

Biological Psychology

**An Illustrated
Survival Guide**

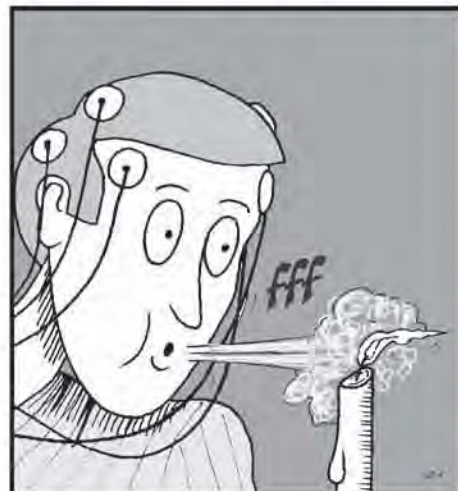
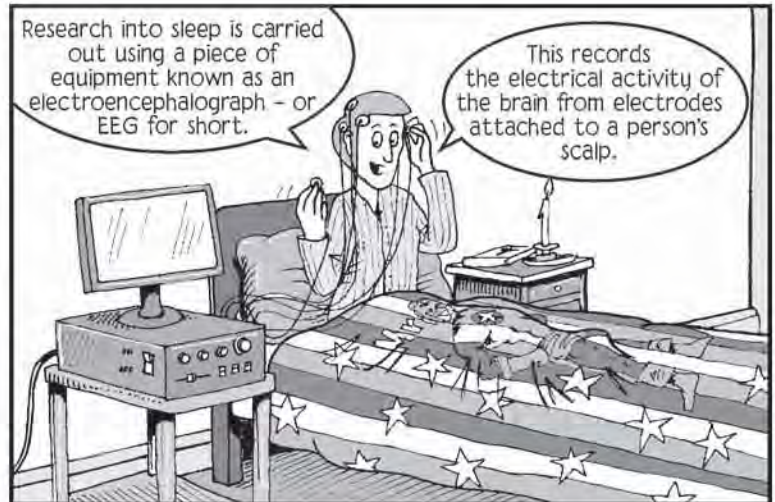
**Paul Aleixo
and
Murray Baillon**

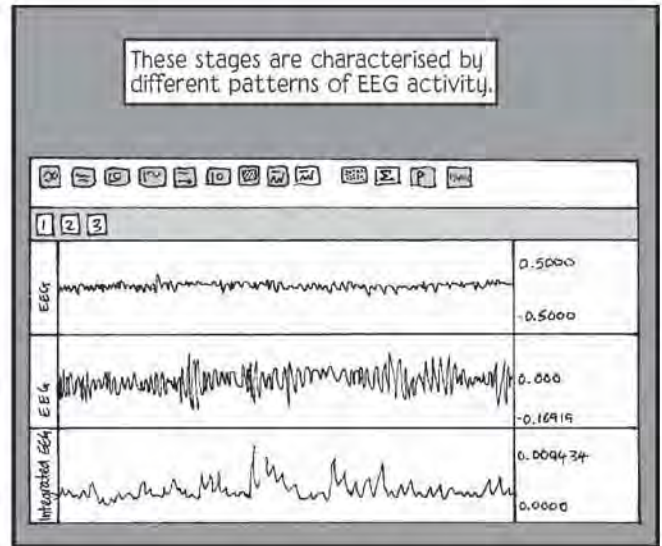
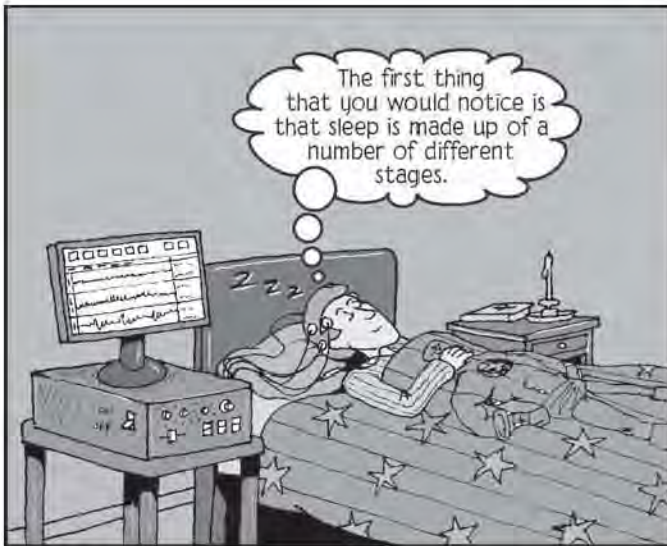


 **WILEY**

CHAPTER 8

SLEEP AND BIOLOGICAL RHYTHMS

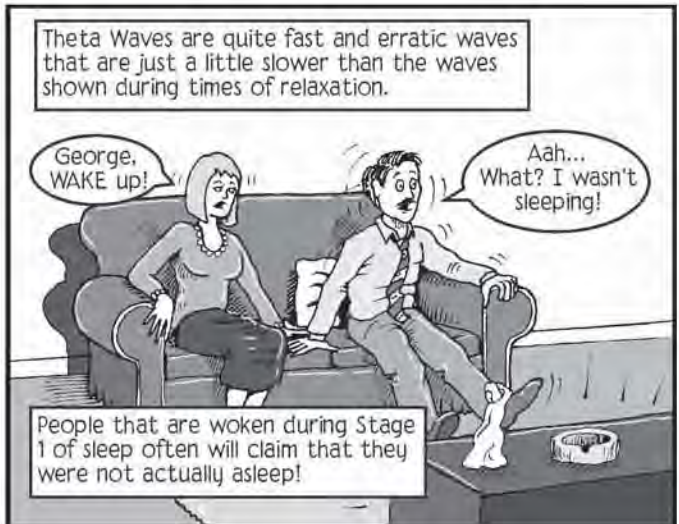




Before sleep, the EEG pattern is mostly BETA WAVES when you are awake and ALPHA WAVES during times of quiet relaxation.

Stage 1 of sleep is a general state of drowsiness that is defined by the presence of Theta Waves in the EEG pattern.

Awake	Alert		β Beta waves
	Quiet Relaxation		α Alpha waves
Sleep	Stage 1		θ Theta waves



Stage 2 of sleep is characterised by slower and longer waves accompanied by sleep spindles - short bursts of fast activity.

Stage 2

Spindles

The third stage of sleep has waves that are even slower and larger - known as DELTA WAVES.

Stage 3

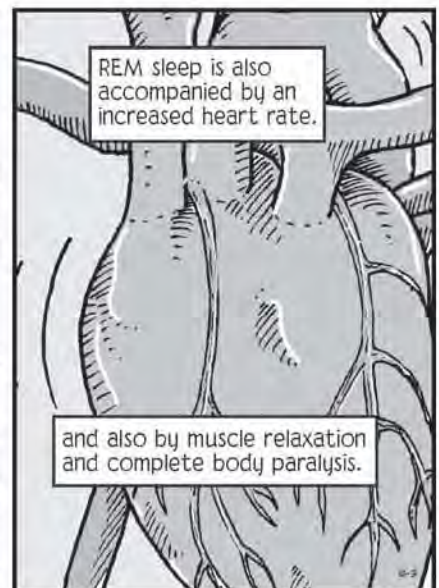
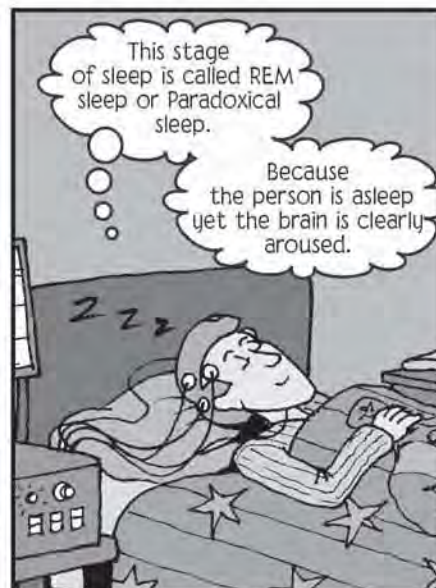
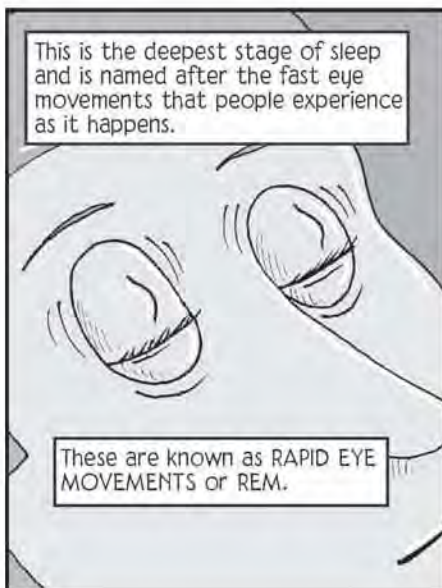
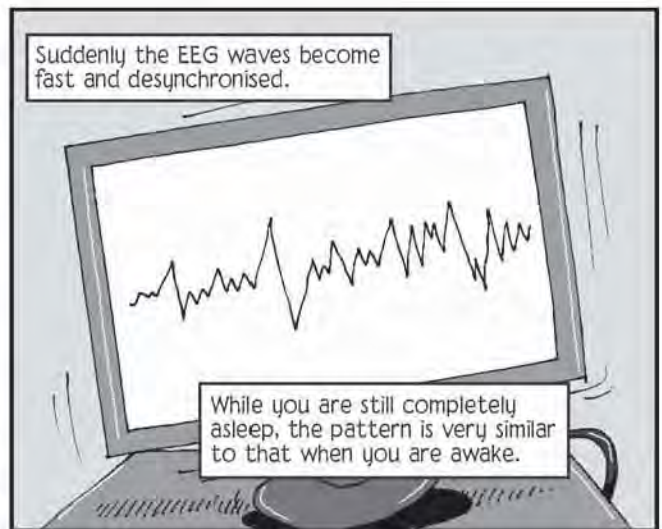
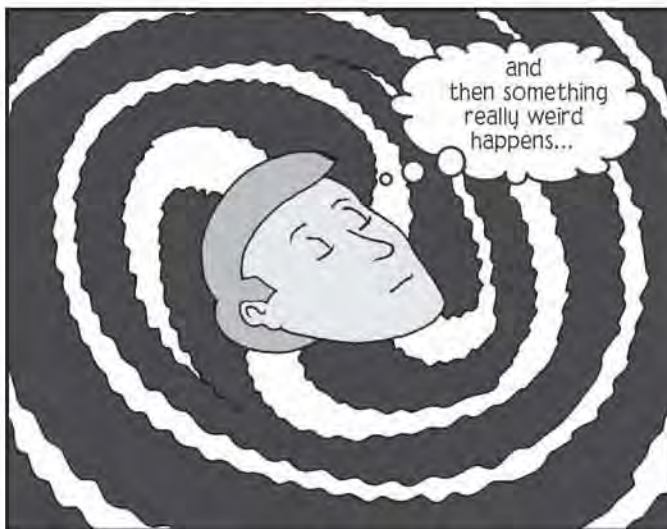
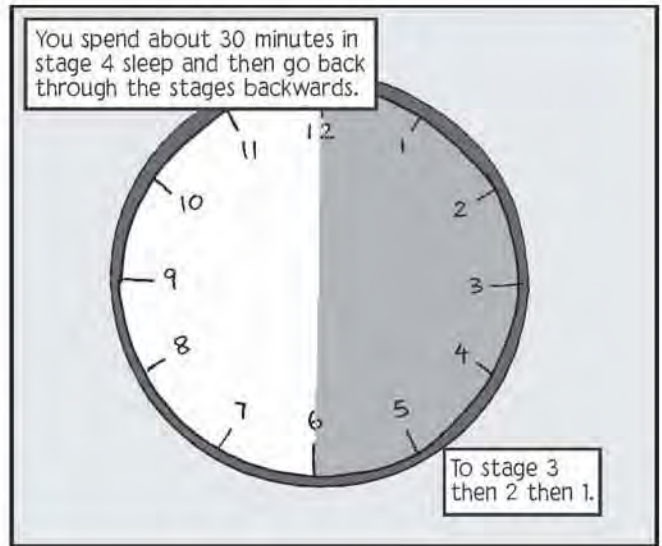
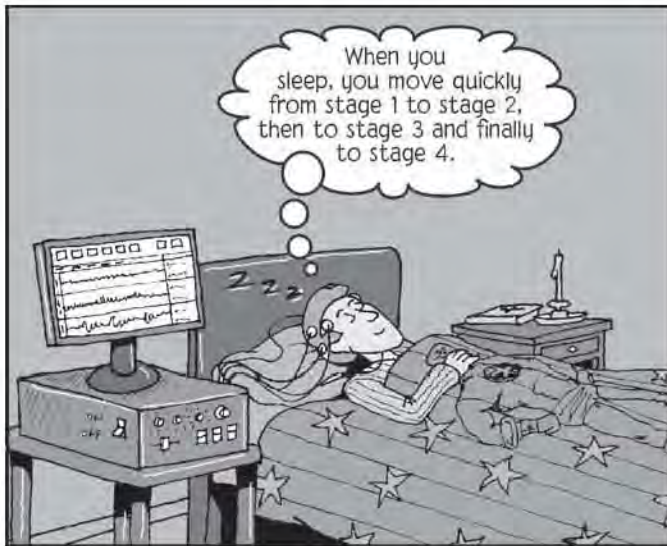
δ Delta waves appear

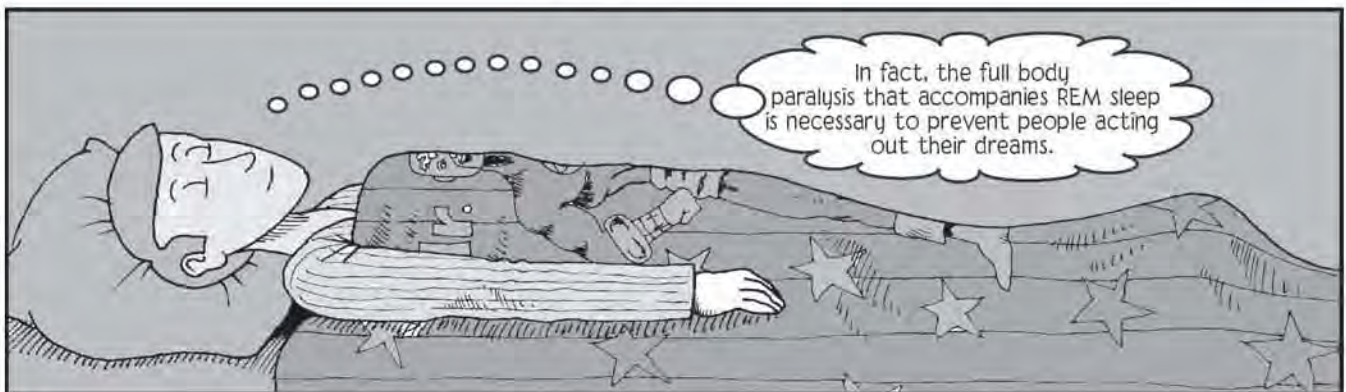
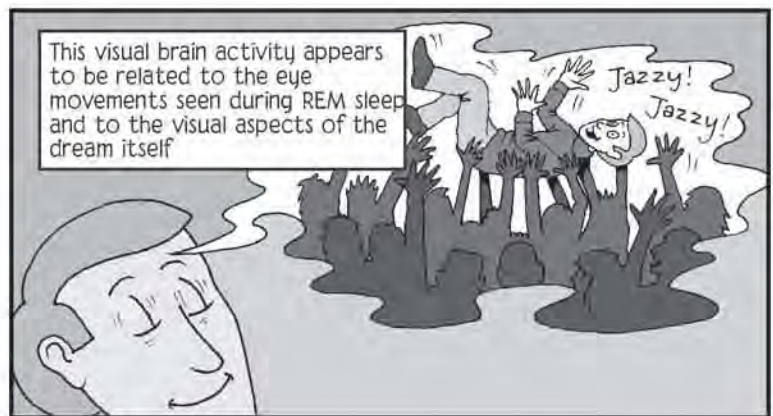
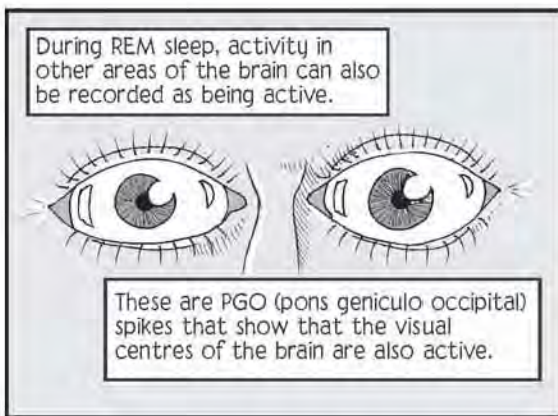
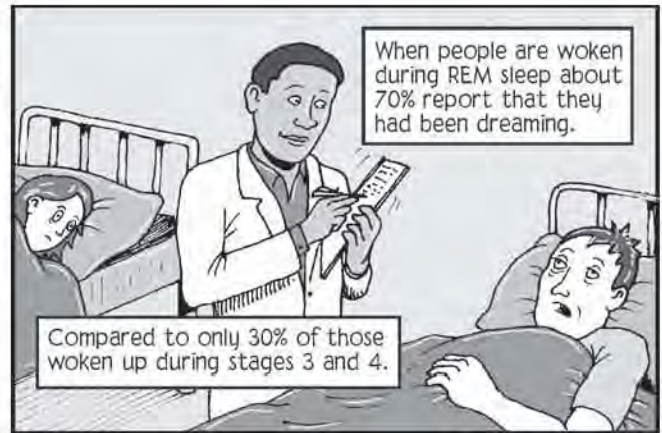
During the fourth stage of sleep, the body's metabolism is at its slowest and the EEG pattern is almost exclusively made up of DELTA waves.

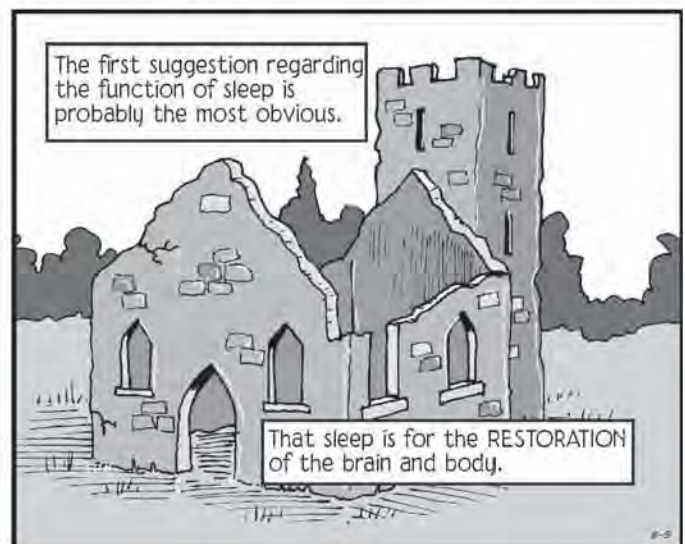
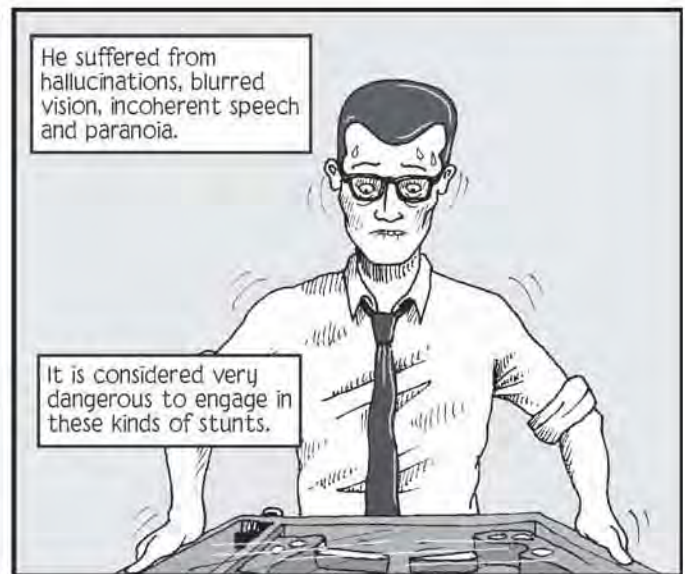
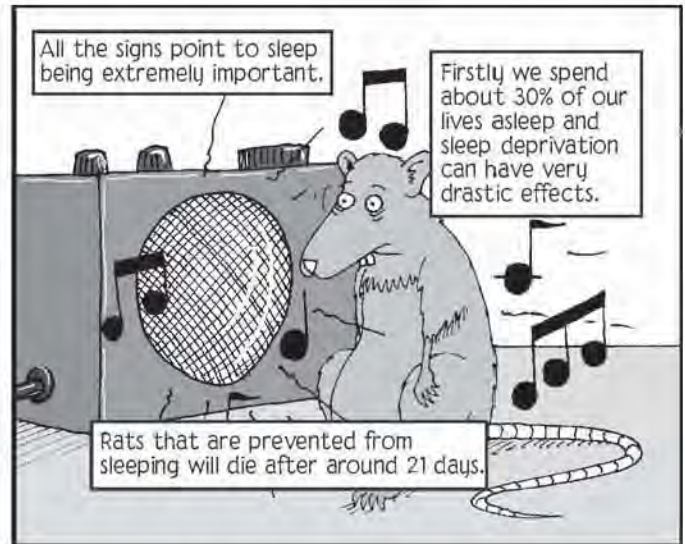
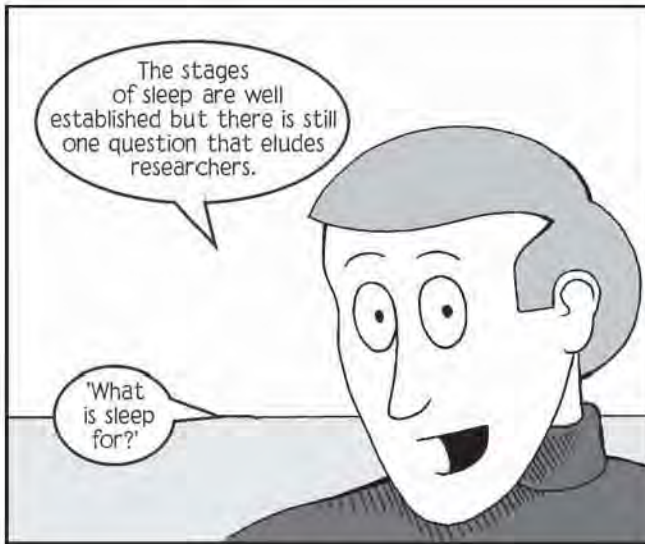
Stage 4

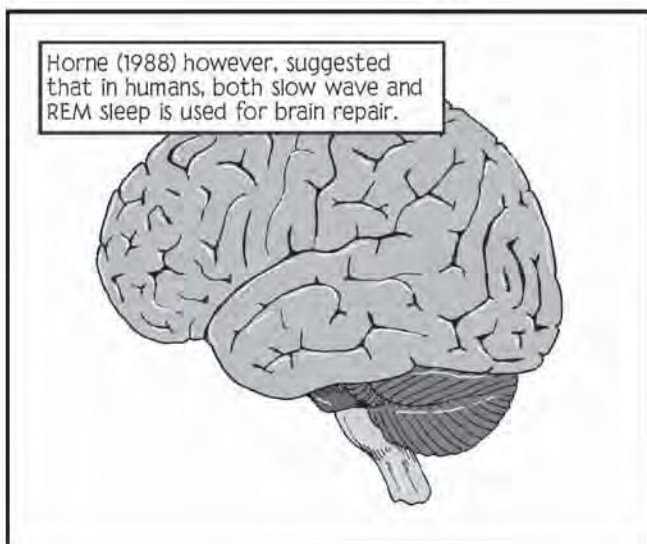
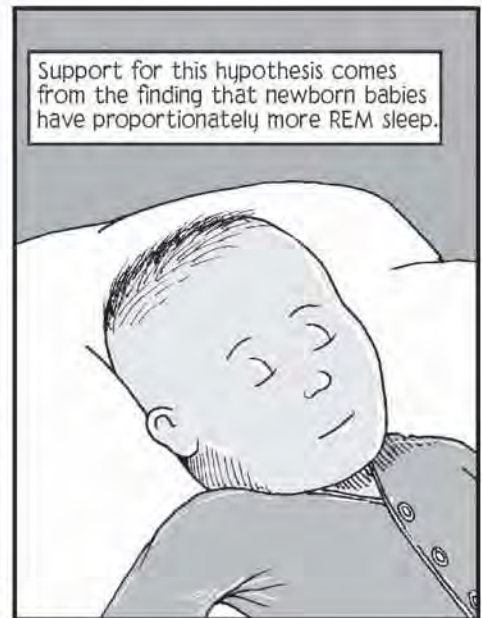
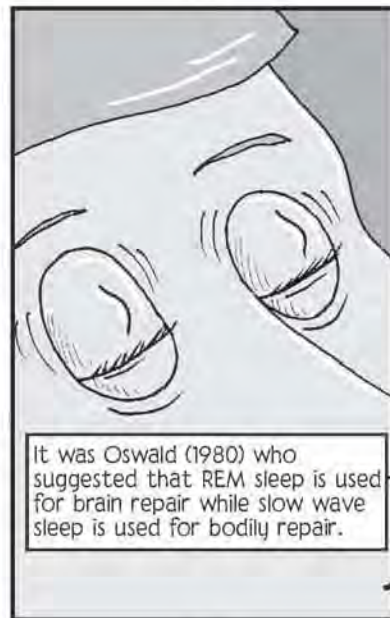
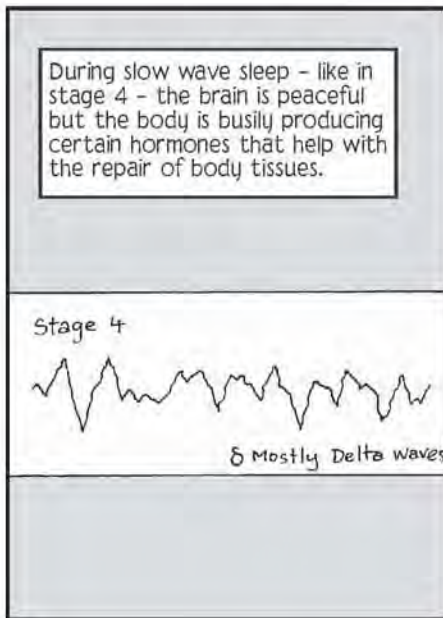
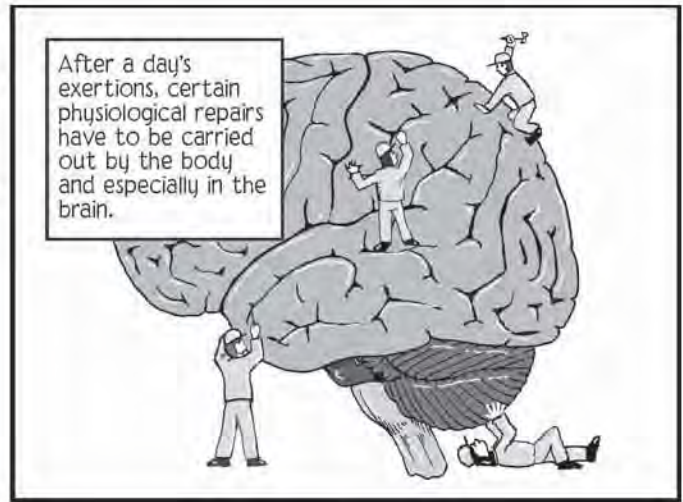
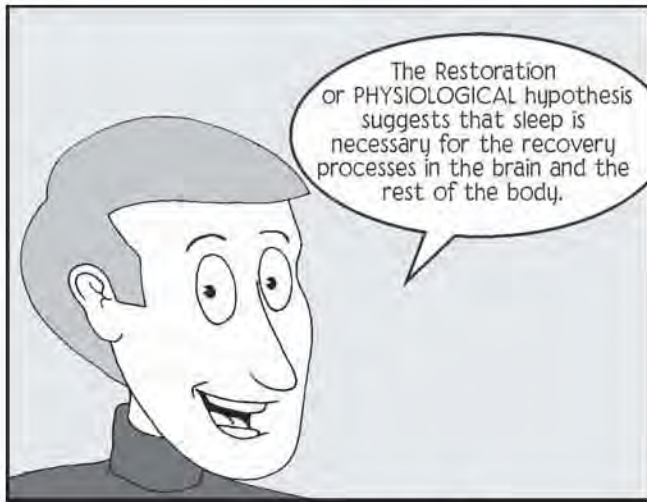
δ Mostly Delta waves

This is a deep stage of sleep.









The support for this idea comes from the less drastic effects of human sleep deprivation compared to that in other animal species.

Additionally, when sleep deprived humans eventually do sleep, they only recover about 25% of the lost sleep and spend most of that time in stages 3, 4 and REM sleep.

In fact, Horne called these stages CORE sleep whilst stage 1 and 2 he considered OPTIONAL stages.

The alternative suggestion for the function of sleep is called the ECOLOGICAL or ADAPTIVE hypothesis.

This hypothesis comes from the observation that different species of mammals sleep for different amounts of time over a twenty four hour period.

Animals that eat other animals -carnivores- tend to sleep for the longest times over a 24 hour period.

BAT	CAT
= 19.9 hrs	= 14.5 hrs

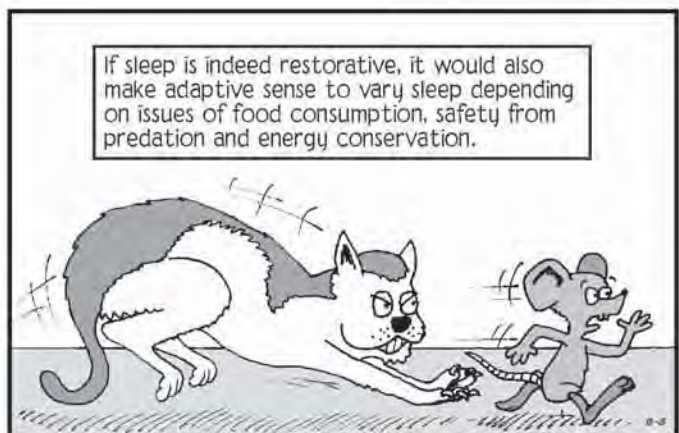
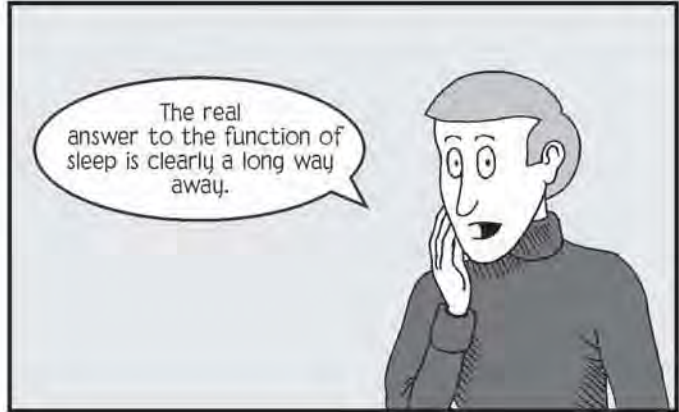
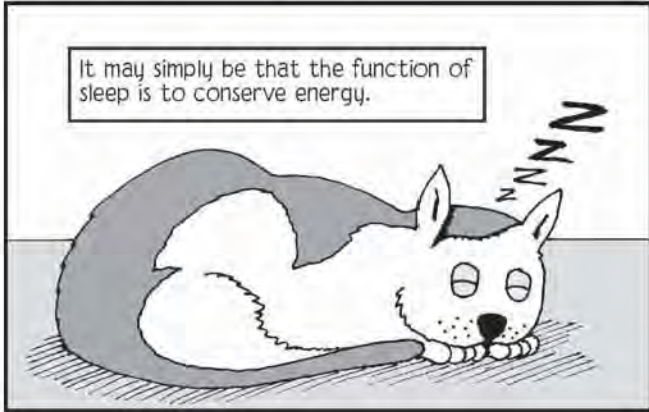
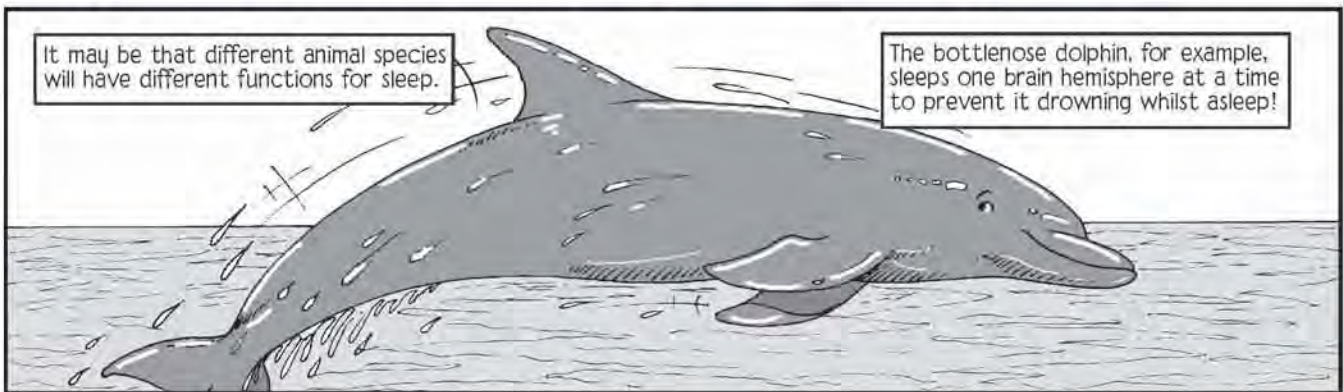
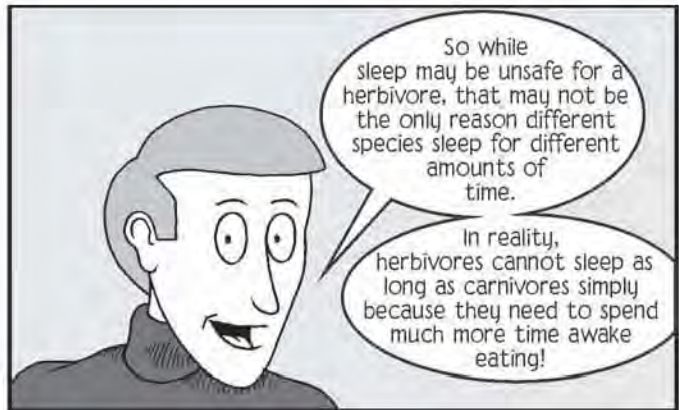
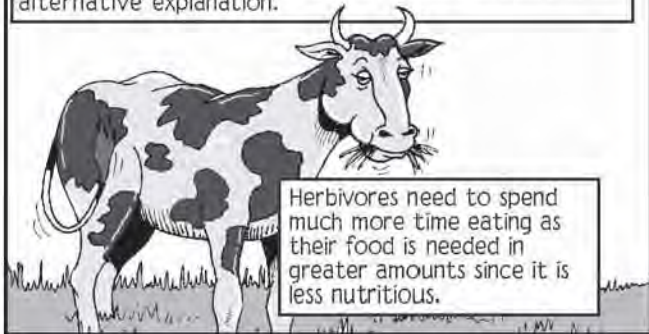
Herbivores, that are predated on, tend to sleep for much shorter amounts of time.

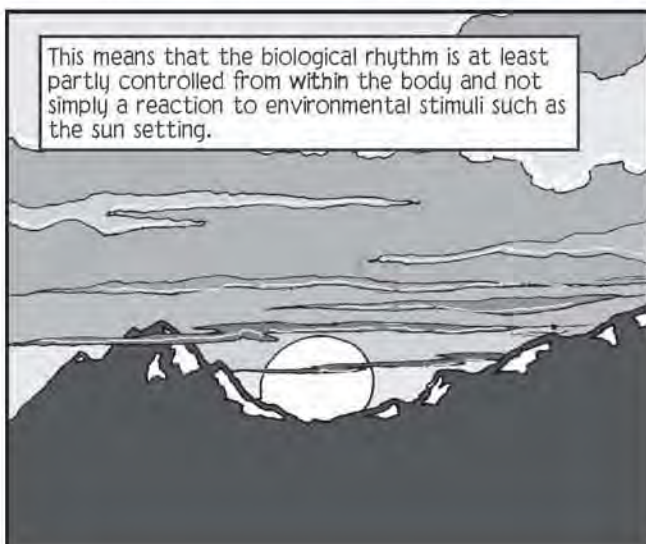
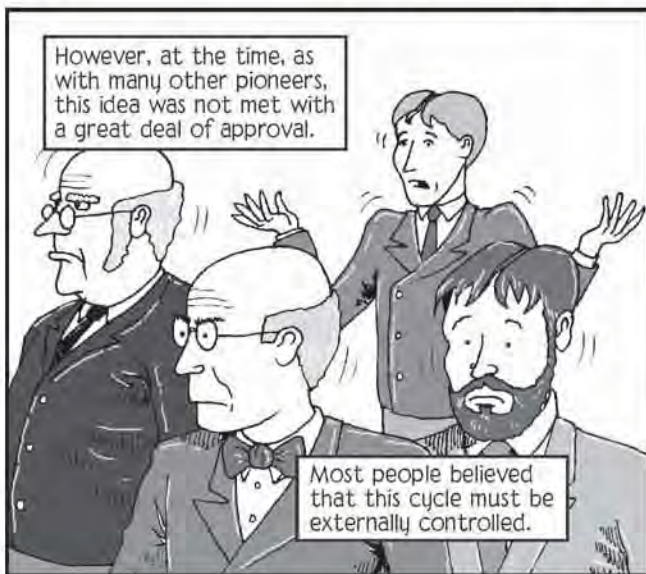
COW	HORSE	SHEEP
= 3.9 hrs	= 2.9 hrs	= 3.8 hrs

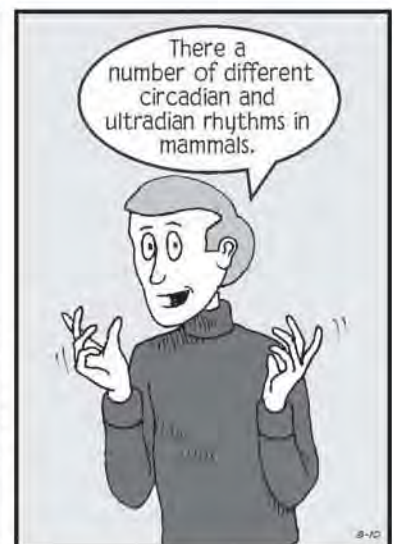
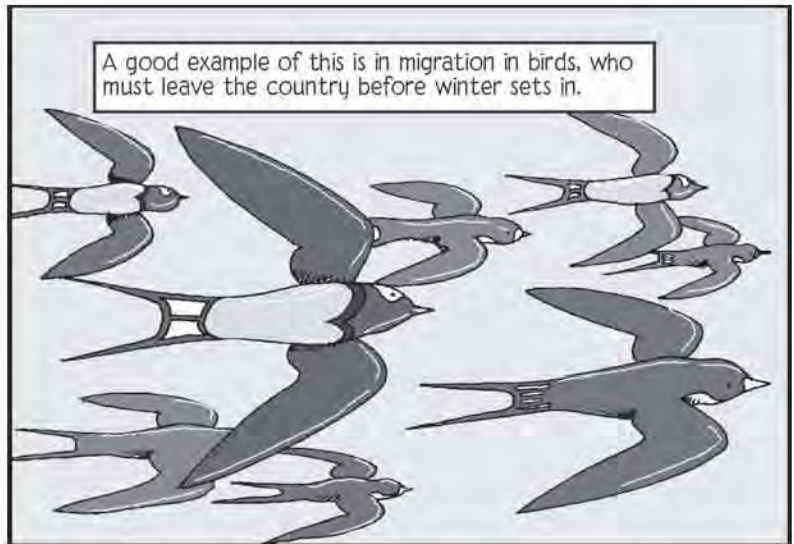
This suggests that vulnerable animals sleep less in order to protect themselves from being eaten.

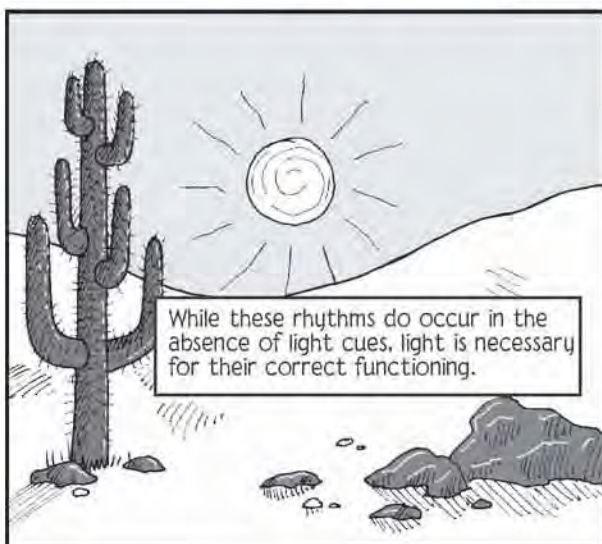
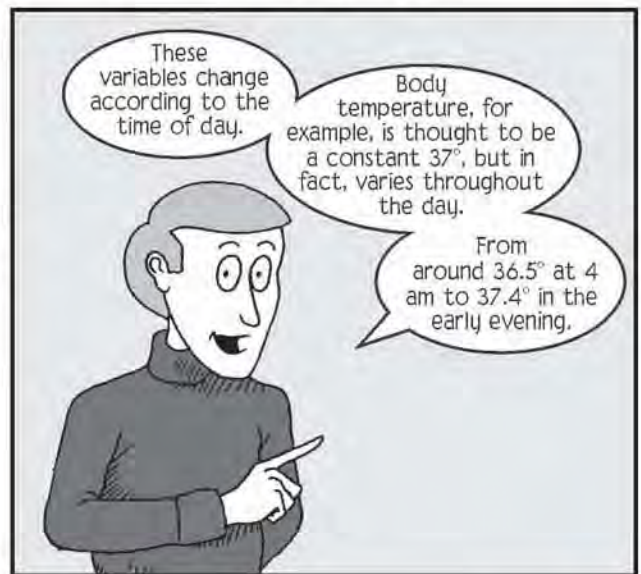
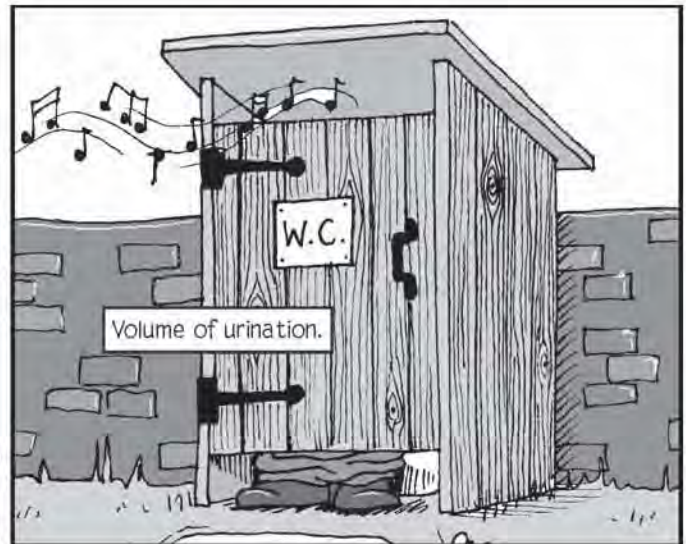
Whilst the less vulnerable animals can afford to sleep for much longer.

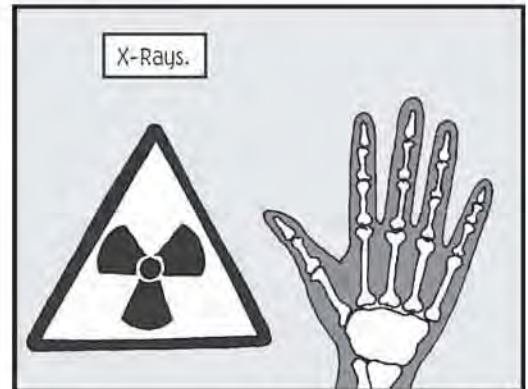
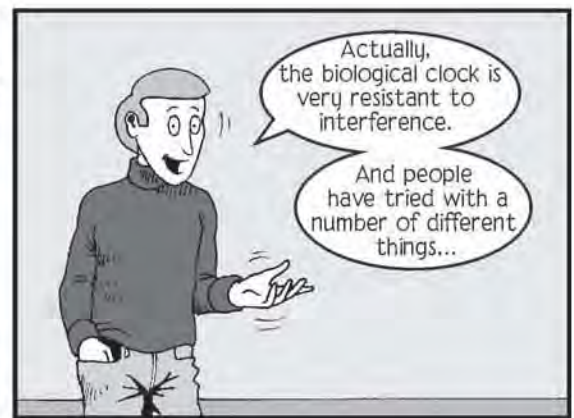
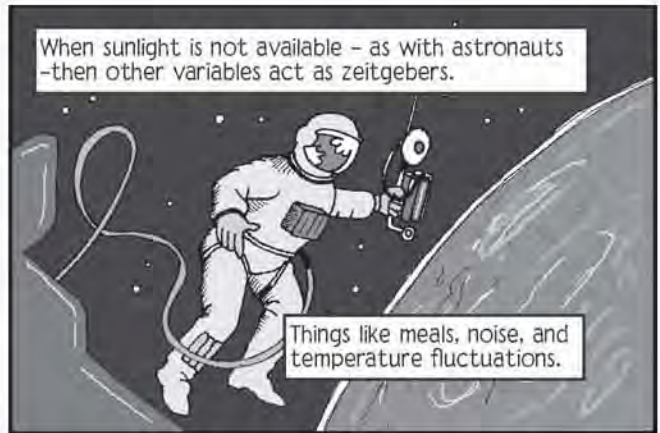
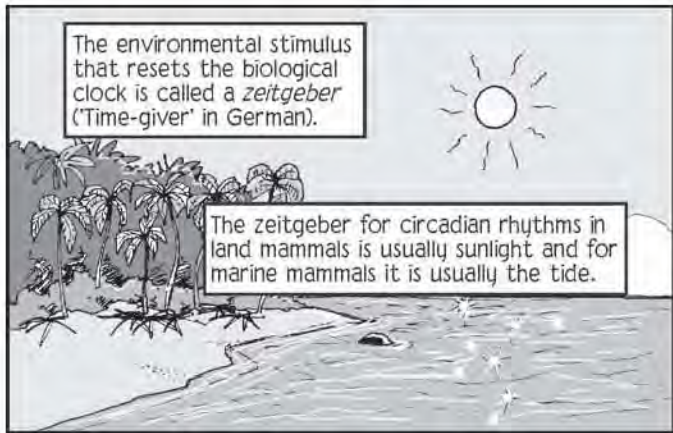
However, whilst the adaptive hypothesis seems appropriate to explain these differences, there is an alternative explanation.











The best way to disrupt the biological clock is by affecting the Suprachiasmatic Nucleus of the hypothalamus (SCN).

The SCN is the biological 'clock' that controls rhythms like sleeping and waking and sits on top of the optic chiasm and receives input from the optic nerve.

If the visual input - that may not be from the cones and rods - is severed or the SCN is damaged, biological rhythms can no longer be reset by sunlight.

The SCN generates its own rhythm which carries on in its cells once removed from the rest of the brain.

The SCN is thought to generate this rhythm partly by producing certain chemicals until a particular level is reached when a 'feedback loop' stops the production of any more until the level drops down again.

It is the SCN that needs light in order to run the sleep/waking cycle 'in sync' with day and night.

ISOLATION BUNKER

If humans are kept in isolation from time and light cues in a bunker or a cave, their biological clock drifts to a 25 hour day.

During the 4 month darkness in the Antarctic winter, Greenpeace volunteers found that their 'day' ran for approximately 25 hours.

Despite the fact that these people did have access to time information.

