

Index

Ahn, Woo-Kyoung, 66	inequity eversion, 126
alternative causes, 16, 75, 76	inequity aversion, 126 loss aversion, 95
*	
analogical reasoning, 51–53	overconfidence, 103
autism, 54	plausibility bias, 68
definition, 49	representativeness, 93
Duncker X-ray problem, 52	Bloom, Paul
financial crisis of 2008, 106–109	against empathy, 28–30
insight, 56	against empathy criticism, 30–32
neural networks, 54–56	Bounded Rationality, 100
novice vs expert, 54, 149	
philosophical theories, 221–223	cancer screening
problem structure similarity, 223	breast cancer, 89-90
psychological theories, 223–227	prostate cancer, 90–91
relational mindset, 58	causal judgment
remindings, 54	mechanism vs covariation, 66-68
surface feature similarity, 53	causal power theories, 67
US–China Cold War, 50–51	causal sufficiency, 234
analogy	causality
definition, 49	causal necessity, 234
anti-vaxxer, 82	David Hume, 232–233
Axelrod, Robert, 132, 291	David Lewis, 235
	generative causal mechanism, 66
Bacon, Sir Francis, 70, 238	Immanuel Kant, 233–234
Bayesian (Rational) Decision-Making	John Stuart Mill's <i>Canons</i> , 236
definition, 262	Mackie's INUS condition, 236
Bernanke, Ben, 48	not directly perceivable, 63
biases	Chater, Nick, 74
belief bias, 11–13	Cheng, Patricia, 256
biases, types of	collectivism
confirmation bias, 69,	definition, 37, 217
70–71	consequentialism
confirmation bias explanation, 73–74	definition, 23
decoy effect, 99	Costly Signaling Theory
•	definition, 136
Einstellung, 158	
framing effect, 95	COVID-19, xvi, 81, 82, 84, 85



INDEX 353

Decety, Jean, 33	fast and slow thinking, 13–14
decision-making	filter bubbles, xvi
Bayes Rule applied to breast cancer screening,	financial crisis of 2008, 106-109
266–273	Foot, Phillipa, 21
Bayes Rules applied to prostate cancer screening,	function
273-274	definition, 170
Bayes, posterior probability, 262	
Bayesian hypothesis testing vs statistical	game
significance hypothesis testing, 274	definition, 116
Bayesian, overview, 264-265	game theory
false-positive vs false-negative test result, 270	Battle of the Sexes game, 286
how to improve, 110–114	best response, 117, 285
prevalence vs incidence, 271	constant-sum game, 283
sensitivity vs specificity of a test, 269	cooperative vs non-cooperative games,
deontology	284
definition, 23	definition, 282
Dictator Game	Dictator and Ultimatum games, 297-298
definition, 124	equilibrium, 117, 286
how people behave, 124	extensive form payoff tree, 288
dietary fat vs carbs, 76–80. See plausibility bias	game, definition, 282
disablers, 16, 75, 76, 331	how to improve negotiations, 142–143
Duncker, Karl, 52, 144	impact of power and status differences, 127
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	impact of symmetric and asymmetric
echo chambers, xvi	information, 126–127
Ekman, Paul, 5	investment game, 296–297
emotion	Matching Pennies game, 289
impact on decision-making, 105–106	neuroscience studies, 135–137
empathy	noblesse oblige, 127–132
affective, 29	normal form payoff matrix, 287
avoiding, 35–36	overview, 116–117
cognitive, 29	perfect vs imperfect information, 280, 288
definition, 28	Prisoner's Dilemma, 290–295
ways to improve, 34–35	proportional prize game, 284 Public Goods Game, 295–296
enlightenment era, xxi, 31, 35, 199, 200 evolution of cooperation, 132–135	pure Nash equilibrium, 286
Evolutionarily Stable Strategy (ESS), 134	pure vs mixed strategy, 288
kin selection, 133	rational agent, definition, 282
reciprocal altruism, 134	simultaneous vs sequential game, 283
fake news, xv	Ultimatum and Dictator games, 297–298
fallacies	variable-sum game, 284
	winner take all game, 284
conjunction fallacy, 94	zero-sum game, 284
Fallacy, 3	genocide, 31
fallacy, types of, 9	Gentner, Dedre, 223, 225
ad hominem, 3	Gigerenzer, Gerd, 89, 110
false dichotomy, 9	Gilligan, Carol, 44
genetic, 10	theory of moral development, 44–45
moral equivalence, 9	Gopnik, Alison, 74
red herring, 9	Greene, Joshua, 24
slippery slope, 10	
straw man, 10	Haidt, Jonathan, xvi, 28
fast and slow decision-making, 102–104	Hamilton, William, 132, 133



354 INDEX

Hofstadter, Douglas, 51 Holyoak, Keith, 51, 226, 227	Kohlberg, Lawrence, 42 six-stage theory of moral development, 42–44
	six-stage theory of moral development, 42–44
hypothesis testing	lia datastian s
alpha probability, 250	lie detection, 5
Beta probability, 251	Locke, John, 199, 201, 233
central tendency, 248	logic
correlation, 252	argument, 176
David Hume "black swan", 239	argument soundness, 178
effect size, 253	Aristotelian, 171–175
experimental design, 254–256	categorical syllogism, 168, 172
false negative, 251	causal, 189
false positive, 249	deductive validity, 172
hypothetico-deductive method, 238	deontic, 189–190
Karl Popper falsificationist strategy, 239	first order, 184–186
null hypothesis vs alternative hypothesis, 244	inductive argument, 178
one-tailed test, 250	inference, 177
p-hacking, 232, 254	modal, 187–188
Power PC Theory, 256	overview, 6–9, 170–171
sampling distribution of the mean, 248	propositional, 175–178
single-blind vs double-blind study, 245	truth functional, 178–184
standard deviation, 232, 249	
Thomas Kuhn and revolutionary science, 240–243	metaphor, 49–52, 58–60
two-tailed test, 250	Mill, John Stuart, 200, 208, 216,
Type I error, 247	236, 349
Type II error, 247	minimal group paradigm, 32
hypothesis testing	moral dumbfounding, 21
Sir Francis Bacon, 238	Moral Foundations Theory, 39
hypothetico-deductive method of scientific inquiry	moral judgment, 20
definition, 71	Aristotle, 198
overview, 71–73	brain damage, 26–27
	Buddhism, 211
identity politics, xix, xx	categorical imperative, 205
immunity	Confucianism, 211
herd, 83	consequentialism, 209
natural, 83	David Hume, 201–202
vaccine, 83	deontology, definition, 203
individualism	doctrine of doing and allowing, 207
definition, 37	doctrine of double effect, 207
Infant Cognition	eudaimonia, 198
causality, 64–65	gender differences, 41–45
ingroup bias, xvii, xviii	Hinduism, 213
social cognition, 131-132	history of, in western cultures, 198–200
tabula rasa, 138–139	hypothetical imperative, 205
Ingroup bias, 32–33. See Biases	Immanuel Kant, 203–208
ingroup favoritism	impact of political orientation, 40
definition, 32	impact of relational mobility, 39
intuitive logic, 14	Islam, 214
	Jeremy Bentham, 208–210
Jefferson, Thomas, 199	John Stuart Mill, 208–210
	moral dilemma, 197
Kahneman, Daniel, 13, 27, 93, 102, 298	moral imperative, 197
Kant, Immanuel, 23, 200, 203, 216, 219, 233	moral rules, 20



INDEX 355

neuroscience, 24–27	how to improve, 162
psychopaths, 26	ill-defined problems, 309–311
religion, 38	insight and creativity, 153–160
theocracy, 198	means ends analysis, 145
time constraints, 27	neural networks, 319-322
transcranial magnetic stimulation, 27	overview, 144–147
universal moral principles, 215	production systems, 317-318
universal vs culture specific, 36–38	random search algorithms, 317
utilitarianism, 209	recursion, natural language, 307
Moral Machine Project, 36	recursive function, 305
moral philosophy	simulated annealing search algorithm,
definition, 200	316
moral rules	Tower of Hanoi problem, 306
definition, 20	uninformed vs informed search, 311
	well-defined problems, 304–309
Neural networks, 151, 152, 153, 319, 320, 321	Prospect Theory, 97, 276, 340
noblesse oblige	Public Goods Game
definition, 128	definition, 121
Novick, Laura, 256	free riding, 121
nudging	how people behave, 122–123
definition, 113	1 1
negative impact on behavior, 113	Rand, Ayn, 137–141
positive impact on behavior, 113	rational agent, 116
	Rational Choice Theory, 91, 276
Oaksford, Mike, 74	completeness, 98
Oliner, Samuel, 32	opportunity cost, 100
outgroup derogation	transitivity, 98
definition, 32	reasoning
	defeasible, 190–191
perception gap, xx	monotonic vs non-monotonic, 190
Pinker, Steven, 6, 35, 330	practical vs theoretical, 169–170
polio vaccine, 80–82	1
Pollock, John, 16, 190	Salk, Jonas. See polio vaccine
Popper, Karl, 69, 230, 239	self-driving cars, 19
Prestige Status Striving	slavery, 31
definition, 136	social convention
Prisoner's Dilemma	definition, 21
how people actually behave, 120–121	Social Intuitionist Theory, 28, 219
overview, 118–120	social norms
problem-solving	definition, 120
algorithm, 304	soundness, argument, 9
algorithm, solution, 305	standpoint epistemology, xix
artificial intelligence, 150–153	System 1. See fast and slow thinking
beam-search algorithm, 316	System 2. See fast and slow thinking
best first-search algorithm, 316	c)g
breadth-first vs depth-first search, 312	Thagard, Paul, 51, 226
definition, 145	Thaler, Richard, 113, 298, 342
evaluation function, 314	Thomson, Judith Jarvis, 21
expert problem-solving, 147–150	Tit For Tat
forward vs backward chaining, 314	definition, 119
genetic search algorithm, 316	tribalism, xx
hill climbing search algorithm, 315	Trivers, Robert, 134, 293
	-111010, 1000010, 194, 299



356 INDEX

trolley problem
philosophical treatments, 21–23
Trustee Game
definition, 123
how people behave, 123
truth function. *See* validity, argument
Tversky, Amos, 93, 95, 97, 340, 341

Ultimatum Game definition, 124

how people behave, 124–126 utility definition, 98 neuroscience, 103

validity, argument, 7-8

Wason, Peter, 68 2-4-6 task, 68-69