

PHIL/PSYCH 256  
INTRODUCTION TO  
COGNITIVE SCIENCE  
Week 2: Logic



PLEASE TURN OFF ALL ELECTRONIC DEVICES

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## Logic

Deductive: the conclusion follows necessarily from the premises.

E.g. modus ponens

If p then q, p, so q.

Inductive: introduces uncertainty.

E.g. All UW students are under 7 feet tall.

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## History of Logic

- Syllogism (Aristotle)
  - All students are overworked.
  - Anyone overworked is tired.
  - So: All students are tired.
- Formal logic (Frege, 19th century)
- Theory of computation (Turing, 20th century)
- Today: major role in philosophy and artificial intelligence

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## Evaluating Theories of Representation

- |                           |                               |
|---------------------------|-------------------------------|
| 1. Representational power | 3. Psychological plausibility |
| 2. Computational power    | 4. Neurological plausibility  |
| Problem solving           | 5. Practical applicability    |
| Planning                  | Education                     |
| Decision                  | Design                        |
| Explanation               | Intelligent systems           |
| Learning                  | Mental illness                |
| Language                  |                               |

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## Logic: Representational power

- |   |   |
|---|---|
| <ul style="list-style-type: none"> <li>• <i>Propositions</i></li> <li>b = Brad is handsome</li> <li>a = Angelina is kind</li> <li>~b (not)</li> <li>b &amp; a (and)</li> <li>b v a (or)</li> <li>b -&gt; a (if then)</li> <li>Probability: P(b) = .8</li> </ul> | <ul style="list-style-type: none"> <li>• <i>Predicates</i></li> <li>handsome(Brad)</li> <li>kind(Angelina)</li> <li>loves(Brad, Angelina)</li> <li>Everybody loves Brad:</li> <li>(x)(person (x) -&gt; loves(x, brad))</li> </ul> |
|---|---|



## Logic: Computational Power

- Rules of inference
  - Modus ponens
  - Modus tollens: if p then q, not-q, so not-p.
- Problem solving
  - Planning is deduction
  - Explanation is deduction
  - Decision making is utility maximization

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## Logic: Computational Power

- Learning (induction)
  - Inductive generalization  
Some A are B  
So: All A are B.
- Abduction
  - If p then q, q, so p.
  - Why q? p would explain q. So maybe p.
- Language: probabilistic

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## Logic: Practical applicability

- Robotics using probability theory.
- Use Bayes theorem to update hypotheses based on incoming information.



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## Discussion Questions

- Are people logical?
- Should they be?

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## Key Points

- Logic includes many kinds of deductive and inductive reasoning.
- Probability theory is becoming increasingly important to cognitive explanations: thinking as statistical.

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## Logic: Representational Problems

- Natural language is much more flexible than logic.
- Need exotic logics to handle mental attitudes, e.g. knows.
- Restricted to verbal information.

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## Logic: Computational Problems

- Logical deduction is computationally explosive: p, so p & p.
- Much reasoning is non-monotonic: need to subtract beliefs as well as add them.
- Need for inductive learning.
- Visual reasoning is easy for some problems.
- Explanation is rarely deductive.

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## Psychological Plausibility

- Wason experiment  
Cards with letters on one side and numbers on the other:  
[A] [B] [2] [3]  
What cards do you need to turn over to determine whether the following is true?  
If there is a vowel on one side of the card then there is an even number on the other side.

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## Psychological Plausibility

- Compare: cards with location on one side and age on other.  
[in bar] [not in bar] [28] [17]  
What cards do you need to turn over to determine whether this the following is true?  
If someone drinks in the bar, then he/she is over 19.

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## Psychological Plausibility

- Explanations of Wason results:  
People misunderstand question  
Permission schema (Cheng)  
Cheater module (Cosmides)  
Mental models (Johnson-Laird)

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## Mental Models

- A mental model is a representation that has the same structure as what it represents.
- Examples:
  - Visual: maps, diagrams
  - Abstract: concrete examples, e.g. cards in Wason task
  - General: rules to describe dynamics

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## Johnson-Laird's Syllogisms

- All Ontarians are people. All people are conscious. What follows?
- Mental model:  $O=P=C$   $O=P=C$   
 $O=C?$
- Visual example: left, tall.

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## Discussion Question

- Is the view that people perform deduction by mental models more plausible than the view that they use formal rules?

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## Key Points in Johnson-Laird & Byrne

- People are rational in principle but fallible in practice.
- There are three main classes of theory about the process of deduction: formal rules, content-specific rules, and mental models.
- The formal rule account is psychologically implausible because people are affected by the content of deductions.
- But the content-specific rules view ignores the fact that people are able to make valid deductions based solely on logical connectives and quantifiers.
- Mental models form the basis for various kinds of reasoning.

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## Key Points

- Logic provides powerful methods of representation and inference.
- But experiments suggest that the mind works differently.

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