EVD 3

MIND AND MACHINE
A COGNITIVE APPROACH

JEROEN VEEN
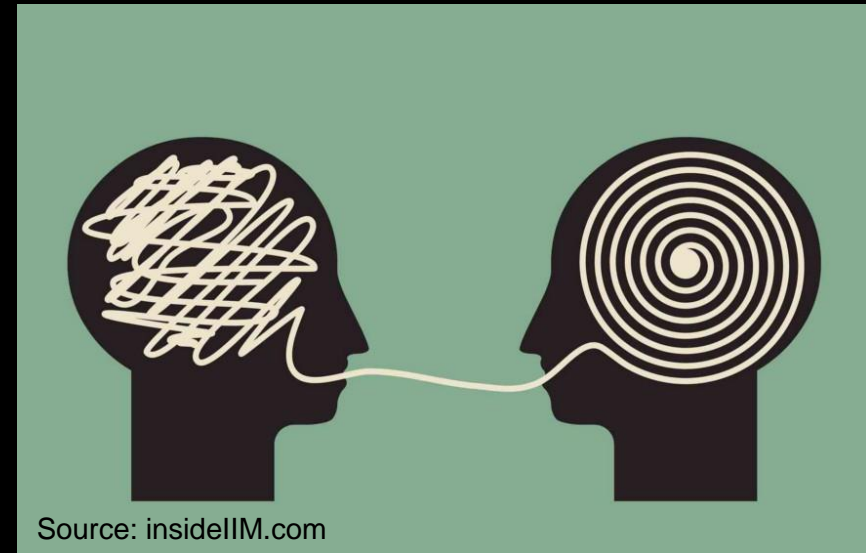
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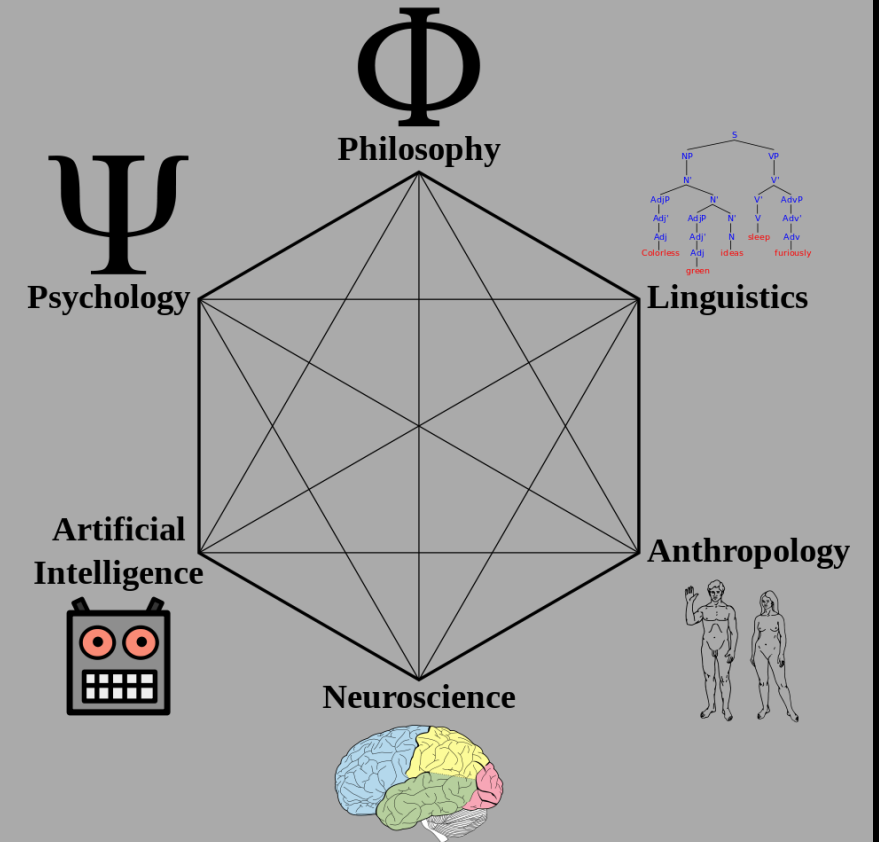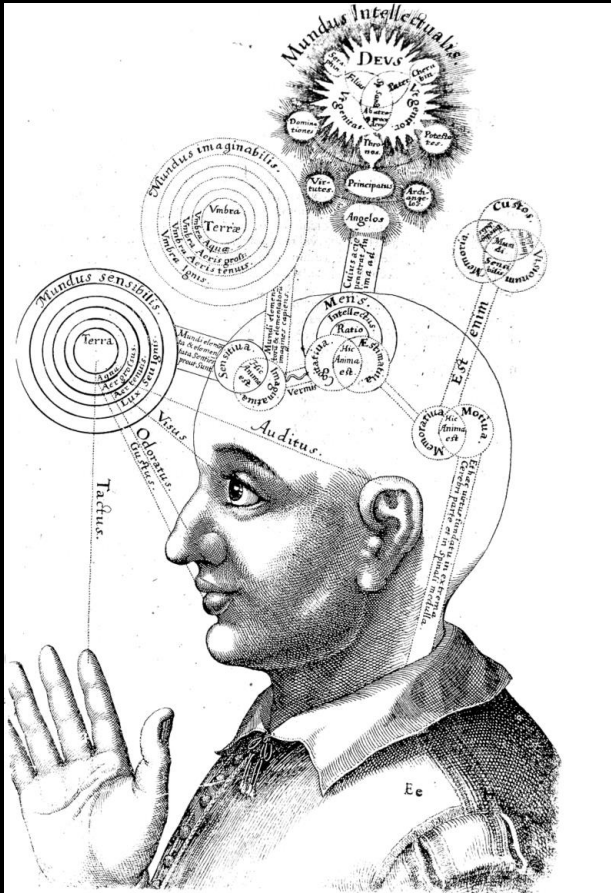
THE
BEAUTIFUL
BRAIN
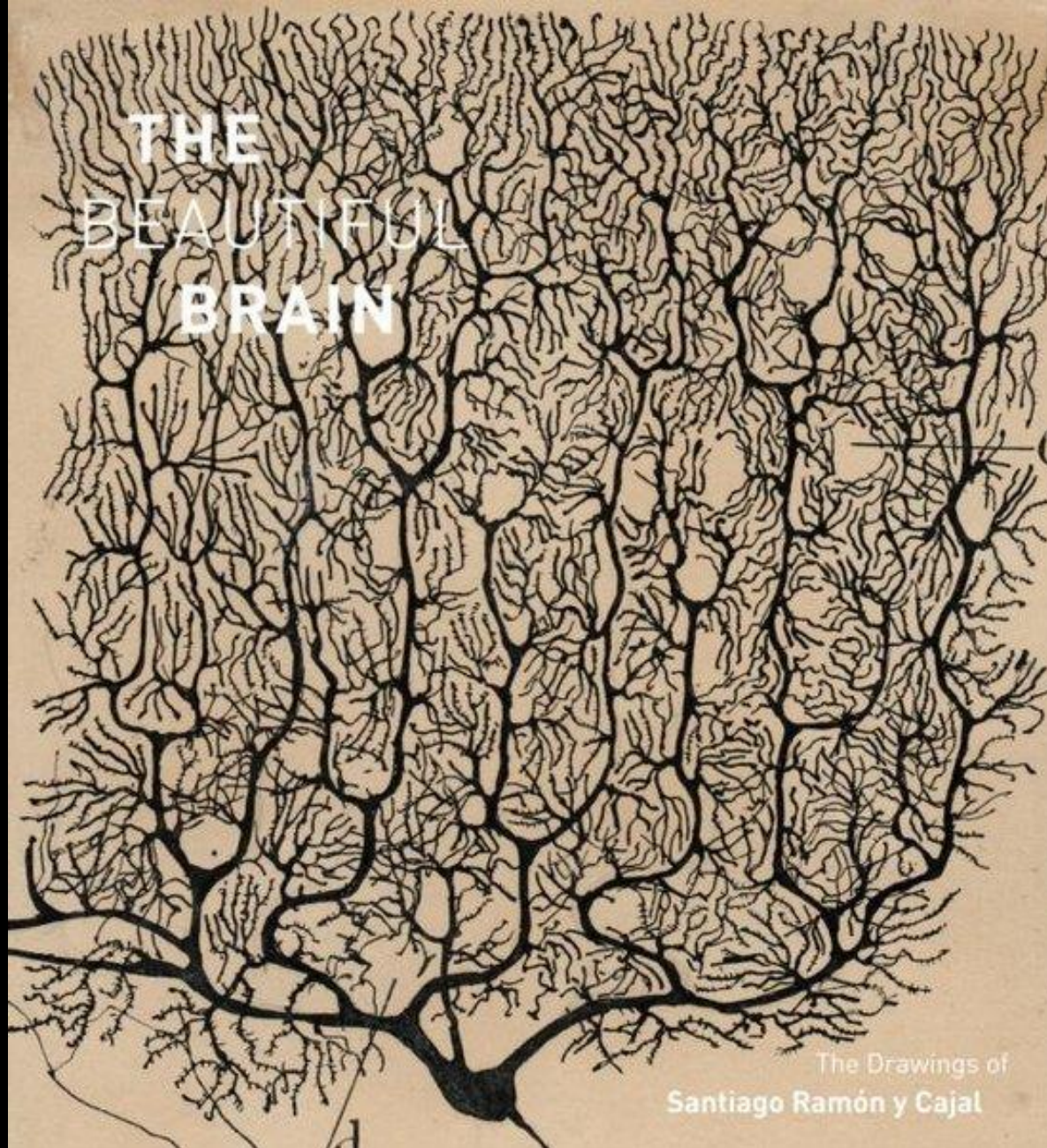
The Drawings of
Santiago Ramón y Cajal

AGENDA

- Mental representations
- Reasoning
- Visual perception
- Cognitive approach
- Mind as a web
- AI
- Reinforcement learning

Source: insideIIM.com

COGNITIVE SCIENCE

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MENTAL REPRESENTATIONS

- Computational-representational understanding of mind i.e. mind can be considered an information processor

- Examples of representations are concepts, propositions, rules, and analogies.

- Analogue vs symbolic codes or dual coding?

- Propositions rather than images?

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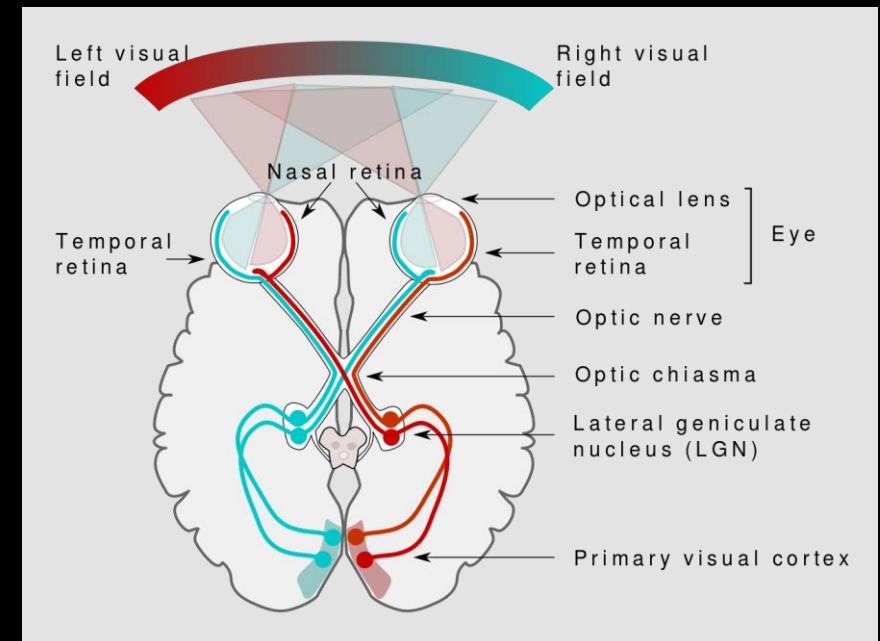OF APPLIED SCIENCES
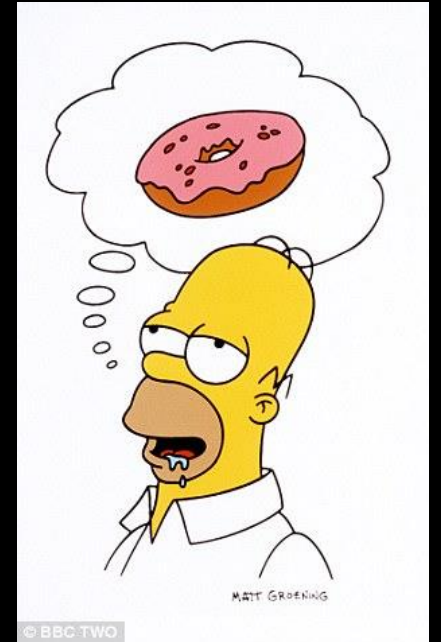
REASONING

- Induction: pattern recognition, seeking causality

- Deduction: from general to specific

- Analogical reasoning: from particular to particular

- Abduction: trained intuition

VISUAL PERCEPTION

- Visual system

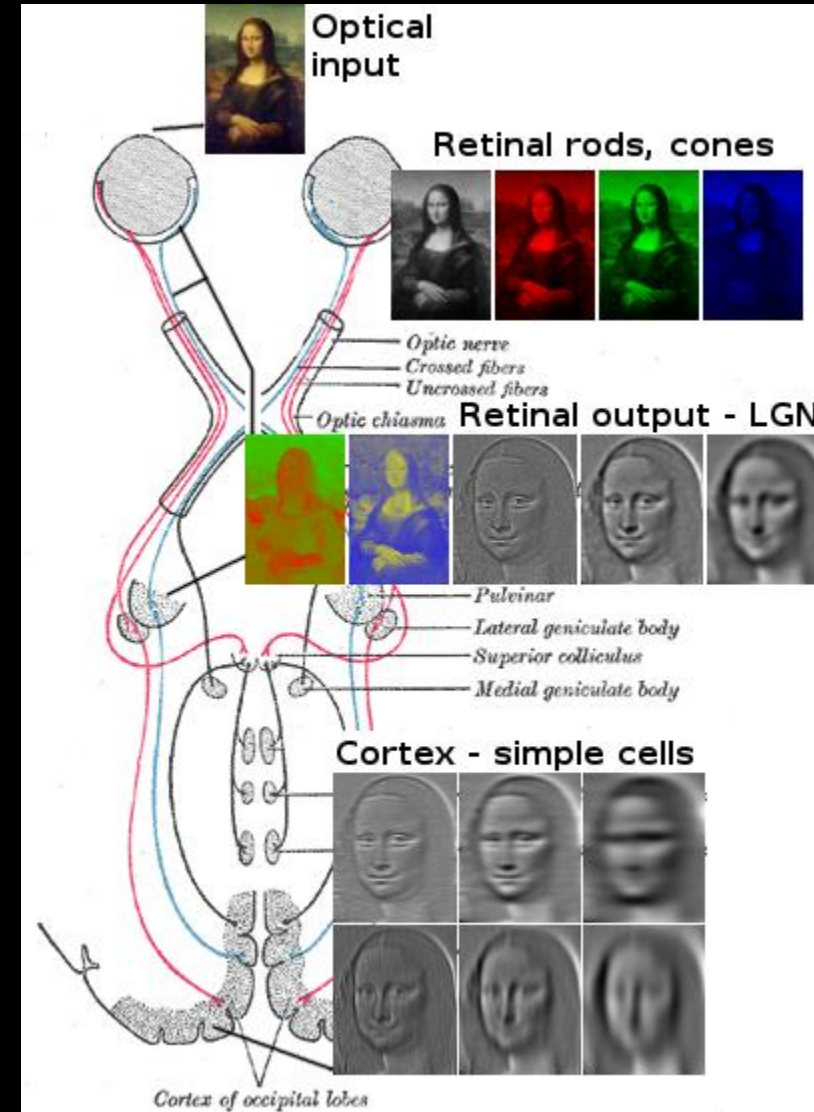- LGN

- Primary visual cortex

- Visual association cortex

Source: https://en.wikipedia.org/wiki/Visual_system#/media/File:Human_visual_pathway.svg

The brain does not need much to see a lot – Floris de Lange

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VISUAL PERCEPTION

• Visual system

• LGN

• Primary visual cortex

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Source: https://en.wikipedia.org/wiki/Visual_system#/media/File:Human_visual_pathway.svg

MEMORY

- Sensory memory (iconic in the context of vision)

- Working memory

- Visual short-term memory (VSTM)

- Long-term memory
  - Explicit
 - Implicit

- Visual imagery, how do we imagine?
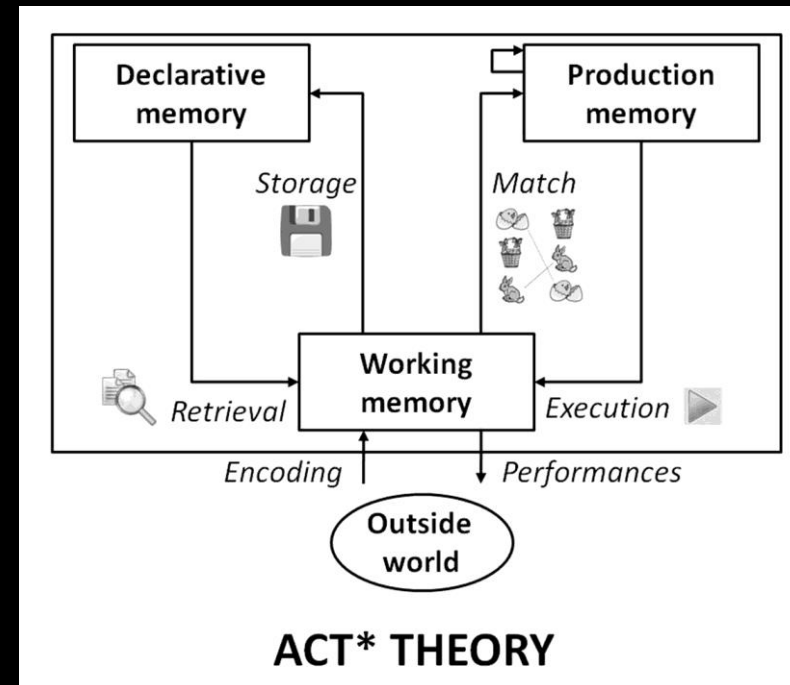
Anderson's ACT* model

THEORIES OF MIND

• Mind may be an emergent property of a physical brain

• Mind can be considered an information processor

-> Cognitive approach, network approach, AI

• Alternative perspectives include philosophical, evolutionary, linguistic…

MIND AS A COMPUTER METAPHOR

- Cognitive approach
- Visual pattern recognition theories
  - Template matching
    image is matched to an internally generated representation.
  - Feature detection
    features such as oriented line segments are extracted from the image and used
    to diagnose object identity
  - Recognition by components (geons)
    image is matched against structural
    representations of objects
  - Feature integration
    features are extracted pre-attentively and
    then combined in a focused attention stage.
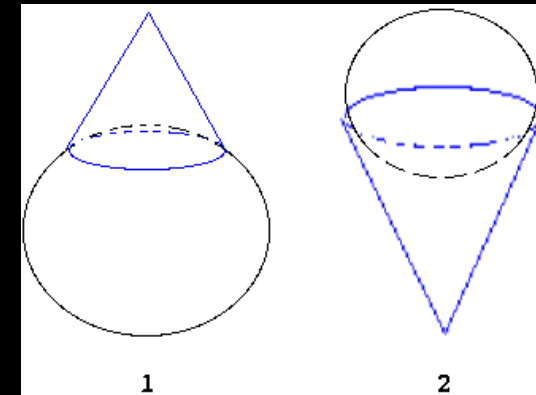
NEUROSCIENCE

- Neocortex
  - Largest part of the cerebral cortex
  - 2mm thick, 6 layers
  - 40 per cent of the brain's mass.

- Billions of neurons

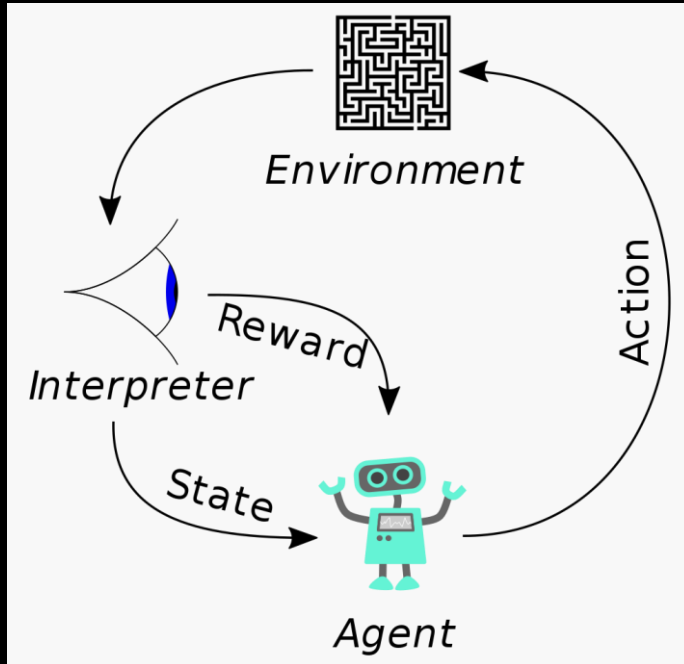- Brain imaging

- Two streams-hypothesis
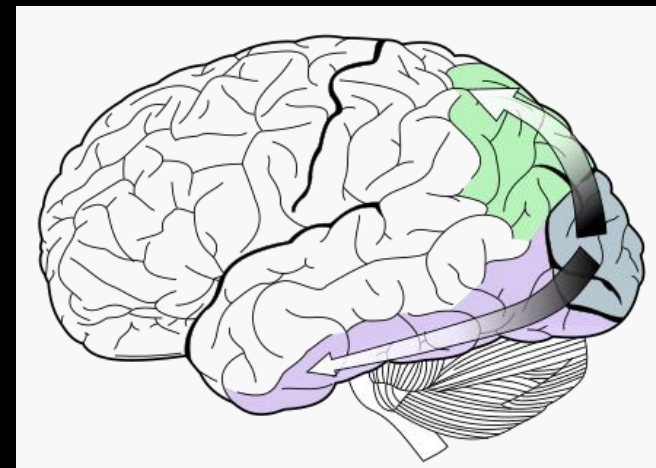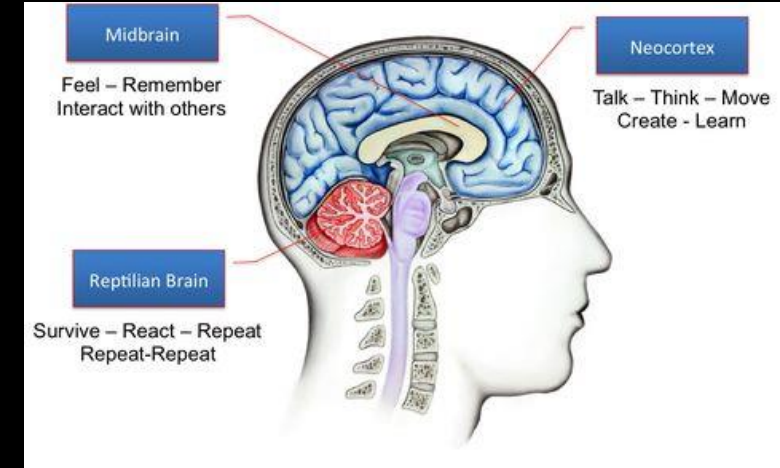
Source: https://en.wikipedia.org/wiki/Two-streams_hypothesis

HOW TO DEFINE AI?

- Mimic the mind

- Intelligent agents

- Strong vs weak

- Machine perception (e.g. vision)

REINFORCEMENT LEARNING

Source: https://en.wikipedia.org/wiki/Reinforcement_learning

Bellman equation

$$Q(s_t, a_t) \leftarrow \underbrace{Q(s_t, a_t)}_{\text{old value}} + \underbrace{\alpha}_{\text{learning rate}} \cdot \bigg(\underbrace{\overbrace{\underbrace{r_t}_{\text{reward}} + \underbrace{\gamma}_{\text{discount factor}} \cdot \underbrace{\max_a Q(s_{t+1}, a)}_{\text{estimate of optimal future value}}}^{\text{temporal difference}} - \underbrace{Q(s_t, a_t)}_{\text{old value}} \bigg)}_{\text{new value (temporal difference target)}}$$

Deep Q learning, https://gym.openai.com/

STRONG AI

• Human minds are, in essence, computer programs

• A hypothetical machine can exist that exhibits behavior at least as skillful and flexible as humans do

• As opposed to weak AI, which is applied only to a narrow task

• Criticism:
  - Human intelligence relies on subconsciousness (Heidegger)
  - Some theories can be neither proved not dis-proved (Gödel)

CAN MACHINES THINK?

- Can human intelligence be simulated?

- Turing test

- Zombie consciousness

- https://en.wikipedia.org/wiki/Philosophy_of_artificial_intelligence

LITERATURE

- https://open.spotify.com/show/6QefEeY1IKYVn5w6nUV83Y?si=7J8H3Js2RYy3_qur6rPANQ
- Cognitive Science - An Introduction to the Study of Mind, Jay D. Friedenberg, Gordon W. Silverman.