

PSYC2014 NOTES

Learning and Motivation ----- 2

Clinical Psychology ----- 30

Perceptual processes, brain development and evolution, neuroscience--59

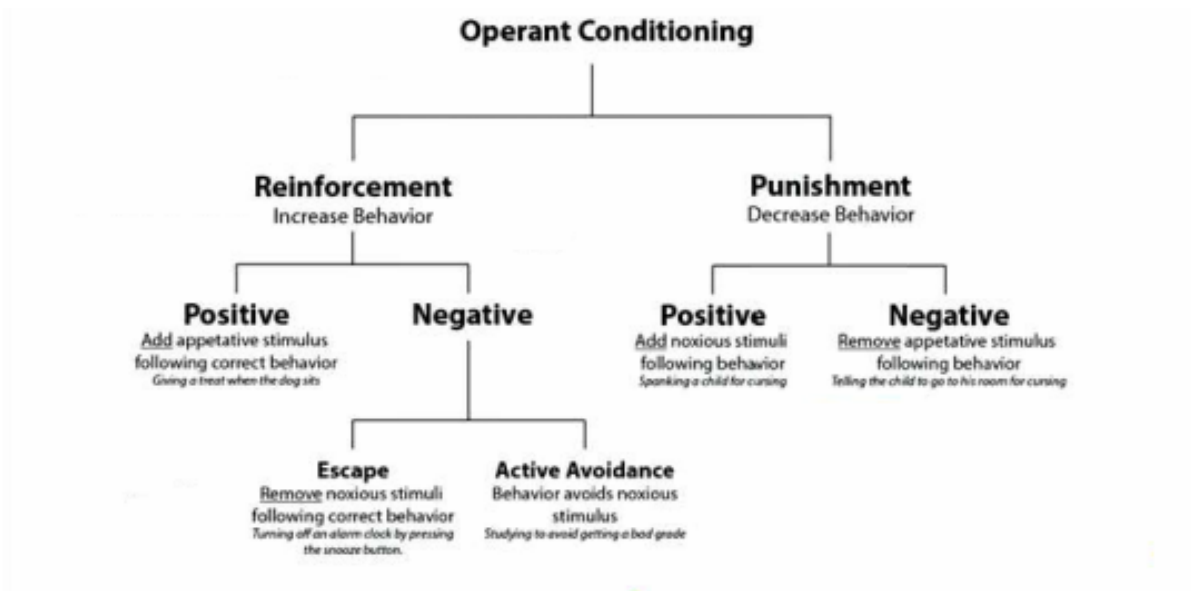
CONDITIONING

Topic questions for Lecture 1

- what is classical/pavlovian conditioning?
- what is instrumental and free operant learning?
- what is the difference between classical and instrumental learning?
- what do CS, US, UR, Sd, Operant, Rf mean?
- What are the different types of reinforcement and punishment
- What do S, R, O, S* mean?

BEHAVIOUR

- Experimental analysis of behaviour
 - Explanations for behaviour passed from philosophy to science, theology to naturalism, and speculation to investigation - Bolles, 1967
- Main types of contingencies
 - Classical conditioning - Pavlovian conditioning
 - Pairing stimulus with response
 - Instrumental learning - free operant learning
 - Tripartite contingency - the ABC
 - Antecedent: the stimulus controlling behaviour
 - The Discriminative Stimuli (sd)
 - Behaviour: what is the response being reinforced
 - The operant - the precise aspect of the response that determines reinforcement
 - Consequence: what is the immediate outcome of the behaviour
 - The reinforcing stimulus (sr)



instrumental learning

- S* - indicates a biologically significant stimulus
 - A stimulus can act simultaneously as a CS, and an SD and a US can also be an Sr etc.
- S-S, S-S* or S-O learning = classical conditioning

- R-O or R-S* learning = instrumental learning
 - Response-outcome or response-stimulus

Associations

- Experiential marketing (brand associated with emotion/experience)

Implicit vs explicit causes of behaviour

- People are not good at verbalising reasons for their behaviour, so learning is measured indirectly
 - Changes in reflexes and behaviour, shifts in attitudes

Two process theories

Automatic/Implicit

- Low effort
- High capacity
- Rapid
- Default
- Associative
- Contextualised
- Nonverbal
- Evolutionary old
- Modular
- Not need working memory
- Parallel

Controlled/explicit

- High effort
- Low capacity
- Slower
- Inhibitory
- Rule-based
- Abstract
- Verbalisable
- Evolutionary modern
- Fluid
- Limited by working memory
- Serial

Relationship between explicit and internal system

- Libet et al (1983)
 - Trained people to determine the time at which they made a decision
 - Recorded when people pressed a flashing light to track muscle movement and neural signal and brain signals (to determine exactly when they made a decision to press a button)
 - Told people to just randomly press the button and then report the time on the clock when they pressed it
 - Trained people to press it down to the millisecond
 - Then gave them a signal to press it as fast as they could after they saw a signal to track their reaction time in decision making
 - Bit of a lag between when people decided to act and when they actually pressed the button (with voluntary decisions)

- Between the RP onset and the actual judgement there's a lag in the brain that nobody knows what's going on
 - Is this a border between conscious decision and movement??

LECTURE TWO - POSITIVE REINFORCEMENT

Instrumental conditioning

- Operant conditioning
- 'Response' learning
- Distinct from classical (Pavlovian) conditioning
 - Pavlovian = CS → US
 - Instrumental: stimulus → response → outcome
- Thorndike's law of effect:
 - If the response is met by a satiating outcome, response is more likely and vice-versa

Reinforcement

Reinforcement (Rft)

	Appetitive (good outcome)	Aversive (bad outcome)
Positive contingency: Response results in outcome	Reward i.e. Positive Rft Response ↑	Punishment Response ↓
Negative contingency: Response <i>prevents</i> outcome	Omission Response ↓	Negative Rft (e.g. avoidance) Response ↑

Secondary reinforcement

- Response (R) → reinforcement (Rft)
 - in between these two things is an action e.g. lever retracting, sound of food dispensing etc. → this signals to the rat to go and get the reward
- Previously neutral stimuli may acquire reinforcing properties
 - Secondary reinforcers (e.g. in animal training they learn the command and get the food)