



Extinction and Punishment Ways to Decrease a Response

Psychology 390
Psychology of Learning
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Extinction

- The failure of a response to product a reinforcer causes the response to decrease until the organism no longer emits the response.
- When reinforcers are no longer provided, the behavior stops

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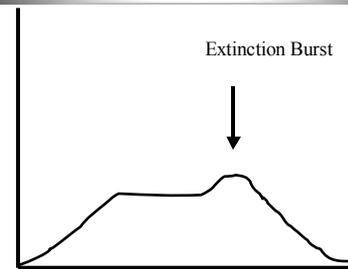
Extinction Burst

When you begin to stop delivering a reinforcer, the behavior first increases before it decreases to zero.

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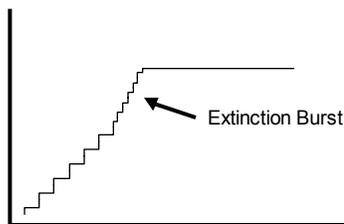
Extinction Burst



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Extinction Burst



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Factors that Influence Extinction

- Size of the Reinforcer
 - Greater the size, the longer it takes.
- Delay of the Reinforcer.
 - If you occasionally the reinforcer is delayed, the response will take longer to extinguish.
- Partial Reinforcement Schedules
 - Intermittent reinforcement schedules take longer to extinguish.

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Punishment

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Punishment

- Is a very misused procedure
- Often is used in ways where behavioral changes do not ultimately occur (Criminal Justice System).
- Often is used when using a reinforcement procedure would get better results.

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Two Classic Papers

- Punishment by Azrin and Holz
- Punishment by Campbell and Church

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Azrin and Holz

- Definition –
- A consequence of a behavior that reduces the future probability of that behavior.
- Is a reduction of the future probability of a specific response as a result of the immediate delivery of a stimulus for that response.

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Azrin and Holz

- The stimulus is called the punishing stimulus.
- The process is called punishment.

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Important Aspects

- The definition is not in terms of subjective feelings or states of being.
 - Something is not a punishing stimulus just because it makes you unhappy.
- A specific event must be produced by a specific response in order for it to be considered a punishing stimulus
 - Simple decreases in responding are not sufficient reasons to classify a procedure as punishment.

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Requirements for an Ideal Punishing Stimulus.

- Must have precise physical specification.
 - Must be able to be measured accurately.
- Must have constancy in terms of actual contact it makes with a subject.
 - A stimulus measured at its source may be different from its contact on the organism.

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Requirements for an Ideal Punishing Stimulus.

- The organism must not be able to perform behaviors to reduce or escape from the aversive stimulus.
 - Cannot perform unauthorized escape behavior.
- There must be few skeletal reactions to the stimulus
 - Cannot paralyze the organism.
- The punishing stimulus must have the capability to be varied over a wide range of values.

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Types of Punishing Stimuli

- Many types
 - Air blast
 - Skinner
 - Noise
 - Electric shock
 - Smells
 - Water Mist

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Delivery Techniques

- Traditionally – Use a Operant Chamber

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Two Different Types of Punishment

Positive Punishment

When a response is followed by a stimulus and the behavior decreases, the procedure is called positive punishment and the stimulus is called a punisher.

e.g., Response is followed by a Zap

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Difference Between Positive Punishment and Negative Reinforcement.

- In Positive Punishment, the response is followed by something aversive and the behavior decreases.
- In Negative Reinforcement, the response is followed by the removal of an aversive stimulus and the behavior increases.

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Negative Punishment

- Two types

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Response Cost (RC)

- In response cost the response is followed by the removal of a goodie and the behavior decreases.
- Is not like positive punishment where you give something aversive and the behavior decreases.
 - Kid yells in the house and parents take away its TV time.

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Time Out (From Positive Reinforcement)

- In Time Out, the response is followed by the removal of the reinforcing stimulus and the behavior decreases in frequency.
 - Generally, the organism is placed in a neutral situation where no reinforcers or stimuli are available.
 - e.g., Kid yells in the house and parents place the kid in the corner.

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Problem

- The neutral situation may have reinforcers. Must make sure there are no reinforcers available.
- e.g., Kid yells
 - Parent says "Go to your room."
 - What's in the room - TOYS
- Alternative, sit on your bed quietly
 - Not many stimuli or things to do on the bed.

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Next Section

Variables that are related to punishment

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