Sistemas de conducta

Definición:

• Organización jerárquica de estados motivacionales y unidades perceptuales-motoras.

 Consta de cinco niveles: sistema. subsistemas, modos, módulo y patrones de acción.

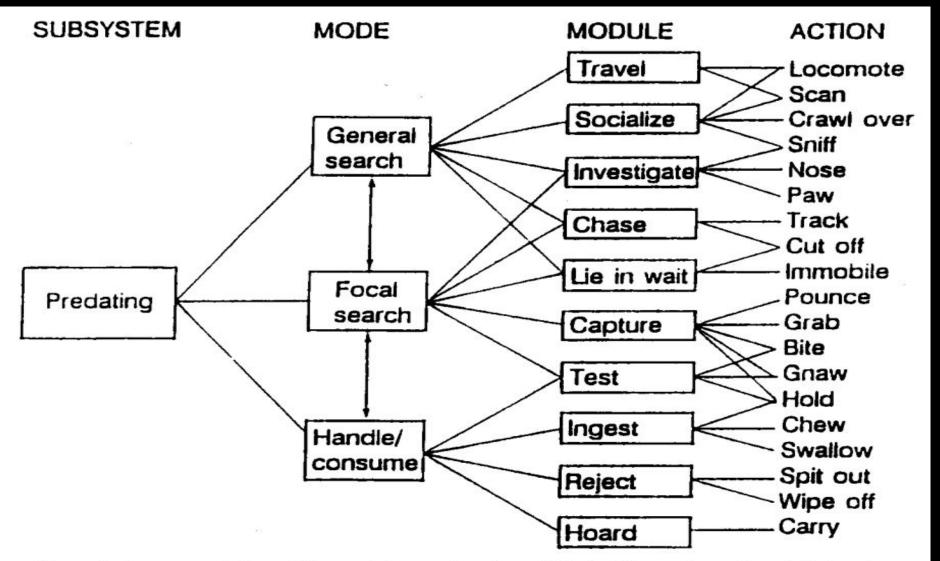


Figure 1. A representation of the predatory subsystem of the feeding system of a rat. Subsystems combine stimulus sensitivities, response components, and motivational states into strategies for dealing with subsets of the function of the overall system. Modes are motivational substates underlying the sequential and temporal organization of appetitive strings of responses. Modules represent groupings of stimulus filters, characteristic processing mechanisms, and particular motor programs. Finally, action patterns refer to the actual responses.

Sistema

Tendencia para organizar comportamiento y procesamiento de estímulos alrededor de funciones biológicamente importantes, por ejemplo: Alimentación o reproducción.

Subsistemas

Se combina la sensibilidad de estímulos y los estados motivacionales para crear estrategias que permitan lograr el objetivo del sistema.

Ejemplo: subsistema depredación, sensibilidad al movimiento.

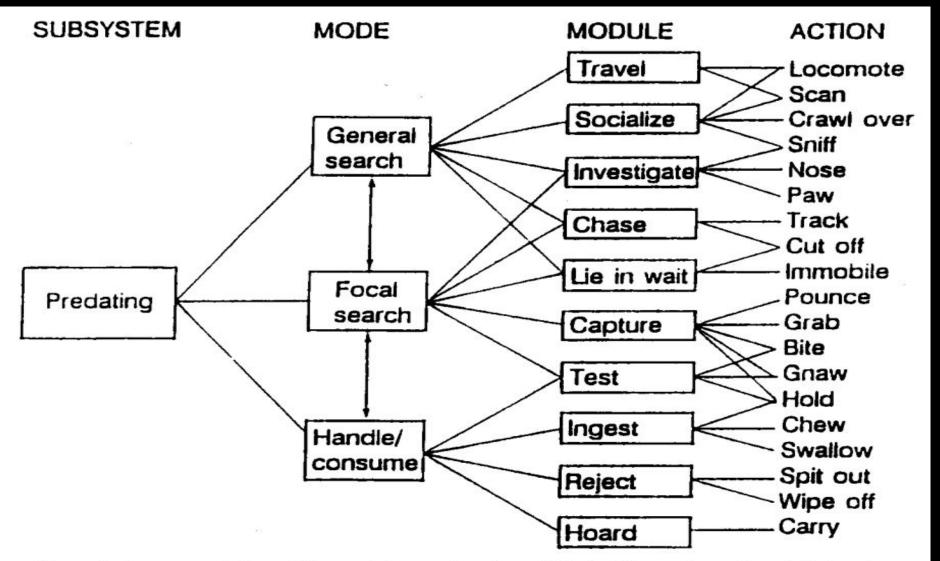


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Modos

Son subestados motivacionales subyacentes en la organización secuencial y temporal en cadenas apetitivas de respuestas.

(Podemos distinguirlos ,aproximadamente, por su cercanía a la comida)

Ejemplo: Búsqueda general, búsqueda focal y manejo/consumo

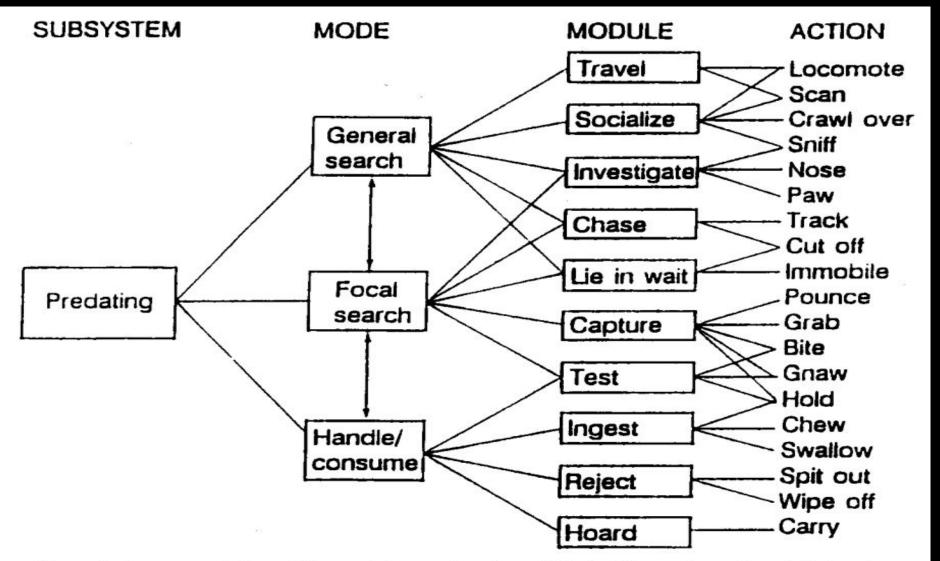


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Módulos

Están constituidos por filtros de estímulos, mecanismos de integración sensorial y componentes motores.

Ejemplo: Depredador y filtros perceptuales sensibles al movimiento.

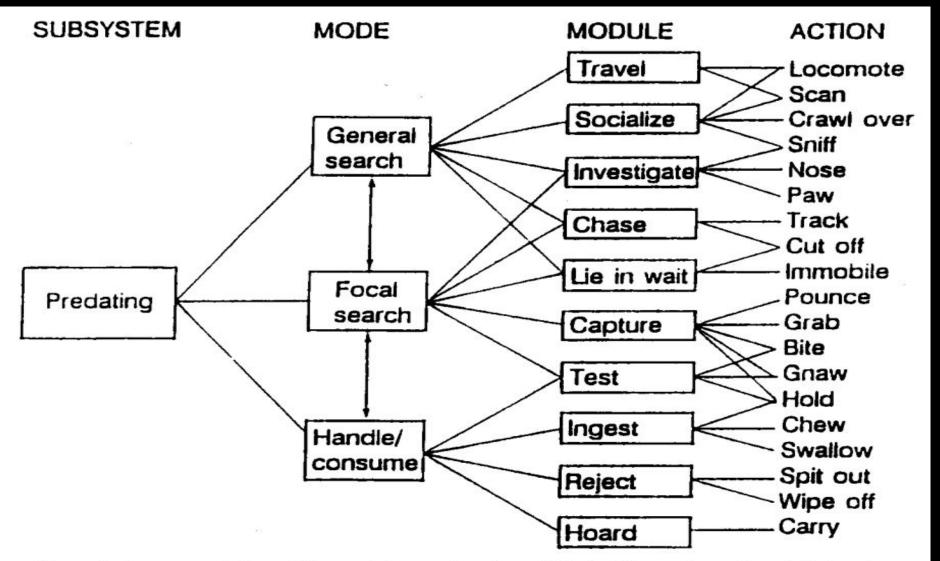


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Patrones de acción

Conjunto de respuestas individuales agrupadas por función.

• Los comportamientos son agrupaciones de patrones motores bien definidos que comparten una función en común.

• Estos grupos funcionales de patrones motores tienden a ocurrir juntos en tiempo, debido a que patrones motores que están asociados con el mismo estímulo y dependen del mismo estado interno, tienden a ocurrir juntos. (Masticar y tragar)

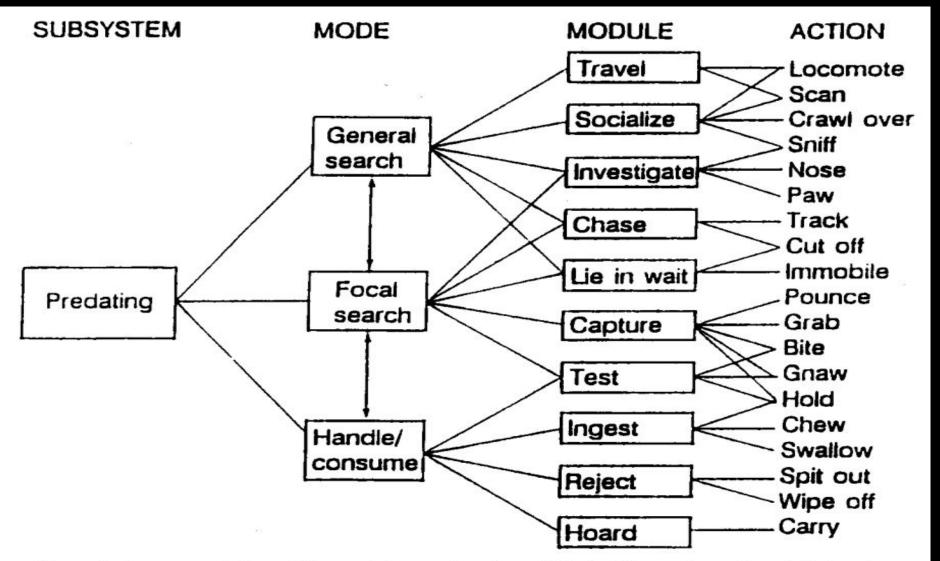


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Módulos preorganizados

Los módulos refieren a las unidades perceptomotoras en conjunto con los filtros de estímulos. Cuando una pista pasa el filtro, esta incrementa la probabilidad de un comportamiento funcional en una rata hambrienta.

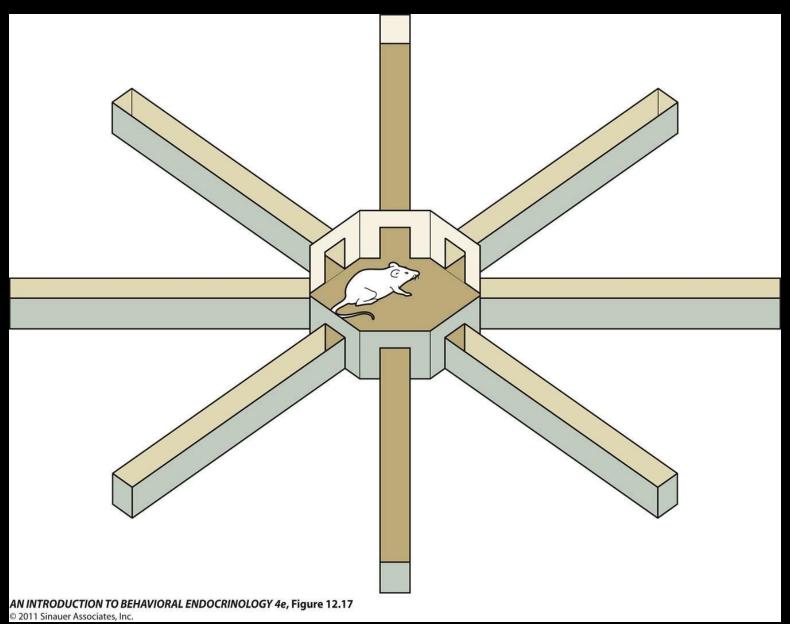
Módulos altamente preorganizados

Módulo de persecución

Módulo social: contacto, olfateo, etc.

Algunos módulos altamente preorganizados no requieren la presencia de comida para incrementar la integración y ejecución.

Ejemplo: privación y búsqueda



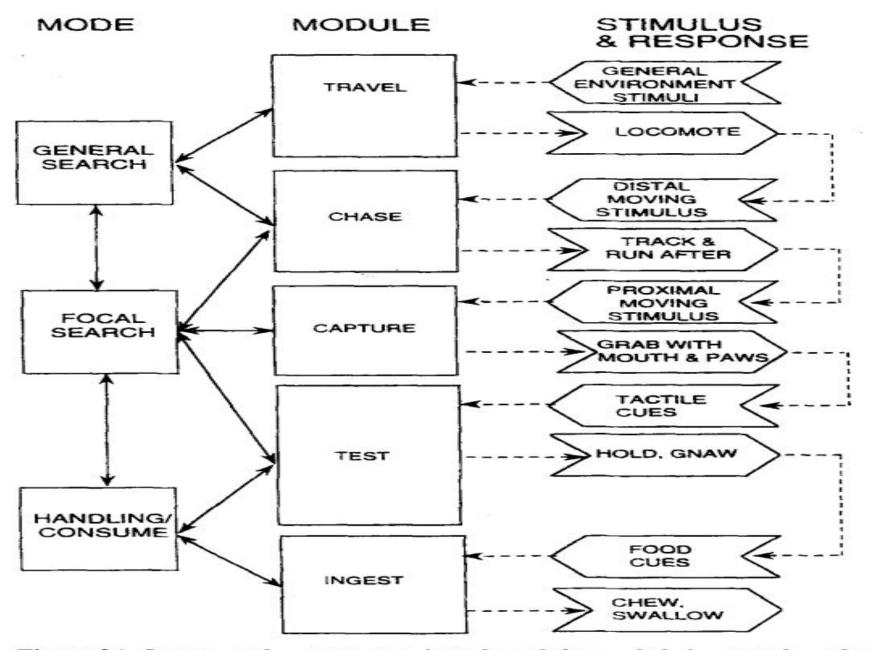


Figure 2A. Inputs and outputs to selected modules and their related modes taken from the feeding system of the rat shown in Figure 1. The dotted lines, proceeding from the top to the bottom of the figure, show how a predatory string of responses can easily emerge from a behavior system in the presence of appropriate stimulus conditions.