

# The concept of “concepts” in cognitive science aka CONCEPTS

**Professor:** Jacob Feldman

**Website:** <https://rutgers.instructure.com/courses/65262>

**Readings:** Available on Canvas in Modules



Don't know concept



SOMETHING HAPPENS



Knows concept!

What is the difference between a mind that **doesn't** know a concept and one that **does**?

“What is a concept, that the brain may know it, and the brain, that it may know a concept?”

[Apologies to Warren McCulloch]



Cat

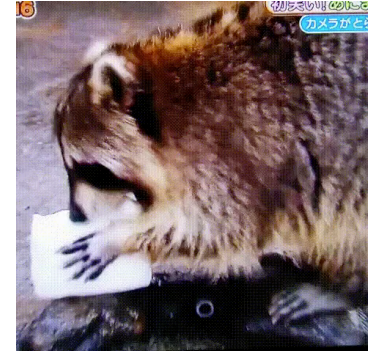
The **object concept**:  
= The idea that objects have continued existence and properties over time



Mountain Lion



Dog



Raccoon



Baboon



Orangutan



Human

# Questions for the course

- What **is** a concept?
- Where do concepts **come from**?
- How do you learn **new** concepts?
- Can **computers** learn concepts?
- What happens in the **brain** when we learn a concept?
- How do we **know** all of this?

# Answers...?

- A concept is a **class of things** in the world, that the mind has access to
- A concept is a **mental representation** that refers to a class of things in the world
- A concept is a pattern of **neural activity**
- A concept is an **extrapolation from data** that can be computed by an algorithm

# A brief history of cognitive science

- Cognitive science arose in its modern form about 1960 due to a confluence of converging historical developments
- **Psychologists** rebelled against the Behaviorist (stimulus-response) idea that internal mental processes are off limits
- **Linguists** argued that the complexity and productivity of human language could not be explained by stimulus-response reinforcement.
- **Neuroscientists** began to appreciate the information-processing qualities of neural circuitry
- —> All of which was crystalized by the introduction of **computers**, and especially early attempts at **Artificial Intelligence**, which provided a model of how internal information processing might work.

# Concepts in cognitive science

- Concepts have been studied from many different perspectives, including: philosophy, psychology, neuroscience, and computer science
- Cognitive Science attempts to **unify** and interrelate all these approaches
- Debate about these issues is surprisingly **contentious**; the community is a long way from agreeing on the answers to basic questions





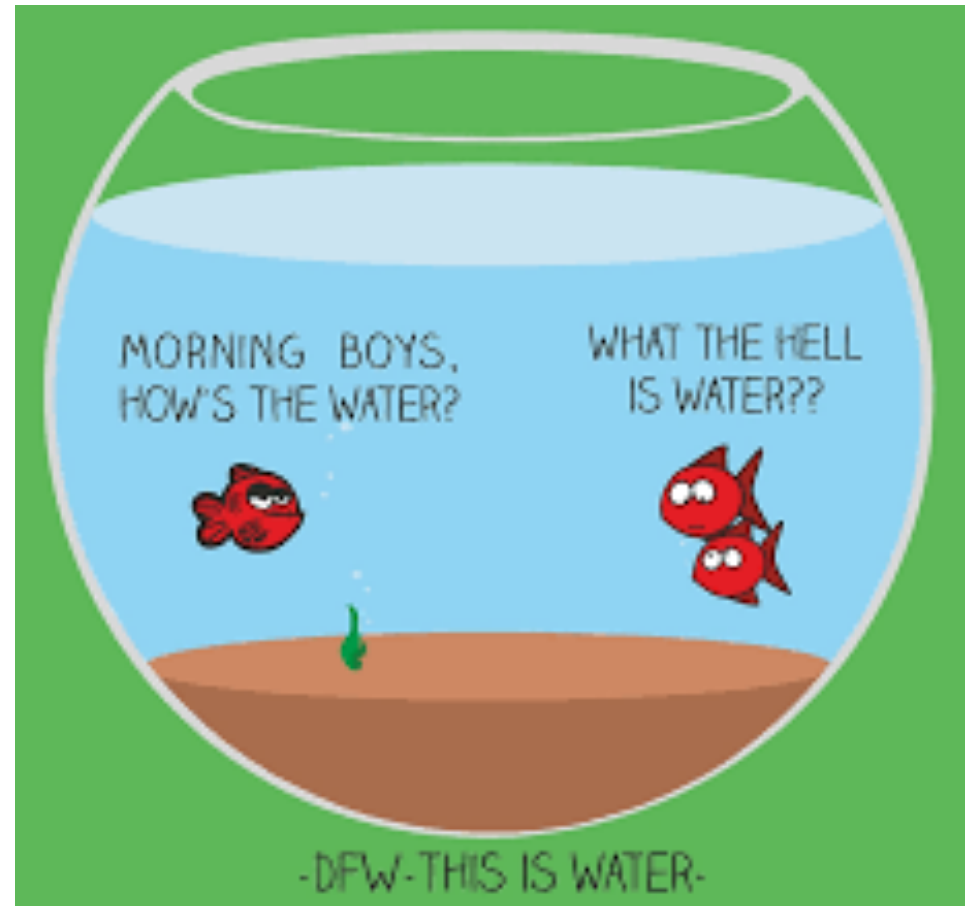
# Elements of this course

- The **lectures**. Please attend if at all possible!
- The **readings** are available in Modules on Canvas. Read them before class!
- Reading **responses** (one paragraph per reading) are due weekly by **Tuesdays at noon** (20% of grade)
- There will be three short **papers**, due Oct. 6, Nov. 3, and Dec. 1 (20% of grade each)
- (There is no midterm)
- There will be a **final exam** (Tuesday Dec. 15, 12-3pm) (20% of grade)

# This is water

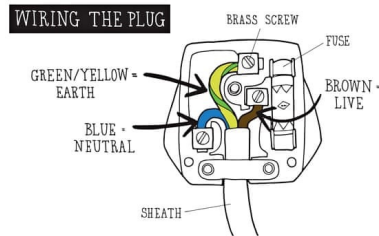
There are these two young fish swimming along and they happen to meet an older fish swimming the other way, who nods at them and says “Morning, boys. How’s the water?” And the two young fish swim on and for a bit, and then eventually one of them looks over at the other and goes “What the hell is water?”

- David Foster Wallace, 2005



# Levels of education

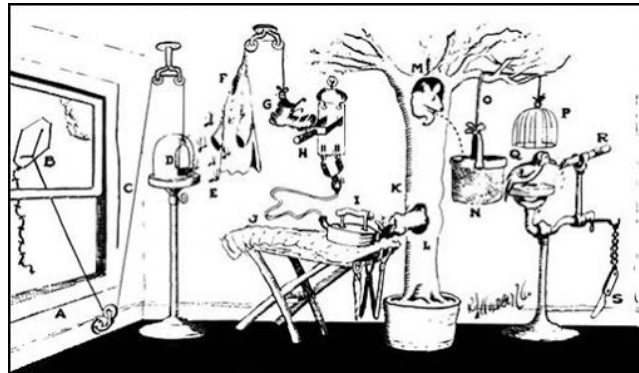
## Training



*How to make a widget*

.....

## Education



*How the machine that the widget is part of works*

.....

## Higher education

- *Why* do we have machines like this?
- *What* other kinds of machines could we have, and why don't we have them?
- *How* did it come to be this way?

*You are here*