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# Cognitive Psychology

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15 September 2015





# two systems

# System 1



- How does this woman feel



- Intuitive, fast, non-conscious, automatic

# System 2

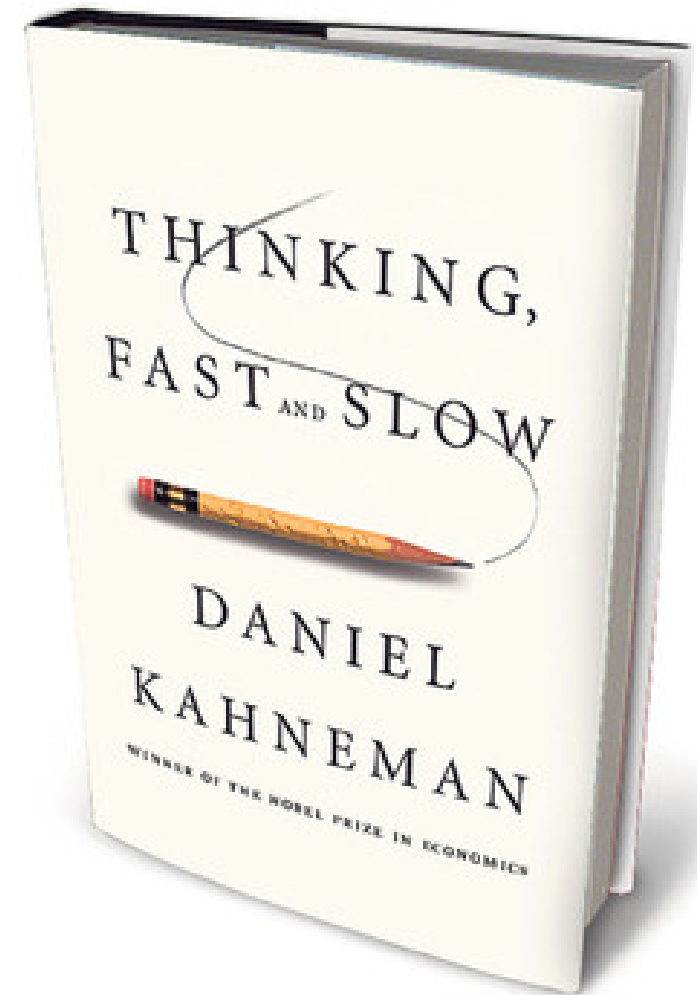


- Compute:

$$13 \times 27$$

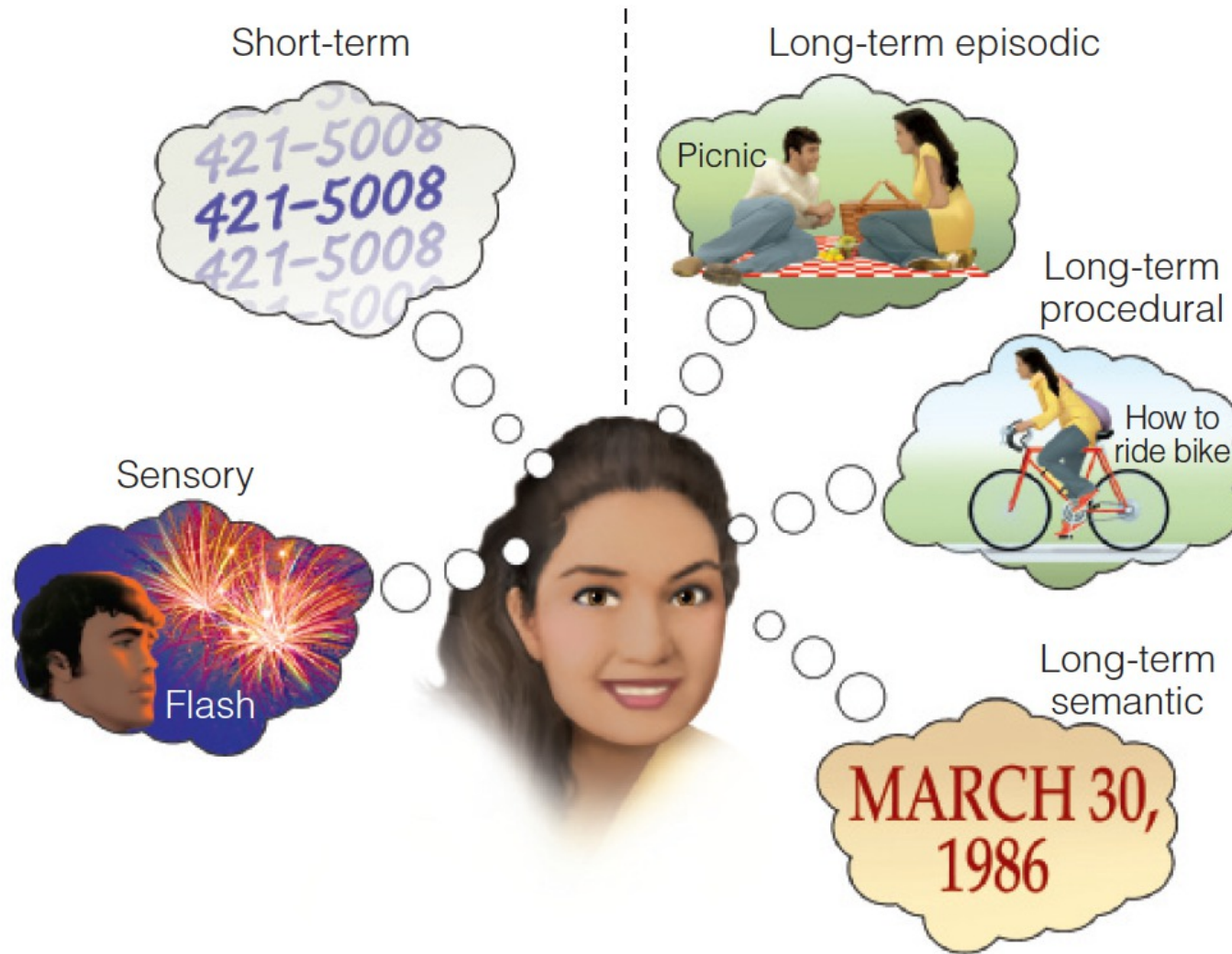
- Reflection, slow, conscious, controlled

- Human mind uses both System 1 and 2
- They interact
- They are occasionally in conflict



# memory

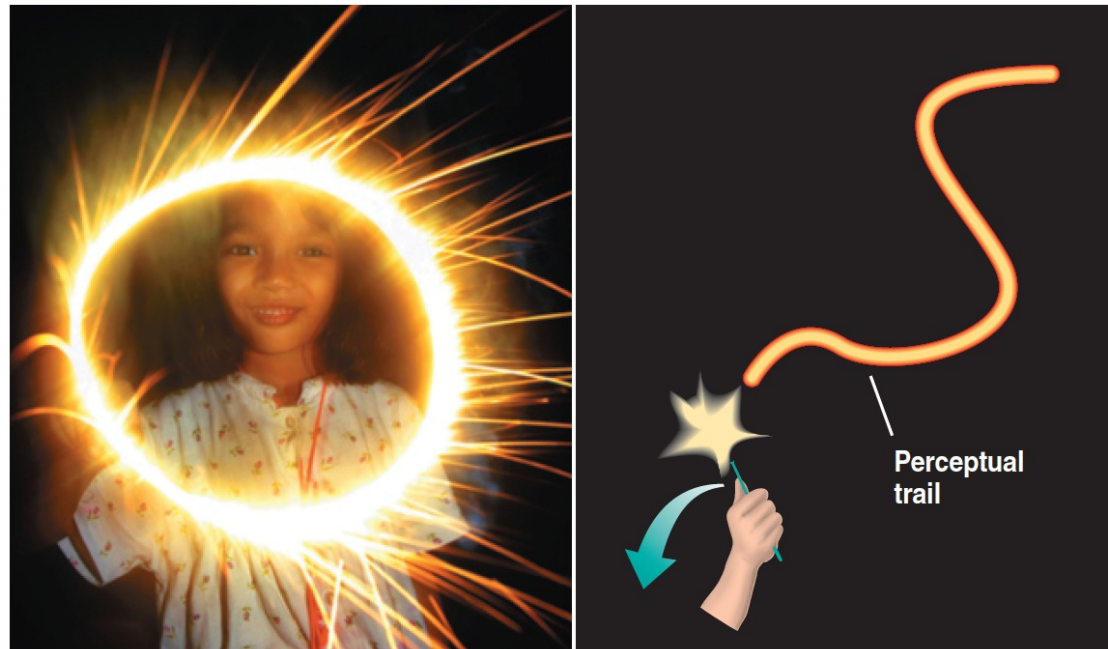
# Memory



# sensory memory



# Sensory Memory



- Retention of effects of sensory stimulation
- Persistence of vision: continued perception image after shown
- Lasts only fractions of second

# Capacity and Duration of Sensory Memory

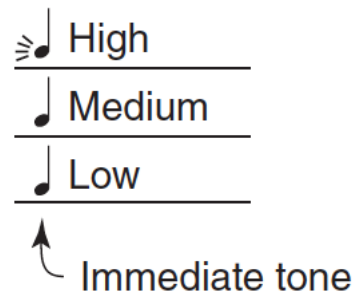


9

X	M	L	T
A	F	N	B
C	D	Z	P

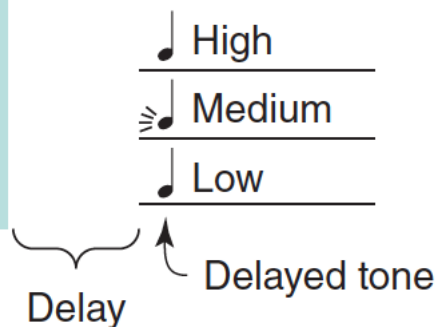
- display 12 letters for 50ms
  - ask to recall letters
- on average 4.5/12 correct

X	M	L	T
A	F	N	B
C	D	Z	P



- display 12 letters for 50ms
  - immediately followed by sound indicating row
  - ask to recall letters in row
- on average 3.3/4 correct

X	M	L	T
A	F	N	B
C	D	Z	P



- display 12 letters for 50ms
  - with delayed sound
  - ask to recall letters in row
- on average 1/4 correct

# short term memory

# Short Term Memory



- Storing a few items for brief time
- Small: maybe just 4 items
- Short time: 15-20 seconds

# Size: Numbers

- Experiment
  - have a piece of paper ready
  - you will be shown a sequence of numbers
  - then, these will be hidden
  - write down the sequence

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  - write down the sequence
- 2 1 4 9
- 3 9 6 7 8

# Size: Numbers

- Experiment
  - have a piece of paper ready
  - you will be shown a sequence of numbers
  - then, these will be hidden
  - write down the sequence
- 2 1 4 9
- 3 9 6 7 8
- 6 4 9 7 8 4



# Size: Numbers

- Experiment
  - have a piece of paper ready
  - you will be shown a sequence of numbers
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  - write down the sequence
- 2 1 4 9
- 3 9 6 7 8
- 6 4 9 7 8 4
- 7 3 8 2 0 1 5

# Size: Numbers

- Experiment
  - have a piece of paper ready
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  - write down the sequence
- 2 1 4 9
- 3 9 6 7 8
- 6 4 9 7 8 4
- 7 3 8 2 0 1 5
- 8 4 2 6 4 1 3 2

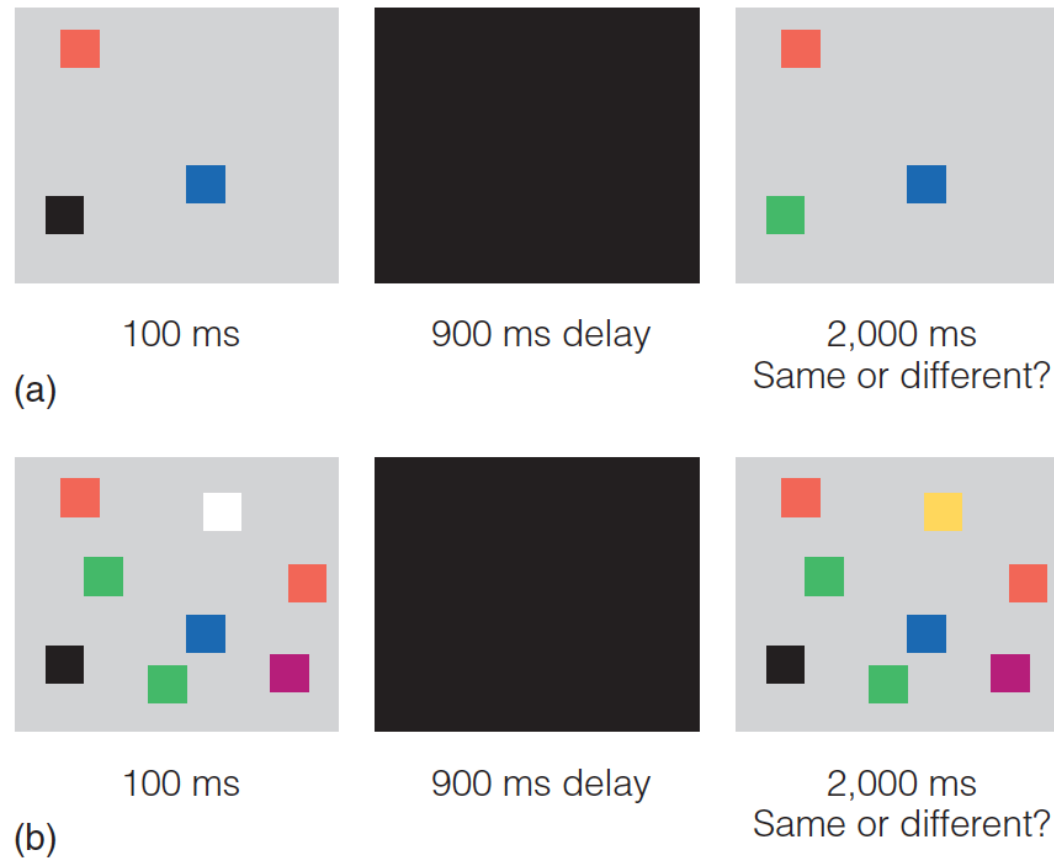
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- 6 4 9 7 8 4
- 7 3 8 2 0 1 5
- 8 4 2 6 4 1 3 2
- 4 8 2 3 9 2 8 0 7

# Size: Numbers

- Experiment
  - have a piece of paper ready
  - you will be shown a sequence of numbers
  - then, these will be hidden
  - write down the sequence
- 2 1 4 9
- 3 9 6 7 8
- 6 4 9 7 8 4
- 7 3 8 2 0 1 5
- 8 4 2 6 4 1 3 2
- 4 8 2 3 9 2 8 0 7
- 5 8 5 2 9 8 4 6 3 7

# Size: Shapes



- Asked to remember shapes
- Subjects can only remember up to 4

# Size: Letters



- Remember a sequence of letters
- First experiment

BCIFCN CASIBB

# Size: Letters

- Remember a sequence of letters
- First experiment

BCIFCN CASIBB

- Second experiment

CIAFBINBCCBS

- Second example much easier
  - exactly same letters
  - but: CIA, FBI, NBC, CBS are known acronyms

# Chunking



- Short term memory only holds few items
- Items can be more complex chunks
- Grouping elementary items into larger meaning chunks  
→ more elementary items (e.g., letters) can be remembered



# Working Memory



- Multiply  $43 \times 6$

# Working Memory

- Multiply  $43 \times 6$
- One way to solve this problem
  - visualize  $43 \times 6$
  - multiply  $2 \times 6 = 18$
  - hold 18 in memory
  - multiply  $6 \times 4 = 24$
  - mentally transform this to  $6 \times 40 = 240$
  - remember the 18
  - add  $240 + 18 = 256$
- In memory
  - holding information (18)
  - processing information (the calculations)
- Short term memory = working memory

# Components of Working Memory



- Phonological loop  
stores verbal and auditory information
- Visuospatial sketch pad  
contains visual and spatial information
- Central executive  
contains information currently being processed
- Each component can contain information independent of the others

# long term memory

# Long Term Memory



- What do you remember about today?
  - when did you get up?
  - what did you have for breakfast?
  - what other classes did you have?
  - who did you talk to?
  - where have you been so far?
  - what "things to do" were on your mind this morning?
- Take some time to write these down

# Long Term Memory



- What do you remember about **the day of the first lecture of this course?**
  - when did you get up?
  - what did you have for breakfast?
  - what other classes did you have?
  - who did you talk to?
  - where have you been so far?
  - what “things to do” were on your mind this morning?
- Compare with your memories of today

# Long Term Memory

- What do you remember about **your first day of taking classes at college**?
  - when did you get up?
  - what did you have for breakfast?
  - what other classes did you have?
  - who did you talk to?
  - where have you been so far?
  - what “things to do” were on your mind this morning?

# Long Term Memory

- What do you remember about **your first day of taking classes at college**?
  - when did you get up?
  - what did you have for breakfast?
  - what other classes did you have?
  - who did you talk to?
  - where have you been so far?
  - what "things to do" were on your mind this morning?
- Do you remember more basic facts about that day?
  - where did you live that day?
  - who were your best friends that time?
  - what was your general mood that day?



# Experiment

*There is an interesting story about the telescope. In Holland, a man named Lippershey was an eyeglass maker. One day his children were playing with some lenses. They discovered that things seemed very close if two lenses were held about a foot apart. Lippershey began experimenting, and his "spyglass" attracted much attention. He sent a letter about it to Galileo, the great Italian scientist. Galileo at once realized the importance of the discovery and set about building an instrument of his own.*

# Experiment

- Which of the following sentences was in the story:
  1. *Galileo, the great Italian scientist, sent him a letter about it.*
  2. *He sent a letter about it to Galileo, the great Italian scientist.*
  3. *A letter about it was sent to Galileo, the great Italian scientist.*
  4. *He sent Galileo, the great Italian scientist, a letter about it.*

# Experiment

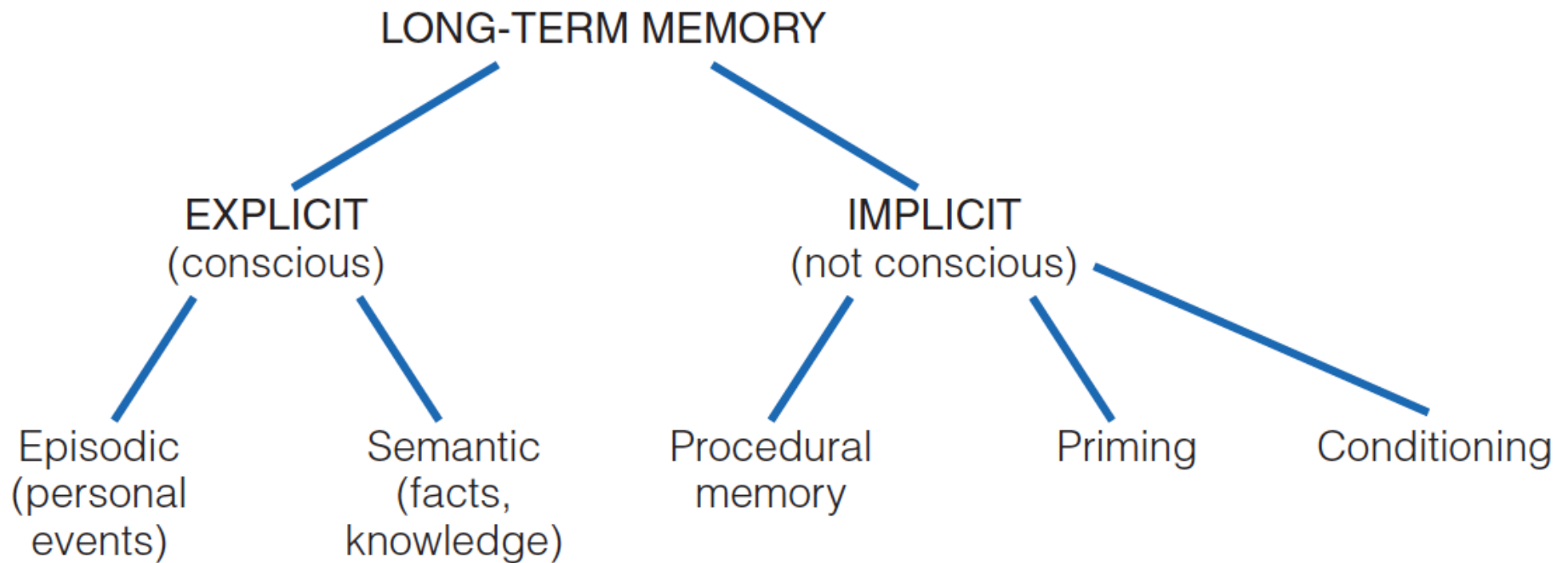
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  4. *He sent Galileo, the great Italian scientist, a letter about it.*
- Correct answer is 2, but some subject mis-identify 3 or 4.
- Semantic coding: literal words forgotten, but meaning is remembered.

# Episodic vs. Semantic Memory



- Episodic memory
  - mental time travel
  - remembering specific personal experiences
- Semantic memory
  - knowledge of facts
  - disconnected from the experience of learning them
- Interaction
  - autobiographical: both episodic and semantic components
    - I went to the Levering cafeteria Thursday two weeks ago.*
    - The cafeteria is 5 minutes from my room and open for lunch.*

# Types of Long Term Memory

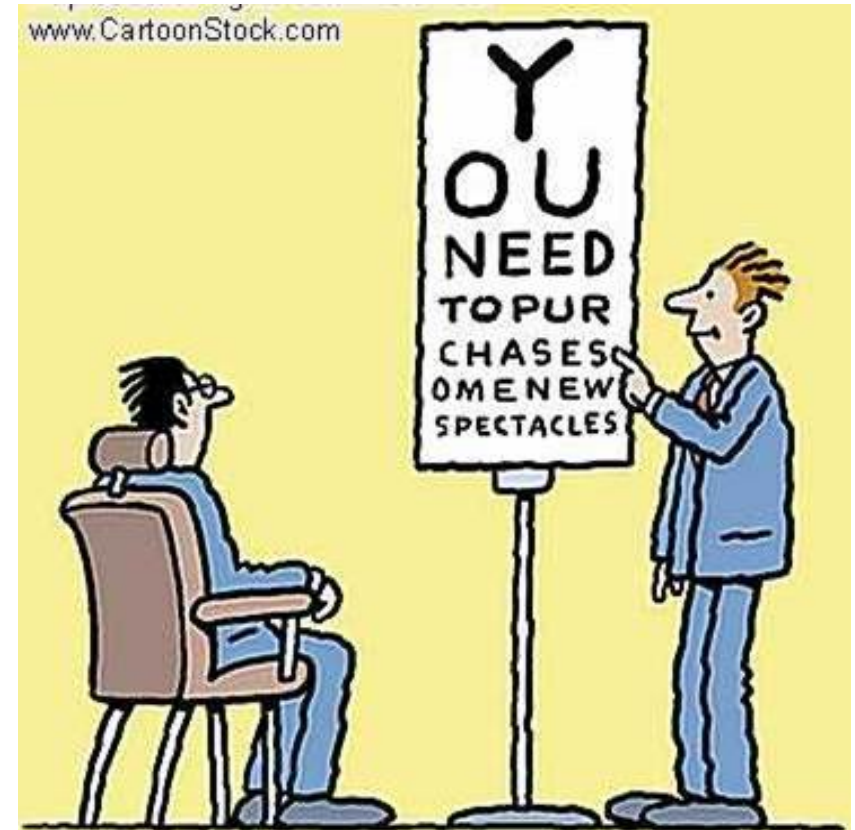


# Procedural Memory

- Skill memory
  - tying your shoes
  - riding a bicycle
- Learned by practicing
- Hard to explain, but done effortless
- In fact, focusing on the task makes it harder

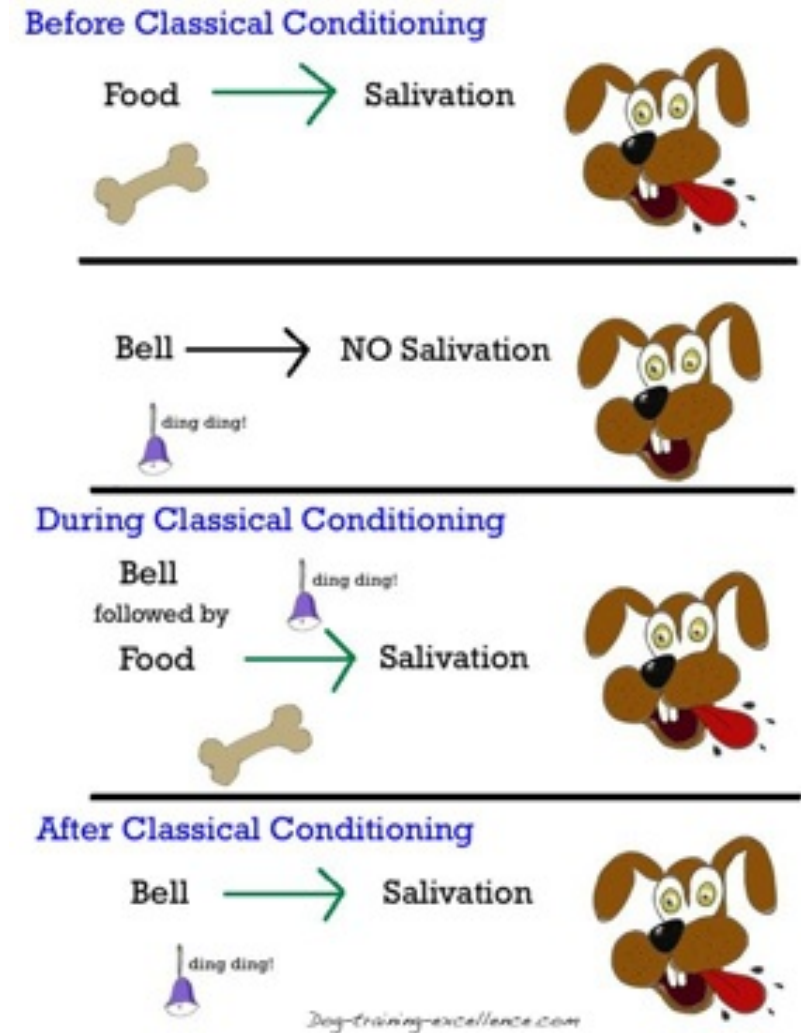


- Repetition priming
  - showing the word *bird*
  - later, quicker response to word *bird* than unseen ones
  - even, if no explicit memory of seeing the word
- Propaganda effect
  - exposed to messages (“X is good!”)
  - later, unconscious bias towards X



# Classical Conditioning

- Pairing of two stimuli
    - neutral stimulus
    - conditioning stimulus with natural response
  - Classic example
    - dog hears sounds
    - dog gets food
- ⇒ Neutral stimulus evokes response





# Encoding Methods



- Encoding = transferring information into long term memory
- Rehearsal (repeating information over and over agains)
  - maintenance rehearsal works poorly (*5611 5611 5611 5611 5611*)
  - better if elaborated (*56 is my house number and 11 is the month I was born*)
- Forming visual images
- Linking words to yourself
- Organize information (e.g., put in categories)
- Retrieval practice (test yourself)
- Matching conditions of encoding and retrieval

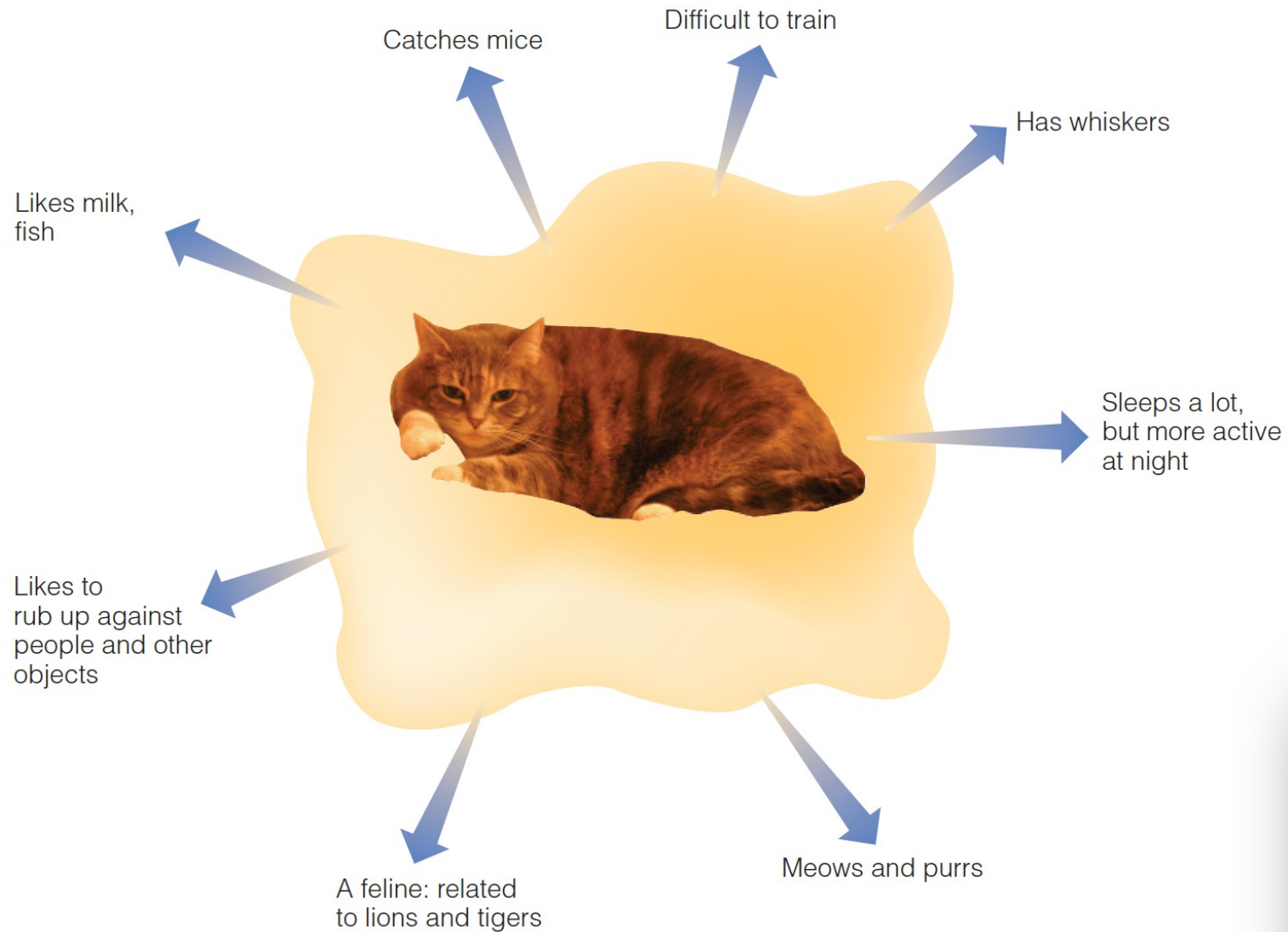
# categories

# Concepts and Categories



- Concept
  - meaning of objects, events, and abstract ideas
  - example: *what is a cat?*
- Category
  - set of all possible examples of a concept
- Categorization
  - placing things into categories

# Category Cat



# Definitional Approach

- Category defined by features
- Very unlikely a good explanation of human categories
- Example: *chair* ⇒



(a)



(b)



(c)



(d)

# Wittgenstein's Family Resemblance



- Recall: *game*
- Not all instances of a category do not share the same features
- But: each instance shares features with some other instances

# Prototypical Approach

- What is a typical pet?

# Prototypical Approach

- What is a typical pet?
  - cat
  - dog
  
- What is a typical piece of furniture?



# Prototypical Approach

- What is a typical pet?
  - cat
  - dog
  
- What is a typical piece of furniture?
  - chair
  - table
  - shelf

# Average Case



Roger Tidman/Documentary Value/Corbis



Tim Zurowski/Encyclopedia/Corbis



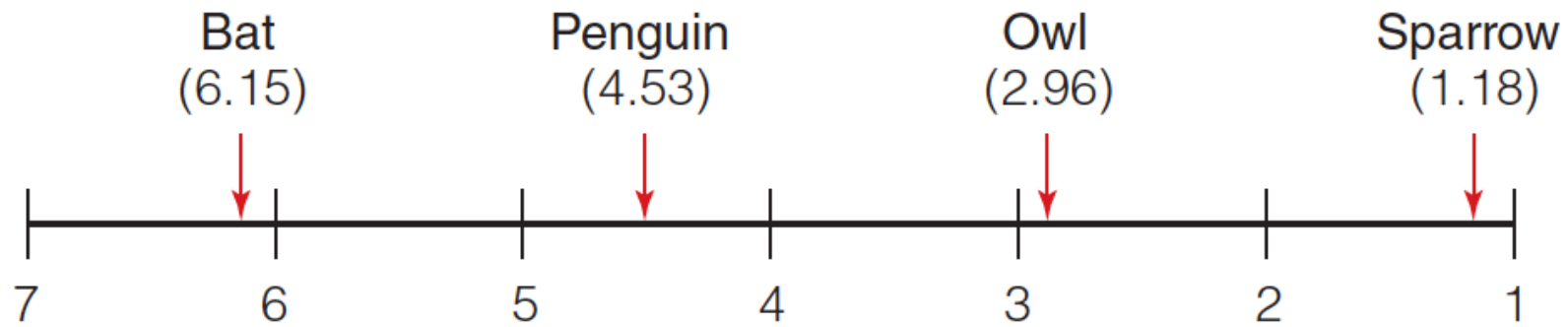
Gary W. Carter/Encyclopedia/Corbis



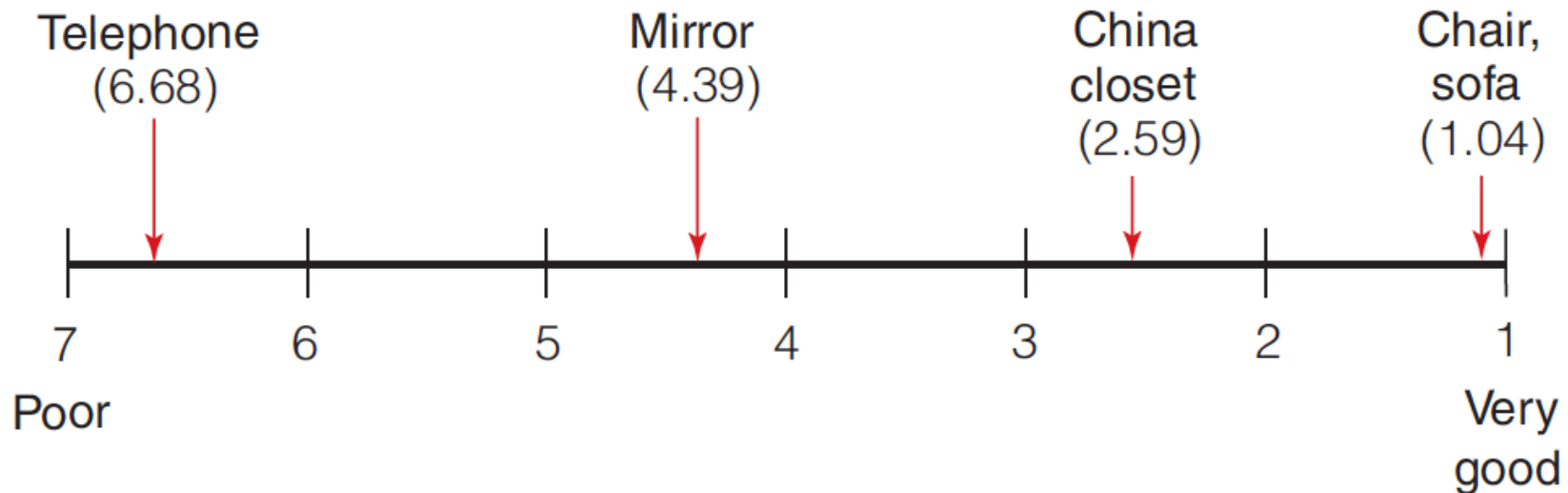
© Cengage Learning

- Mental image: average of all instances of class
- Does not have to be a real instance

# Typicality



(a) Category = birds



(b) Category = furniture

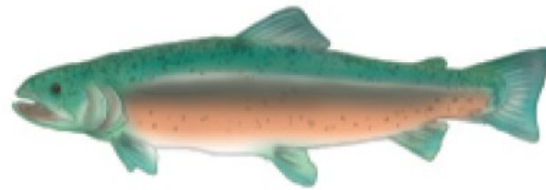
# Tests for Typicality

- Sentence verification technique
  - Measure reaction time for
    - \* *An apple is a fruit.*
    - \* *A pomegranate is a fruit.*
  - Faster reaction time for typical example
- Typical examples are named first
- Stronger priming effect

# Exemplar Approach



- Prototype = one average example, possibly artificial
- Exemplars = multiple real examples
- People seem to be use both
  - initially build prototype
  - when learning more about category, exemplars are added (e.g., penguin for bird)
  - exemplar approach for small categories (U.S. presidents)  
prototype approach better for bigger categories (birds)



# Levels of Categories

41



musical instrument  
**guitar**

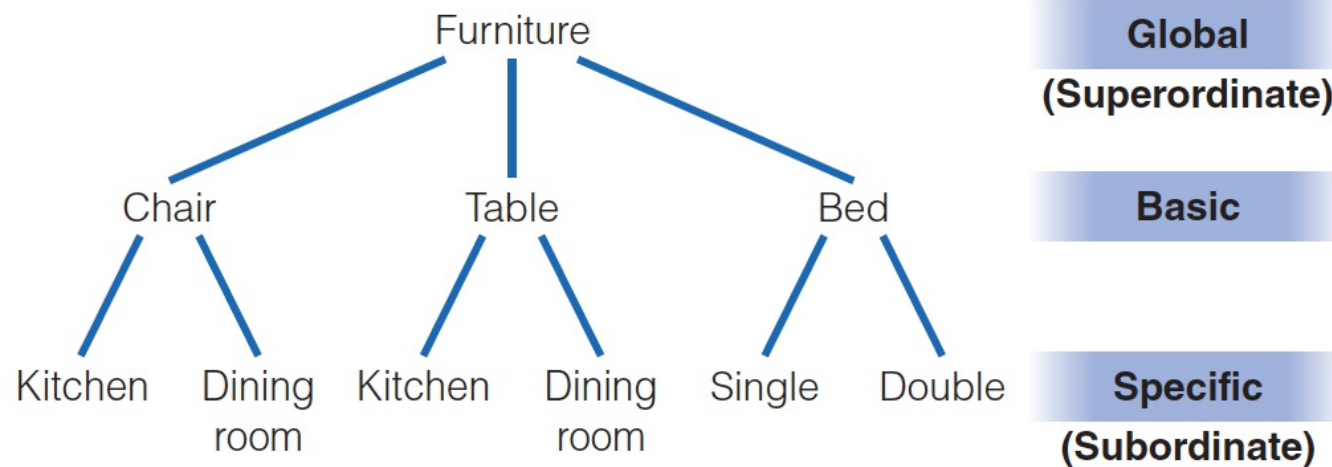


**fish**  
trout



clothing  
**pants**  
jeans

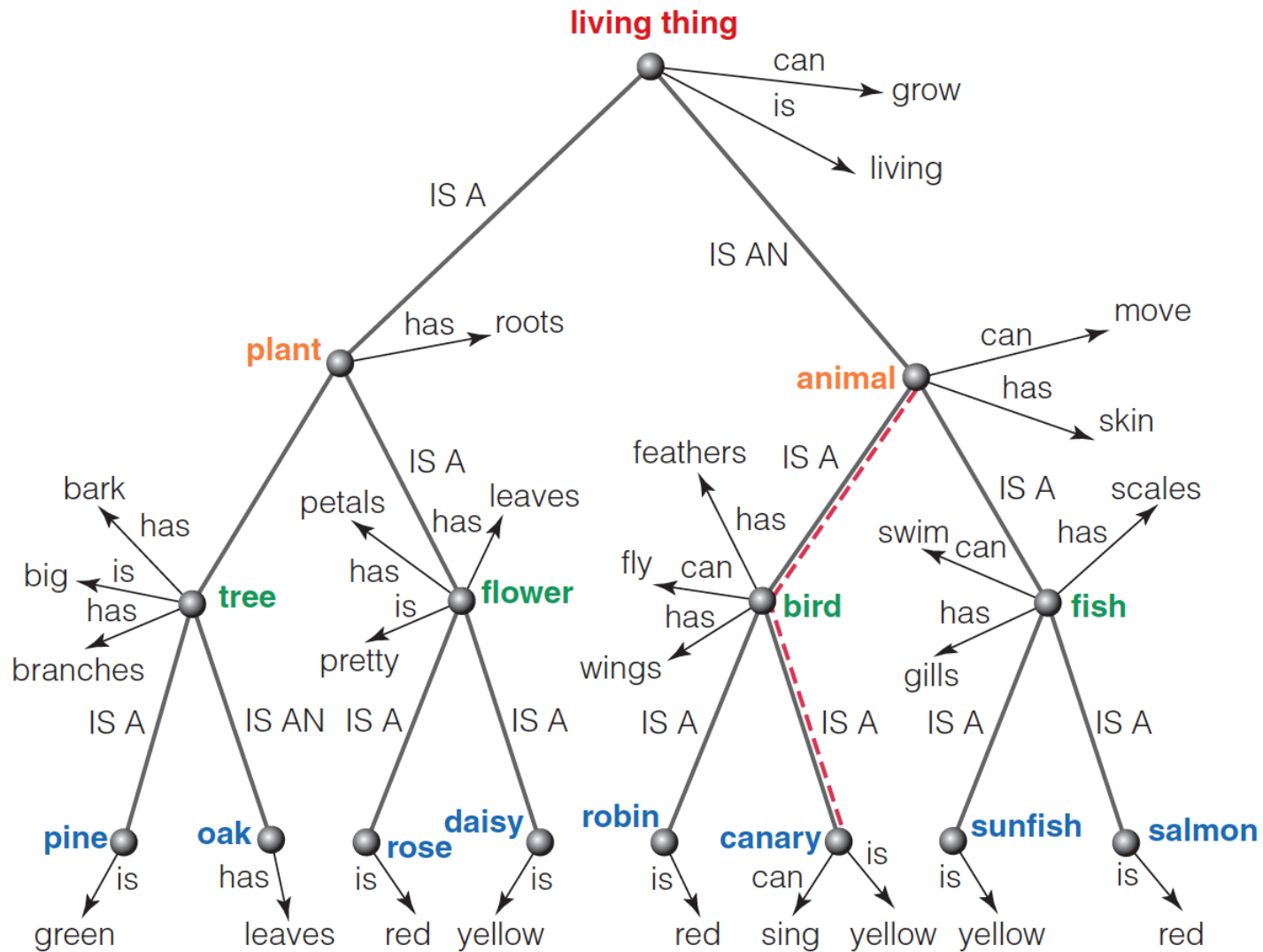
# Basic Level Categories



- Methods to establish what basic level is  
e.g., quickly determine if picture is *car* vs. *vehicle*
- Basic level not common among people
- For instance: *oak* vs. *tree*, *sparrow* vs. *bird*



# Semantic Networks



# Semantic Networks

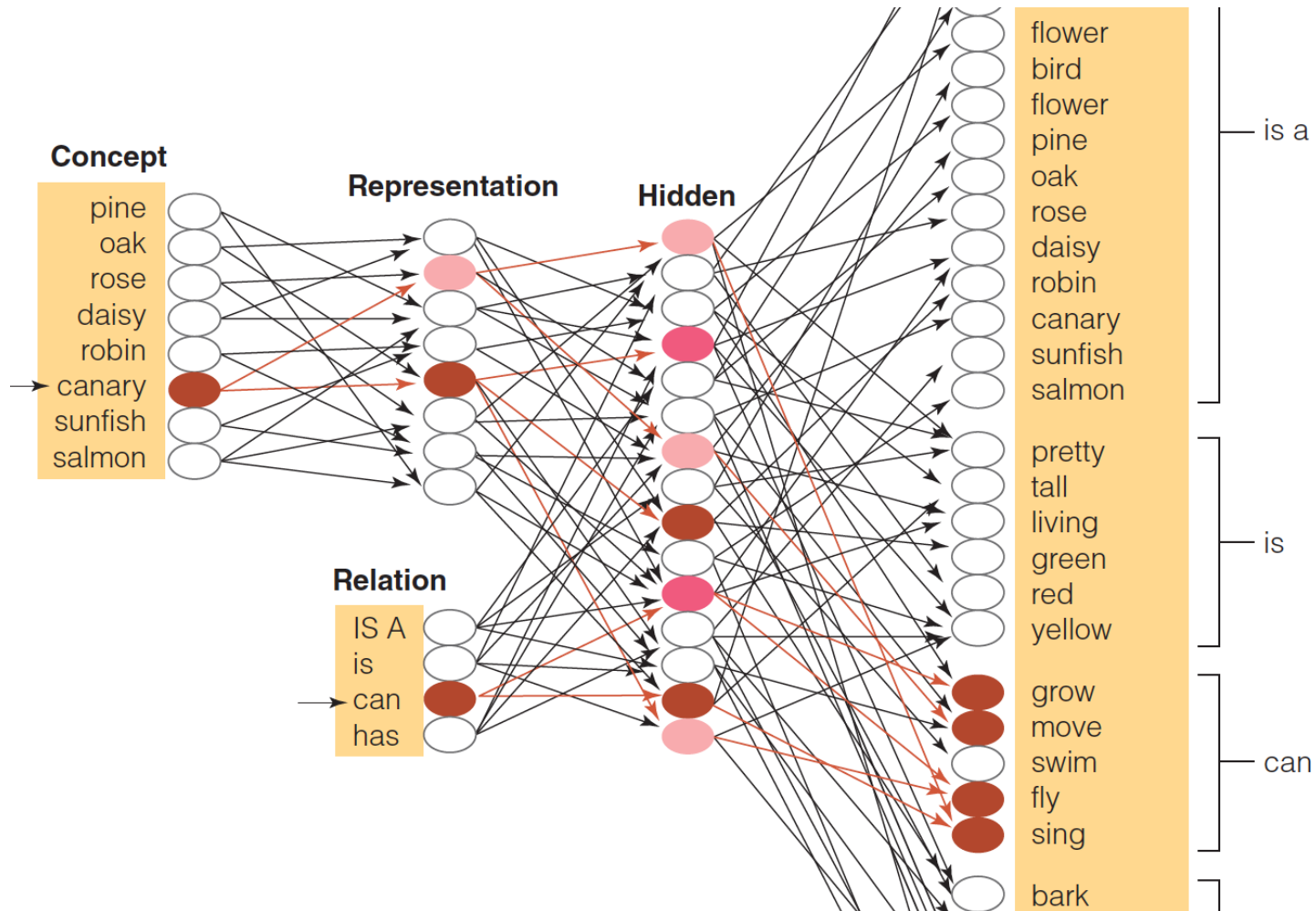
- Relationships between concepts
  - is-a relationships defines hierarchy
  - is relationships defines properties
  - has relationship defines parts
  - can relationship defines possible actions
- Relationship marked at most general concept but can be overruled by more specific
  - *a bird can fly*
  - *a penguin cannot fly*

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- Response time for questions related to distance in network
  - *is a canary a bird?* (fast)
  - *is a canary an animal?* (slower)

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  - *a bird can fly*
  - *a penguin cannot fly*
- Response time for questions related to distance in network
  - *is a canary a bird?* (fast)
  - *is a canary an animal?* (slower)
- But does not always work
  - *is a pig a mammal?* (slow)
  - *is a pig an animal?* (faster)

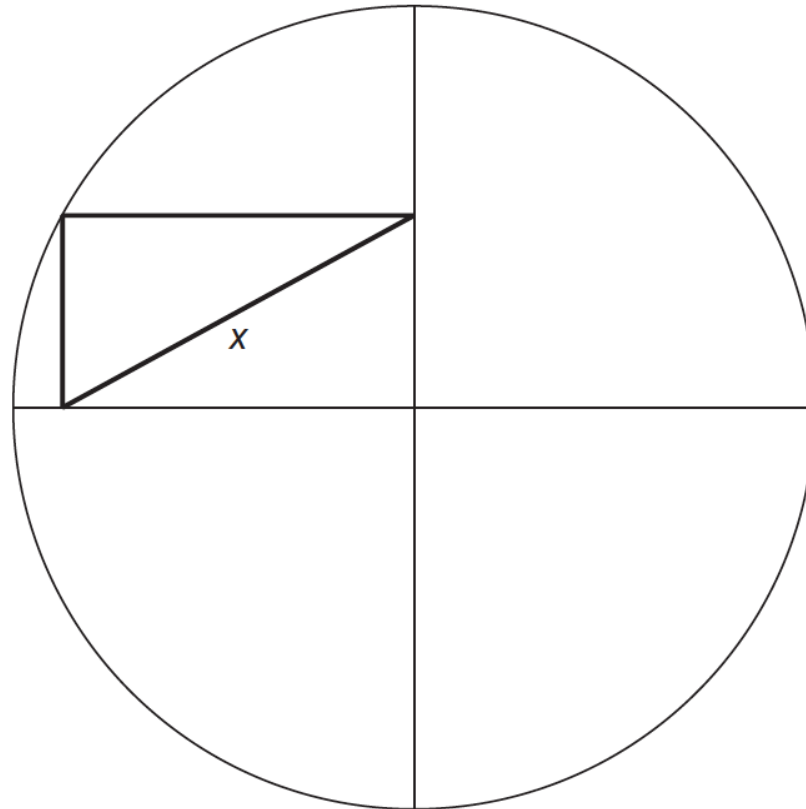
# Connectionism



- Hidden layer representations for concepts and concept relationships

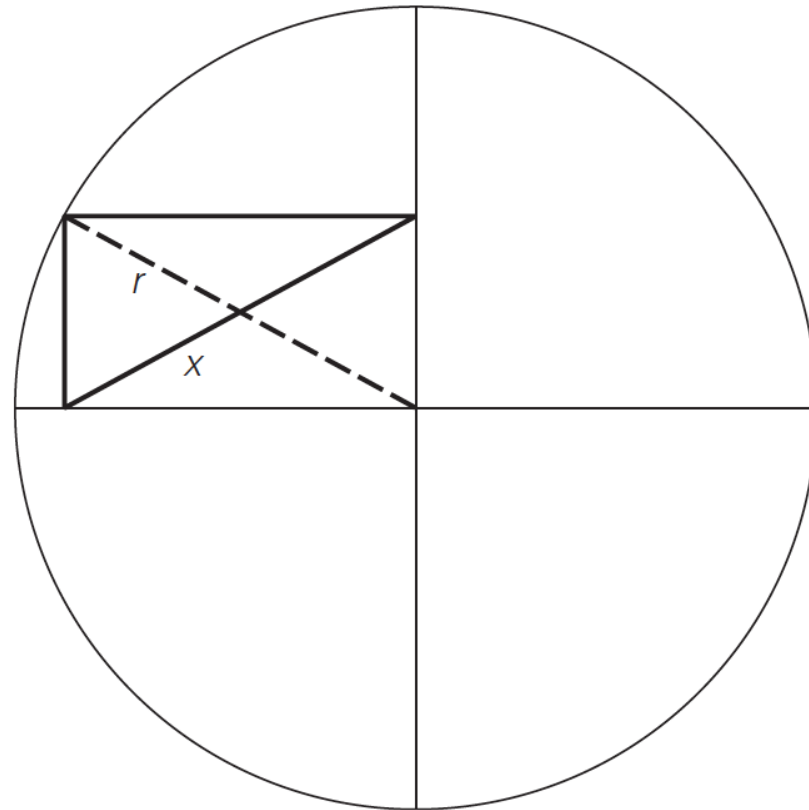
# problem solving

# Problem



If the length of the circle's radius is  $r$ , what is the length of the line  $x$ ?

# Solution



$$r = x$$



# Problem Solving



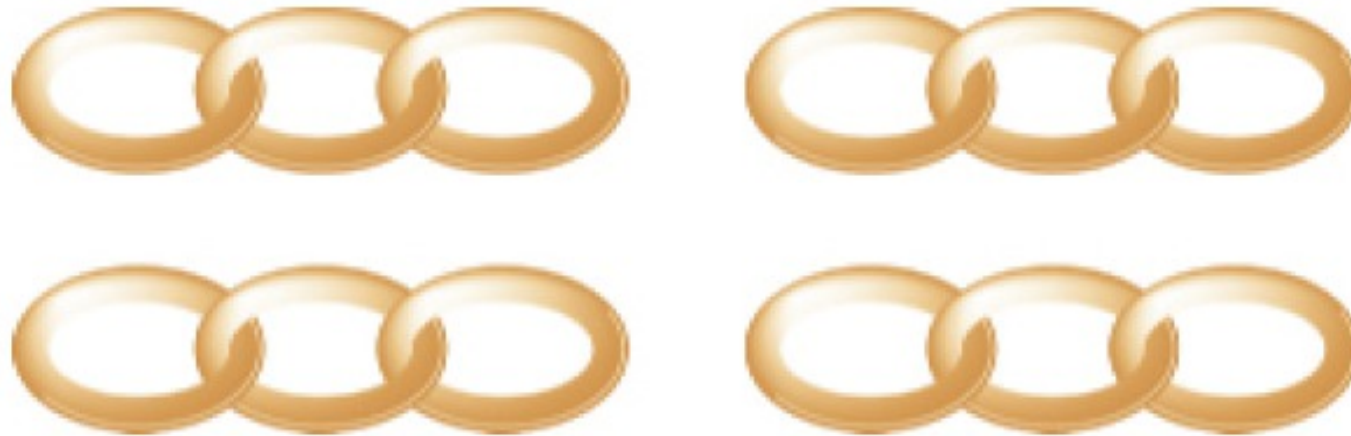
- Obstacle between present state and goal
- Difficult, solution not immediately obvious
- When found, solution obviously correct
- Solution requires sudden "insight"

# Problem Solving Methods



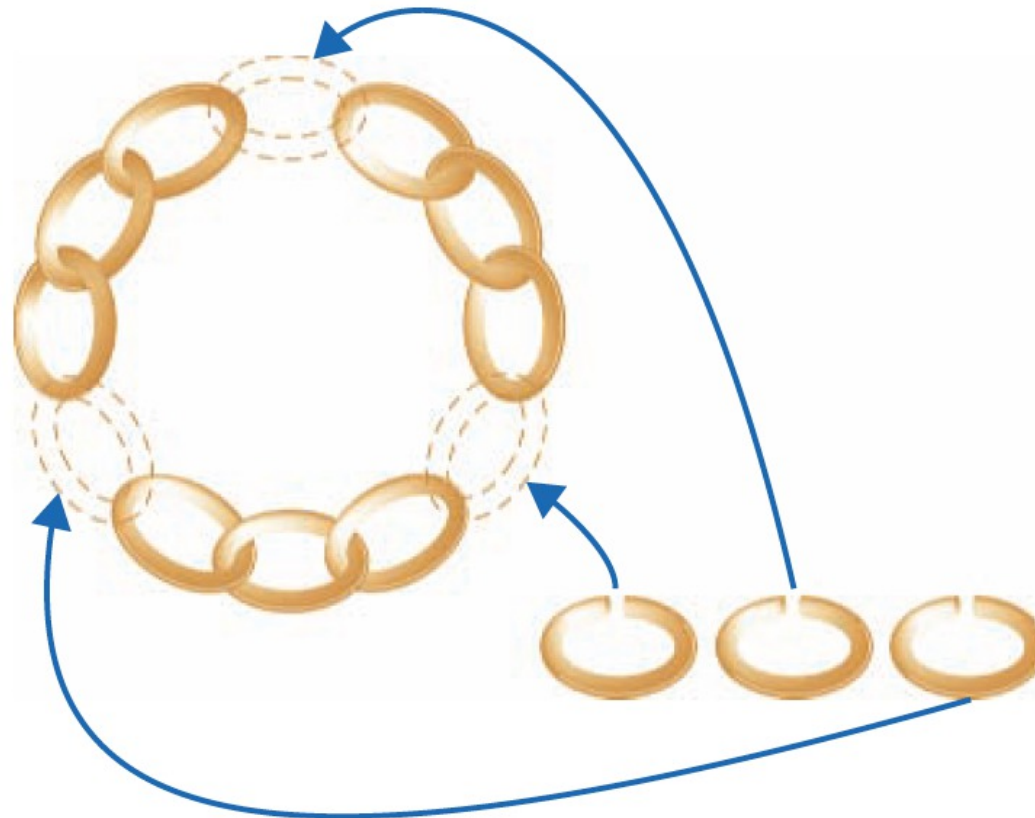
- Restructuring
- Overcoming fixation
- Reaching solution through subgoals
- Find a better representation
- Analogical transfer

# Problem



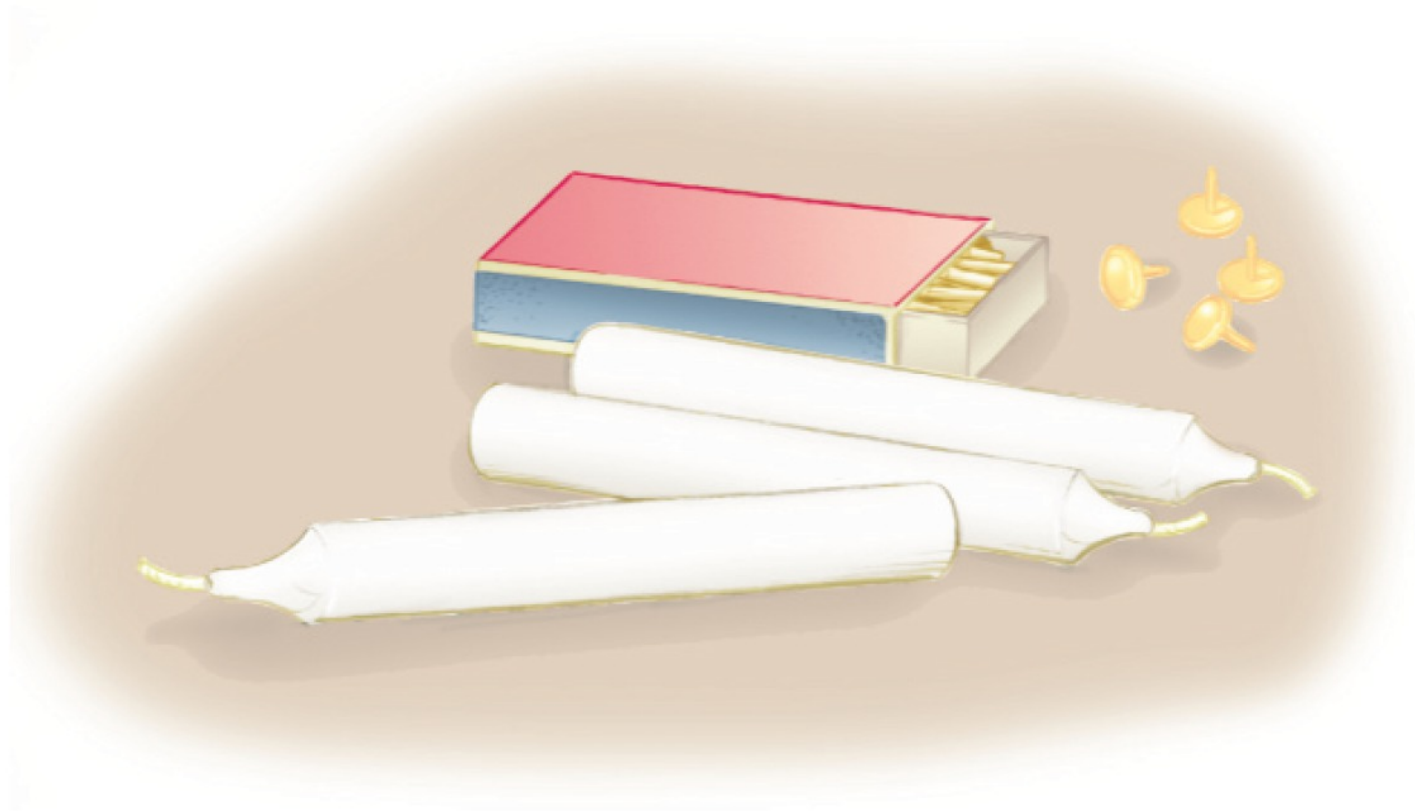
- Connect the chains into a single linked chain
- Only allowed to open and close 3 links

# Overcoming Fixation



Fixation = Focus on specific characteristics of problem  
(here: 4 equal chain parts)

# Problem



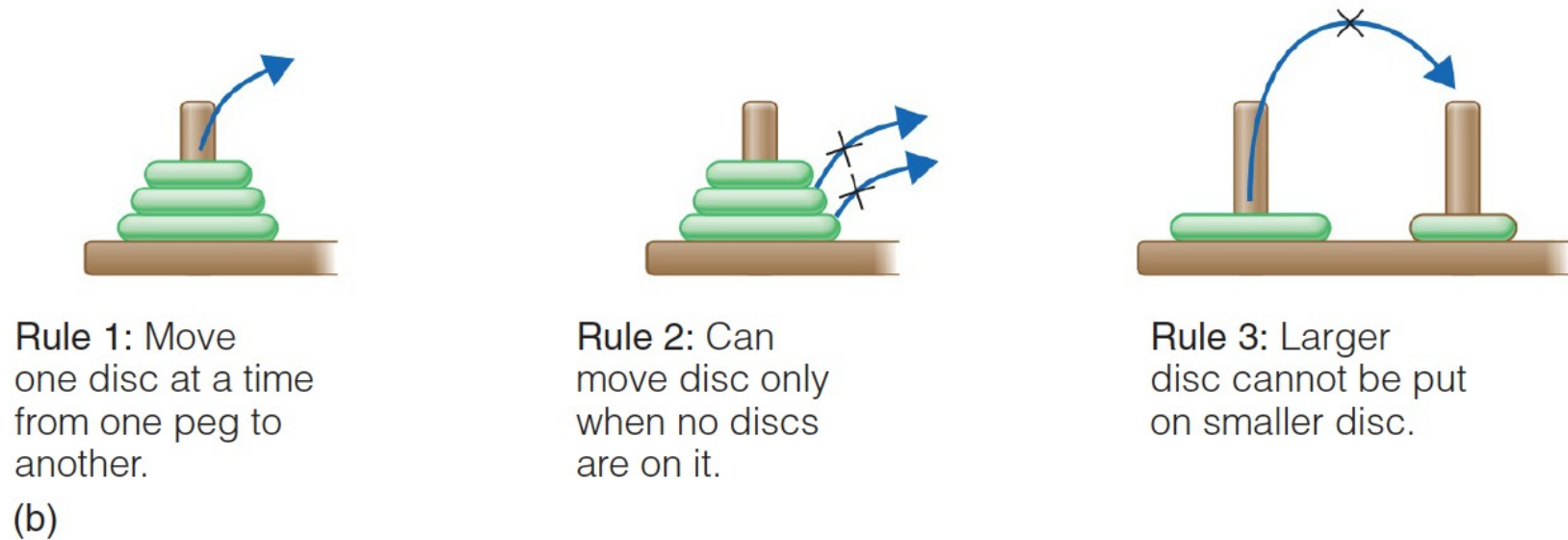
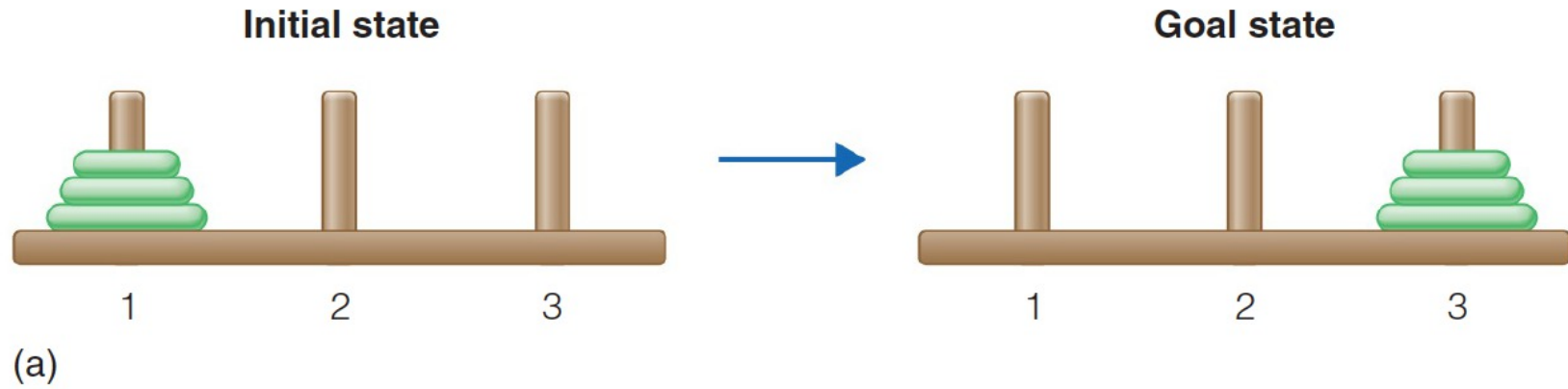
You are in a room with a corkboard  
Mount the candle, so dripping wax on the floor

# Overcoming Functional Fixation

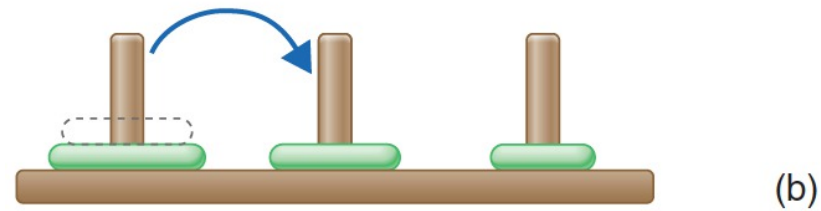
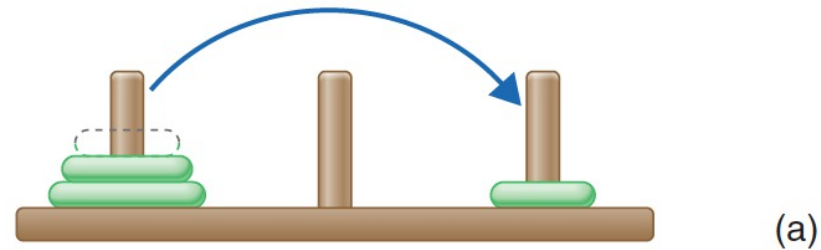


Functional fixation = function of box is a container

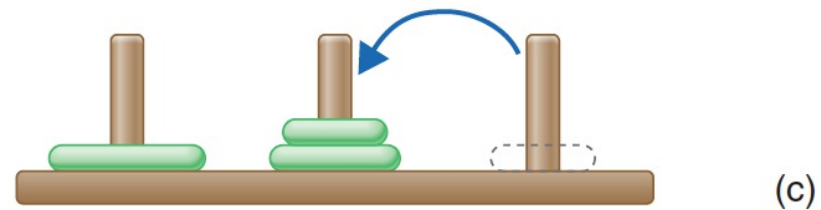
# Tower of Hanoi



# Reaching Solution through Subgoals



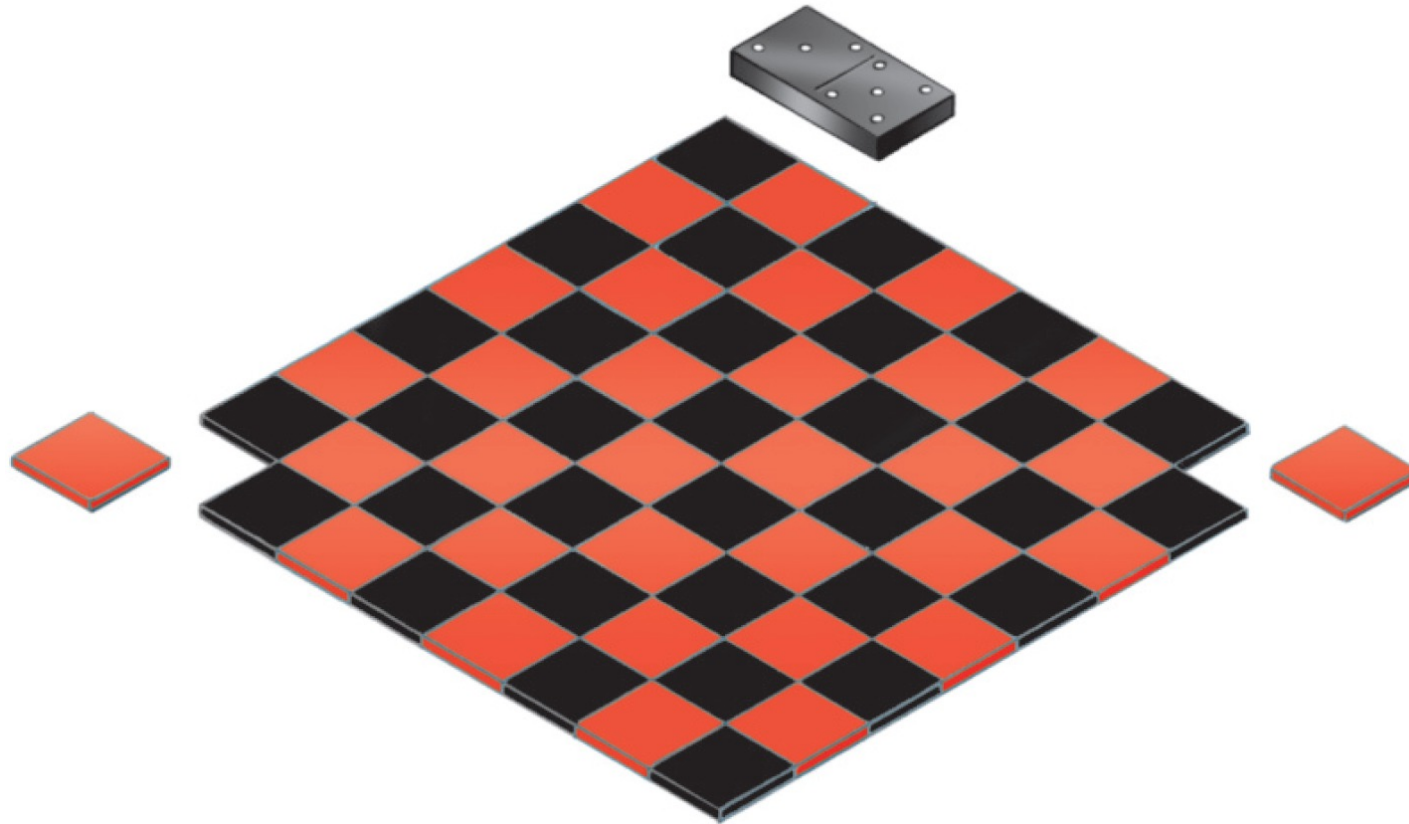
Subgoal 1: Free up large disc.



Subgoal 2: Free up third peg.

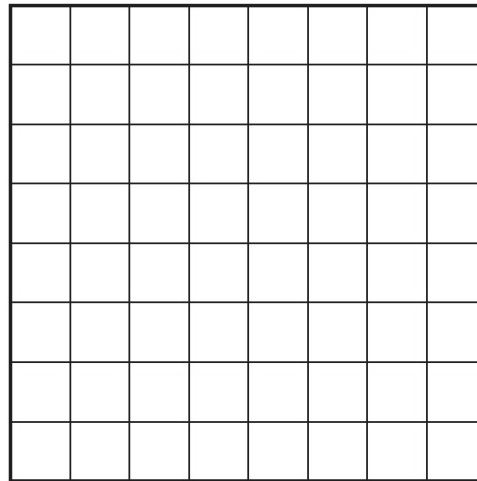


# Mutilated Checkerboard

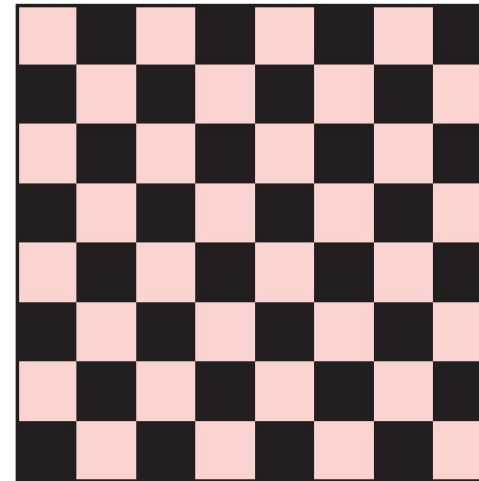


After removing two corners,  
can you fill the checkerboard with dominos?

# Variations of Representing the Problem



Blank



Color

black	pink	black	pink	black	pink	black	pink
pink	black	pink	black	pink	black	pink	black
black	pink	black	pink	black	pink	black	pink
pink	black	pink	black	pink	black	pink	black
black	pink	black	pink	black	pink	black	pink
pink	black	pink	black	pink	black	pink	black
black	pink	black	pink	black	pink	black	pink
pink	black	pink	black	pink	black	pink	black

Black and pink

butter	bread	butter	bread	butter	bread	butter	bread
bread	butter	bread	butter	bread	butter	bread	butter
butter	bread	butter	bread	butter	bread	butter	bread
bread	butter	bread	butter	bread	butter	bread	butter
butter	bread	butter	bread	butter	bread	butter	bread
bread	butter	bread	butter	bread	butter	bread	butter
butter	bread	butter	bread	butter	bread	butter	bread
bread	butter	bread	butter	bread	butter	bread	butter

Bread and butter

“Bread and Butter” solved twice as fast than “Blank”, required fewer hints

# Analogical Transfer



- Applying a known solution to a different problem
- Steps
  - noticing that there is an analogous relationship
  - mapping between source and target problem
  - applying mapping to generate solution
- Apparently very common in real world
- Arguably, major driver in technology
  - methods established in one field applied to another
  - younger researchers ignoring common practice
  - main problem: disproving bad ideas

# decision making

# Judgment, Decisions, Reasoning



- We constantly have to make choices
- We typically have insufficient information
- Still, what is the best choice?

# Inductive Reasoning



- *All crows in Baltimore are black.*
- *I visited New York. The crows are black there, too.*

⇒ *Crows are black everywhere.*

- Strength of inductive reasoning
  - number of observations
  - representativeness of observations
  - quality of evidence

# Problem

- What is a more likely cause of death in these pairs?

homicide	vs.	appendicitis
auto-train collision	vs.	drowning
asthma	vs.	tornado
appendicitis	vs.	pregnancy

# Availability Heuristic

- What is a more likely cause of death in these pairs?

homicide (20 times)	vs.	appendicitis	9% pricked wrong
auto-train collision	vs.	drowning (5 times)	34% pricked wrong
asthma (20 times)	vs.	tornado	58% pricked wrong
appendicitis (2 times)	vs.	pregnancy	83% pricked wrong

- More easily remembered examples judged as more probable



# Representativeness Heuristic



- People often make decisions based on how two events resemble
- Possible pitfalls
  - ignoring base rate
  - ignoring conjunction rule
  - ignoring law of large numbers

# Problem



- *We randomly pick one male from the population of the United States. That male, Robert, wears glasses, speaks quietly, and reads a lot.*
- Is it more likely that Robert is a librarian or a farmer?

# Ignoring Base Rate



- *We randomly pick one male from the population of the United States. That male, Robert, wears glasses, speaks quietly, and reads a lot.*
- Is it more likely that Robert is a librarian or a farmer?
- There are many more farmers than librarians  
(currently 10 times more male farmers than male librarians)

⇒ more likely that he is a farmer

# Problem



- *Linda is 31 years old, single, outspoken, and very bright. She majored in philosophy. As a student, she was deeply concerned with issues of discrimination and social justice, and also participated in antinuclear demonstrations.*
- Which of the following alternatives is more probable?
  1. *Linda is a bank teller.*
  2. *Linda is a bank teller and is active in the feminist movement.*

# Ignoring Conjunction Rule



- *Linda is 31 years old, single, outspoken, and very bright. She majored in philosophy. As a student, she was deeply concerned with issues of discrimination and social justice, and also participated in antinuclear demonstrations.*
- Which of the following alternatives is more probable?
  1. *Linda is a bank teller.*
  2. *Linda is a bank teller and is active in the feminist movement.*
- 2 is subsumed by 1, so 1 is always more likely

# Problem



- *A certain town is served by two hospitals. In the larger hospital about 45 babies are born each day, and in the smaller hospital about 15 babies are born each day. As you know, about 50 percent of all babies are boys. However, the exact percentage varies from day to day. Sometimes it may be higher than 50 percent, sometimes lower. For a period of 1 year, each hospital recorded the days on which more than 60 percent of the babies born were boys.*
- Which hospital do you think recorded more such days?
  - The larger hospital?
  - The smaller hospital?
  - About the same

# Law of Large Numbers

- *A certain town is served by two hospitals. In the larger hospital about 45 babies are born each day, and in the smaller hospital about 15 babies are born each day. As you know, about 50 percent of all babies are boys. However, the exact percentage varies from day to day. Sometimes it may be higher than 50 percent, sometimes lower. For a period of 1 year, each hospital recorded the days on which more than 60 percent of the babies born were boys.*
- Which hospital do you think recorded more such days?
  - The larger hospital?
  - The smaller hospital?
  - About the same
- Results: 22% each picked the larger or smaller, 56% picked the same
- But in a hospital with fewer, larger variation from mean more likely

# Confirmation Bias



- When presented with evidence, e.g., about political issues
- Confirming evidence is judged more credible
- Contradicting evidence is rejected

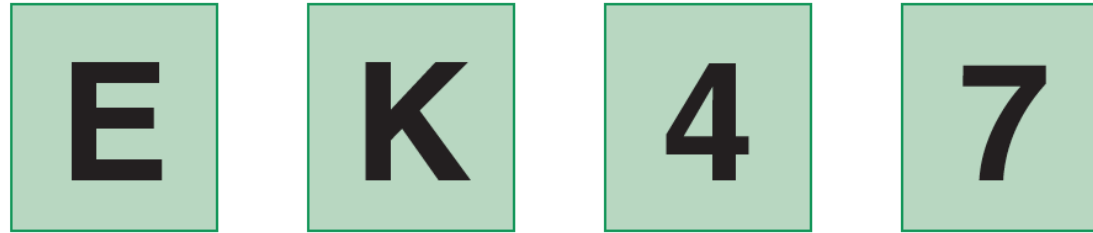


- Syllogism
  - *all birds are animals*
  - *all animals eat food*
  - *birds eat food*
- Conditional Syllogism
  - if *a* then *b*
  - predictions

given	conclusion	valid?	judged correctly?
<i>a</i>	<i>b</i>	yes	97%
not <i>b</i>	<i>a</i>	yes	60%
<i>b</i>	<i>a</i>	no	40%
not <i>a</i>	not <i>b</i>	yes	40%

# Conditional Syllogism: Abstract Example

74



- Each card has a letter on one side, a number on the other
- Which cards need to be turned to check the rule

*if the letter is a vowel, then the number is even*

# Conditional Syllogism: Abstract Example

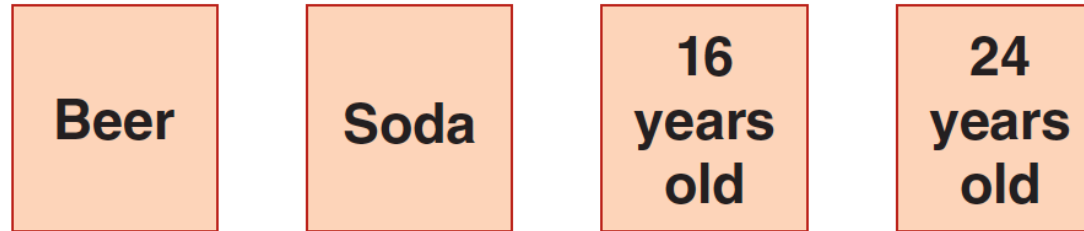


- Each card has a letter on one side, a number on the other
- Which cards need to be turned to check the rule

*if the letter is a vowel, then the number is even*

- Correct answer: card *E* and 7

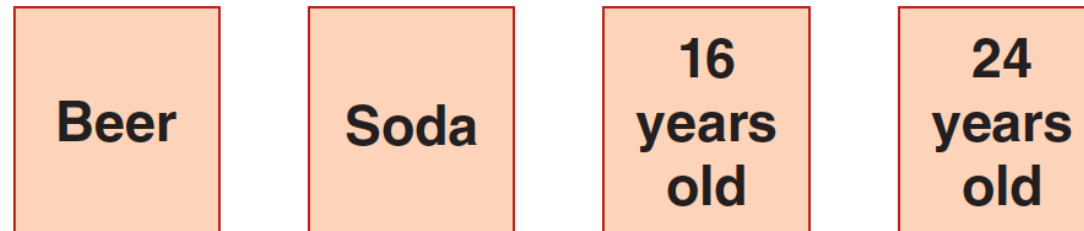
# Conditional Syllogism: Concrete Example



- Each card has the age on one side, a beverage on the other
- Which cards need to be turned to check the rule

*if a person is drinking beer, then the person must be over 21 years old*

# Conditional Syllogism: Concrete Example



- Each card has the age on one side, a beverage on the other
- Which cards need to be turned to check the rule

*if a person is drinking beer, then the person must be over 21 years old*

- Correct answer: card *Beer* and *16 years old*

# two systems, revisited

# Problem

- *a bat and a ball cost \$1.10*
- *the bat costs \$1 more than the ball*
- *how much does the ball cost?*

# Problem



- *a bat and a ball cost \$1.10*
- *the bat costs \$1 more than the ball*
- *how much does the ball cost?*
  
- Immediate response (system 1): 10 cents
- Careful consideration (system 2): 5 cents
  
- System 2 can be better, in daily life, we do not always have time for it