# Cognition

**PSYC 2040** 

Week 7: Midterm review



### logistics: project

- SPARK assignments have been graded
- common issues
  - article not being a peer-reviewed article
  - writing the summary in first person
  - collaboration/accountability issues
- final presentation (3) + team skills (2)
- next milestone: argument

7	T: March 4, 2025	W7: Loose Ends / Midterm review
7	W: March 5, 2025	Jennifer: Midterm Review (4.30-6.30 pm, Kanbar 200)
7	Th: March 6, 2025	Midterm Exam
8	T: March 11, 2025	Spring Break!
8	Th: March 13, 2025	Spring Break!
9	T: March 18, 2025	Spring Break!
9	Th: March 20, 2025	Spring Break!
10	T: March 25, 2025	W10: Problem Solving
10	Th: March 27, 2025	W10 continued
10	Su: March 30, 2025	Week 10 Quiz due
11	T: April 1, 2025	W11: Decision making
11	Th: April 3, 2025	W11 continued
11	Su: April 6, 2025	Week 11 Quiz due
11	Su: April 6, 2025	Jennifer's Office Hours (7-9 pm, Kanbar 200)
12	M: April 7, 2025	Project: Argument due

#### mid-semester check-in

- calendly link
- groups
  - schedule a 15-minute meeting post spring break
  - argument articles must be preliminarily "approved"
- individually
  - fill out anonymous mid semester survey [opens on Friday]
  - can also set up an individual time to chat separately from group

#### logistics: midterm 1

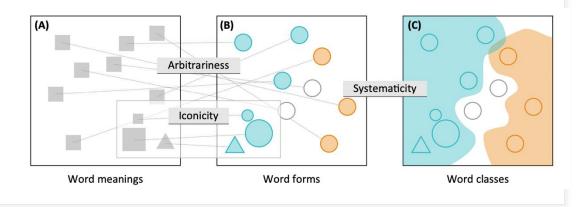
- 24 multiple-choice and 4 short answer
- closed-book
- you may bring ONE help sheet (handwritten, two-sided)
- calculator will not be required but is allowed

## today's agenda

- language wrap
- midterm review
- course vision

### language: review of findings/inferences

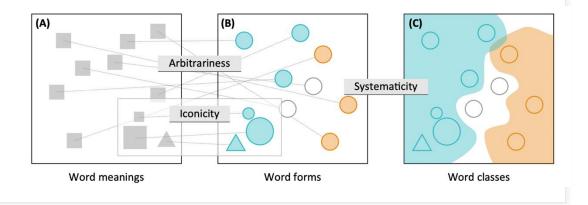
- we track statistical regularities
- we learn from prediction error
- we are inherently curious and want to reduce uncertainty
- it is possible to teach language "from scratch"



- arbitrariness: there is no connection between the form of a specific word and its meaning
- non-arbitrariness: aspects of a word's meaning or grammatical function can be predicted from aspects of its form
  - iconicity: perceptuomotor analogies
    - onomatopoeia
    - ideophones
  - systematicity: a statistical relationship between the patterns of sound for a group of words and their usage

Table 1. Some Iconic Associations Found in Ideophones across Languages [20,22]

Form	Meaning	Examples
Reduplication	Repetition, distribution	goro : gorogoro, 'one : multiple heavy objects rolling' (Japanese) wùrùfùù : wùrùfù-wùrùfù, 'fluffy : fluffy here and there' (Siwu) curuk-nu : curukcuruk-nu, 'a sharp prick : many sharp pricks' (Tamil) kpata : kpata kpata, 'drop : scattered drops' (Ewe)
Vowel quality	Size, intensity	katakata : kotokoto, 'clattering : clattering (less noisy)' (Japanese) pimbilii : pumbuluu, 'small belly : enormous round belly' (Siwu) giṇigiṇi : giṇugiṇu, 'tinkling : bell ringing' (Tamil) lɛgɛɛ : logoo, 'slim : fat' (Ewe)
Vowel lengthening	Length, duration	haQ: haaQ, 'short: long breath' (Japanese) piQ: piiQ, 'tear short: long strip of cloth' (Japanese) dzoro: dzoroo 'long: very long' (Siwu)
Consonant voicing	Mass, weight	koro: goro, 'a light: heavy object rolling' (Japanese) tsratsra: dzradzra, 'a light: heavy person walking fast' (Siwu) kputukpluu: gbudugbluu, 'chunky: obese' (Ewe)



- arbitrariness: there is no connection between the form of a specific word and its meaning
- non-arbitrariness: aspects of a word's meaning or grammatical function can be predicted from aspects of its form
  - iconicity: perceptuomotor analogies
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Table 2. Phonological Cues Predictive of Major Word Classes in Different Languages [33]

Category	Phonological cues
English nouns	Length of syllables, proportion of sounds in the word that are vowels
English verbs	Approximants (e.g., I, r, w) in the first syllable
Japanese nouns	Fricatives (e.g., s, z), rounded vowels (e.g., o)
Japanese verbs	Coronals (e.g., t, d, n)
French nouns	Bilabials (e.g., p, b) in the first syllable
French verbs	Proportion of sounds in the word that are vowels

(A)

Arbitrariness

Systematicity

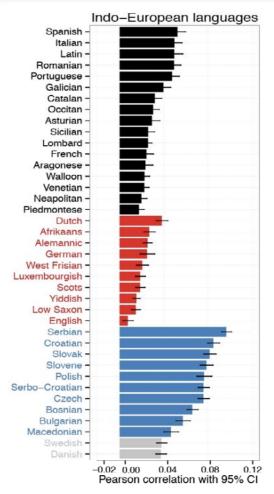
Iconicity

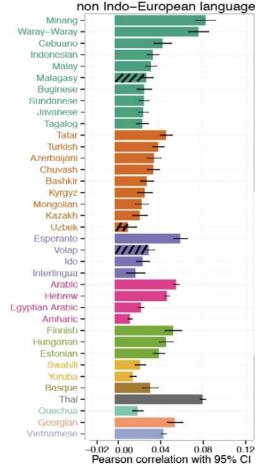
Word meanings

Word forms

Word classes

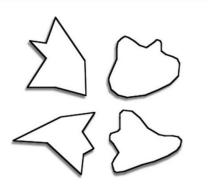
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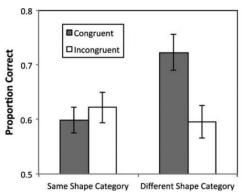


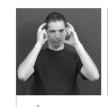


#### why have both?

- non arbitrariness
  - systematicity helps with category learning and categorization
  - iconicity helps with word learning and communication
- arbitrariness
  - efficiency and discriminability
  - communicate about concepts for which perceptual grounding is lacking







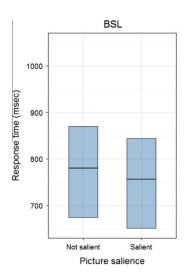








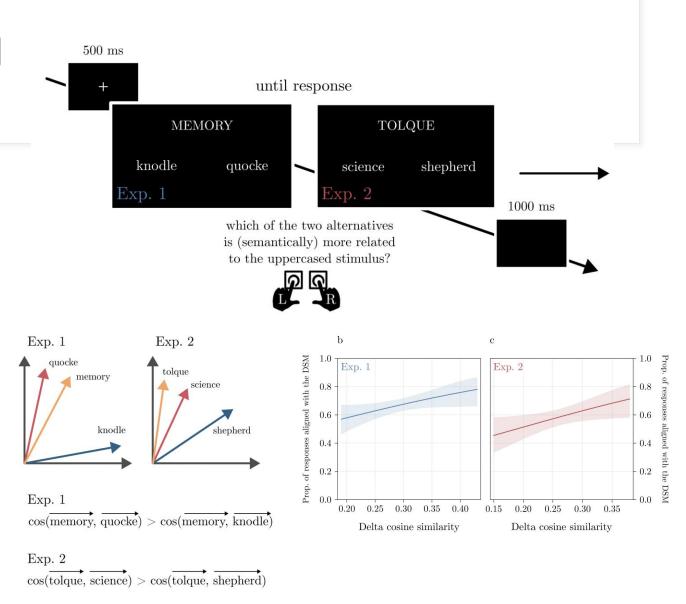




#### review of findings/inferences

- we track statistical regularities
- we learn from prediction error
- we are inherently curious and want to reduce uncertainty
- it is possible to teach language "from scratch"
- human language leverages form-meaning mappings

- participants were shown either a word/pseudoword and asked to pick related pseudoword/word
- language models can use subword information to understand novel words
- representations for words AND pseudowords were derived from a language model
- higher the cosine similarity between the model-produced related pseudoword and the target word, the higher the proportions of judgements aligned with the prediction of the model



### lingering question

 Could you please discuss/explain the findings of the studies about Tip of the Tongue states? Thanks!

### lingering question

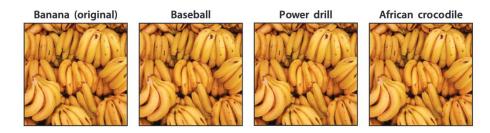
• So I thought language models don't explicitly learn the meaning of words they just measure how they are connected to other wordsbut I got that question wrong on the quiz. Do they learn the meaning of words? Or was this more of a "choose the best answer" situation and there was a better answer than that even if it is also true?

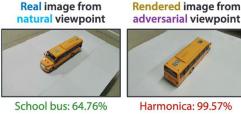
### activity: humans vs. language models

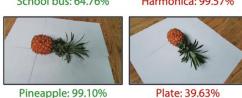
list similarities and differences

### activity: humans vs. language models

- list similarities and differences
- similarities
  - statistical regularities
  - prediction
  - form-based cues for meaning
- differences
  - "learning"/training data
  - social & cultural learning
  - embodied/grounded learning



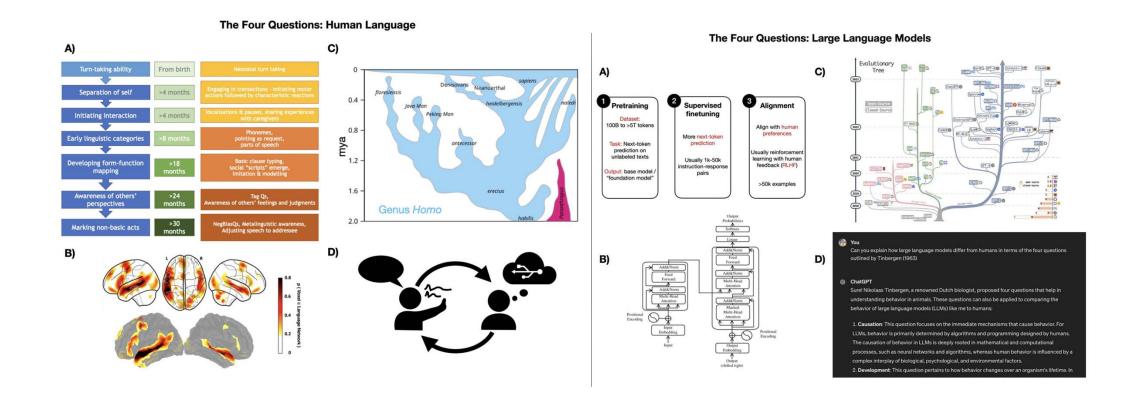




#### four questions

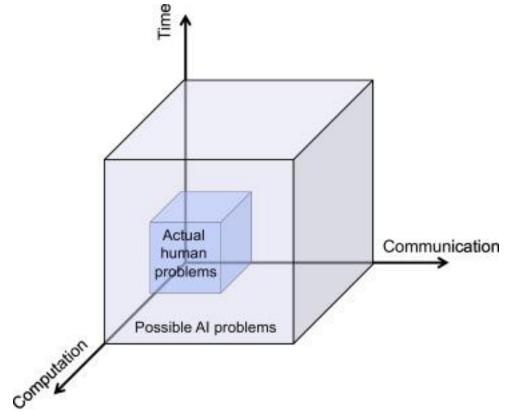


Sample-efficient pretraining on a developmentally plausible corpus



#### three broad human limitations (strengths?)

- limited computation
- limited time / data we can accumulate
- limited communication



Trends in Cognitive Sciences

Griffiths (2020)

## lingering question

• I am a little confused. For the Saffran, Aslin, and Neeport study children spent a longer time listening to novel items and in pelucchi/hay/saffran infants spent a longer time looking towards familiar items. Do infants listen longer to novel stimuli but look towards familiar stimuli?

#### review: short-answer Qs

Human speech is inherently noisy, and yet infants are able to learn "words" from a stream of sounds. How do they do this? What evidence can you use to support your argument?

Alan Turing contended that if a machine can behave exactly as a human being, then we have to agree that it can "think". One argument against this was proposed by Searle (1999), now famously called the Chinese room argument. (also suggested in a different form by Harnad, 1990). It goes something like this:

Imagine a native English speaker who knows no Chinese locked in a room full of boxes of Chinese symbols (a database) together with a book of instructions for manipulating the symbols (the program). Imagine that people outside the room send in other Chinese symbols which, unknown to the person in the room, are questions in Chinese (the input). And imagine that by following the instructions in the program the man in the room is able to pass out Chinese symbols which are correct answers to the questions (the output). The program enables the person in the room to pass the Turing Test for understanding Chinese but he does not understand a word of Chinese.

Do you think ChatGPT is like the English speaker in the above example? Why or why not? Use specific ideas we've discussed in class about how models like ChatGPT learn to justify your argument.

#### review: short-answer Qs

Two philosophers Aedis and Dorius are arguing about how concepts like "lion" and "tiger" are mentally represented. Aedis says that all concepts we know are connected to each other in a web-like manner, with concepts that are related to each other being close in this web and concepts that are less related being far from each other. Aedis further contends that there are hierarchies in this web, such that concepts that are part of a taxonomy are all stored in a multi-level manner, such that navigating to a higher level concept is harder than navigating a lower-level concept. Dorius disagrees and instead contends that all concepts are defined by a large set of features and whether or not they possess a given feature or not. They are unable to come up with an adequate test that would help them decide whose hypothesis is right.

Can you come up with an empirical test for these two hypotheses? Specify the predictions each hypothesis would make and based on your knowledge on this topic, which account you think is likely to be correct.

We learned about two memory principles in class: the transfer appropriate processing principle (TAP) and the levels of processing principle (LOP). TAP suggests that if the context in which encoding and retrieval occur matches, then recall is higher. LOP suggests that the nature of processing (shallow vs. deep) determines recall. But which principle is more powerful? What evidence can you use to support your argument?

#### review each week

- what are the big ideas/theories?
- which empirical studies provide evidence for/against these ideas?
- what is the design of the studies (design/finding/inference)?

#### what is this course about?



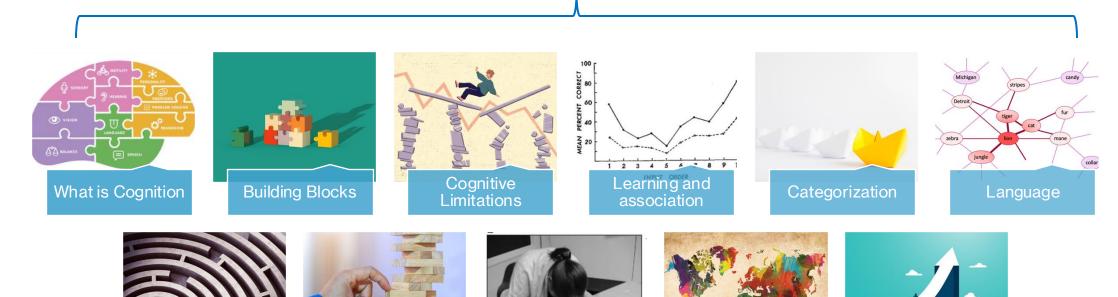
- introducing you to the scientific study of human cognition
  - how people acquire, represent, and use knowledge to guide their everyday functioning

#### learning goals

- understand the fundamental questions & prominent methodologies in the study of cognition
- connect theoretical ideas about cognition to specific evidence across different sub-domains and real-world applications
- reflect on the sociocultural issues surrounding the study of cognition

### cognition = learning, thinking, acting

learning & thinking



Culture

**Problem Solving**