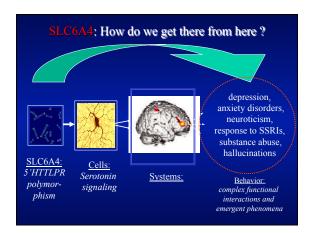
- Upregulation of cAMP pathway
 - Occurs in response to chronic administration of drugs
 - Resulting activation of transcription factor CREB(cAMP response element-binding)
 - Both mediate aspects of tolerance and dependency
- Induction of another transcription factor, d FosB
 - Exerts opposite effects
 - May contribute to sensitized responses to drug exposure

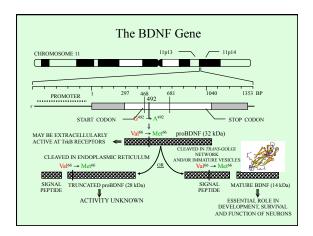
Ref: Nestler, Eric - Molecular Biology of Addiction. Am J of Addictions 10:201-217, 2001

Basis for Plasticity: Summary

- Drugs enter the brain and bind to an initial protein target
- Binding perturbs synaptic transmission which in turn cause the acute behavioral effects of the drug
- Acute effects of the drug do not explain addiction by themselves

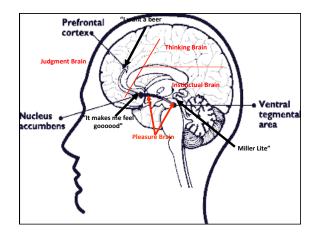
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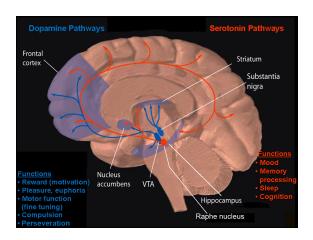


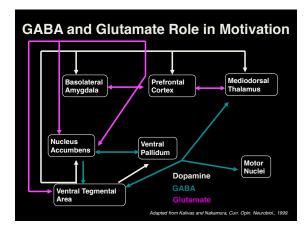


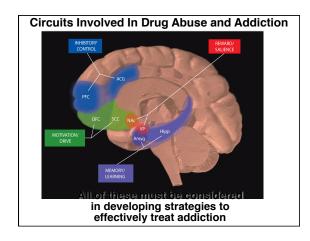
- Addiction produces a change in brain structure and function (adaptation to the drug)
- molecular and cellular changes in particular neurons alter functional neural circuits
- This leads to changes in behavior consistent with addicted states
- Addiction is therefore a form of drug induced neural plasticity

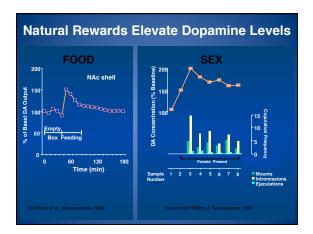
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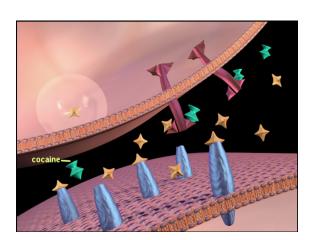


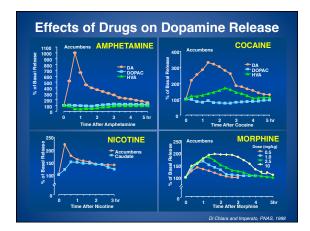






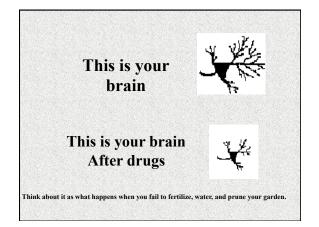


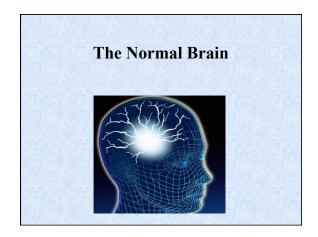


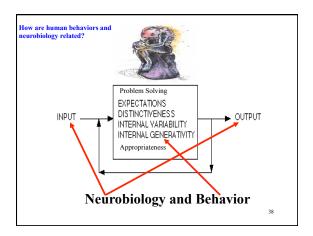


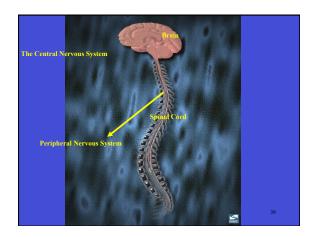
Science has generated much evidence showing that...

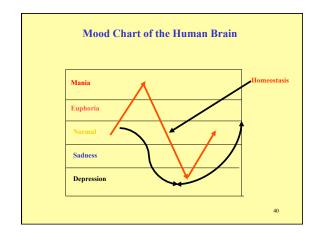
prolonged drug use changes the brain in fundamental and long-lasting ways

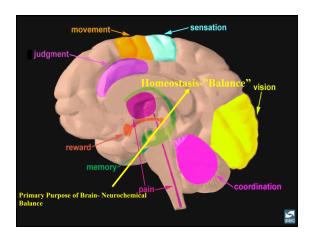


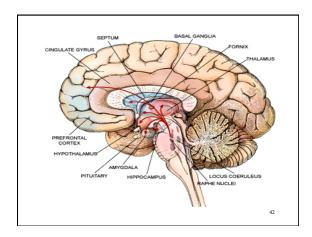


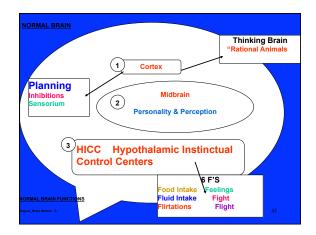


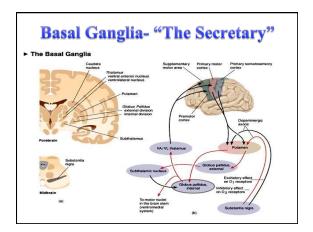


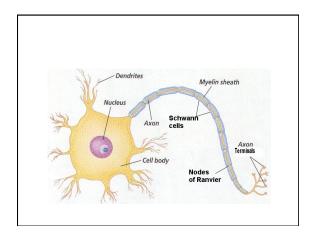


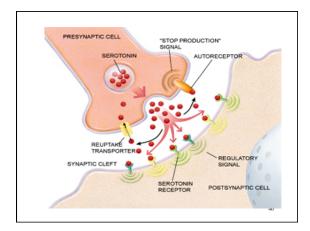






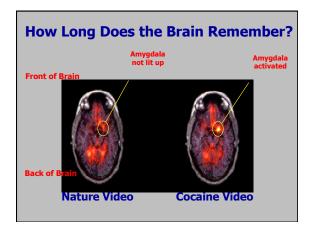


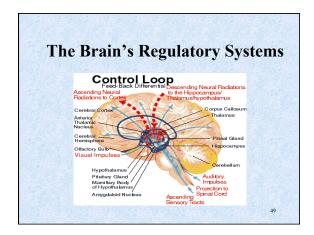




Anatomy of a Neuron

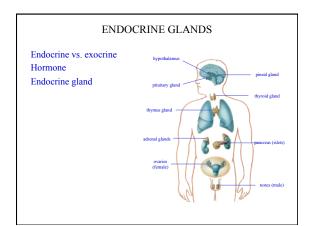
- Cell body main part
- Dendrite receives action potential (stimulation) from other neurons
- Axon branches from cell body, where the action potential occurs
- Axon terminal end of an axon
- Myelin sheath lipid layer for protection over neurons that allows for increase in speed of signal transmission; made by Schwann cells
- Nodes of Ranvier gaps in myelin sheath along the axon, where most Na+ pumps are located
- Synaptic Cleft gap between neurons; between the axon terminal of 1 neuron and the dendrite of a 2nd neuron





Regulation of hormone secretion

- Sensing and signaling: a biological need is sensed, the endocrine system sends out a signal to a target cell whose action addresses the biological need. Key features of this stimulus response system are:
 - · receipt of stimulus
 - synthesis and secretion of hormone
 - · delivery of hormone to target cell
 - evoking target cell response
 - · degradation of hormone



ADRENAL CORTEX (ZONA GLOMERULOSA)

Natural Rewards

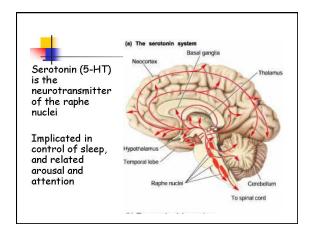
- Food
- Sex
- Excitement
- Comfort
- Nurturing

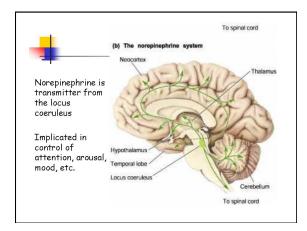
Dopamine Spells REWARD Release Recycle

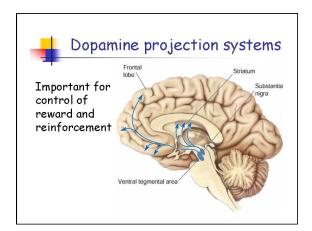
Behavior Pathways

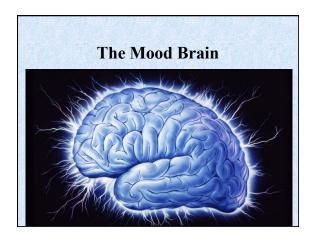
- Rewarding behaviors can become routine
- "Subconscious" control of the behavior
- Difficult to extinguish behaviors because people are <u>not always aware</u> when they are initiated
- Resistant to change

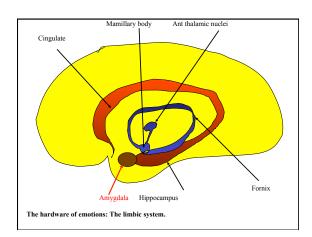
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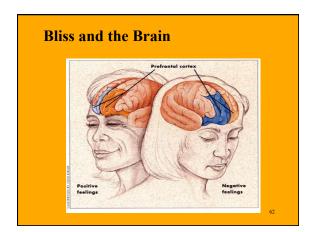


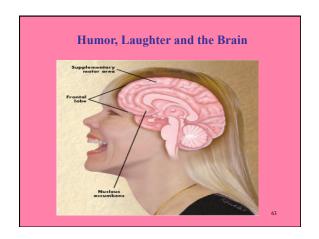


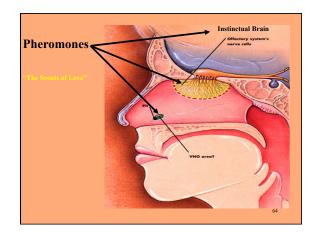


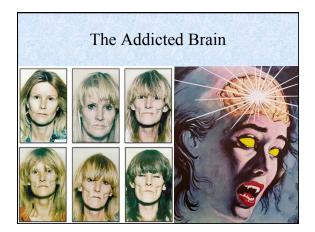


The frontal lobes Home of Rational Brain





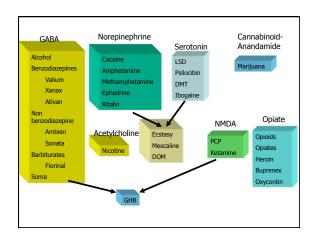


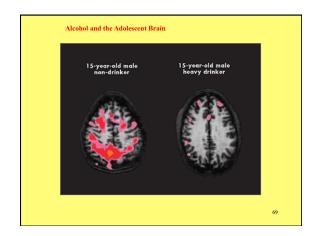


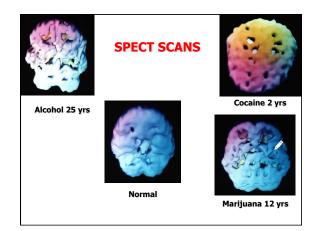
How Drugs Work

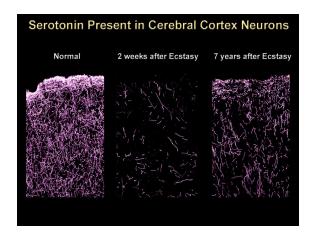
- Interact with neurochemistry
- **⇒** Results:
 - Feel Good Euphoria/reward
 - Feel Better Reduce negative feelings

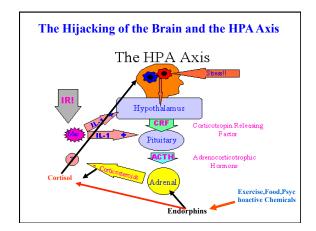


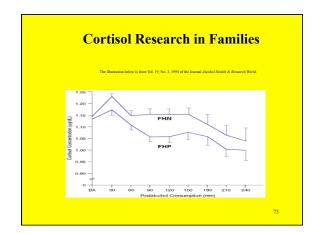








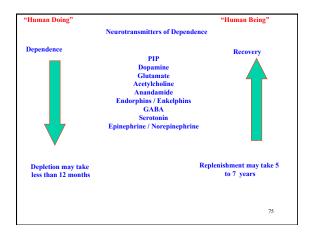


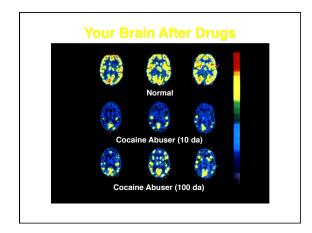


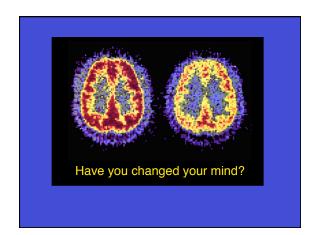
"The Necessary Nine"

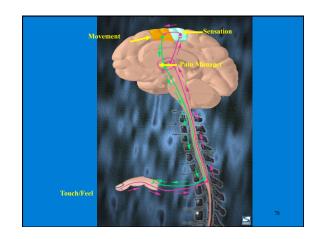
- Norepinephrine/Epinephrinestimulant,anger,fear,anxiety,fight,flight
- Serotonin-depressant, sleep, calm, pleasure
- GABA-relaxant, stress reduction, seizure threshold
- Endorphins-pain relief, pleasure
- Acetylcholine-involutary actions, memory, motivation
- Anandamide-memory,new learning,calmness
- · Glutamate-organization of brain signaling, memory, pain
- Dopamine-perception, movement, pleasure
- PIP- loving of one's self,others,GOD

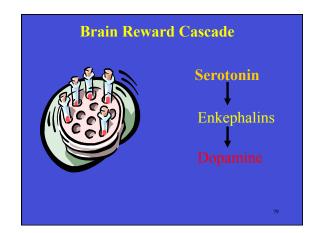
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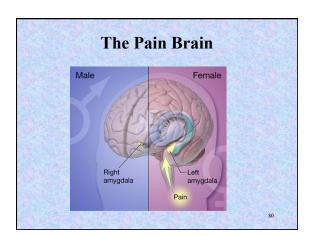












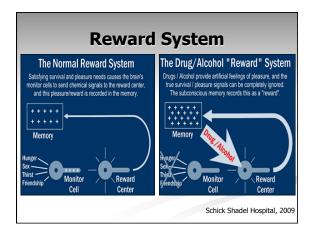


Opiates/Opioids Potency

- Opiates(Opium Poppy Extracts/ Modifed Extracts)
- Morphine(Various) = 1.0
- Codeine(Tylenol #3) = 0.4
- Opium(Paregoric) = 0.8
- Diacetylmorphine(Heroin) = 1.5
- Hydrocodone(Vicodin) = 3.0
- Oxycodone(Oxycontin, Percodan) = 4.0
- Hydromorphone(Dilaudid) = 5.0

Opioids Potency

- Meperidine(Demerol) = 1.0
- Propoxyphene(Darvon) = 0.7
- Pentazocine(Talwin) = 0.5
- L acetyl alpha methadol(LAAM)= 2.0
- Methadone (Dolophine) = 3.0
- Levomethadyl acetate HCl (Orlaam) = 3.0
- Fentanyl(Sublimase) = 50.0
- Sufentanyl(Various) = 100.0
- Alpha Sufentanyl (Various) = 200.0



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ANTI-REWARD

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