chapter 7

Thinking and intelligence

chapter 1

Review: The cognitive perspective

Psychological approach that emphasizes what goes on in people's heads

This perspective involves

Reasoning, memory, language, learning, problem-solving, decision-making

Behaviorism focused on outcomes Social-cognitive learning theories are an extension

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Overview

- * Thought: Using what we know
- ****** Reasoning rationally
- ****** Barriers to reasoning rationally
- **# Intelligence**
- * The origins of intelligence
- *** Animal minds**

Concept Map

ANIMAL P LEGS

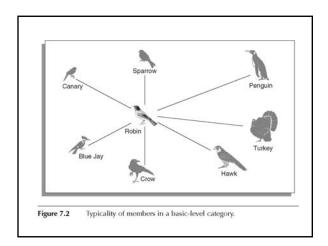
ANIMAL P

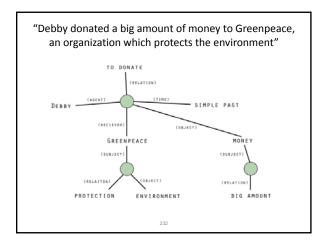
Elements of cognition Concept Mental category that groups objects, relations, activities, abstractions, or qualifies having common properties Basic concepts have a moderate number of instances and are easier to acquire. A prototype is an especially representative example. Proposition A meaningful unit, built of concepts, expressing a single idea Schema An integrated mental network of knowledge, beliefs, and expectations concerning a particular topic. Image A mental representation that resembles what it represents

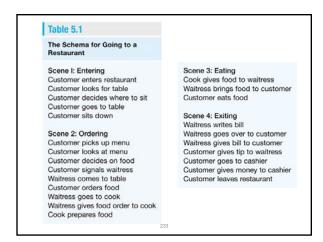
Mental representation

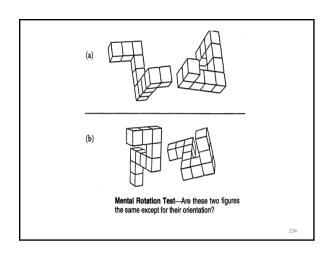
- Concept classical music
- Prototype Beethoven's <u>Moonlight Sonata</u>
- Proposition classical music is relaxing
- Schema beliefs about what classical musicians do, how they are trained, what listeners are like, etc.
- Image -

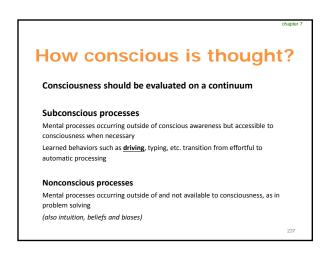


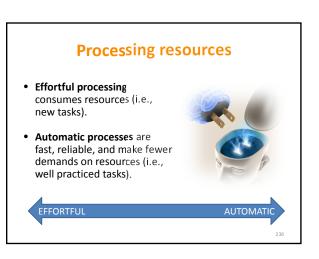










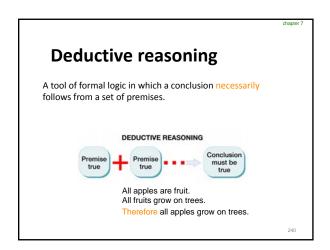


Processing varies in consciousness

Implicit learning (versus explicit learning)
When you have acquired knowledge about something without being aware how you did so, and without being able to state exactly what you have learned (generally unimpaired by aging, amnesia, and dementia)

Mindlessness
Mental inflexibility, inertia, and obliviousness in the present context (inadequate attention paid to the task)

Multitasking: http://www.aocoanitive.net/video/david-strayer-driver-distraction-and-cell-phones



Inductive reasoning

A tool of formal logic in which a conclusion probably follows from a set of premises.

INDUCTIVE REASONING

Premise Premise Premise Conclusion probably information

Oranges are fruit and grow on trees
Lemons are fruit and grow on trees
Pears are fruit and grow on trees
It seems reasonable to assume that all fruits might grow on trees.

Deductive vs Inductive Science • Deduction — Top-down approach — drawing conclusions from principles assumed to be true — theory → hypothesis → observation → confirmation (or not) — Narrowly focused scientific inquiry • Induction — Bottom-up approach — drawing conclusions based on evidence — observation → pattern → tentative hypothesis → theory — Open-ended and exploratory scientific inquiry Theory: Neurological slowing causes age-related cognitive declines.

Informal Reasoning Dialectical reasoning A process in which opposing facts DIALECTAL REASONING or ideas are weighed and compared, with a view to determining the best solution or resolving differences Con Con Heuristic Con A rule of thumb that suggests a course of action or guides problem solving but does not Most reasonable conclusion based on evidence and logic guarantee an optimal solution

Reflective judgment
, aka 'critical thinking'
Requires an ability to recognize and deal with uncertainty, and develops with age and education

Skills

Question assumptions
Evaluate and integrate evidence
Relate evidence to theory or opinion
Consider alternative interpretations
Reach defensible conclusions
Reassess conclusions in face of new evidence

Heuristic Reasoning

- Generate all possible 4-5 letter words using: ABMNORST
- Algorithm: check all possible combinations against a dictionary
- Possible heuristics: start with consonants or common word beginnings
- Heuristics are less accurate than formal logic.

The Availability Heuristic

- When people make estimates of likelihood, their estimates are influenced by the ease with which relevant examples come to mind
- But, the ease with which we remember examples is not perfectly correlated with objective frequency
- Hence, errors may arise when using this heuristic

Availability Heuristic Biases

- Any factor besides frequency that calls attention to the event may lead people to overestimate that event's frequency.
- Examples:
 - Emotional response
 - General world knowledge
 - Familiarity
 - Salience and vividness

Availability Heuristic, e. g.

- Which are there more of
 - Words that start with K, or words that have K as their third letter?
- Most people say "words that start with K" because it's easier to think up examples
- But, there are 3 times as many words with K as the third letter

Representativeness Heuristic

When people estimate the probability of an event by

- a) how similar the event is to the *population* of events it came from, or
- b) whether the event seems to be similar to the process that produced it

· Which outcome is more likely when tossing a coin six times?

HHHTTT THTTHT

- Since coin tosses are random processes, most people pick the second outcome because it looks
- Using the algorithm, both outcomes are equally likely
- We are also more likely to prefer "randomlooking" lotto numbers due to representativeness bias



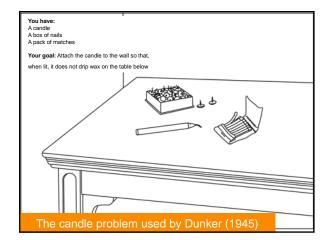
We tend to prefer positive frames

- 95% fat-free sounds a lot better than "contains 5% fat."
- Politicians talk about "eliminating welfare handouts" but not about "requiring all citizens to be entirely self-sufficient."
- Pharmaceutical companies claim that medications are 90% effective, not 10% ineffective.

http://cat.xula.edu/thinker/decisions/heuristics/framing

Biases due to mental set

Mental set
Tendency to solve problems using procedures that worked before on similar problems
Mental sets make learning and problem solving more efficient.
Not helpful when problem calls for new approach



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The Fairness bias

The *Ultimatum Game*: Your partner gets \$10 and must decide how much to share with you. You can accept or reject the offer, but if you reject it, neither of you gets any money.

It is rational to accept any offer: you always end up with more money if you accept than if you reject the offer.

In industrial societies, offers of 50% are typical.

Offers below 20–30% are commonly rejected.

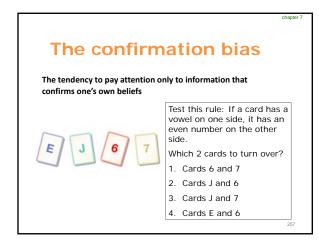
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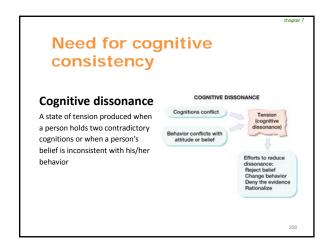
The Hindsight bias

The tendency to overestimate one's ability to have predicted an event once the outcome is known.

The "I knew it all along" phenomenon

* Can be a problem for self-testing learning





- I chose school A. I have to give up all things I liked about school B.
 - What might I do to reduce the dissonance?
- I spent my savings for this car. Recent reviews indicate that this car is a lemon.
 - What can I do to reduce the dissonance?
 - How would it differ if the car were a gift?
- I think it is wrong to cheat. I cheated.
 - How might I reduce the dissonance?
 - What are the implications?

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Conditions which may lead one to reduce dissonance

When you need to justify a choice or decision you freely made

When you need to justify behavior that conflicts with your view of yourself

When you need to justify the effort put into a decision or choice

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Justification of effort The tendency of people to increase their liking for something they have worked hard for or suffered to attain A common form of dissonance reduction

Overcoming cognitive biases

- When people have some expertise in an area
- When decisions have real-life consequences
- When people understand the bias

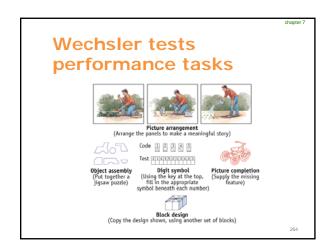
Intelligence
An inferred characteristic of an individual, usually defined as the ability to profit from experience, acquire knowledge, think abstractly, act purposefully, or adapt to changes in the environment

g factor
A general intellectual ability assumed by many theorists to underlie specific mental abilities and talents

Factor analysis

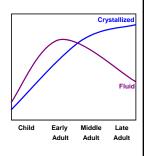
A statistical technique that uses clusters of correlated items to identify basic traits or abilities

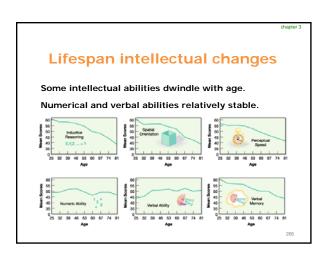
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Fluid intelligence

- biological hardware
- measured by speed and accuracy in simple tasks
- declines with age
- · Crystallized intelligence
 - cultural software
 - measured by factual and strategic knowledge
 - increases with age





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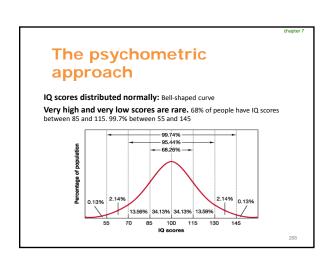
The invention of IQ tests

 $\underline{\textit{Psychometrics}}$ is the measurement of mental abilities, traits, and processes

Binet believed we should measure a child's <u>mental age</u> and developed a test which measured memory, vocabulary, and perceptual discrimination.

Mental age was divided by chronological age and multiplied by 100 to get an *intelligence quotient*.

Now <u>IQ scores</u> are derived from norms provided for standardized intelligence tests.



Expectations and IQ

Scores are affected by expectations for performance

Expectations are shaped by stereotypes

Stereotype threat

Burden of doubt one feels about his/her performance due to negative stereotypes about his/her group

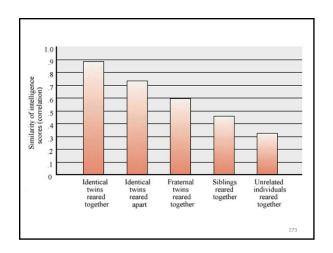
Stereotype threat affects African-Americans, Latinos/Latinas, low-income people, women, and the elderly.



Information-processing approach

Sternberg's triarchic theory
Componential (analytic)
Comparing, analyzing, and evaluating
This type of process correlates best with IQ
Experiential (creative)
Inventing solution to new problems
Transfer skills to new situations
Contextual (practical)
Applying the things you know to everyday contexts

Gardener's Multiple Intelligences



Origins of Intelligence

- Intelligence is highly heritable, but is also strongly impacted by environmental factors such as:
 - Prenatal care
 - Nutrition
 - Pollutant exposure
 - Family circumstances
- Also note that internal characteristics (such as selfdiscipline) have a larger impact on measures of success (like grades) compared to IQ

non-human animals

Animal intelligence

Studies show that animals can

The study of cognitive processes in

Cognitive ethology

Anticipate future events
Use numbers to label quantities
Coordinate activities with other
animals





chapter

Animals and language

Language is a critical element in human cognition.

Many species can be taught to communicate in ways that resemble language.

Chimpanzees and bonobos converse using American Sign Language and <u>symbol</u> <u>board systems</u>.

An African grey parrot has been taught to count, classify, and compare objects using English words.

Whether these behaviors are language depends on definition of "language."