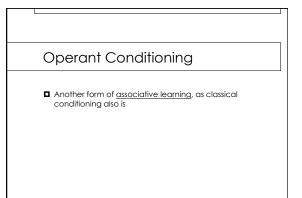
Operant Conditioning
Module 19



# What's the difference?

- Classical: creates an association between a conditioned stimulus and a conditioned response, where there would not normally be one
- Operant: we associate our own actions w/consequences good or bad.
  Consequences: aka "Reinforcers"

## Famous Theorists

- Edward L. Thornidike (1874-1949) "The Law of Effect" Rewarded behavior is likely to recur, and punished behavior is likely to not recur
  - "Cat in a Box" experiment

# Famous Theorists B.F. Skinner (1904-1990)

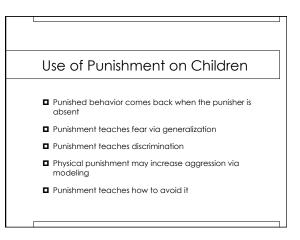
- Behaviorist
- Used Thorndike's theory & expanded it
- "The Operant Chamber" (aka the Skinner Box)
- Shaping behavior by providing reinforcement when the desired behavior is achieved

### Types of Reinforcers

- Reinforcement: Any consequence that strengthens or increases a behavior
- Positive: presenting a desirable stimulus
- Negative: taking away a bad stimulus ■ NOT PUNISHMENTS! THAT IS DIFFERENT...

#### Punishers

A consequence that decreases the frequency of a behavior



# The difference

- Reinforcement tells you what to do
- Punishment tells you what not to do

#### Reinforcement Schedule

- ContinuousLearning is quick but goes extinct quickly
- Partial/IntermittentLearning is slower but lasts longer

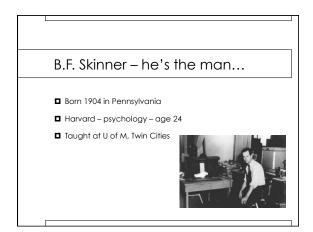
#### **Reinforcement Schedule**

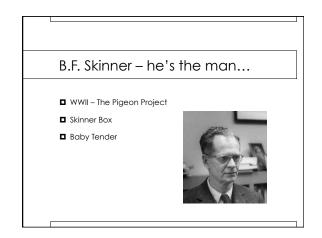
■ Fixed-Ratio -reinforce behavior after a set number of responses

- Buy 10 get #11 free!
- Variable-Ratio -reinforce behavior after an apparently unpredictable number of responses
   Slot machine

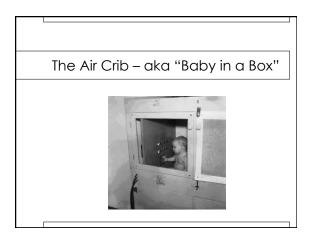
#### Reinforcement Schedule

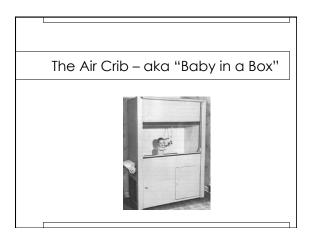
- Fixed Interval reinforcement after a fixed time period
- Variable Interval reinforcement after varying times

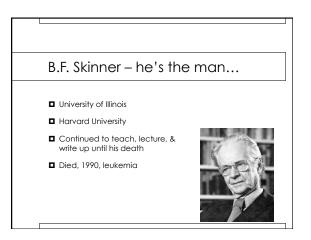












Quiz Yourself
What is the main difference between Classical and Operant Conditioning?