Sleep and Dreaming – January 23

I. ELECTROENCEPHALOGRAM (EEG) RESEARCH

Sleep is one of a number of	(circadian) cycles in the body; Regulated in part by
, a p	hotopigment; brain begins producing more around 8 pm.
A. EEG research shows that the	nere are cycles within sleep period.
Electrodes on the	record electrical activity of the brain (brain waves).
EEG recordings allow i	identification ofstates
Two broad classes are REI	M (rapid eye movements) and NREM (non-REM)
Figure 8.2	
Waking Beta	Awake: beta,, 15-30 cps
Waking Alpha	Drowsy: alpha,, 8-12 cps
REM MANAMANAMANAMANAMANAMANAMANAMANAMANAMA	REM: return of beta waves
NREM-1 300 nV	NREM 1: theta, 4-7 cps,eye movements
NREM-2 NREM-3	NREM 2: sleep spindles occur
MMMM/MM/M	NREM 3: delta, 1-4 cps, high amplitude
NREM sleep i	s sleep - physiological processes slow
·	EM 3 is also called sleep (SWS); difficult to
	from this SWS.
REM sleep is	sleep. Also calledsleep the
brain acts as	if awake and physiological processes speed up but the sleeper is
****	(no muscle tone). The brain stem blocks signals from
	cortex to the body.
Also	sleep - most (& more) vivid dreams occur now
about	report in lab studies.
B. Sleep Cycles: NREM to RE	EM cycles last about minutes in young adults
1. 1st half has more _	sleep ()
2. 2 nd half has	deep/SWS sleep but more
Both NREM 3	and REM are needed – for each get
effects with se	lective denrivation

II. SLEEP DEPRIVATION

A. How much sleep do you need? Answer =	
Class data and national data.	
B. What are the effects of staying up all night?	
Pilcher & Walters (1997) Recruited college students -10 pm Friday: randomly assigned to s	leep
or no sleep group; 10 am Saturday: assessed mood, self-rated ability to think, and critical thin	king
Mood – difference (notemeta-analysis does show small effect)	
Ability to think – No sleep group significantly ratings	
Critical thinking test – No sleep group significantly performance	
After staying up all night, do you continue to get sleepier and sleepier as the day progresses?)
More awake (less fatigue) during hours.	
Why? the normal cycle.	
C. What are the effects of long-term total sleep deprivation?	
Randy Gardnerhours without sleep ; catastrophic	
sleepy, irritable, some disorientation, some slurred speech, especially after a week	
Not typical. He was highlyto show how well he could	do.
2. Van Dongen et. al. (2003). Multi-day experiment with restricted sleep	
and no sleep groups. No sleep group showed increasingon	
memory and attention tests over three days. As in Pilcher & Walter study, the studen	ts
did not realize how they performed.	
3. Rats kept awake in the lab afterweeks.	
weakened system, weakened ability to produce	
and to metabolize sugars	
D. Sleep Restriction: less sleep over an extended period; a condition	
1. Class data.	
The Mass (1990) scale shows a constitution (2 or more year)	
The Maas (1999) scale shows experiencing sleep restriction! (3 or more yes)	
Similar symptoms: a. fatigue b. impaired concentration cimmune system	
d in accidents;	
Study with doctors in residency -Driving simulator performance was as if had been	
Study with doctors in residency -briving simulator performance was as in riad been	
3. Data described so far are	
Similar findings instudies.	
Data from Van Dongen et al. (2003) show increasing	
anddeficits.	

III. SOME SLEEP DISORDERS

IV.

A.	Insomnia—	_difficulty falling or staying asleep; 25%	adults.	
В.	Narcolepsy - 1/2000: persistent d	aytime;		
	may produce sudden onset o	fsleep, including		
	loss of muscle tension; brains	s lack that produce orexin, a bra	ain chemical	
	Drug therapies for narcolepsy	?: Stimulant drugs such as	adverse	
	side effects. Animal models	may lead to better understanding.		
C.	Sleep paralysis - "	" nightmare		
	Wake up but;	move; Heavy on ribcage s	so feels like cannot	
	breathe; feeling of threat from	presence/spirit/alien,		
	sometimes	_ but the experience seems very real to the pers	son.	
	Long& across of	cultures. Not night terrors or nightmares. Associat	ed with	
D.	REMdisordera sleep disorder in which there is no during REM. May act out part of dreams. Mostly males over 50. Also associated with some neurological diseases.			
W	HY DO WE DREAM?			
Cla	ass data on dreams.			
A.	Wish Fulfillment Hypothesis Sigm	und Freud <u>The Interpretation of Dreams</u> (1900)		
	Unacceptable wishes/desires	hidden from consciousness	in dreams	
		nt; remembered story line;		
	or underlying meaning; expres	ssed in needed interpreta	ation by analyst.	
	But there were some commor	-		
		support		
В.	Synthe	sis Theory (processing neural static)		
	Dreams are side effects of the	fact that the brainstem sends	_to cortex	
	Why? activate or "	" because no inpu	ıt	
	Human (mammal?) cortex trie	s to make of (interpret) (text: M	lake sense of static)	
	Also might incorporate curren			
	Dreams have no	meaning - simply by-products of brain	activity	
C.	Information Processing Perspective			
		f traces; newest version		
	SWS and REM work	; SWS reinstates brain activity to	stimuli;	
	During REM, memory	processes occur.		
	Problem solving is an informa	tion processing view focusing on day residue	,	
	which is common. Allows mo	rethinking to find solution	IS.	
Fre	eudian wish fulfillment, creative prol	olem solving, strengthening memory (learning), a	ctivation synthesis	
(by	product)—which offers the best de	scription? go with all but the firs	st. College students	
ch	nose · Sigh	\odot		

PERCEPTION—CONSTRUCTION OF REALITY – Jan 25

I. R	EALITY?
	A. Object under normal light and under infrared light. They look
	Which reflects?
	B. WE SEE THINGS NOT AS THEY ARE, WE SEE THINGS AS
	CHINESE FORTUNE COOKIE
	Discussion of Figure 18.25 from text
II. S	SENSATION vs. PERCEPTION
	A. Some Terminology: the distal stimulus and the proximal stimulus and the percept
	1 stimulus - thing/event that exists in the real world.
	2 stimulus -pattern of sensory information sent to the brain.
	3 interpretation of the proximal stimulus. What is perceived
	or experienced by the person.
	Bis constructed from sensory input (
	processing) and prior knowledge (processing)
III. S	SENSATION
	A sensory threshold -minimal amount of energy needed for detection.
	B. Not (all-or-none). Function is ogival (shaped).
	B. Not (all-of-holie). Fullction is ogival (shaped).
	probability High of detection Low
	stimulus intensity 1. Absolute sensory threshold is intensity needed to detectof the time.
	is below this point
	is below this point.
	C. Difference threshold the amount of in intensity needed to be detected
	50% of the time.
	1ustoticeableifference ()
	2. Weber's fraction or Weber's constant :
	3. If current intensity is,change is needed to detect
V.	PERCEPTUAL ILLUSIONS
	Perceptual illusions illustrate the fact that Perception is
	REAL World: a 3Dstimulus gives a 2Dstimulus and a 3D
	Perceptual illusions: distal stimulus gives a proximal stimulus and a percept
	Types of depth cues. Monocular vs. binocular depth from text. Picture on slide shows depth from the
	monocular cues of linear perspective and shadow.

A. Illusions based on	perspective/	distance
1. Ponzo illusion		
Apparent	: If two objects produce the same si	ze
image, and one is perceived as	s farther away, it is also perceived as _	· · · · · · · · · · · · · · · · · · ·
Retinal image travels to brain Distance B	(Emmert's	o Jaw)
Eye Distance A	(Limiters	s iaw)
Cylinder illusion		
Muller-Lyer illusion		
B. Illusions based on shadow		
convex and concave visu and this affects percep	al system uses shadow to infer otion	of light source,
2. visual system "adjusts" for _	brightnes	s difference
V. GESTALT PSYCHOLOGY		
Early 20th century German psychologis	sts- Perception is more than assemblir	ng
The whole is greater than the s	sum of its parts.	
Perception is not passive. It is	·	
Gestalt grouping, p. 233		
A. Figure – ground: organization of the	e visual field into	
objects () that stand out from their surrounding	gs ()
 Reversible figure and groun 	nd- Same stimulus contains more than o	one
a. faces and vases	b. Escher figure	
Whichever is "attended	d" is; Figure port	ion is
and more	than ground	
B. Perceptual system built to find good	d (figures	s or forms).
 Necker CubeSometimes to 	here are good	d gestalts in one stimulus.
2. Impossible figures. Someting	mes there are (no g	good figures)
VI. TOP-DOWN versus BOTTOM-UP INF	FLUENCES	
A. Discriminating between them		
Top-down (TD) information- (information "in the	- expectancy, goal, &	_ knowledge;
`		"in the "
,	rom	
	= (expectancy & knowledge) +(_

В.	Context is			
	1. It can disambiguate a stimulus: Examples: 13/B; THE CAT, INK BLOTS, event/went			
	2. Normal perception isbecause TD+BU work			
	Expectancy and the stimulus inputs converge on the same percept			
	1 BU			
	3. Because TD to BU to produce the percept, if expectancies are wrong,			
	TD can lead to			
	loaf of bread mailbox			
	Palmer (1975) study correct response wrong similar response			
	no context (no TD)			
	appropriate context (correct TD)			
	wrong context (wrong TD)			
	Hunting accidents and mistaking and object for a gun can occur when TD expectancy			
	effects are strong. Just as in the lab, in the			
	Expectancy strongly affects what we perceive.			
C.	Degraded stimul			
	Degraded Stimulii: is incomplete			
	Perception is			
	DOG			
	COW			
	2. Degraded stimuli: is missing.			
	How effortful is it to understand this story?			
	Now that you have some (TD) how effortful is it?			
D.	Recap and Take Home Message: Perception is effortless in most cases because TD and BU converge			
	on the same percept.			