

# CogPonder

Towards a Computational Framework  
of General Cognitive Control

***Morteza Ansarinia, Pedro Cardoso-Leite***

*Department of Behavioural and Cognitive Sciences*

University of Luxembourg

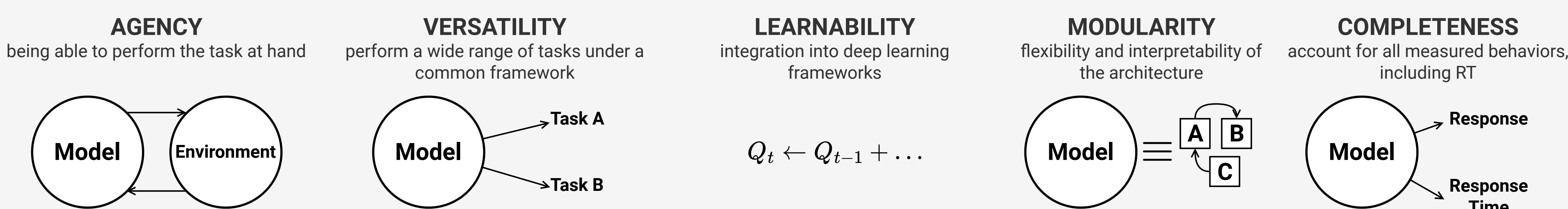
## INTRODUCTION

## Background

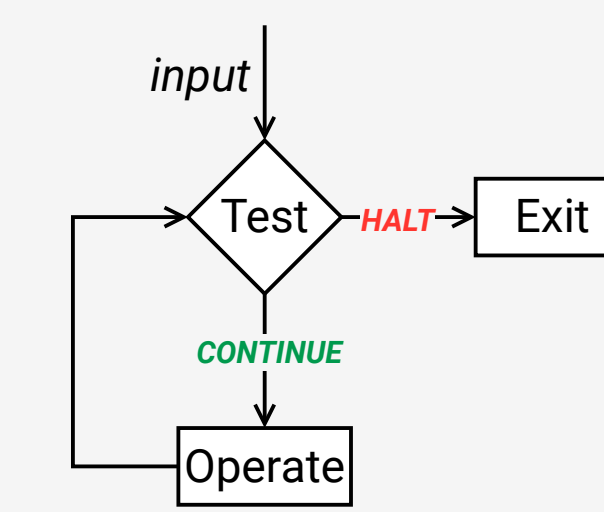
- Cognitive control is a complex construct whose meaning lacks consensus.
- One of its key properties is that it regulates cognitive processes to achieve particular outcomes. This regulation of processes has a measurable impact on response times (control is effortful and takes time).
- Psychological models are often unable to perform complex tasks and generalize. Developing computational models of CC that replicate human RT remains a significant challenge. Machine learning agents perform complex tasks but often ignore critical cognitive constraints such as response time.

## Objective

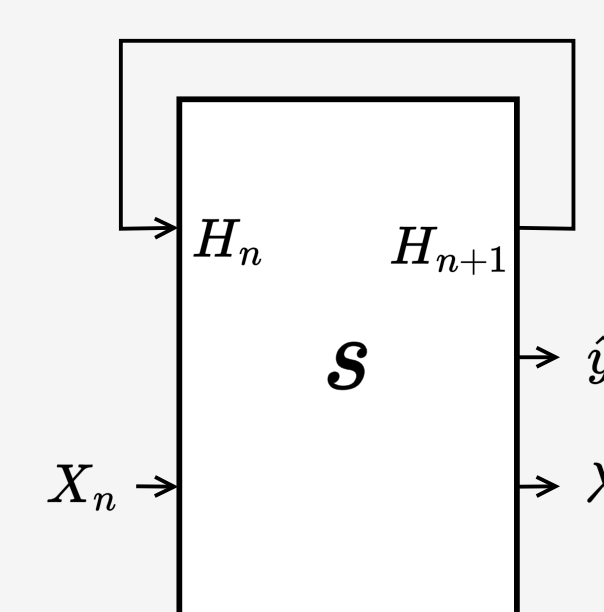
Develop a computational cognitive control framework that addresses limitations in psychology and machine learning and fulfills the following desiderata:



## KEY IDEAS



**TOTE** is a cognitive model [Miller1960], in which computations unfold in cycles with tests evaluating specific criteria and determining whether to halt or continue the process.

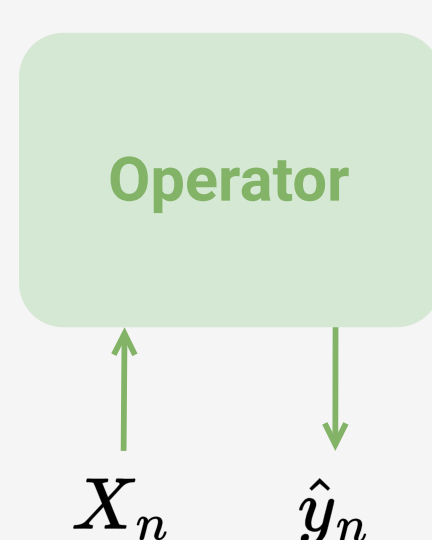


**PonderNet** is a more recent deep learning architecture [Banino2021] that adjusts the computational complexity of a neural network based on the complexity of the task and inputs, allowing the network to use fewer computational steps for simpler tasks.

## CogPonder = TOTE + PonderNet

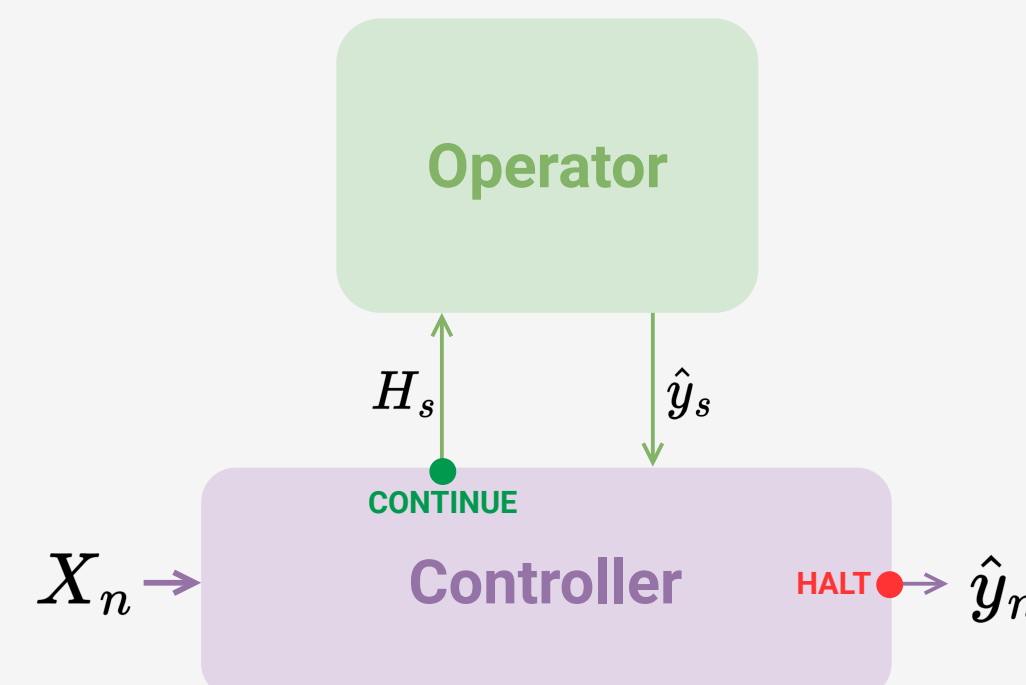
## THE COGPONDER FRAMEWORK

### Base Model



$$L = \mathcal{L}(\hat{y}_n, y_n)$$

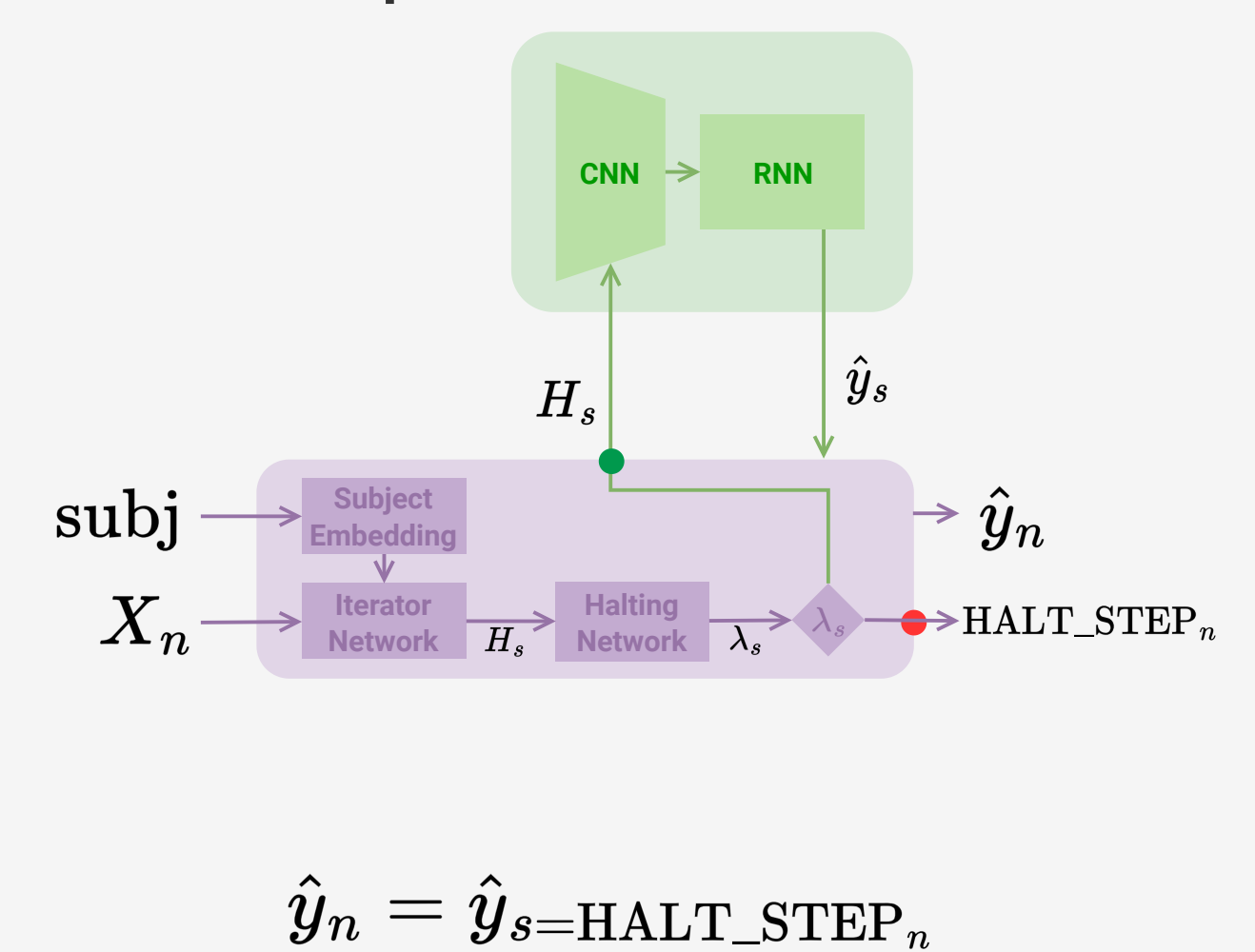
### Augmented Model



$$L = \sum_{s=1}^S \mathcal{L}(\hat{y}_s, y_n) p_s + \beta \text{KL}(p_s || d_{1..N})$$

$$p_s = \lambda_s \prod_{i=1}^{s-1} (1 - \lambda_i)$$

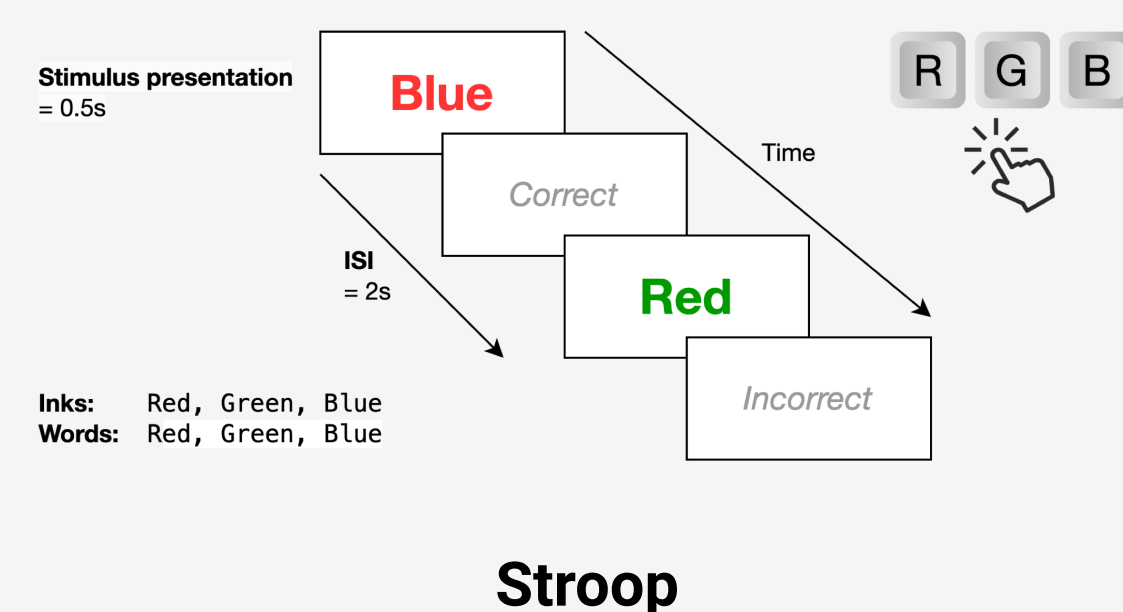
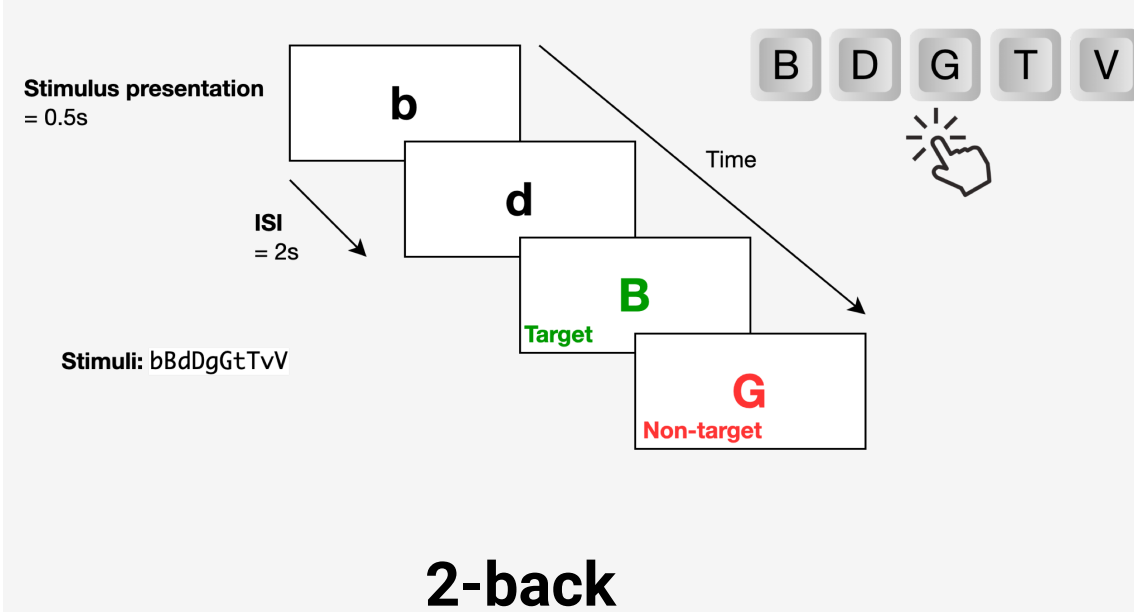
## Implementation Model



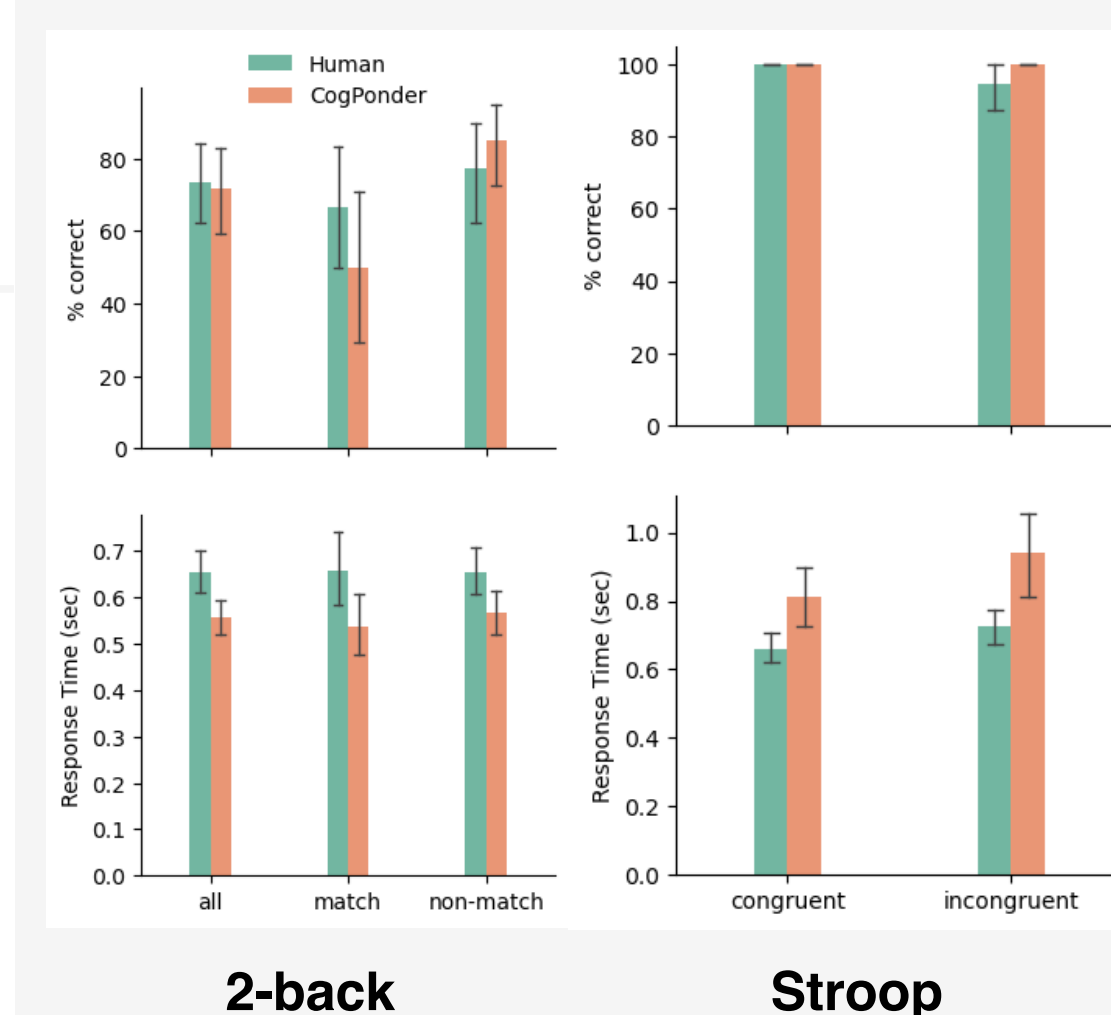
$$\hat{y}_n = \hat{y}_{s=\text{HALT\_STEP}_n}$$

## TESTING COGPONDER

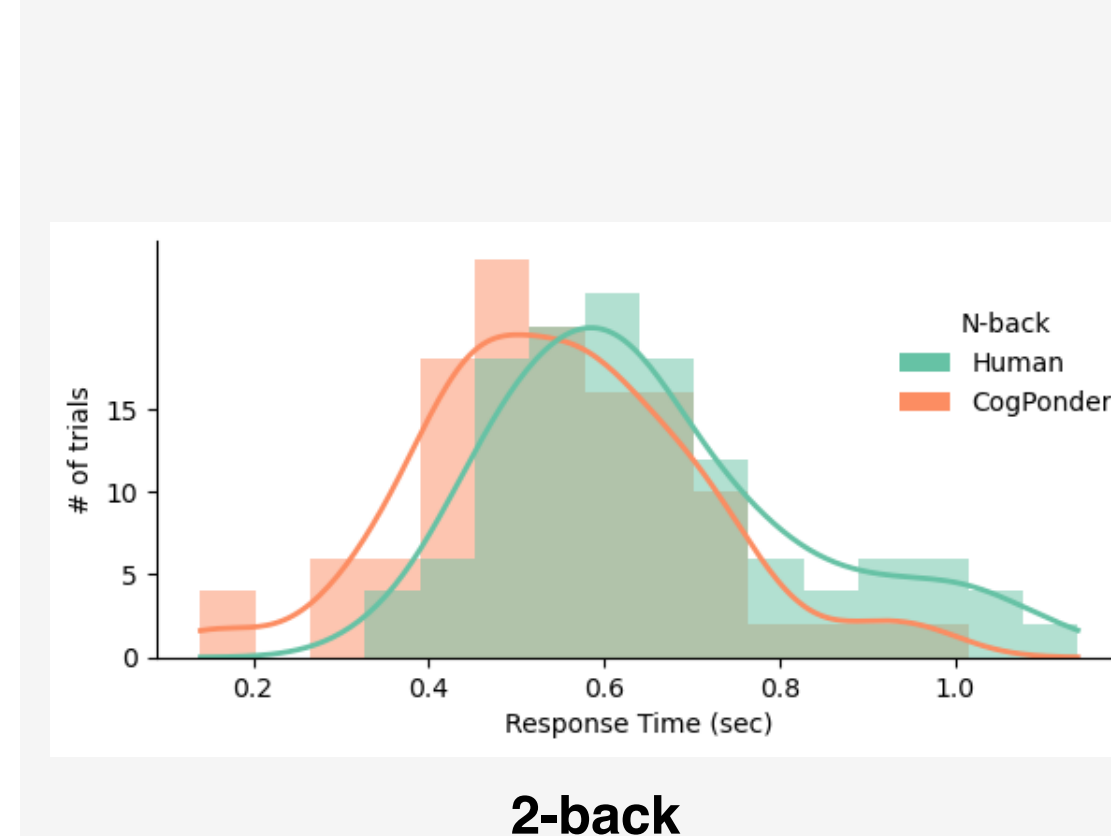
- To demonstrate the value of the framework, we trained separate instances of CogPonder for Stroop and N-back tasks and aligned model's output to the human response and RT.
- **Data:** Self-Regulation Ontology dataset [N=521, 75%/25% train/test trials; Eisenberg2019]. We focused on participants who completed the Stroop and 2-back tests.



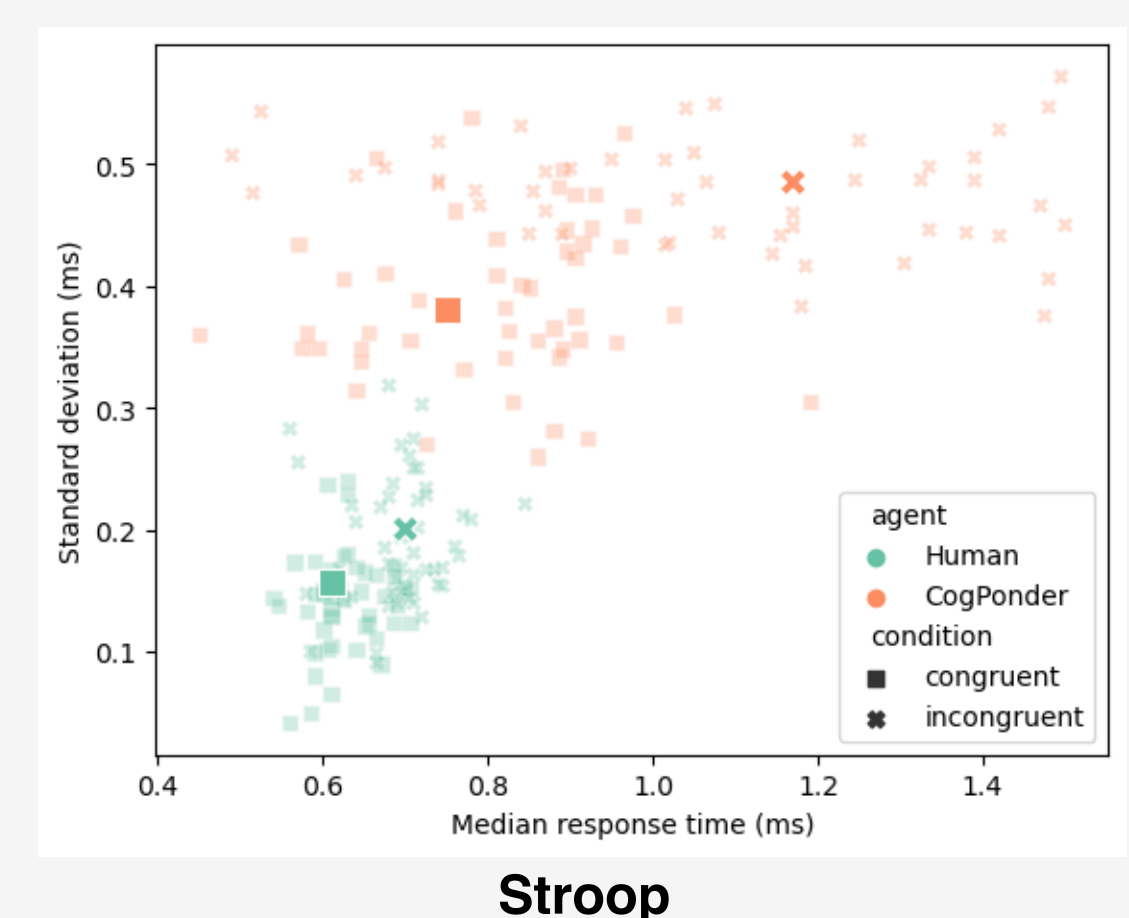
**CogPonder replicates behavioral patterns of humans in the Stroop and N-back, using the same architecture.**



**CogPonder generates RT distributions that are indistinguishable from those of humans.**



**CogPonder reproduces task-specific cognitive effects, e.g., the Stroop effect and the Match-vs-NonMatch difference in the N-Back task.**



## CONCLUDING REMARKS

- It's possible to have a model that satisfies the desiderata. CogPonder is an interoperable scalable architecture that functionally separates the act of control from the controlled act, and can generate response/RT similar to human, demonstrating the potential to ground cognitive control in tractable computations.
- The ability of PonderNet and TOTE to adapt computational resources connects RT in experimental psychology with deep learning, and supports the design of computational models that perform complex cognitive tasks.

## FUTURE WORKS

- Obviously the results are limited in a number of ways, but there is a value in having a shared account of human cognition and artificial agents that bridge cognitive disciplines.
- We are currently exploring the following directions for future work: multi-task implementations for a battery of cognitive tests and hierarchical structures for complex tasks.

Miller, G., Galanter, E., & Pribram, K. (1960). *Plans and the Structure of Behavior*.

Banino, A., Balaquer, J., & Blundell, C. (2021). *PonderNet: Learning to Ponder*.

Eisenberg, I. W., Bissett, P. G., Zeynep Enkavi, A., Li, J., MacKinnon, D. P., Marsch, L. A., & Poldrack, R. A. (2019). Uncovering the Structure of Self-Regulation through Data-Driven Ontology Discovery.