

## Learning

## Learning

- Adaptive change in behavior that results from past experiences
- Nonassociative Learning
  - Habituation
  - Sensitization
- Classical Conditioning
- Instrumental Learning/Operant Conditioning

## Habituation

- Ability to discontinue response to highly repetitive stimuli
- Sokolov (1963)
  - Delayed Train



## Sensitization

- Increase in responsiveness as result of
  - repeated application of stimulus
  - aversive stimulus



## Habituation and Sensitization

### Characteristics of Habituation and Sensitization

#### Time course

- Sensitization is usually temporary
- sensitization can last for up to a week but not generally a long-term effect.
  - with a stronger stimulus, the effects last longer.

Habituation can be short-term or long-term, depending on presentation and interval between stimuli.

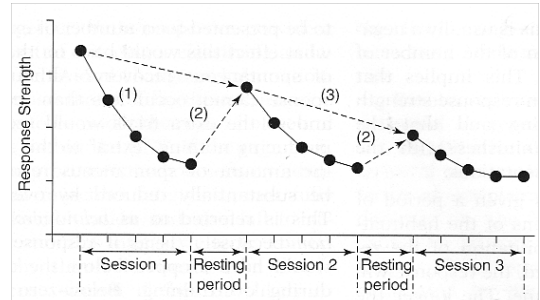
#### Short-term habituation:

- rapid presentations of a stimulus with a short interval between presentations
- results in habituation quickly but see **spontaneous recovery**
- the degree of spontaneous recovery depends on length of rest interval.

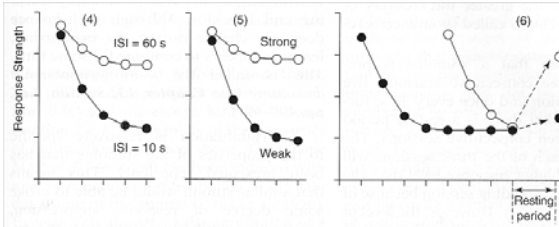
Long-term habituation:

- one stimulus presentation a day
- see more long-term effects
- see less spontaneous recovery

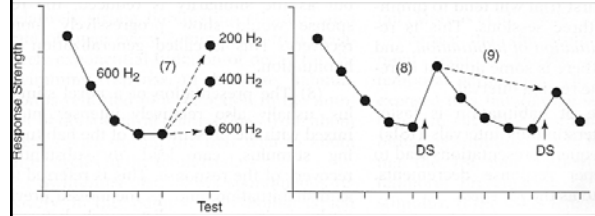
1. Short-term habituation
2. Spontaneous recovery
3. Long-term habituation



4. Rate of habituation faster for short ISI
5. Rate of habituation faster for weaker stimuli
6. Below-zero habituation

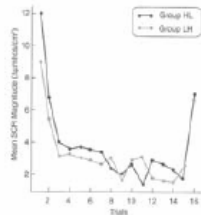


7. Habituation is specific - generalization gradient
8. Dishabituation
9. Habituation of dishabituation



**Habituation/Dishabituation**

- GSR measured at onset of either high or low tone
  - Tone gradually elicits less anxiety
- 15<sup>th</sup> trial is the opposite tone
  - high for low group & low for high group



Stimulus specificity

Habituation is stimulus-specific

-if you change the stimulus, see recovery of the response

Sensitization is not highly stimulus-specific

-if an animal is aroused, it is usually aroused to a variety of cues

**Effects of strong extraneous stimuli**

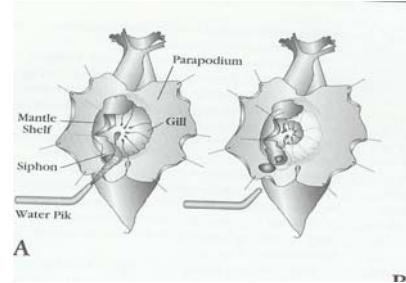
If you change the nature of the eliciting stimulus you see recovery of the habituated response.

Can also see recovery of the response if the animal is given a rest period = spontaneous recovery.

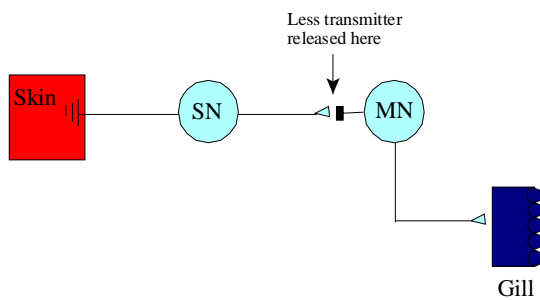
The response can also be restored by presenting a strong stimulus— this is called sensitization

Dishabituation refers to recovery of the response to the habituated stimulus following presentation of a different, novel stimulus.

**Habituation and Sensitization in Aplysia**



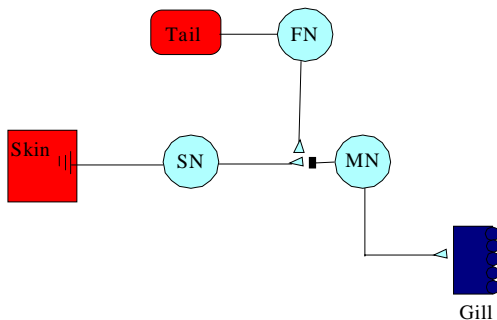
**Habituation of the gill withdrawal reflex results from changes in the S-R pathway**



**Sensitization**

After the gill withdrawal reflex has habituated, a shock to the tail sensitizes the gill withdrawal reflex elicited by touching either the mantle or siphon

**Sensitization occurs because tailshock augments the release of neurotransmitter from the sensory neuron**



**Habituation vs. Sensitization**

*Habituation*

- Decrease in strength of behavior
- Typically low-intensity stimuli
- Stimulus-specific generalization
- < neurotransmitter

*Sensitization*

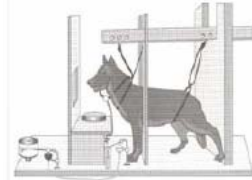
- Increase in strength of behavior
- Typically high-intensity stimuli
- Nonspecific generalization
- > neurotransmitter

## Pavlov



## Classical Conditioning

- Process by which a neutral stimulus (CS) comes to be associated with another stimulus (UCS) that elicits a response (UCR)
- Results in elicitation of response by CS

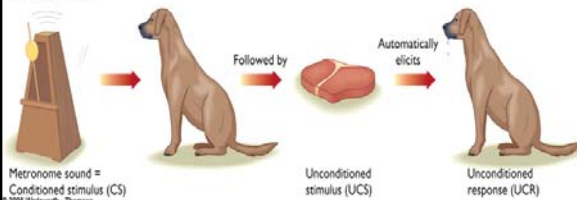


Pavlov paired the clicking of a metronome with food.

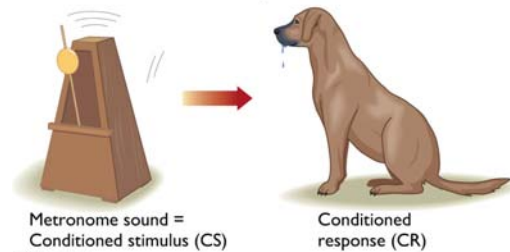
Clicker → Food (never used a bell)

Dogs normally salivate with food but not with the clicker

During training,



After some number of repetitions,



After a few of these pairings, dogs began to salivate when the metronome came on.

### Four major terms apply to Pavlovian Conditioning experiments

#### Stimuli

##### US

**Unconditioned stimulus**  
 Biologically potent stimulus that reliably evokes an unlearned or reflexive reaction (i.e., food)

##### CS

**Conditioned stimulus**  
 Biologically weak stimulus  
 The CS may evoke an orienting response, but not the strong response evoked by the US (i.e., metronome)

#### Responses

##### UR

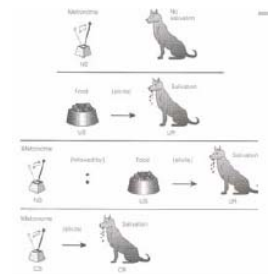
**Unconditioned response**  
 The unlearned response triggered by the US  
 Powerful and reflexive (i.e., salivation to food)

##### CR

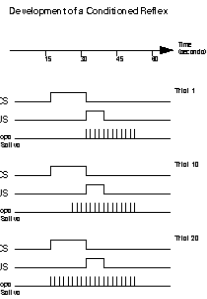
**Conditioned response**  
 It is elicited by the CS and represents the learned behavior (i.e., salivation to the Metronome)

## Sequence in Conditioning

- Initially the neutral stimulus elicits no response
- UCS elicits reflexive response (UCR)
- Pair NS w/ UCS & elicit UCR
- CS elicits salivation  
 – UCR=CR salivation



## Timing



## Appetitive & Aversive Conditioning

### Appetitive

- US is an event the organism seeks out & considers pleasant
  - food
  - physical touch
  - warmth

### Aversive

- US is an event the organism avoids & considers unpleasant
  - shock
  - painful stimulus
  - air puff in eye

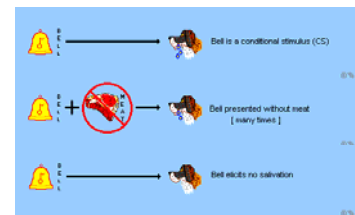
## Phases of Learning

- Acquisition – phase w/strengthening of response through repeated reinforcements

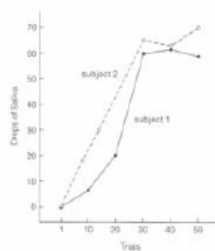


## Extinction

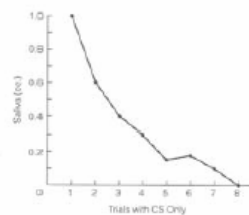
- Diminishment of response when reinforcement is discontinued



## Acquisition & Extinction



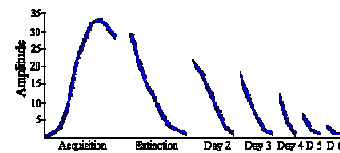
Data from Anrep, 1920



Data from Pavlov, 1927

## Acquisition and Extinction

- Spontaneous Recovery

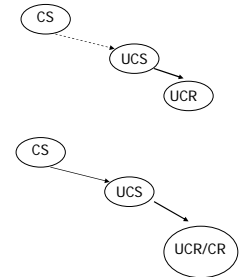


## What is learned?

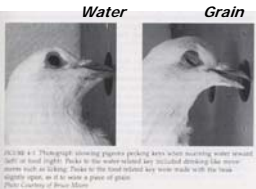
- Stimulus-Stimulus Associations
  - CS becomes directly associated with the UCS and so elicits a similar/related response to the UCR
- Stimulus-Response Associations
  - CS becomes directly associated with the UCR and so elicits the same response as the UCR

## Pavlov

- Stimulus-substitution theory
  - A connection forms in the brain between the CS and the UCS activation sites
  - When the CS is activated alone following acquisition, it will automatically activate the UCS site in the brain
  - Therefore, the CR should be almost identical to the UCR (because the connection between UCS and UCR in the brain is hardwired)



## Support: Stimulus Substitution



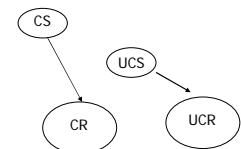
UCR 66 a 1. Photograph showing pigeons pecking into water receiving water reward (left) or food (right). Pigeons in the water-reward box included drinking like non-rewarded birds on drinking. Pigeons in the food-reward box were made with the beak slightly open, as if to seize a piece of grain. (From Learning of Bruce Bloom)

Jenkins & Moore (1973)

- Water Group
  - CS(light)→UCS(water)
  - Pigeons tried to “drink” the lit key
    - closed beak and open eyes
- Grain Group
  - CS(light)→UCS(grain)
  - Pigeons tried to “eat” the lit key
    - Open beak and closed eyes

## Against Stimulus Substitution

- CR not always the same as UCR
  - When tone paired with shock, rats will jump to the UCS (shock), but the CR is typically freezing

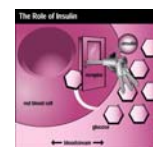


## Other stimulus-response models

- Preparatory Response Model
  - Kimble
  - CR is a response that serves to prepare the organism for the upcoming UCS
  - CR eyeblink may actually prepare the person for the upcoming airpuff such that the eye would be partially closed when the airpuff occurs
- Compensatory Response Model
  - Siegel
  - Learned association between CS and UCS serves to elicit a CR that compensates for effects of UCS
  - Sometimes CR=UCR
  - Sometimes CR opposite of UCR

## Siegel (1972)

- Gave rats repeated injections (CS) of insulin (UCS)
  - Insulin’s effects are to reduce the level of glucose in the blood (UCR)
- Give rats injection of saline
  - Measured the CR (change in blood glucose levels)
- Glucose levels *increased*
- CR ≠ UCR, and the CR was definitely compensatory
- Evidence for compensatory response model



## Conditioned Drug Tolerance

- Siegel, et al., 1978
  - *Experimental Group*: CS (light change & noise reduction) paired with UCS (injection of morphine) for 9 days
  - *Placebo Control Group* (CS paired with injection of saline)
  - Unpaired *Control Group*
- Test: present CS, inject every rat with morphine, place rat on hot surface
  - Measure latency to lick their paws (lick when they feel pain)

