

Tug of war

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1 Research question

- exploring the probabilistic language of thought hypothesis as a model for human inference in tug of war world
- demonstrate compositionality and productivity of thought

2 Experiment 1: How strong?

Table 1: Games used in Experiment 1. Participants were always asked about the strength of player 1. *Note:* > indicates that team1 won against team2; < indicates that team1 lost against team2.

id	team1	winner	team2
1	1	>	2
1	1	>	2
1	1	>	2
2	1	>	2
2	2	>	3
2	2	>	4
3	1	>	2
3	2	<	3
3	2	<	4
4	1	>	2
4	1	>	3
4	1	>	4
5	1,2	>	3,4
5	1,2	>	5,6
5	1,2	>	7,8
6	1,2	>	5,6
6	1,3	>	5,7
6	1,4	>	5,8
7	1,2	>	5,6
7	2,3	<	5,6
7	2,4	<	5,6
8	1,2	>	5,6
8	2,3	>	5,6
8	2,4	>	5,6
9	1,2	>	5,6
9	1,3	>	7,8
9	1,4	>	9,10
10	1,2	>	3,4
10	1,3	>	2,4
10	1,4	>	2,3
11	1	<	2
11	1	<	2

id	team1	winner	team2
11	1	<	2
12	1	<	2
12	2	<	3
12	2	<	4
13	1	<	2
13	2	>	3
13	2	>	4
14	1	<	2
14	1	<	3
14	1	<	4
15	1,2	<	3,4
15	1,2	<	5,6
15	1,2	<	7,8
16	1,2	<	5,6
16	1,3	<	5,7
16	1,4	<	5,8
17	1,2	<	5,6
17	2,3	>	5,6
17	2,4	>	5,6
18	1,2	<	5,6
18	2,3	<	5,6
18	2,4	<	5,6
19	1,2	<	5,6
19	1,3	<	7,8
19	1,4	<	9,10
20	1,2	<	3,4
20	1,3	<	2,4
20	1,4	<	2,3
21	1,2	>	3
22	1	<	2,3
23	1,2	>	4,5,6
23	2	>	4,5
24	1,4	>	5,2,3
24	1,5	>	2,3,4
25	1,2,3	>	4,5,6
25	2,3	>	4,5,6
26	1,2	<	3
27	1	>	2,3
28	1,2	<	4,5,6

id	team1	winner	team2
28	2	<	4,5
29	1,4	<	5,2,3
29	1,5	<	2,3,4
30	1,2,3	<	4,5,6
30	2,3	<	4,5,6

2.1 Methods

2.1.1 Design

2.1.2 Procedure

3 Experiment 2: Asking many questions

4 Experiment 3: The omniscient commentator

5 Experiment 4: How much effort?

References