



## K9 LEARNING PRINCIPLES

### Classical Conditioning

- Autonomic response
- Example: reward marker = dopamine release

### Action Response

- Drive reaction
- Impulsive
- High intensity
- Example: chasing a cat

### Operant Conditioning

- Learned behavior
- Positive reinforcement
  - Dog receives pleasure
- Positive punishment
  - Dog avoids displeasure ... achieves relative pleasure
- Negative reinforcement
  - Dog stops displeasure ... achieves relative pleasure
- Negative punishment
  - Pleasure taken away ... still seeking pleasure
  - Possibly frustrate
  - Seems to be least effective component

Dog are almost always seeking pleasure. Such is defined by drives.

### Successive Approximation

- Teach dog in small steps
- i.e. mark behavior ... no command
  - Cue behavior with command then issue mark
  - Slowly “peel” away mark and prolong attention
  - Apply variable reward system