

Index

- 2.5D sketch 44–47
3D sketch 44–47
- Abrams, Richard 304
access consciousness (A-consciousness) 304–306, 314
action potentials 178–179
actions
 complex behaviors 16–17
 situated cognition 281
 vision for 301–303, 314
activation functions 98, 101, 106–109
activation levels 97–98
ACT-R architecture 164–168, 170
Adolphs, Ralph 266–267, 323–324, 340
affective science 321–328
 see also emotions
affective space 321–323
agent architectures 152–156
algorithmic-level analysis (cognitive systems) 42, 44–45, 227
algorithms
 dynamical systems 118
 formal analysis of language 20–22
 machine learning 231, 234–236
 rule-following 82
 SHRDLU model 31
 theory of computation 17–20
Allen (robot) 285–288
AlphaGo 246–248, 250
amygdala
 damage to 266–267, 330–333
 fear response 266, 330
 further reading 340
 in humans 330–338
 in rodents 328–330
anatomical connectivity 174–177, 189–190, 192, 330
anatomy of the brain 53–59, 171
 see also brain mapping
Anderson, David 323–324
anger 267, 318–321
A-not-B error 123–126
anterior cingulate cortex (ACC) 336
anxiety responses 326, 329–330
appraisal theories of emotions 323–325, 340
architectures
 ACT-R architecture 164–168, 170
 for artificial agents 152–156
 evolutionary basis 162–164
 modularity 156
 from subsumption architectures to behavior-based robotics 285–292
arousal 322
artificial intelligence (AI) 30–31
 agent architectures 152–156
 autonomous vehicles 345–346
 deep learning 239
 GOFAI approach 274–275, 279–281, 286–288, 293–294
 reinforcement learning 246–248
 the Russian room argument 92
 situated cognition and biorobotics 278–285
 strong and weak artificial intelligence 92
 from subsumption architectures to behavior-based robotics 285–292
 testing cognitive science 36–37
 see also machine learning; robots
artificial neural networks *see* connectionist networks
attention
 brain mapping 185–187
 consciousness and 309, 315
 contention scheduling 309
 from data to maps 188–190
 further reading 193
 information processing 22, 24–26
attention effect 183
attraction, basins of 120–121
auditory localization 24–25
autism 254–258, 271–272
autoencoders 242–243
autonomous vehicles 345–346
Baars, Bernard 308–309
babies *see* infancy
backpropagation
 learning algorithm 61, 107
 McClelland–Jenkins network 226
Baillargeon, Renée 217–218, 257–258
balance-beam problem 224–226
Baron-Cohen, Simon 254–260
basins of attraction 120–121
Bayesian decision theory 150
Bayesianism 130–131
 binocular rivalry case study 138–141
 conditional probability 132–134
 degrees of belief and subjective probability 131–132
 further reading 150
 language learning 207–212, 214
 neuroeconomics 141–148
 perception as a Bayesian problem 136–141
Bayes’s rule 132, 134–136, 208
Bayes, Thomas 131
behavior-based robotics 285–292, 294
behaviorism
 conditioning 12
 reaction against 12–17
 reinforcement learning 246–248
belief, degrees of 131–132
Bengio, Yoshua 239–241
Bernoulli, Nicholas 142
Berti, Anna 300–301
binary Boolean functions 99–102
binocular rivalry 138–141
biorobotics 281–285, 293–294
Bisiach, Eduardo 298
blindsight 298–301
blocked design, fMRI 65–66
Block, Ned 304–306, 314
BOLD signal
 from data to maps 188–190
 functional magnetic resonance imaging (fMRI) 65–69, 71
 mapping the brain 180–181, 188–189
 neural correlates 69–71
 oxygenated and deoxygenated blood 65

- resting state 343
 - underpinnings 71
 - Boolean functions 99–102
 - bottom-up analysis, two-visual-systems hypothesis 51, 59
 - brain
 - anatomy 53–54, 172–177
 - biological plausibility of neural networks 108–109, 112
 - in cognitive science 50–51
 - cognitive systems as functional systems 51–52
 - extending computational modeling to the brain 59–61
 - formal properties 84–85
 - Human Connectome Project 342
 - levels of organization 5–6
 - lexical processing 61–65
 - memory for visual events 65–69
 - neural correlates of the BOLD signal 69–71
 - neural prosthetics 343–344
 - neuroeconomics 141–148
 - resting state 343
 - semantic properties 84–85
 - theory of mind 263–266
 - two-visual-systems hypothesis 54–59
 - vocabulary 55–56
 - brain–computer analogy 85
 - brain mapping
 - emotions 327–328
 - fMRI studies 65–69
 - from data to maps 188–190
 - further reading 192–193
 - locus-of-selection problem 181–185
 - networks for attention 185–187
 - PET studies 61–65
 - structure and function 171–178
 - studying cognitive functioning 178–181
 - Brewer, James B. 67–69
 - Broadbent, Donald 22, 24–26, 28, 181–182
 - Broca’s area 264–265
 - Brooks, Rodney 280, 285–292
 - calculus 115
 - Carruthers, Peter 170
 - causation by content 84–85
 - central nervous system (CNS) 4–6, 122, 317–318
 - central processing 152–153, 156–158
 - cerebral cortex 54, 174–177
 - cerebrum 53–54
 - Chalmers, David 305–306
 - Changeux, Jean-Pierre 309
 - chatterbots 30–31
 - cheater-detection module 158–162
 - Chilausky, Richard 236–237
 - child development
 - Bayesian language learning 207–212
 - dynamical systems 121–127
 - language-learning models 201–207
 - linguistic categories 211–212
 - metarepresentation, theory of mind, and autism 254–258
 - neural network models of children’s physical reasoning 221–226
 - pretend play 252–254
 - pronouns 209–211
 - tense learning 204–207
 - see also* infancy
 - Chomsky, Noam 20–22, 27, 201
 - chunking 22–24
 - Church–Turing thesis 19, 27
 - circumplex model of emotion 322–323
 - Clark, Andy 293
 - cocktail party phenomenon 24–25, 28
 - cognitive-deductive systems 32
 - cognitive dimension of emotions 323–325
 - cognitive maps 15–16
 - cognitive modules 156–157, 160
 - see also* modularity
 - cognitive science
 - as challenge 6–8
 - interdisciplinarity 1–3, 344–345
 - law and 344–345
 - looking ahead 341
 - “space” of 6–8
 - see also* neuroscience
 - cognitive science, development of
 - discipline 29
 - interdisciplinary model of vision 41
 - language and micro-worlds 30–36
 - mental images and representation 36–41
 - cognitive science, prehistory 11–12
 - connections and points of contact 25–26
 - information-processing models in psychology 22–25
 - linguistics and the formal analysis of language 20–22
 - reaction against behaviorism in psychology 12–17
 - theory of computation and the idea of an algorithm 17–20
- cognitive systems
 - agent architectures 152, 154–169
 - anatomy of the brain and the primary visual pathway 53–59
 - brain mapping 178–181
 - as functional systems 51–52
 - common sense 346
 - see also* folk physics
 - competitive networks 108–109
 - complex behaviors 16–17
 - computational governor 118, 127
 - computational-level analysis 41–42, 227
 - computational modeling
 - children’s physical reasoning 222
 - extending computational modeling to the brain 59–61
 - SHRDLU model 31
 - computational neuroscience 96
 - computation, theory of 17–20, 27
 - computer–brain analogy 85
 - conditional probability 132–134, 208
 - conditioned stimulus (CS) 329
 - conditioning
 - association and reinforcement 13–15
 - behaviorism 12
 - fear 328–330
 - connectionist modeling 73–74, 96, 112, 204–207
 - connectionist networks (artificial neural networks)
 - balance-beam problem 224–226
 - children’s physical reasoning 221–226
 - computational power 113
 - contribution and limitations of 227
 - further reading 214
 - modeling cognitive processes 59–60
 - object permanence 222–224, 230
 - pattern recognition 60–61
 - connectivity of the brain
 - anatomical 174–177, 189–190, 192, 330
 - functional vs. effective 189–190
 - Human Connectome Project 342
 - neurons 96
 - visual systems hypothesis 58–59
 - consciousness
 - first- and third-person perspective 295–296
 - further reading 314–315
 - the hard problem and the knowledge argument 305–306
 - information processing without conscious awareness 296–301
 - purpose of 301–304
 - research approaches 311–312
 - theories of 306–311
 - two types of 304–305

- contention scheduling 309
 continuity constraint 219
 convergence *see* perceptron-
 convergence rule
 ConvNets (convolutional neural
 networks) 243–246
 cooperation, evolution of 160–161
 co-opted mechanisms 266–268
 co-opted systems 263
 Cosmides, Leda 159–162, 170
 covert attention 185
 Cox, James 159–160
 cricket phonotaxis 282
 cross-lesion disconnection experiments
 57
 culture, constants across 318–321
- Damasio, Anthony 308
 Darwin, Charles 340
 Darwinian modules 158–164
 Decision Field Theory 123
 decision trees 232–234
 declarative knowledge 165–167
 deep learning
 autonomous vehicles 345–346
 machinery of 242–246
 meaning of 239
 reinforcement 231–248
 representation learning 237–241
 visual cortex and 239–241
 default mode network (DMN) 343
 degradation, graceful 52
 degrees of belief 131–132
 Dehaene, Stanislas 308–309
 della Porta, Giambattista 138
 dendrites 96–97
 Dennett, Daniel 311
 deontic conditionals 158–160
 dichotic listening experiments 24–25
 difference equations 115
 differential equations 115
 digital information processing 39
 dimensionality of emotions 323–325
 dimensionality reduction 242
 disgust 266–267, 318–321
 dishabituation paradigm 216–221
 dissociation 298–301
 distributed neural networks 109, 113
 domain specificity 156, 160, 162
 domain-specific knowledge 164
 domain-specific modules 164
 dopamine 267
 dopaminergic neurons 248
 dorsal route (primary visual cortex)
 54–56, 58–59, 240, 303
- double dissociation 298
 Draine, Sean 304
 drawbridge experiments 217–218, 230
 dualism 12
 dyadic relations 260
 dynamical systems
 application to child development
 121–127
 and cognitive science 114–115,
 117–121
 further reading 128–129
 meaning of 115–117
- early-selection models 182
 Ebbinghaus illusion 303
 EEG *see* electroencephalography
 effective connectivity 189–190
 effector systems 153
 Ekman, Paul 318–321, 337, 340
 electrical stimulation studies 330
 electroencephalography (EEG) 178–179,
 182–185, 192–193
 ELIZA (chatbot) 30–31
 emergent behaviors 288–290
 emotion detector, the (TED) 259, 267
 emotions
 affective science 321–328
 basic emotion theories 318–321
 fear in humans 330–338
 fear in rodents 328–330
 further reading 340
 paired deficits 267
 physical symbol systems 317–318
 research context 316–317
- empathizing system, the (TESS)
 260–261, 267
 entropy (information theory) 234
 event-related fMRI 66–69
 event-related potentials (ERPs) 179,
 182–185
- evolution
 cheater-detection module 158–162
 of cooperation 160–161
 Darwinian modules 158–164
 emotional responses 326
 facial expressions 318–321
 mental architecture 162–164
 evolutionarily stable strategy 160–161
 excitatory synapses 97
 exoskeletons 344
 expected monetary value 141
 expected utility theory 141–148
 expert systems 232–236
 see also machine learning
 extrastriate cortex 184
- eye-direction detector (EDD) 259
 eye movements
 gaze alignment 143
 saccadic 143–145, 185–187
 smooth pursuit 143
 eyewitness testimony 344–345
- facial expressions 266, 318–321
 false-belief task 252, 254–258, 265–266,
 271
 false-photograph task 265–266
 Fang, Fang 303
 fear
 basic emotion theories 318–321
 in humans 330–338
 in rodents 328–330
 neuroimaging 332–338
 paired deficits 266–267
 fear conditioning 328–330, 335
 feature engineering 231, 237–238
 feature learning 238–239
 feedforward networks 106–109
 Feinstein, Justin 330–333
 first-order predicate calculus 274
 first-person perspective (cognitive
 science) 295–296
 fitness (evolutionary) 162–164
 fMRI *see* functional magnetic resonance
 imaging
- Fodor, Jerry
 further reading 230
 language of thought 82–89, 94,
 199–201
 limitations of artificial neural
 networks 227–229
 modularity of mind 152–153,
 156–158, 170
 folk physics 218, 220–221, 346
 forced-choice tests 298–299
 forebrain 53–54
 free riders 158–160
 Frith, Uta 254–258
 Frost, Douglas 298–299
 functional connectivity 189–190
 functional magnetic resonance imaging
 (fMRI)
 BOLD signal 65–69, 71
 event-related 66–69
 fear conditioning 335
 further reading 74, 192–193
 mapping the brain 180–181,
 188–189
 functional neuroimaging
 brain's resting state 343
 from data to maps 188–190

- fear 332–338
 - networks for attention 185–187
 - using fMRI 65–69
 - using PET 61–65
- Gage, Phineas, lesion study 327–328
- Gahl, Susan 210
- Game theory 161
- gaze-alignment movements 143
- General Problem Solver (GPS) program 78
- genetics, use in affective science
 - research 326–327
- Gestalt principles 137–138
- Glimcher, Paul 143–148
- global neuronal workspace 309
- global workspace theory of
 - consciousness 308, 315
- goal-based agents 154–156
- goal-completion mechanisms 317
- Goel, Vinod 264
- GOFAI (good old-fashioned artificial intelligence) 274–275, 279–281, 286–288, 293–294
- Goodale, Melvyn 301–303
- Google Deep Mind 246–248, 250
- Gopnik, Alison 221
- Gorman, Paul 60–61
- graceful degradation 52
- grammar
 - formal analysis of language 20–22
 - language-learning models 197–198
 - tenses 202–207
- Greenwald, Anthony 304
- Griggs, Richard 159–160
- Halting Problem 17–19
- Hamilton, W. D. 163–164
- happiness 318–321
- Haugeland, John 279
- Hebb, Donald 102–103
- Hebbian learning 102–103, 110–111
- Held, Richard 298–299
- hemiagnosia *see* unilateral spatial neglect
- hemineglect *see* unilateral spatial neglect
- Herrnstein, Richard 148
- He, Shen 303
- heuristic search 81
- hidden layers 106–109
- hidden units, modeling cognitive processes 60–61, 105
- hierarchical information processing 240, 246
- higher-order theories of consciousness 306–308, 314–315
- hindbrain 53–54
- Hinton, Geoffrey 239–241
- hippocampus 97, 344
- historical context *see* cognitive science, prehistory
- Honzik, C. H. 13–15
- Human Connectome Project 342
- Human Genome Project 342
- hybrid architectures 164–168
- hypervigilance 332–333
- hypothesis of subconscious information processing 17
- hypovigilance 333
- ID3 231, 234–236
- ImageNet competition 243–244
- imagery debate 36–41, 48–49
- implementational-level analysis (cognitive systems) 42, 227
- infancy
 - dishabituation 216–221
 - folk physics 218, 220–221
 - joint visual attention 260
 - mindreading 259–260
 - motor control 121–123
 - object permanence 123–126, 216–224
 - pretend play 252
- inference by analogy 268–269
- inferior frontal gyrus (IFG) 267–268
- inferior parietal lobule (IPL) 267–268
- inferior temporal cortex (ITC) 240
- inferotemporal cortex 183–184
- informational encapsulation 156
- information, and representation 25–26
- information gain (algorithms) 234
- information processing
 - complex behaviors 17
 - consciousness 296–301
 - dynamical systems theory 114–115
 - imagery debate 39–41
 - language of thought hypothesis 82–89
 - Marr's model of vision 41
 - modularity 152–153, 156–158, 164–168
 - PET studies 61–65
 - selective attention 26
 - storage and 109–110
 - subconscious 40
 - theory of mind 263–266
- information-processing models
 - neural networks 96–99, 109–111
 - in psychology 22–25
- information storage 109–110
- inhibitory synapses 97
- innatism 199, 201
- inner sense 261–262, 307
- insects
 - affective science 325
 - biorobotics 281–285
- insula 266–267, 335
- integration, principle of 178
- intelligence
 - physical symbol systems and problem solving 79–80
 - physical symbol systems and Turing machines 82
 - Russian room argument 91
 - situated cognition and knowledge representation 280
- intentionality detector (ID) 259
- intentional realism 84
- interdisciplinarity
 - cognitive science 1–3, 344–345
 - psychology and neuroscience 3–6
 - Sloan Foundation 1978 report 1–3
- interdisciplinary model of vision 41
- intermediate-level actions (ILAs) 276–277
- interocular suppression 303
- interrupt mechanisms 317–318
- introspection 261–262, 307
- intuitive knowledge 345–346
- invariance *see* selectivity/invariance problem
- invariance under translation (ConvNets) 245–246
- isotropic processing 157
- Jackson, Frank 306, 314
- James, William 216
- Jasper, Herbert 143–148
- Jenkins, E. 225–226
- joint visual attention 260
- Kalish, D. 15–16
- Kanwisher, Nancy 265–266
- Kelly, William 269
- Kerszberg, Michel 309
- kin selection 163–164
- knockout experiments on emotions 326
- knowledge
 - ACT-R architecture 164–168
 - autonomous vehicles 345–346
 - massive modularity 164
 - neural networks 109, 113
 - object permanence 123–126
 - probabilistic 137–138

- knowledge (cont.)
 SHRDLU model 31
 situated cognition and knowledge representation 280
- knowledge argument, consciousness 306, 314
- knowledge-how 166
- knowledge-that 166
- Kosslyn, Stephen 40–41
- Kuczaj, Stan 202
- language
 development of cognitive science 30–36
 formal analysis of 20–22
 grammatical rules 197–199
 humans compared to animals 30
 understanding and learning 198–199
- language-learning models 197–198
 Bayesianism 207–212, 214
 further reading 214
 grammatical rules 197–198
 language of thought 199–201
 linguistic categories 211–212
 neural networks 201–207
 pronouns 209–211
 semantic priming 297
 tenses 204–207, 214
 word segmentation 208–209
- language of thought hypothesis 82–89, 94, 199–201
- Lashley, Karl 16–17, 275–278
- latent learning 14–15
- lateral geniculate nucleus (LGN) 240
- late-selection models 182
- law, cognitive science and 344–345
- Lazarus, Richard 324
- learning
 neural networks 110–111
 in single-layer networks 102–103
 without reinforcement 13–15
- learning agents 154–156
- learning algorithms 108
- LeCun, Yann 239–241
- lesion studies 327–328, 330
- Leslie, Alan
 autism studies 254–258
 false-belief task 254–258
 further reading 271
 pretend play 252–254
- lexical access 63
- lexical processing 61–66, 190
- Lidz, Jeffrey 210
- light intensity 45–46
- limbic system 266
- linear functions 98
- linear separability 103–105
- linguistic categories 211–212
- linguistic processing 63
- linguistics 20–22, 27
see also language-learning models
- listening 24–25
- lobes 54, 56
- local algorithms 108
- local field potential (LFP) 71
- localist networks 109, 113
- locus-of-selection problem 181–185
- Logothetis, Nikos 71
- low-level actions (LLAs) 276–277
- Luria, Alexander 172–174
- Luzzatti, Claudio 298
- machine learning 231–232
 deep-reinforcement learning 231–248
 expert systems 232–236
 further reading 250
 machinery of deep learning 242–246
 representation learning and deep learning 237–241
- magnetoencephalography (MEG) 179
- make-believe *see* pretend play
- mapping functions 99–105
- mapping the brain *see* brain mapping
- Marchman, Virginia 206–207
- Marcus, Gary 207
- Marr, David 41, 49, 227
- masked priming 304, 314
- massive modularity hypothesis 158–164
- Matarić, Maja 289–292
- mathematics
 computation, theory of 17–20, 27
 information processing 22
- McClelland, Jay 59–60, 204, 222, 225–226
- means-end analysis 81
- medial prefrontal cortex (MPFC) 269, 337
- MEG *see* magnetoencephalography
- melioration theory 147–148
- Meltzoff, Andrew 221
- memory
 dynamical systems 125–126
 functional neuroimaging 61–65
 modularity 165–167
 visual events 61–69
 visuospatial attention 186–187
- memory span 24–25
- mental images 36–41
- mental rotation 37–38
- metarepresentation 253
 autism and theory of mind 254–258
 pretend play and 252–254
- Metzler, Jacqueline 37–38
- Michalski, Ryszard 236–237
- microelectrode recording 69–71
- micro-worlds 31–36
- midbrain 53–54
- Miller, George 22–24
- Milner, David 301–303
- mindreading 251–252
 cognitive neuroscience 263–269, 272
 false-belief task 254–258
 first steps in 259–260
 further reading 271–273
 link to pretend play 252–253
 as simulation 261–263
 as system 258–261
- mirror neurons 178–180, 267–268, 272
- mirror-neuron system (MNS) 267–268
- Mishkin, Mortimer 51, 53–59
- Mobbs, Dean 335–337
- modularity
 ACT-R architecture 164–168
 consciousness and 308
 Fodor on the modularity of mind 152–153, 156–158
 further reading 170
 information processing 156–158, 297
 massive modularity hypothesis 158–164
- monkey studies
 cross-lesion disconnection experiments 57
 experiments on expected utility 143–148
 mirror neurons 178–180, 267–268
 saccadic eye movements 185–187
- morphological computation 281–285
- mortgage expert systems 232–234
- motor control 121–123
- multiagent programming 290–292
- multilayer neural networks 106–109
- multiunit activity (MUA) 71
- Munakata, Yuko 222–223
- MYCIN 232
- naive physics 218, 220–221
- nativism 199, 201
- neonates 216
see also infancy
- Nerd Herd 290–292
- nervous system 5–6
- neural activation patterns 222–223

- neural correlates of consciousness (NCC) 315
- neural correlates of the BOLD signal 69–71
- neural implementation 46–47
- neural networks 73–74
 - biological plausibility 108–109, 112
 - computational modeling 59–60
 - ConvNets 243–246
 - fear 334–335
 - further reading 112–113
 - information-processing models 96–99, 109–111
 - language-learning models 201–207
 - models of children’s physical reasoning 221–226
 - the question of levels 226–229
 - single-layer networks and Boolean functions 99–105
 - training multilayer networks 106–109
- neural pathways 5–6
- neural prosthetics 343–344
- neurites 96–97
- neuroanatomy 53–59, 171
 - see also* brain mapping
- neuroeconomics 141–148
- neuroimaging
 - brain’s resting state 343
 - fear 332–338
 - mapping the brain 180–181, 188–190
 - networks for attention 185–187
 - using fMRI 65–69
 - using PET 61–65
- neurons
 - activity of 97
 - expected utility 143–148
- neurophilosophy 2, 343–344
- neuroscience
 - branches of 4–7
 - contrast with psychology 3–6
 - from data to maps 188–190
 - mindreading 263–269, 272
 - studying cognitive functioning 178–181
- see also* brain mapping
- Newell, Allen 78, 93–94
- Newport, Elissa 209
- nonconscious priming 296–297, 333
 - masked 304, 314
- nonconscious thought
 - blindsight and unilateral spatial neglect 298–301
 - vision for action and perception 301–303
- nonlinear activation function 98–99
- nonlinear dynamical systems 120–121
- nonmodular processing 156–158, 297
- object identification 183–184
- object permanence 123–126, 216–224
- object substitution 252
- Onishi, Kristine 257–258
- optogenetics 327
- orbitomedial prefrontal cortex (omPFC) 336
- overregularization errors 202–203, 205–206
- paired deficits 266–267
- parahippocampal cortex 68–69
- parallel processing 59–60, 63–64
- parietal cortex 55–56
- partial volume effects 189
- pattern-matching modules 167
- pattern recognition 60–61, 346
- Pavlov’s dogs 13
- perception
 - as a Bayesian problem 136–141
 - locus-of-selection problem 181–185
 - situated cognition 281
 - vision for 301–303, 314
- perceptron-convergence rule 102–103, 112–113
 - limits of 103–105
- perceptual recognition 43–44
- perceptual rivalry 138–141
- peripheral attention 188
- Perner, Joseph 271
- PET *see* positron emission tomography
- pharmacogenetics 327
- phenomenal consciousness (P-consciousness) 304–306, 314
- philosophy
 - neurophilosophy 2
 - schools of 3
- phrase structures (language) 20–22
- physical symbol systems
 - children’s physical reasoning 222
 - emotions 317–318
 - as hypothesis 78–82
 - infant folk physics 220–221
 - information storage and information processing 109–110
 - language-learning models 201
 - language of thought 82–89
 - limitations of artificial neural networks 227–229
 - modularity 164–168
 - Russian room argument 88–92
 - Turing Test 91
- Piaget, Jean 123–126, 216–218
- Pinker, Steven 170, 203, 205–206
- place learning 15–16
- PLANEX (SHAKEY) 277–278
- Platt, Michael 143–148
- Plunkett, Kim 206–207
- Pöppel, Ernst 298–299
- position-invariant object recognition 108–109
- positron emission tomography (PET)
 - further reading 73–74
 - lexical processing 61–65
 - mapping the brain 180–181, 188–189
 - as process 62–63
- posterior cingulate cortex 336
- posterior parietal cortex 57–58
- posterior probability 208
- posttraumatic stress disorder (PTSD) 335
- poverty-of-the-stimulus arguments 201
- predicate calculus 86–88
- premotor cortex 267
- prestriate cortex 57–59
- pretend play
 - link to mindreading 252–253
 - metarepresentation and 252–254
 - significance of 252
- primal sketch 44–47
- primary visual cortex
 - anatomy 54
 - dorsal route 54–56, 58–59, 240, 303
 - removal of 57–58
 - two-visual-systems hypothesis 53–59
 - ventral route 54–59, 240, 303
 - vision for action and perception 301–303
- priming 296–297
- Prince, Alan 203, 205–206
- principle of cohesion 218–219
- principle of contact 219
- principle of segregation 174–177
- prior probability 208
- prisoner’s dilemma 161
- probability
 - Bayesianism 130–131
 - Bayes’s rule 134–136
 - binocular rivalry case study 138–141
 - conditional 132–134, 208
 - expected utility theory 141–148
 - language learning 207–212
 - neurons coding for 147–148
 - subjective probability 131–132

- problem solving
 General Problem Solver (GPS)
 program 78
 intelligence 79–80
 traveling salesperson problem 79–81
 procedural knowledge 165–167
 pronominal anaphora 209–211
 pronouns 209–211
 propagation *see* backpropagation
 learning algorithm
 propositional attitudes 83–84
 propositional logic 79
 psychological states 83–84
 psychology
 behaviorism and the reaction against
 12–17
 contrast with neuroscience 3–6
 schools of 3
 subfields 3–4, 7
 psychophysics 24–25
 Pylyshyn, Zenon 227–230

 Quinean property 157
 Quinlan, Ross 234–236

 radical simulationism 262–263
 rat studies
 fear 328–330
 learning without reinforcement
 13–15
 recurrent networks 223–224
 reflex agents 153–156
 reflex systems 152
 Regier, Terry 210
 representation
 and mental images 36–41
 metarepresentation and pretend play
 252–254
 metarepresentation, theory of mind,
 and autism 254–258
 situated cognition and knowledge
 representation 280
 representational primitives 44
 representation learning 231, 238–239
 response learning 15–16
 reverse engineering 117
 reward prediction error hypothesis 248
 Ritchie, B. F. 15–16
 Rizzolatti, Giacomo 178, 267, 300–301
 robotic neuroprosthesis 343–344
 robot reply, the Russian room argument
 91–92
 robots
 Allen 285–288
 ELIZA 30–31
 further reading 293
 GOFAI 274–275, 279–281, 286–288,
 293–294
 multiagent programming 290–292
 SHAKEY 275–278, 286–288, 293
 situated cognition and biorobotics
 278–285
 from subsumption architectures to
 behavior-based robotics 285–292
 TOTO 288–290
 WANDA 283–284
 Yokoi hand 283–285
 see also artificial intelligence (AI)
 Rock, Irving 137
 rodent studies
 fear 328–330
 knockout experiments on emotions
 326
 learning without reinforcement
 13–15
 Rumelhart, David 59–60, 204
 Russell, James G. 322–323
 Russian room argument 88–92

 saccadic eye movements 143–145,
 185–187
 sadness 318–321
 Sahraie, Arah 299–300
 Saxe, Rebecca 265–266, 337
 scientific psychology 3–4
 scotoma 298
 search-space 79–81
 Searle, John 88–92, 94
 Sejnowski, Terrence 60–61
 selective attention
 further reading 193
 information processing 22, 24–26
 locus-of-selection problem 181–185
 selectivity/invariance problem 241
 self-driving cars 345–346
 self-reflection 268–269
 self-sacrifice 163–164
 semantic priming 297, 300–301, 304
 semantic properties (the brain) 84–85
 semantics
 language of thought hypothesis
 86–88
 Russian room argument 91–92
 semantic systems, SHRDLU model 32
 sensory systems 153–156
 sentences, propositional logic 79
 sentence structure 20–22
 serial order 16–17
 serial processing 63–64
 SHAKEY (robot) 275–278, 286–288, 293

 Shannon, Claude E. 22
 shared attention mechanism (SAM) 260
 shared weights (ConvNets) 245
 Shepard, Roger 37–38
 Shepherd, Gordon 5–7
 SHRDLU model 31–36, 48, 279
 Siegler, Bob 225
 sigmoid function 98–99
 Simon, Herbert 78, 93–94, 317–318
 simulation theory 252, 261–263
 single-layer neural networks 99–105
 single-neuron recordings 96
 single-unit recordings 182–185
 single-word processing 63
 situated cognition
 biorobotics 281–285
 the challenge of building a situated
 agent 279–281
 further reading 293
 knowledge representation 280
 as theory 278
 Skinner boxes 13–14
 sleep, brain activity during 178–179
 Sloan Foundation 1978 report 1–3
 Smith, Linda 122–123, 125
 smooth-pursuit eye movements 143
 solidity constraint 219
 sparse connectivity (ConvNets) 245
 spatially selective attention 185–187
 spatial neglect 58, 298–301
 spatial resolution 6–7
 spatial working memory 186–188
 Spelke, Elizabeth 218–221
 spike density function (SDF) 71
 standard simulationism 261–262
 state space 115–117, 120–121
 stereotactic maps 189
 striate cortex 183–184
 STRIPS planner (SHAKEY) 277–278
 strong artificial intelligence 92
 subconscious information processing
 17, 40
 see also nonconscious thought
 subjective probability 131–132
 subsumption architectures 285–292
 subsymbolic dimension of knowledge
 167–168
 sulpiride 267
 SuperVision 244
 surprise 318–321
 symbols *see* physical symbol systems
 synapses 97, 178–179
 synsets 243–244
 syntactic structures of language 20–22
 syntactic systems, SHRDLU model 32

- syntax
 formal analysis of language 20–22
 language of thought hypothesis 86–88
 Russian room argument 91–92
- task analysis, complex behaviors 17
- TED *see* emotion detector, the
- temporal cortex 56
- temporal resolution, neuroscience 6–7
- Tenenbaum, Joshua 211–212
- tenses (language) 202–207, 214
- TESS *see* empathizing system, the
- Thelen, Esther 122–123, 125
- theory of mind
 metarepresentation and autism 254–258
 modularity 164
- theory-of-mind mechanism (TOMM) 260–261, 263–266
- third-person perspective (cognitive science) 295–296
- Thompson, Susan 209
- threshold functions 98–99
- TIT FOR TAT strategy 160–161
- Tolman, Edward C. 13–16
- Tooby, John 159–162, 170
- top-down analysis, vision 42–44
- TOTO (robot) 288–290
- transformational structures (language) 20–22
- transitional probabilities 208–209
- traveling salesperson problem 79–81
- Trevelyan, Ceri 299–300
- triadic relations 260
- truth condition (TC) 200
- truth rule 200
- truth tables 100
- Turing, Alan 17–20, 27
- Turing machines 17–20, 78–79, 82
- Turing Test 91
- two-visual-systems hypothesis 51, 53–59, 240
- unconditioned stimulus (US) 329
- Ungerleider, Leslie 51, 54–59
- unilateral spatial neglect 58, 298–301
- Urbach–Wiethe disease 266–267, 330–338
- utility 141–148
- valence 322
- Van Gelder, Tim
 computational governor 118
 dynamical systems 117, 127
 further reading 128–129
 Watt governor 118–121
- ventral premotor cortex (PMC) 267–268
- ventral route (primary visual cortex) 54–59, 240, 303
- vision
 Marr's model 41, 49
 memory for visual events 65–69
 primary visual cortex 54
 two-visual-systems hypothesis 51, 54–59, 240
- vision for action 301–303, 314
- vision for perception 301–303, 314
- visual cortex
 anatomy 54
 deep learning 239–241
 dorsal route 54–56, 58–59, 240, 303
 removal of 57–58
 two-visual-systems hypothesis 53–59
 ventral route 54–59, 240, 303
 vision for action and perception 301–303
- visual form agnosia 302
- visuospatial attention 185–187
- vitalism 311–312
- von Helmholtz, Hermann 137
- voxel 189, 265–266
- WANDA 283–284
- Warrington, Elizabeth 43–44
- Wason selection task 158–160
- Watson, John B. 334
- Watt governor 118–122, 127
- Watt, James 117–118
- weak artificial intelligence 92
- Webb, Barbara 282
- Weiskrantz, Larry 299–300
- Wickelfeatures 204–205
- Wimmer, Heinz 271
- Winograd, Terry 30–31, 48, 279
- word segmentation 208–209
- Xu, Fei 211–212
- Yokoi hand 283–285
- zero-crossings 46