ELL 788 Computational Perception & Cognition

Module 0

Understanding mind

Several approaches to understand mind

- Philosophical [Since ancient times (Aristotle ~300 BC)]
 - Allows to ask broader and more fundamental questions
 - Uses reasoning tools (deductive and inductive logic)
 - Does not use scientific methods (experimentation)
- Psychological [Developed during the 20th century]
 - Based on systematic experimentation
 - Dealt with difficult to quantify items
 - Lack of measuring tools reliance on theories
- Neouroscientific [Late 20th century]
 - Mind = Brain [+ Nervous System]
 - Study of Brain damaged patients, autopsy, EEG,CAT SCAN, PET SCAN ...
 - Brain anatomy, structure and properties of neorons

The cognitive approach [David Marr, ~1975]

- Mind as an information processing system
 - Represents and operates on information
- Modularity
 - Different and distinct functional modules
 - Works independently, in parallel to each other
 - Interacts Process models
- Classical view vs. Network view
- Consciousness: An emergent property of these ineractions



Blind men perceiving an elephant ?

Levels of abstraction



Functionalism



Justification for studying computational model

Why and how to study mind ?



Information Processing and Symbolism



Graphic symbols in everyday life

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Limits of mind: Computational and physical states

- A computer has a finite number of possible and distinct states
- Each state of a computer can be viewed as a symbolic representation of some real world entity
- How many different states this laptop can have?
 - 8 GB of RAM
 - 1 TB of disk
- How many physical states do we deal with?
 - For example, a chess game?
- How many possible states human mind has?

References

Interesting Reading

• E-book: Fiedenberg. Cognitive Science