# Cognitive Systems

2020 edition

TT

**F2** 

Marcio Lobo Netto João E. Kogler Jr.



1. See

#### **PSI 3560 – COGNITIVE SYSTEMS**

class F2

#### Marcio Lobo Netto João Eduardo Kogler Junior



Polytechnic School of the University of São Paulo Department of Electronic Systems Engineering © 2019 – University of São Paulo

## FOUNDATIONAL CONCEPTS OF COGNITIVE SCIENCE

Perception, cognition, learning, consciousness, attention, emotions, language, decision making, action planning, etc....

Session F2



#### Summary

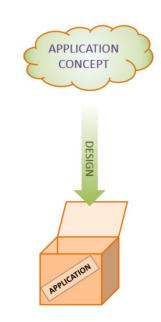
- Second session ( 9:20 - 11:00 )

- What is cognition
   Mind & behavior
- Modelling mind
- Modelling behavior
- The bounds of cognition

Philosophical schools of thinking

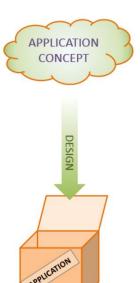


- Working definitions
  - Cognitive process
  - Cognitive system
  - Cognition
  - Cognitive agent
  - Cognitive tool





- Working definitions
  - Cognitive process
    - A process that **builds knowledge** from given information (data)
  - Cognitive system
    - A system of cognitive processes
  - Cognition
    - A cognitive system that uses knowledge to improve the autonomy of an agent
  - Cognitive agent
    - An agent that has cognition
    - Cognitive tool
      - A cognitive system that can be used by an agent
- Concept of cognition  $\rightarrow$  natural cognition







- Concept of cognition
  - Commonsense concept
    - Most people take cognition as thinking
      - Both intellectually and everyday thinking
    - Some include other items:
      - Perceiving the world, experiencing pain, felling emotions, having moods, reasoning, making decisions to act, being conscious...
  - So, what is thinking ?



- Concept of cognition (commonsense)
  - Thinking  $\rightarrow$  succession of <u>mental states</u>
    - Mental state → an expression of a <u>consideration</u> about something
      - » Consideration → a belief, desire, intention, expectation, attitude...
    - Propositional attitude
      - » believe that p
      - » desire that p
      - » intend that p
      - » expect that p
    - Thinking is the mental process that expresses a
      - propositional attitude
        - Mental process  $\rightarrow$  (something that happens in the mind)--

PSI 3560

» in the brain...

- Concept of cognition (commonsense)
  - Propositional attitude
    - Is a relation to a proposition
    - Is a declarative sentence  $\rightarrow$  has meaning, has content
      - The meaning is derived from a composition of elementary meanings
        - » Compositionality  $\rightarrow$  Syntactic prescriptions
          - Production rules  $\rightarrow$  Generative grammar
          - Alphabet + Vocabulary + Grammar  $\rightarrow$  Language
            - Language  $\rightarrow$  the language of thought
- Model of mind  $\rightarrow$  language of thought

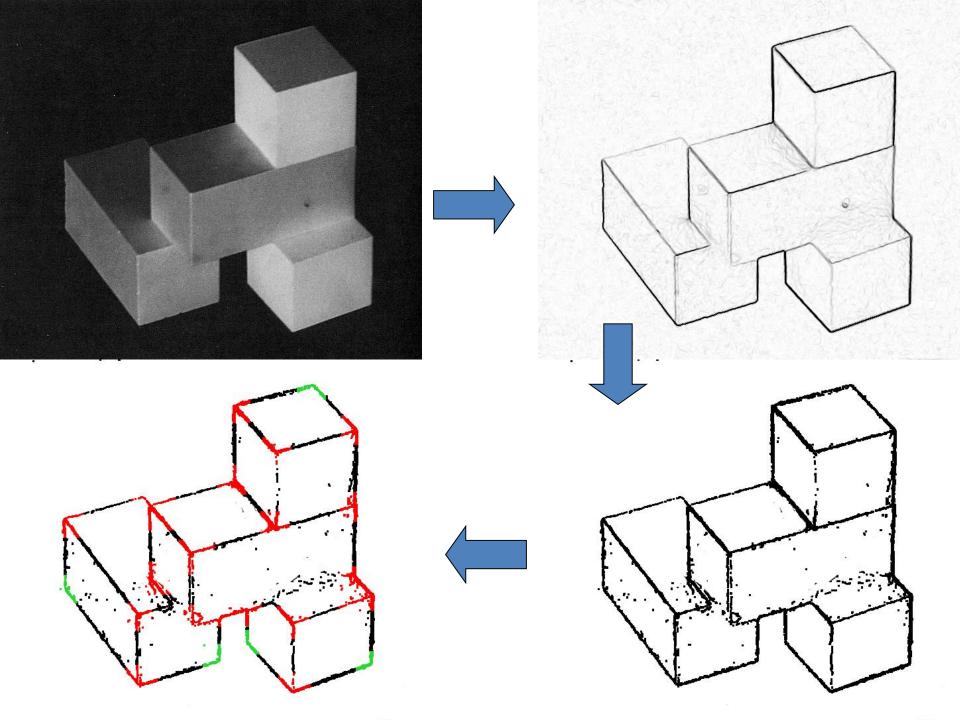


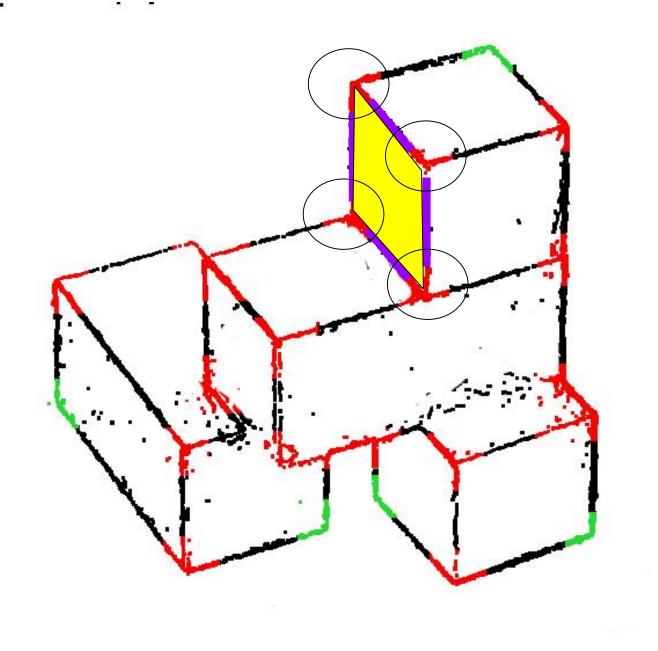
- Concept of cognition (commonsense)
  - Reviewing our previous points:
    - Most people take cognition as thinking
      - Language of thought (L.O.T.)
    - Some include other items:
      - Perceiving the world, experiencing pain, felling emotions, having moods, reasoning, making decisions to act, being conscious...
  - Can these items be included in the L.O.T. ?
    - Requirements: alphabet, vocabulary, grammar...
      - Provided by a representational capability



- Concept of cognition (commonsense)
  - Representations
    - Sensation → provides a transduction → inner signals
      *Sense data*
    - Perception  $\rightarrow$  maps the sense data to representations
      - Perceptual representations are compositional
        - » Percepts  $\rightarrow$  elementary perceptions
        - » Percepts can be composed to form complex perceptual representations
        - » Rules for composition  $\rightarrow$  *Gestalt* rules
          - Principles of well-formed perceptual groupings
  - So, we have an alphabet, a vocabulary and a grammar
    - Perception is a candidate for the L.O.T.

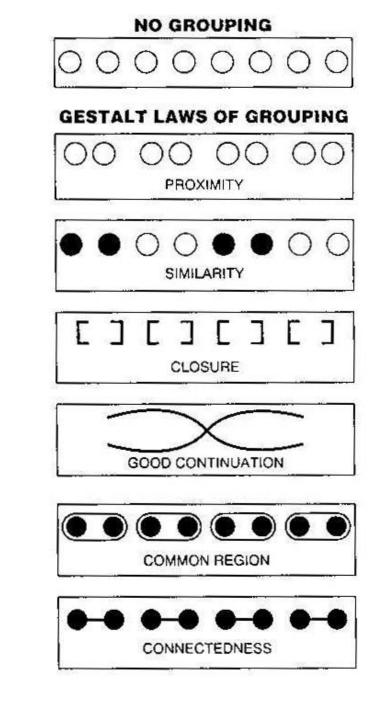






## Gestalt

- Grouping rules
  - Proximity
  - Similarity
  - Closure
  - Smooth continuity
  - Common region
  - Connectedness



- Concept of cognition (commonsense)
  - Representations
    - Sensation → provides a transduction → inner signals
      *Sense data*
    - Perception  $\rightarrow$  maps the sense data to representations
    - Action → takes perceptual representations and maps them to behaviors
      - Perception-action coupling
  - Is action compositional ?
    - Elementary actions compose complex actions



- Concept of cognition (commonsense)
  - Is action compositional ?
    - Elementary actions compose complex actions
      - Rules for composition  $\rightarrow$  motor program
    - Actions are contextual
      - Motor context
  - So, actions are candidates to the L.O.T.
- History of actions  $\rightarrow$  behavior



#### Modelling behavior

- Behavior components
  - Agent  $\rightarrow$  produces actions
  - Action → observed response of the agent to a stimulus
    - Stimulus
    - Response
- Modelling behavior
  - Variables  $\rightarrow$  coordinates for describing stimuli and responses
  - Determination of correlations between variables
  - Input / Output description



#### Kinds of agent's behaviors

Reactive agent

Built on reactions

- Perceptive agent
  - Built on predictions
    - Estimates of successful responses
- Cognitive agent
  - Built on simulations and plans
    - Construction of action strategies
    - Depends of knowledge



### The bounds of cognition

- Philosophical schools of thinking
  - The issue of the site of cognition
    - Bounded cognition
      - The brain is the site of cognition
        - » All cognitive processes take place in the brain
    - Embodied cognition
      - The body affects cognition in the sense that
        - » Cognitive processes can take place in the body parts
    - Extended cognition
      - Cognitive processes can be extended to tools and artifacts
    - Embedded cognition
      - Cognitive processes can be extended to the surrounding environment
    - Distributed cognition
      - Cognitive processes can be extended over a system of agents



#### Coffee break

#### 10 minutes

