#### ANIMAL COGNITION 3

#### **IPAM** Tutorials

Erica Cartmill

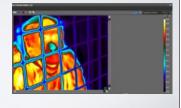
Cognitive Science, Animal Behavior, Anthropology, Psychology Indiana University

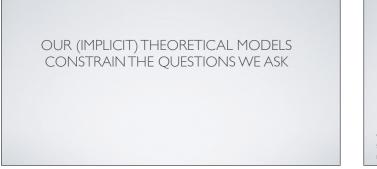
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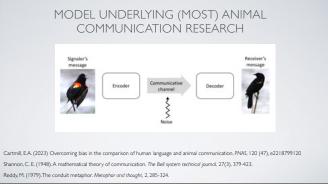
#### BEYOND BEHAVIOR: USING TECHNOLOGY TO MEASURE NATURAL BEHAVIOR

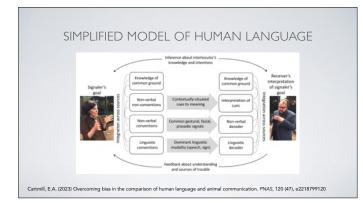
Examples of **externally-measurable** biometrics:

- •Hormones •Gaze (Eye-tracking)
- Pupil dilation (pupillometry)
- •Skin temp (thermal imaging)
- Skin conduction
- Heartrate
   Respiration rate
- Oxygen consumption
- •Bloodflow (hyperspectral imaging)
- Neuroimaging (fMRI, EEG)









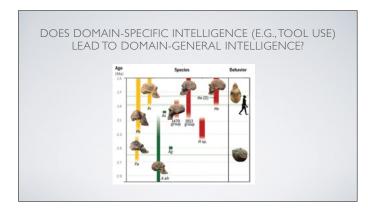
#### SOME POSSIBLE DREAM PROJECTS

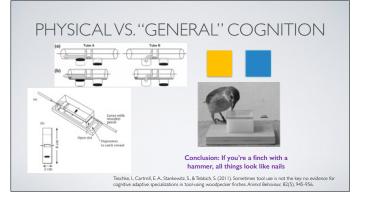
- I. Expand Shannon information model to create model of animal communication that allows for (some) inference
- 2. Use animal cognition to build new methods for assessing understanding in AI

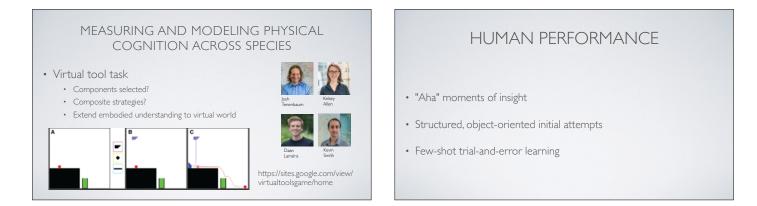
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## IS COGNITION DOMAIN SPECIFIC?

Teschke, I., Cartmill, E. A., Stankewitz, S., & Tebbich, S. (2011). Sometimes tool use is not the key no evidence for cognitive adaptive specializations in tool-using woodpecker finches. *Animal Behaviour*, 82(5), 945-956.

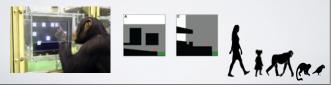






#### WHAT ABOUT OTHER ANIMALS?

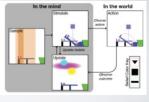
- Testing bonobos at Planckendael Zoo
- 6-8 have passed training phase (progressively lower probability of random success)
- Testing on near and far transfer tasks



#### VIRTUAL TOOLS WORKING GROUP

Sample, Simulate, Update (SSUP) model

- Sample: An object-oriented initial hypothesis space of nising actions
- Simulate: An approximate internal physics simulator, or world
- model, allowing an agent to imagine the effects of their actions • Update: A guiding mechanism that allows an agent to learn
- from both their imagined and real actions



Allen, K. R., Smith, K. A., & Tenenbaum, J. B. (2020). Rapid trial-and-error learning with simulation supports flexible tool use and physical reas PNAS, 117(47), 29302-29310.

#### PHYSICAL VS. SOCIAL COGNITION



#### WHY STUDY SOCIAL COGNITION?

- · Excellent evidence for representations
- · Have to make predictions based on non-visible information
- Can be studied non-verbally
- Broad distribution across species
- Ecologically-relevant
- Changes over human development
- Ranges from very simple to very complex behavior
  - Can I mate with you?
  - Are you going to eat me?
  - I recognize that you are doing X because you want me to learn Y
     Social behavior can be hardwired, emergent, or conscious





#### **REPRESENTING OTHERS**

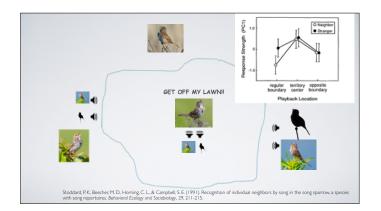
Why do it?

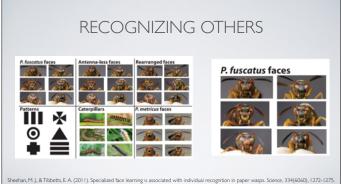
- Identify members of own species
- Distinguish between potential mates
- · Avoid inbreeding or fighting with close kin
- Recognize allies, partners, and offspring
- Avoid conflict
- Rise to power!!!



#### **RECOGNIZING OTHERS**

- · Most social species have some degree of individual recognition
- Many different modalities / sources of info
  - Songs (e.g., birdsong studies with neighbor playbacks)
  - Pheromones (e.g., infant/parent/sibling recognition)
  - Facial markings
  - · Recognizing others requires some type of memory/model/ representation



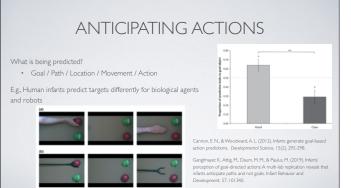


#### GAZE DETECTION

- Many animals change their behavior when others are watching
- Might be low-level response to eyes doesn't imply understanding of gaze
- E.g.
- Freeze / startle responses
- Audience effects
- Caching



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#### REPRESENTING MINDS

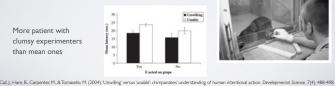
Why do it?

- · Better able to predict behavior of others
- · Advantage in competition
- Allows for cooperation
- Calibrate behavior to other individuals
- Empathy (and revenge)



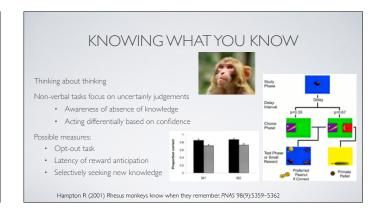
#### REPRESENTING INTENTIONS

- Recognizing others' intentions: behaving differently in relation to others' actions based on their motives
- E.g., chimpanzees distinguish between **desire** and **ability**



nal action. Dev

KNOWING WHAT OTHERS KNOW 0 fally goes out for a w This is Sally She wants to: 040 will Sally look for the bal Children pass the original version around 4 years old Criticisms - too verbal, projections to puppets, no reason to care Apes can do this too! Things that push age of passing younger: more engaging paradigms
familiar characters Krupenye, C., Kano, F., Hirata, S., Call, J., & Tomasello M. (2016). Great apes anticipate that other individuals will act according to false beliefs. Science, 354(6308), 110-114. non-verbal methods (e.g., eye-tracking, facial expressions) Now pass at ~2 years old





#### **REQUIRE REPRESENTATIONS?**

Can seemingly-complex things like perspective-taking be explained by simple heuristics driven by associative learning?

Does the ability to modify interactions with others based on shared past experiences require robust representations of self and other?

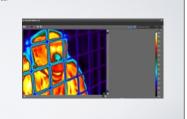
- How are representations of others stored?
- · Projectable models?
- "Temperature" ratings of relationships?

Are social representations different (in a meaningful way) from representations of objects?

#### COMBINING OBSERVATIONS OF NATURAL BEHAVIOR WITH TECH

•Examples of externally-measurable biometrics: Hormones •Gaze (Eye-tracking) Pupil dilation (pupillometry) • Skin temp (thermal imaging) Skin conduction • Heartrate Respiration rate Oxygen consumption Bloodflow (hyperspectral imaging)

•Neuroimaging (fMRI, PET, EEG)



#### PLAY AND CREATIVITY

•Biological agents can set their own goals • Play

> • Explore/exploit • Games



but it can also be fun!

Importance of affect / experience?





