

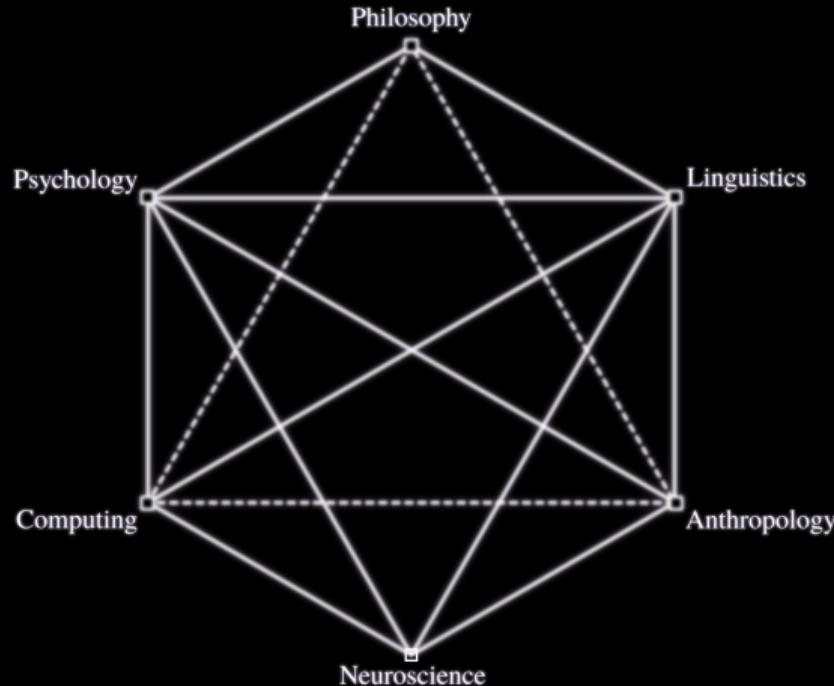
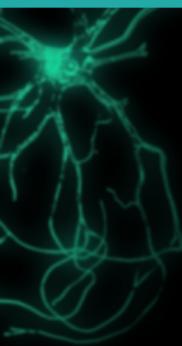


# What Would it Take to Teach a Computer to Think?

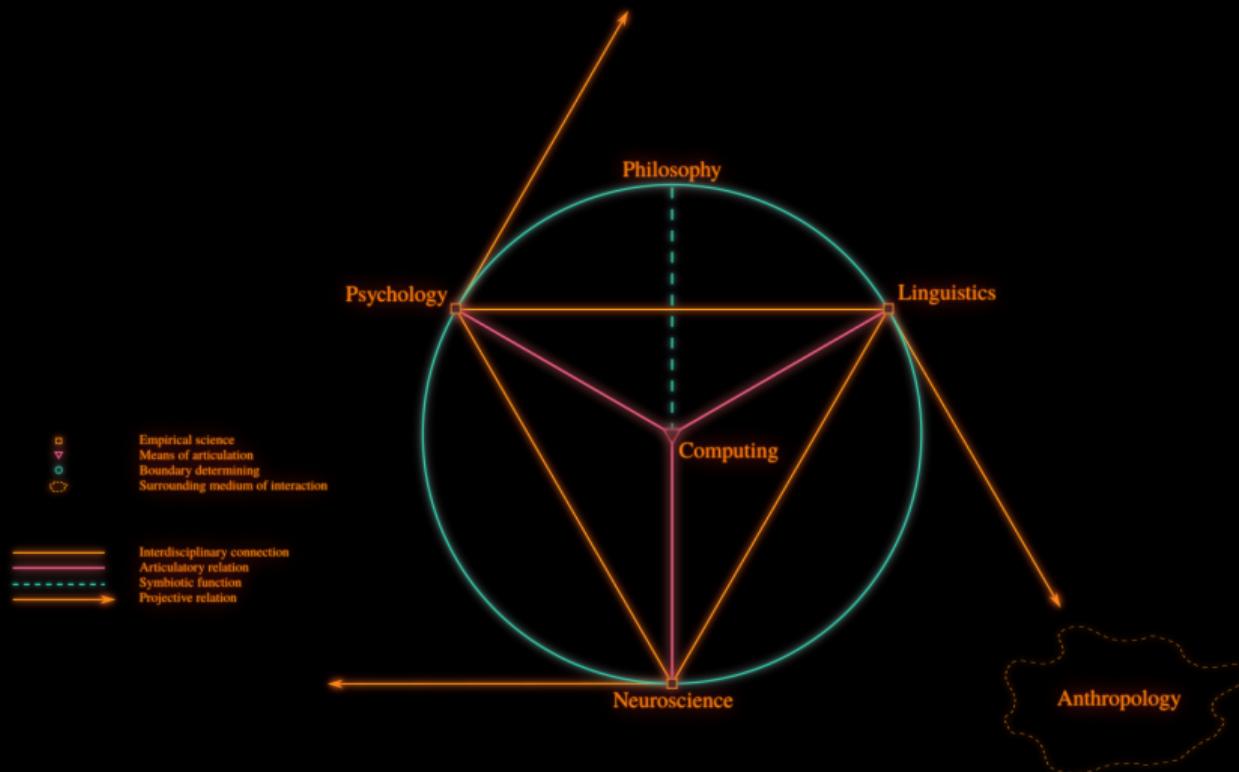
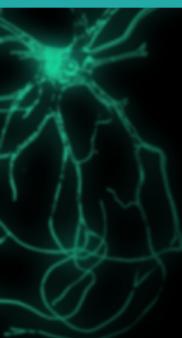
Eilene Tomkins-Flanagan  
Department of Cognitive Science, Carleton University



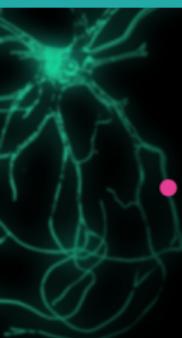
# What Is Cognitive Science?



# What Is Cognitive Science?

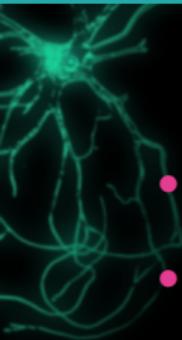


# Mind as Machine



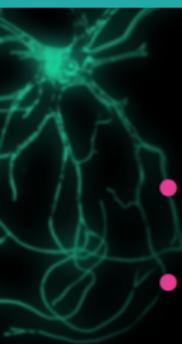
- Computation is a descriptive language for physical processes

# Mind as Machine



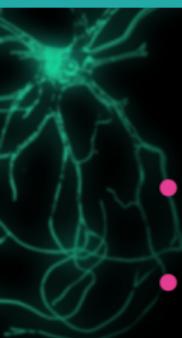
- Computation is a descriptive language for physical processes
- It describes how information-bearing states causally influence one another to change over time

# Mind as Machine



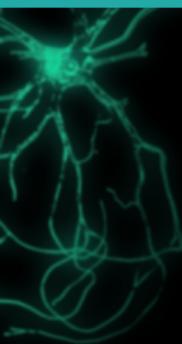
- Computation is a descriptive language for physical processes
- It describes how information-bearing states causally influence one another to change over time
- We can precisely test theories by making computational models that predict the causal structure mediating the states we measure

# Mind as Machine



- Computation is a descriptive language for physical processes
- It describes how information-bearing states causally influence one another to change over time
- We can precisely test theories by making computational models that predict the causal structure mediating the states we measure
- So, artificial intelligence in cognitive science is a set of methodological tools we use to make our theories precise and testable

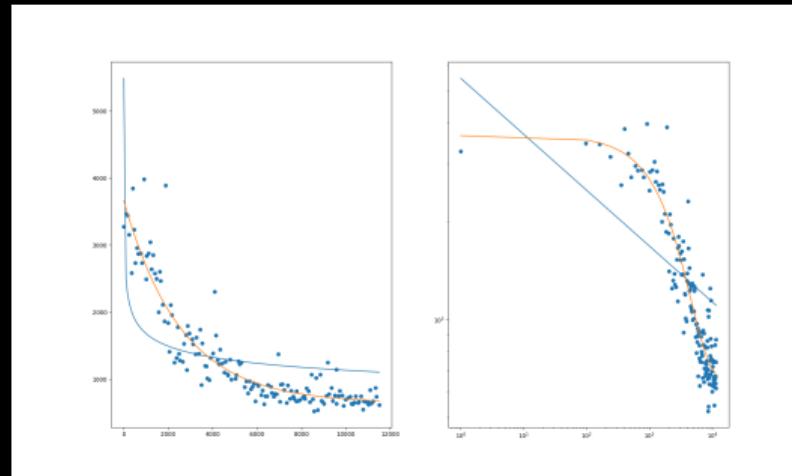
# Learning's Kinda Like Searching Innit?



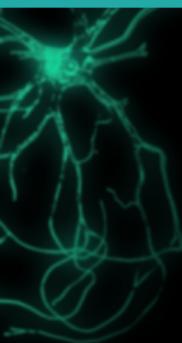
Here's an example:

# Learning's Kinda Like Searching Innit?

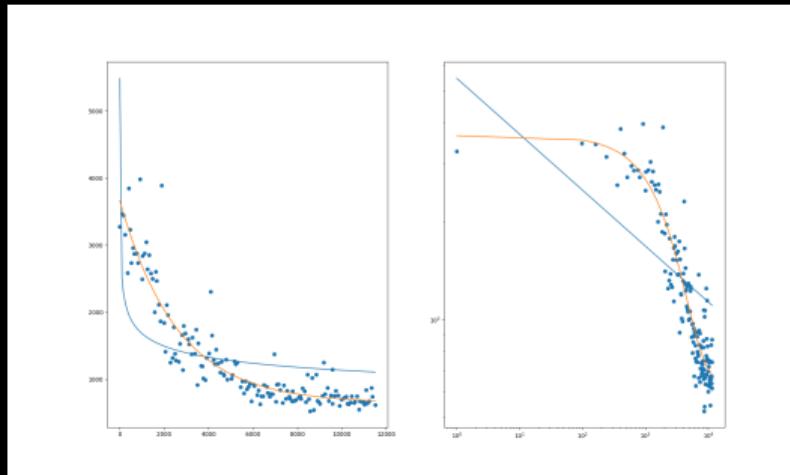
Here's an example:



# Learning's Kinda Like Searching Innit?

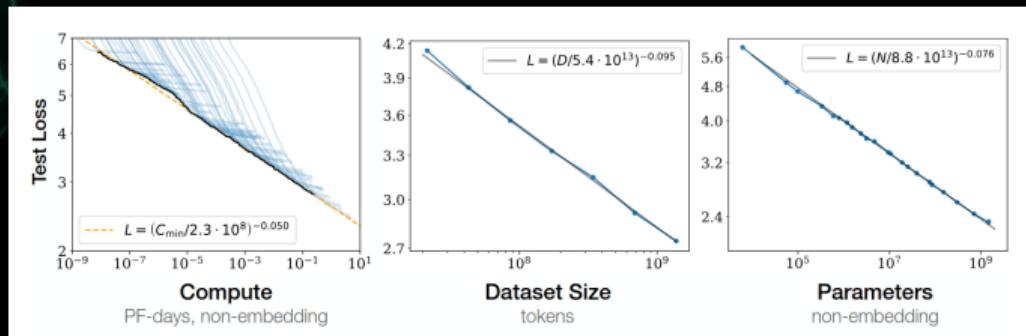


Here's an example:



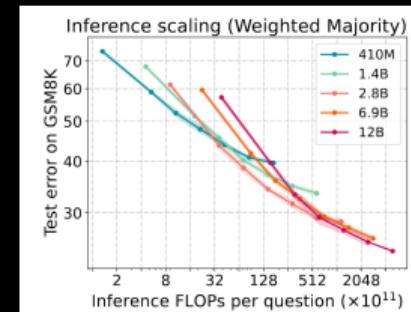
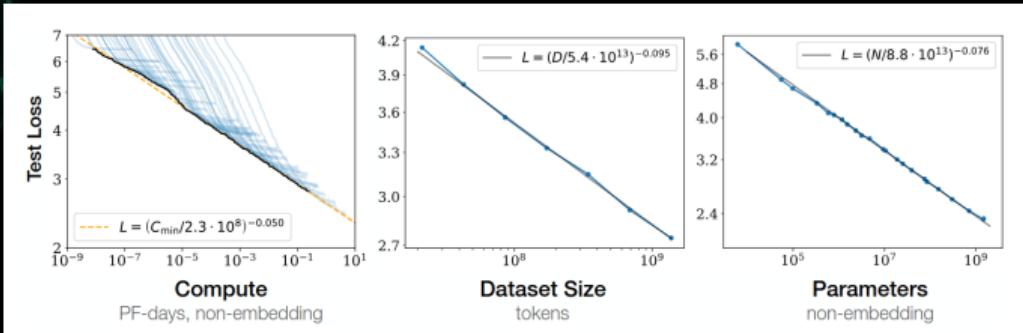
What do learning curves tell us about memory and skill acquisition?

# What Doesn't It Work Like



Reproduced from Kaplan et al. (2020)

# What Doesn't It Work Like



Reproduced from Kaplan et al. (2020) and Wu et al. (2025)

# Search and Decision

- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law

---

<sup>1</sup>Source of the graphic on slide 4

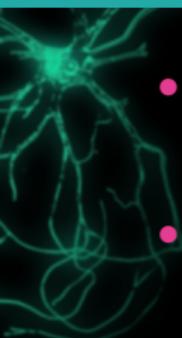
# Search and Decision

- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law
- Evans et al. elaborate that decision times are log-normally distributed about the main effect curve

---

<sup>1</sup>Source of the graphic on slide 4

# Search and Decision

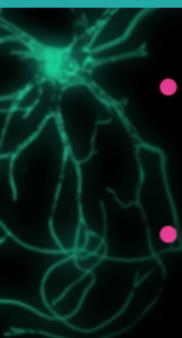


- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law
- Evans et al. elaborate that decision times are log-normally distributed about the main effect curve
- The distribution of decision times is explained by drift diffusion decision models (Myers et al., 2022)

---

<sup>1</sup>Source of the graphic on slide 4

# Search and Decision

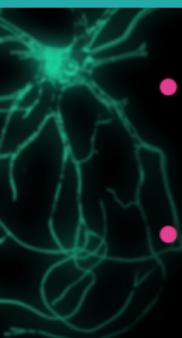


- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law
- Evans et al. elaborate that decision times are log-normally distributed about the main effect curve
- The distribution of decision times is explained by drift diffusion decision models (Myers et al., 2022)
  - describe the behaviour of an attractor neural network with small basins of attraction, and

---

<sup>1</sup>Source of the graphic on slide 4

# Search and Decision

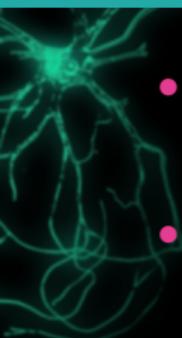


- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law
- Evans et al. elaborate that decision times are log-normally distributed about the main effect curve
- The distribution of decision times is explained by drift diffusion decision models (Myers et al., 2022)
  - describe the behaviour of an attractor neural network with small basins of attraction, and
  - an evidence accumulation process driving decision

---

<sup>1</sup>Source of the graphic on slide 4

# Search and Decision

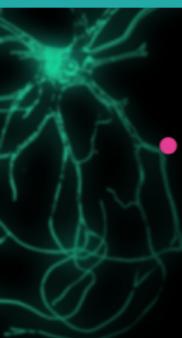


- Heathcote et al.<sup>1</sup> find that learning often doesn't follow a power law, but an exponential law
- Evans et al. elaborate that decision times are log-normally distributed about the main effect curve
- The distribution of decision times is explained by drift diffusion decision models (Myers et al., 2022)
  - describe the behaviour of an attractor neural network with small basins of attraction, and
  - an evidence accumulation process driving decision
- You explore through representations until you find the correct decision, and learn by finding better exploration strategies

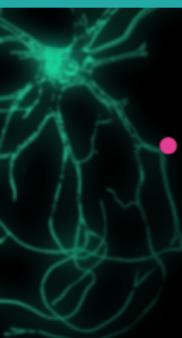
---

<sup>1</sup>Source of the graphic on slide 4

# Characteristic Functions

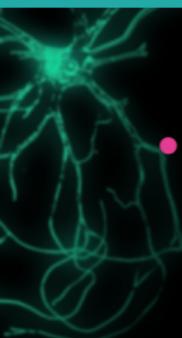
- 
- The main effect results from **decreasing uncertainty** about the correct response to a task as it becomes more familiar

# Characteristic Functions



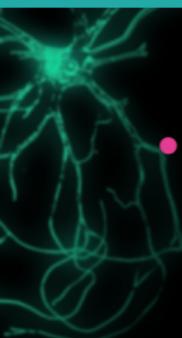
- The main effect results from **decreasing uncertainty** about the correct response to a task as it becomes more familiar
  - We can think of this improvement like a search for **more efficient procedures** for reaching a correct decision

# Characteristic Functions



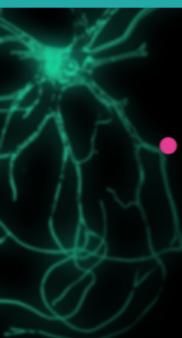
- The main effect results from decreasing uncertainty about the correct response to a task as it becomes more familiar
  - We can think of this improvement like a search for more efficient procedures for reaching a correct decision
  - A power decay is characteristic of a memorization-like heuristic search strategy, with diminishing returns

# Characteristic Functions



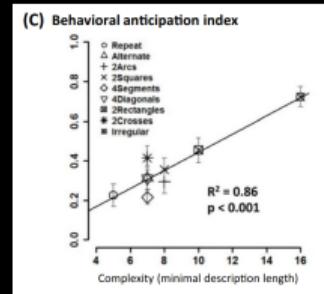
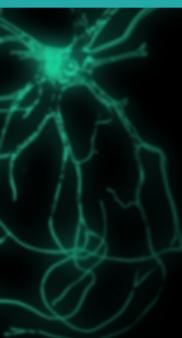
- The main effect results from decreasing uncertainty about the correct response to a task as it becomes more familiar
  - We can think of this improvement like a search for more efficient procedures for reaching a correct decision
  - A power decay is characteristic of a memorization-like heuristic search strategy, with diminishing returns
  - An exponential decay is characteristic of a divide-and-conquer search strategy, that stays efficient

# Characteristic Functions

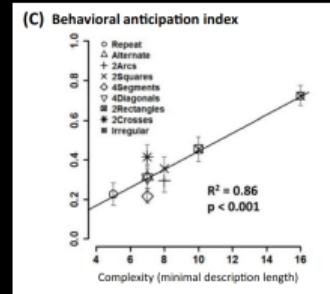


- The main effect results from decreasing uncertainty about the correct response to a task as it becomes more familiar
  - We can think of this improvement like a search for more efficient procedures for reaching a correct decision
  - A power decay is characteristic of a memorization-like heuristic search strategy, with diminishing returns
  - An exponential decay is characteristic of a divide-and-conquer search strategy, that stays efficient
- So how is it that brains don't need to read the whole internet to learn anything?

# Well, Maybe They Learn Programs

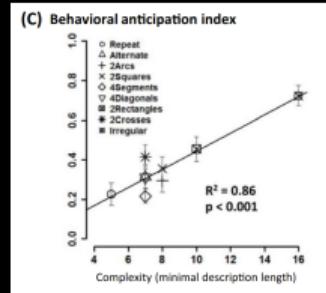
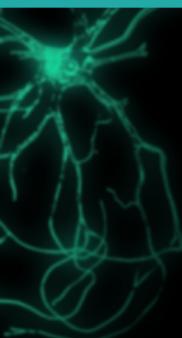


# Well, Maybe They Learn Programs



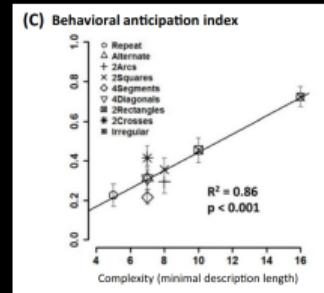
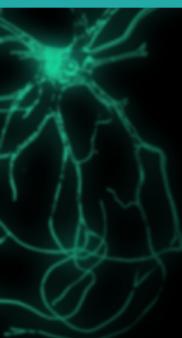
- Dehaene et al. (2022) theorize that mental representations might be programs that efficiently represent the world

# Well, Maybe They Learn Programs



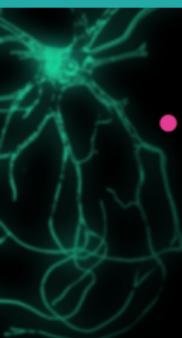
- Dehaene et al. (2022) theorize that mental representations might be programs that efficiently represent the world
- This would make sense, as Hutter (2005, Introduction) shows that with an efficiently representative program, agents can make optimal decisions

# Well, Maybe They Learn Programs

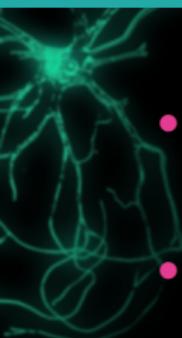


- Dehaene et al. (2022) theorize that mental representations might be programs that efficiently represent the world
- This would make sense, as Hutter (2005, Introduction) shows that with an efficiently representative program, agents can make optimal decisions
- So, then, how can mental states be programs? Can we learn with them?

# How to Learn a Program

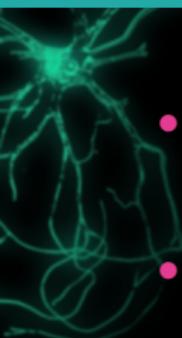
- 
- First, we need to show that mental states can encode programs; in Tomkins-Flanagan and Kelly (2024), we showed that **this is possible**

# How to Learn a Program



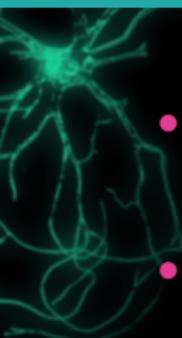
- First, we need to show that mental states can encode programs; in Tomkins-Flanagan and Kelly (2024), we showed that **this is possible**
- Second, we need to find **efficient and natural encodings**; this is an ongoing project, with work appearing in Hanley et al. (2025) and Tomkins-Flanagan et al. (2025)

# How to Learn a Program



- First, we need to show that mental states can encode programs; in Tomkins-Flanagan and Kelly (2024), we showed that **this is possible**
- Second, we need to find **efficient and natural encodings**; this is an ongoing project, with work appearing in Hanley et al. (2025) and Tomkins-Flanagan et al. (2025)
- Third, we need to show how the right representations can **constrain searching** to enable it to be efficient; we began working on this problem in Tomkins-Flanagan et al. (2025)

# How to Learn a Program



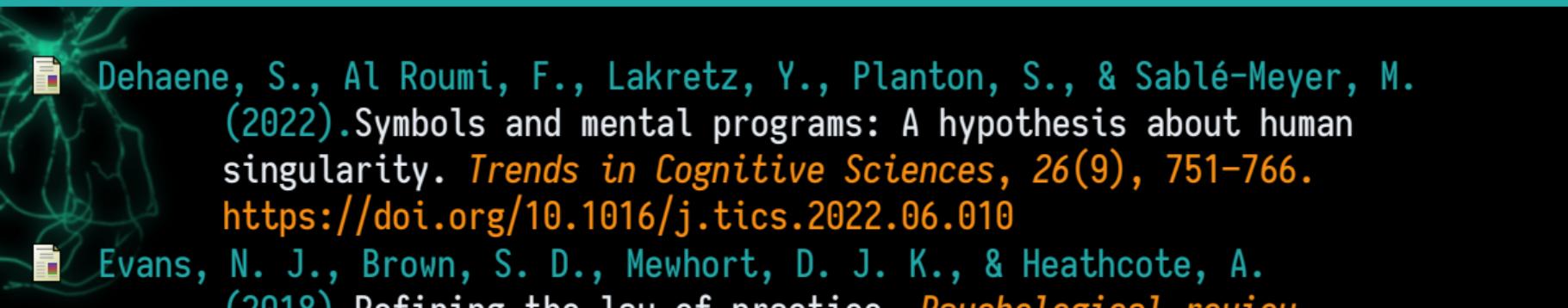
- First, we need to show that mental states can encode programs; in Tomkins-Flanagan and Kelly (2024), we showed that **this is possible**
- Second, we need to find **efficient and natural encodings**; this is an ongoing project, with work appearing in Hanley et al. (2025) and Tomkins-Flanagan et al. (2025)
- Third, we need to show how the right representations can **constrain searching** to enable it to be efficient; we began working on this problem in Tomkins-Flanagan et al. (2025)
- Then, we need to build **brainlike networks** that are able to take advantage of our representation scheme to learn efficiently



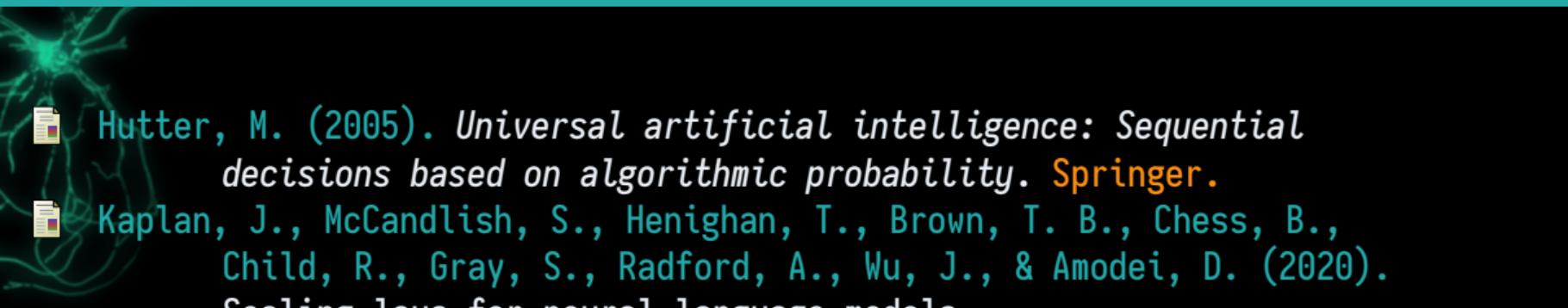
*“I had no idea this kind of cutting edge research was happening at Carleton!”*

*- I can’t remember who said this*

# References I

- 
-  Dehaene, S., Al Roumi, F., Lakretz, Y., Planton, S., & Sablé-Meyer, M. (2022). Symbols and mental programs: A hypothesis about human singularity. *Trends in Cognitive Sciences*, 26(9), 751–766.  
<https://doi.org/10.1016/j.tics.2022.06.010>
  -  Evans, N. J., Brown, S. D., Mewhort, D. J. K., & Heathcote, A. (2018). Refining the law of practice. *Psychological review*.  
<https://doi.org/doi.org/10.1037/rev0000105>
  -  Hanley, C., Tomkins-Flanagan, E., & Kelly, M. A. (2025). Hey pentti, we did (more of) it!: A vector-symbolic lisp with residue arithmetic. *2024 International Joint Conference on Neural Networks (IJCNN)*.
  -  Heathcote, A., Brown, S., & Mewhort, D. J. K. (2000). The power law repealed: The case for an exponential law of practice. *Psychonomic Bulletin & Review*, 7(2), 185–207.  
<https://doi.org/10.3758/BF03212979>

## References II

- 
- Hutter, M. (2005). *Universal artificial intelligence: Sequential decisions based on algorithmic probability*. Springer.
  - Kaplan, J., McCandlish, S., Henighan, T., Brown, T. B., Chess, B., Child, R., Gray, S., Radford, A., Wu, J., & Amodei, D. (2020). Scaling laws for neural language models.  
<https://arxiv.org/abs/2001.08361>
  - Myers, C. E., Interian, A., & Moustafa, A. A. (2022). A practical introduction to using the drift diffusion model of decision-making in cognitive psychology, neuroscience, and health sciences. *Frontiers in Psychology*.  
<https://doi.org/10.3389/fpsyg.2022.1039172>

## References III

- 
- Tomkins-Flanagan, E., Hanley, C., & Kelly, M. A. (2025). Hey pentti, we did it again!: Differentiable vector-symbolic types that prove polynomial termination. *Proceedings of MathPsych / ICCM 2025*.  
<https://mathpsych.org/presentation/1997>
  - Tomkins-Flanagan, E., & Kelly, M. A. (2024). Hey Pentti, We Did It!: A Fully Vector-Symbolic Lisp (C. Sibert, Ed.). *Proceedings of the 22nd International Conference on Cognitive Modeling*, 65–72.  
<https://github.com/eilene-ftf/holis>
  - Wu, Y., Sun, Z., Li, S., Welleck, S., & Yang, Y. (2025). Inference scaling laws: An empirical analysis of compute-optimal inference for problem-solving with language models.  
<https://arxiv.org/abs/2408.00724>



<https://carleton.ca/animus>

Viewers  
Like You

Thank You