





Classical Conditioning

- Pavlov's salivating dog
- a form of learning in which a hitherto neutral stimulus, the conditioned stimulus (CS) is paired with an unconditional stimulus (UCS) regardless of what an animal does
- Conditioned Response (CR) a response *elicited* by some initially neutral stimulus, the (CS) and the (UCS). (Bell *elicits* Salivation)

Classical Conditioning

- Conditioned Stimulus (CS) the stimulus which comes to elicit a new response by virtue of pairings with the UCS (Bell elicits Salivation)
- Unconditioned Stimulus (UCS or US) the stimulus which elicits the unconditioned response and the presentation of which acts as reinforcement (Food elicits Salivation)
- Experimental Extinction the weakening of the tendency of the CS to elicit the CR by unreinforced presentations of the CS. The CS is presented without UC. After some trials, the CS no longer elicits the CR

Classical Conditioning

Unconditioned Reflex

An inborn, "hardwired" responses (e.g., the knee-jerk response)

Conditioned Reflex

 Reflex acquired through pairings of the CS and UCS; the "learning" that takes place in classical conditioning

Stimulus Generalization

 Tendency to respond to stimuli other than the original CS. The greater the similarity between the CS and the new stimulus, the greater this tendency will be









Classical Extinction

- Pavlov believed that during extinction, nonreinforced presentations of a CS result in learned inhibition that either suppress or replace previously learned excitatory associations between the CS and UCS
- After a period of time following extinction, if the CS is again presented to the animal the CR will temporarily reappear

Classical Extinction

Bouton (1994)

- During extinction, presentation of a CS without a US results in new learning (including inhibition of the CR) that interferes with a previously learned CS-UCS association
- Original CS-UCS association remain alongside the newly acquired CS-extinction associations.
 - Specific responses observed under subsequent test conditions will depend on experimental-contextual cues other than the CS itself



Instrumental Conditioning

- Instrumental (Operant) Conditioning a form of learning in which a reinforcer (e.g., food) is given only if the animal performs the instrumental response (e.g., pressing a lever). In effect, what has to be learned is the relationship between the response and the outcome.
- Operant (R) according to Skinner, in instrumental response; a behavior that is *emitted* to receive the reinforcer

Instrumental Conditioning

- Discriminative Stimulus (S^D) a stimulus (e.g., a tone, light, a behavior) that sets the occasion for the operant response to be performed in order to receive the reinforcer.
- The S^D signals a particular relationship between the instrumental response and the reinforcer
- A discriminative stimulus can also be a signal that the instrumental response will not currently deliver the reinforcer (S[△])

Instrumental Conditioning

- Contingent a relation between two events in which one is dependent upon another (the animal must press the lever for food to be delivered)
- Reinforcement (S^R) the procedure by which the instrumental response is made contingent upon some sought-after outcome
- Three-Term Contingency the relationship between the S^D, the R and the S^R; the S^R can then serve as the S^D for a different threeterm contingency



Instrumental Conditioning

Types of Learning

- Positive Reinforcement any stimulus the presentation of which strengthens the behavior upon which it is made contingent. (e.g., lever pressing for food)
- Negative Reinforcement any (aversive) stimulus the withdrawal of which strengthens the behavior. (e.g., lever pressing to terminate or escape shock)

Instrumental Conditioning

Types of Learning

- Positive Punishment any (aversive) stimulus the *presentation* of which weakens a behavior. (e.g., spanking a child for misbehaving)
- Negative Punishment any stimulus the withdrawal of which weakens a behavior. (e.g., taking candy from a child for misbehaving)

Behavioral Model of Phobias

Some neutral stimulus takes on the properties of the light or flight response

- Individuals conditioned to CS learn certain behaviors or responses that lessen the amount of fear experienced or avoid the situation entirely
- Escape or avoidance responses are instrumentally conditioned by negative reinforcement
- Phobias become troublesome when the escape behaviors become elaborate and begin to interfere with an individual's day-to-day functioning
- Bridge-phobic from Marin County, CA accepts a job in SF and must cross the Golden Gate Bridge each day

Behavioral Models of Anxiety Disorders

- Panic Disorder
- -With or without Agoraphobia
- Specific phobias
- Obsessive-Compulsive Disorder
- Social Phobia
- •GAD
- •PTSD

Behavioral Models

- Principles of classical conditioning at the heart of exposure based therapies
- Exposure therapy alone has effect sizes as large or larger than pharmacotherapy in the acute treatment of ALL anxiety disorders
- Exposure therapy shows durable gains
 <u>SUPERIOR</u> to medication alone
- Understanding neuroscience holds the promise of enhancing efficacy of exposure therapy

Behavioral Models

- Neuroscience will improve the way we conduct exposure therapy
 - Need to expose person to context (Conditioned Reflex) and not just phobic stimulus (CS) (Bouton)
- Growing enthusiasm for pharmacological agents that might augment efficacy of exposure therapy
 - -D-Cycloserine

Behavioral Models

Depression

Learned Helplessness

 (Seligman, 1975) "A dog that had been given inescapable shock showed a strikingly different pattern. The dog's first reactions to shock in the shuttle box were much the same as those of a naïve dog: it ran around frantically for about thirty seconds. But then, it stopped moving; to our surprise, it lay down and quietly whined . . on the next trial, the dog did it again . . . on all succeeding trials, the dog failed to escape. This is the paradigmatic learned-helplessness effect." (p.22)

Behavioral Models

Depression

Learned Helplessness

- Extended to compelling approach to human depression
- Helpless organism has lost the ability to see the contingencies in one's life
- Expectancy to fail and an expectancy that one's responses will have no effect on the outcomes

Behavioral Models

Depression

Lewinsohn's Model

- Similar to learned helplessness
- Considers that depressed people suffer from deficits in skills that could produce positive reinforcement or skills that could minimize unpleasant outcomes
- As a person becomes more depressed, they become less active, emit fewer behaviors, thus limiting further, the opportunity to receive reinforcement