# ANIMAL COGNITION

#### **IPAM** Tutorials

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"The best known pattern recognition system is the human brain"

Jacob Foster IPAM 2024 MOIOD



## OUTLINE

- Why study animal cognition?
- Historical overview
- Human bias
- Methods for studying animals
- What animals learn
- How animals learn

· Substrates

(bodies & brains)



#### GREATER DIVERSITY OF...

- **Substrates** (bodies & brains)
- **Problems** (behaviors & environments)
- **Solutions** (computations & learning)

## GREATER DIVERSITY OF...



C. elegans (302 neurons)



Elephas africana (257,000,000,000 neurons)

## GREATER DIVERSITY OF...

· Problems (behaviors & environments)





Coral polyps

Clark's nutcracker

## GREATER DIVERSITY OF...

• Solutions (computations & learning)





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## CLEVER HANS

IS A BEHAVIOR "INTELLIGENT"?

Male sticklebacks fan eggs more

quickly as oxygen levels drop

- German horse at turn of 20th Century
- Answered questions about mathematics, time, and language, often by pawing ground
- Investigation found that when owner didn't know the right answer, Hans failed
- Concluded Hans was responding to human (unconscious) cues

Reptile eggs develop into male or

female embryos based on

temperature



Predators can learn to search for

turtle eggs where humans have

marked nests



18-11=7

- Focus on behavior of individuals
- Believes sources of behavior are external
- Behavior can & should be explained without reference to mental states





#### CONDITIONING

- Associative learning: linking events, actions, or stimuli together through conditioning
- Classical conditioning links a stimulus to anticipation of an event (e.g., dog starting to salivate at sound of a bell, anticipating food)
- Conditioning: repeated exposure to co-ocurrence of a natural stimulus (e.g., food) with a normally neutral stimulus (e.g., a ringing bell)



Ivan Pavlov 1849 - 1904 Institute of Experimental Medicine



#### OPERANT CONDITIONING

Reinforcement learning (RL)

- **Operant conditioning**: increase or decrease of a behavior over time due to reinforcement
- Positive reinforcement increases likelihood of the behavior (e.g., dog gets a treat for doing a trick)
- **Negative reinforcement** decreases likelihood of behavior (e.g., dog gets punished for barking)



B.F. Skinner 1904 - 1990 Harvard

## OPERANT CONDITIONING

"[Behaviorism] disposed of many of the problems raised by mentalism and freed itself to work on its own projects without philosophical digressions. By directing attention to genetic and environmental antecedents, it offset an unwarranted concentration on an inner life.

It freed us to study the behavior of lower species, where introspection (then regarded as exclusively human) was not feasible, and to explore similarities and differences between man and other species."

Skinner, B. F. (1974) About behaviorism.



B.F. Skinner 1904 - 1990 Harvard



https://www.youtube.com/watch?v=TtfQlkGwE2U&list=PPSV

Even complex behaviors can be trained through simple reinforcement...



But can everything be reduced to a history of rewards?

#### https://youtube.com/shorts/GSyKcgsRc2E

## COGNITIVE REVOLUTION

• Behaviorism introduced rigorous experimentation to study of behavior

- emphasized role of environment on behavior
- but couldn't fully explain complex systems like language
- 1930s-50s cognitive psychologists pushed back against behaviorism
  - interested in mental imagery, phenomenology, semantic memory, language, and questions of representation, simulation, and projection

## BEYOND STIMULUS-RESPONSE SEQUENCES

• When placed in a maze, rats will learn shortest route to food



- What do they do when this route is disrupted?
- Do they learn through a series of stimulus-response sequences, or do they learn a "cognitive map"?

Tolman, E. C., & Honzik, C. H. (1930)." Insight" in rats. University of Colifornia Publications in Psychology.

Edward Tolman 1886 - 1959 Berkeley



#### EARLY HINTS OF COGNITION BEYOND CONDITIONING

- Cognitive maps (can infer shortcuts or alternate routes)
- Learning biases (certain types of stimuli easier to link than others)
  - e.g., food with nausea, but not flashing lights or sound with nausea





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### HUMANS...

- Have big brains
- Rely on vision
- Are highly social
- Are good with tools
- Make artifacts
- Manipulate our environments
- Use language & other symbols
- Communicate mainly through sound and vision
- Have long developmental periods
- Teach one another













## HUMAN BIASES LEAD TO SKEWED CONCLUSIONS

Not great at imagining ways of being that differ from our own

We're (relatively) good at looking for human-shaped things and tend to over-attribute them

- "Clever Hans"
- "ELIZA effect" in Al

Though sometimes we also assume our way of doing things is unique!



SIMPLIFIED MODEL OF HUMAN LANGUAGE







