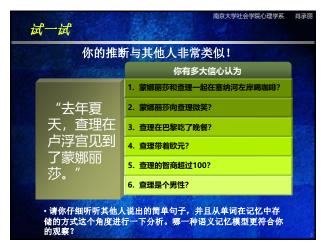


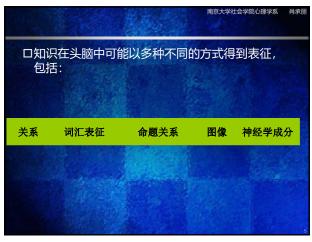
南京大学社会学院心理学系 肖承丽 知识 □信息在记忆中的存贮、整合和组织 •信息——来源于感觉 •知识 🗣 信息 •知识 = 经过组织(领悟)的信息

2



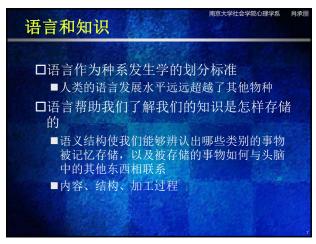
陈述性知识和程序性知识 □在任何一种知识表征的理论中,都有必要涵 盖这两种类型的知识 ■陈述性知识 □知道是什么 ■如,我把雨衣放在浴缸里,因为它是湿的。 ■程序性知识 ■知道怎样做 □如,怎样洗澡

3 4



"珍妮和她的朋友打篮球。" 关系 词汇表征 命题关系 神经学成分 珍妮=女人 打 {动作} (珍妮 {动作者}, 篮球 {对象}) 层的一部分,也许还有部分运动 打=动作 篮球=名词,运动 动作 珍妮是个女人,她 珍妮是个女人。 挺高的, 她是个运动员. 属性 珍妮挺高的。 珍妮是个运动员 珍妮的手上有一 篮球。 空间特性 珍妮拿着篮球。 珍妮是以下类别的 有一种女人是珍妮... 成员:女人、篮球 有一种篮球运动员 运动员、高个子 是珍妮. 联络皮层的一部 类别成员

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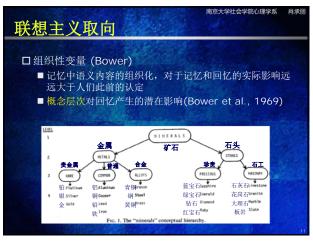








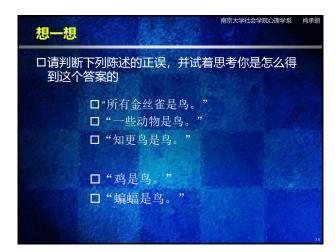
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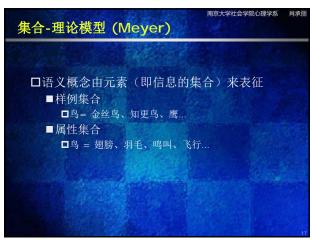






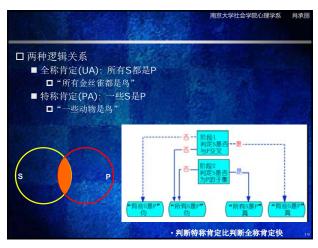


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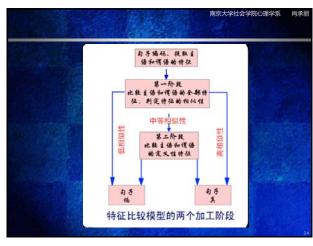




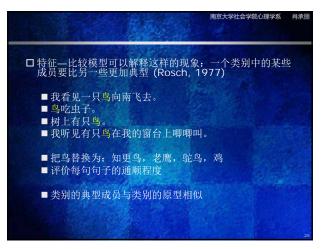


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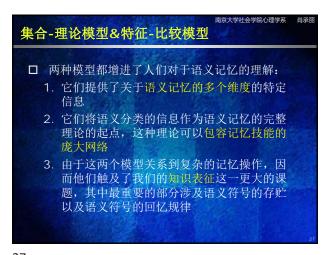




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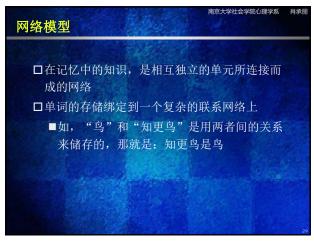


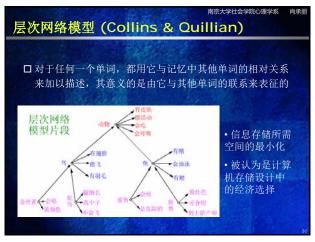




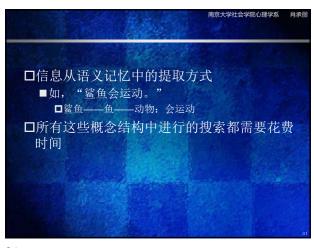


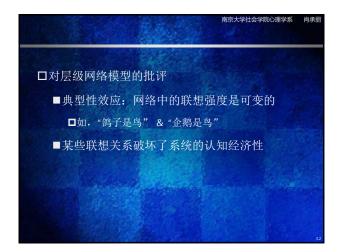
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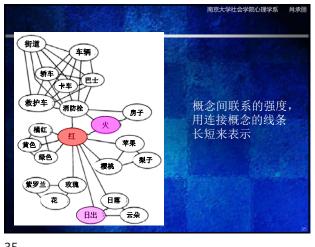


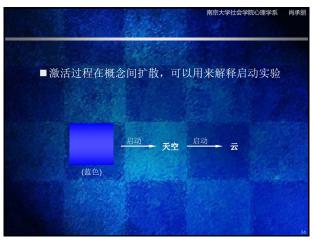
课堂演示

□小百合第六感测试
■为什么大家的答案是类似的?
□这不是第六感
□典型性和原型:有些对象是其所属类别中"更好"的成员,他们更经常和更容易被选择。
□认知负荷增加了这种倾向性(这是为什么指导语要求你"快、快")

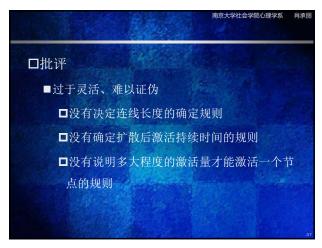


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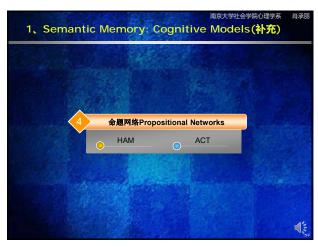


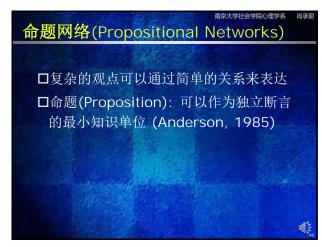


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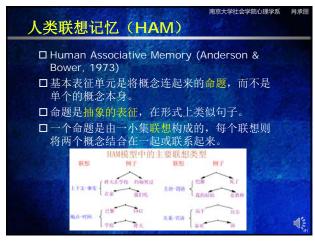


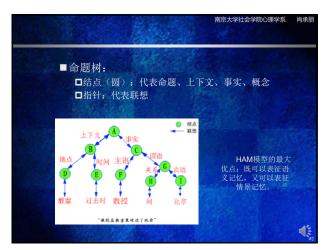




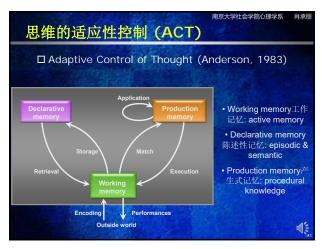


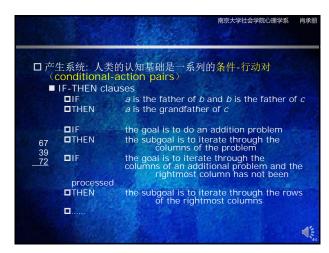
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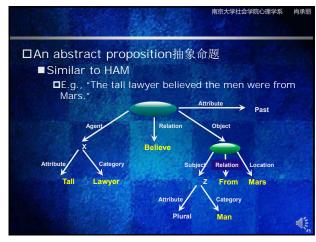




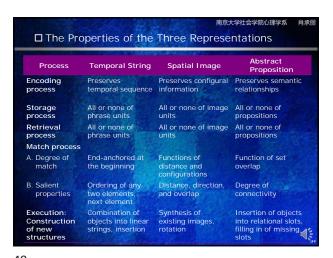


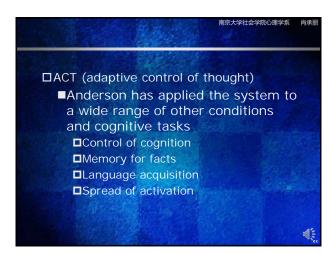
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②、Connectionism (联结主义)

□William James (*Psychology: The Briefer Course* [1892])

■ "when two elementary brain-processes have been active together or in immediate succession, one of them, on recurring, tends to propagate its excitement into the other."

□ Connectionism: A theory of mind that posits a large set of simple units connected in a parallel distributed network (PDP).

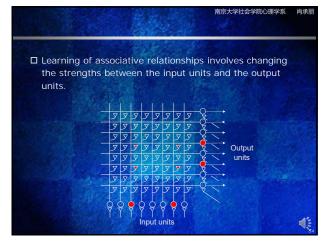
■ Mental operations, such as memory, perception, thinking, and so on, are considered to be distributed throughout a highly complex neural network, which operates in a parallel manner.

■ Based on the assumption: Units excite or inhibit each other throughout the system at the same time or in parallel.

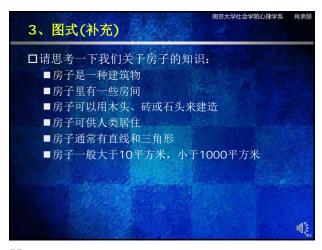
■ Not simply sequential

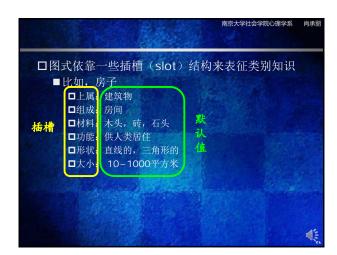
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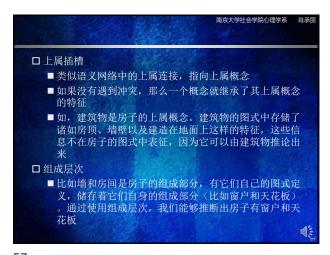
□ In connectionistic models the patterns
themselves are not stored; what is stored is
the connection strength between units,
which allows these patterns to be recreated.
□ Learning consists of the acquisition of
connection strengths that allow a net work of
simple units to act as if they knew the rules.
Rules are not learned; connections between
simple units are.
□ PDP model is neurally inspired. The metaphor
on which the model is based is the brain rather
than the computer (see especially Collins and
Ouillian.)



53 54







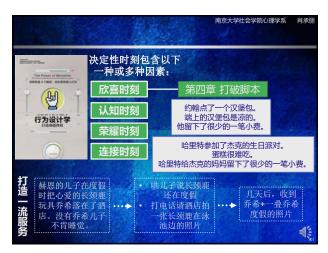
■图式是从具体实例中抽象出来的,它能够用来推断其所表征概念的实例的属性
■比如我们知道某物是房子,那么我们就能利用图式来推断它可能是由木头或砖制造的,并且有墙、窗户、天花板
■基于图式的推论过程必须能够处理意外
□比如想象一座没有屋顶的房子
■必须理解图式的插槽之间的约束关系
□比如听说一个房子建在地下,那么就可以推断出它没有窗户

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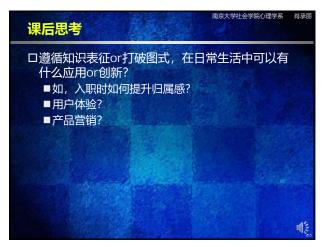


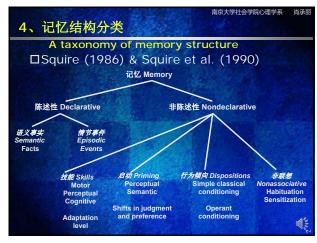


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