

OPERANT CONDITIONING

Four basic kinds of operant conditioning

	Stimulus presented	Stimulus removed
Pleasant Stimulus	Positive reinforcement	Omission
Noxious Stimulus	Punishment	Escape (negative reinforcement)

A reward (Pleasant Stimulus), if presented, tends to increase the probability that a response it follows will recur. (The behavior is reinforced.)

A penalty (Noxious Stimulus), that follows a response tends to decrease the probability that the response will recur.

Omission of the Pleasant Stimulus, usually presented in the environment following the response, tends to decrease the probability that the response will recur.

Removal of the Noxious Stimulus following a response increases the probability that the response will recur when the noxious stimulus occurs again. (The behavior is reinforced by the discontinuation of the noxious stimulus.)

With variable interval and/or ratio reinforcement schedules, behavior more resistive to extinction. (Example: Slot machines)