

**Behavioral Learning Theory
(continued)**

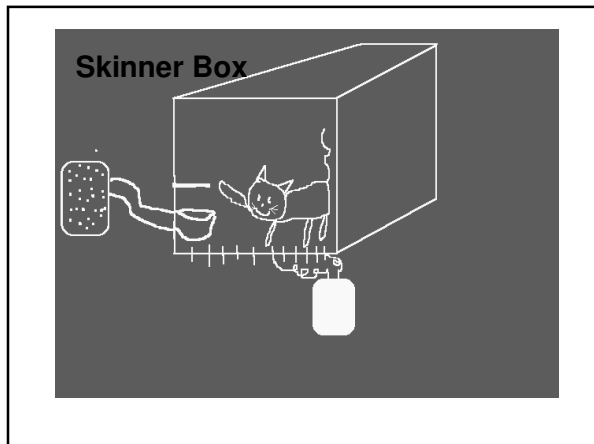
Operant Conditioning

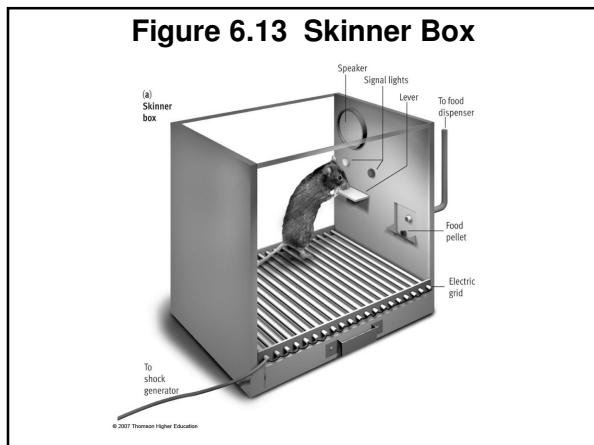
Operant Conditioning

- a form of learning in which responses or behaviors come to be controlled by their consequences.
- focus is on consequent events
- voluntary behaviors -- not reflexes

**Operant Conditioning
Terminology**

- Positive Reinforcement
- Negative Reinforcement
- Presentation Punish. (Punish. Type I)
- Removal Punish. (Punish. Type II)
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- Extinction





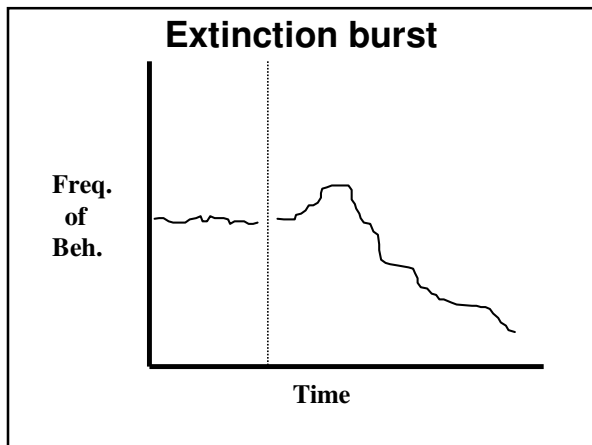
	Increased Frequency	Decreased Frequency
Stimulus or Event Presented (added) +		
Stimulus or Event Removed (taken away) -		

	Increased Frequency	Decreased Frequency
Stimulus or Event Presented (added) +	Positive Reinf.	
Stimulus or Event Removed (taken away) -		

	Increased Frequency	Decreased Frequency
Stimulus or Event Presented (added) +	Positive Reinf.	
Stimulus or Event Removed (taken away) -	Negative Reinf.	

	Increased Frequency	Decreased Frequency
Stimulus or Event Presented (added) +	Positive Reinf.	Presentation Punishment (Punish. Type I) (Punishment)
Stimulus or Event Removed (taken away) -	Negative Reinf.	

	Increased Frequency	Decreased Frequency
Stimulus or Event Presented (added) +	Positive Reinf.	Presentation Punishment (Punish. Type I) (Punishment)
Stimulus or Event Removed (taken away) -	Negative Reinf.	Removal Punishment (Response Cost) (Punish. Type II)



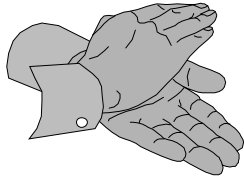
- Scenarios**
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- What is the behavior to focus on?
 - What is happening to this behavior over time (increasing or decreasing)?
 - If increasing, then its: pos or neg reinf
 - Is something added when the behavior occurs? (pos reinf)
 - Is something taken away/removed when the behavior occurs? (negative reinf)

Scenarios

- If decreasing then its: presentation punish; removal punish; or extinction
 - Is something added when the behavior occurs? (pres punish)
 - Is something taken away/removed when the behavior occurs? (removal punish)
 - Is some reinforcer just withheld when the behavior occurs? (extinction)

Types of Reinforcers

- Material/Tangible
- Social
- Token
- Activity
- Premack's Principle (Grandma's Rule)



I've tried everything and nothing works!!!

Here's several possibilities:

- Punishment may be used as the main way of trying to manage behavior

Inconsistency is present:

- >Within a single individual
- >Between individuals



- Techniques have not been tried long enough
- Consequences may not be important enough
- The behavior may get worse before it gets better (e.g., extinction)

Schedules of Reinforcement

schedules of reinforcement: determine which occurrences of a specific response result in the presentation of a reinforcer

Reason schedules are important – different schedules have different effects on behavior

Schedules of Reinforcement

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- **Fixed Ratio (FR)**
FR 1 = Continuous
 - **Variable Ratio**
 - **Fixed Interval**
 - **Variable Interval**

Schedules of Reinforcement

Ratio schedules

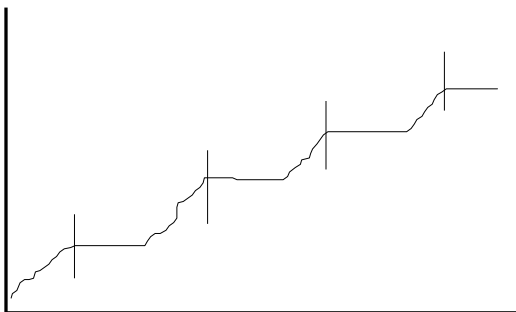
- **Fixed Ratio (FR):** reinforcer is given after a fixed number of responses (Example:)
 - FR 1 = Continuous Reinforcement
- **Variable Ratio (VR):** reinforcer is given after a variable number of responses (Example:)

Schedules of Reinforcement

Interval schedules

- **Fixed Interval:** reinforcer is given for the first particular response after a fixed amount of time has elapsed (Example:)
- **Variable Interval:** reinforcer is given for the first particular response after a variable amount of time has elapsed (Example:)

Scalloping (with Fixed Interval)



Group Contingencies

- **Dependent Group Contingency**
- **Interdependent Group Contingency**
- **Independent Group Contingency**

2 Examples of Interdependent Group Contingency

- **Naughty Finger Study**
- **Good Behavior Game**



End of Behavioral Learning Theory
