No Problem!

Problem-solving in and for the real world

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Here we go!

- The problem with problem-solving
- Universal model
- Perception vs. Reality

Problem-solving should feel as easy as breathing
Problem-solving pitfalls

- Focusing on the “problem” symptom!
- Starting from the wrong baseline
- Going too fast or too slow
- Cuing errors
- Reinforcer errors

Problems Are Not “Failure”

- “Failure” Is Your Friend
- Dogs do not “fail”
- They perform as trained

Dogs “fail” when we ask them to perform that for which we have not adequately prepared them
Universal 5-step problem-solving model

**DIP – IT**

- Define the problem
  - Get the real baseline
- Isolate the problem
- Plan your remediation
- Implement your plan
- Take another look
  - $\Delta$ change from baseline

5-step skill-building model

**DIP – IT**

- Define the problem
  - Get the real baseline
- Isolate the skill component
- Plan your shaping
- Implement your plan
- Take another look
  - $\Delta$ change from baseline

5
Define the skill ("problem")

- "Reverse" the problem
- Identify:
  - skill deficit, triggers, reinforcers
- Establish accurate baseline
- Don’t trust your eyes—use video

Isolate the problem

- Eliminate:
  - Triggers, problem reinforcers, & chains
  - Reintroduce them systematically
Plan your remediation

Plan is just a framework
- Be flexible
- Adapt
- Overcome

Implement your plan

Plan is just a framework
- Be flexible
- Adapt
- Overcome

Steps within steps
Take another look

- Baseline △
- The dog is ALWAYS right
- Re-DIPIT

The Fallacy of Sudden Progress

- Fluency and generalization
  - Front-load vs back-load effort
- Repertoire
  - Width vs Depth
**Taproots**

*Depth before width*

- **Pareto’s Law**  
  - Use the 80/20 Rule

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**Perception vs. reality**

- Which drives behavior?
- 4 Essential qualities of all stimuli  
  - Proximity, Salience, Vector, Intensity/Speed
- Compound effect
Salience, Proximity, Vector, Intensity

Compounding

- Chains
  - Predictability
  - “Internally” reinforced
  - “Randomly” reinforced
- Unknowingly created
- Knowingly disassembled
Wrapping Up

- Problem-solving is skill-building
  - Both have a 5-step process
- Triggers have 4 essential qualities
- Perception drives behavior
- Be aware of stimuli & reinforcers involved
  - Many are hidden