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# NEWS TECHNOLOGY

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5 July 2013 Last updated at 12:24 GMT

## Human gestures perplex Asimo, Honda museum robot guide

Honda's popular robot Asimo faced problems with gesture recognition on its first day as a museum guide at the Miraikan science museum in Tokyo.

The machine struggled to differentiate between museum-goers raising their hands to ask a question and raising their hands to take photos, Associated Press reported.

It is "working" as a tour guide at the museum for the next four weeks as a trial.



Asimo is reported to have had problems identifying arm gestures

AT&T 9:58 PM

"I like fishing at the river bank"


Got it.

"So where can i find a nice bank" tap to edit

The best-rated one i found is wells fargo bank on solano ave, which averages 3½ stars.

15 Results  
Nearby

Wells fargo bank 1800 solano ave ★★★★ 14 reviews on yelp	0.8 mi
Wells fargo bank 1095 university ave	1.2 mi



Why is this not an issue for us, humans?

# The Social Function of Intellect



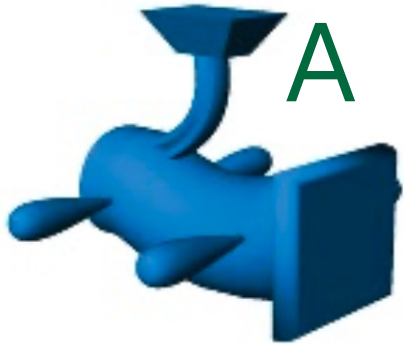
## Preparation

- Create playgroups of 4
- Each person makes a note sheet, 1, 2, .., 8  
(the Fribbles are named A, B, ..., H)

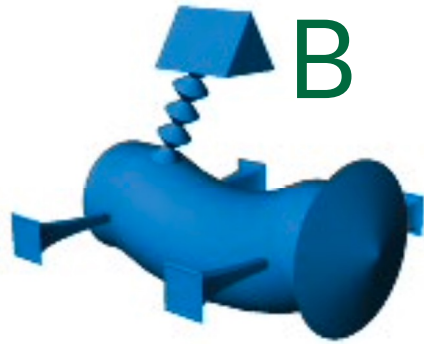


1	
2	
3	
4	
5	
6	
7	
8	

## Fribble names



A



B



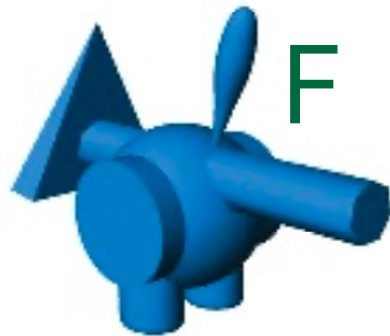
C



D



E



F



G

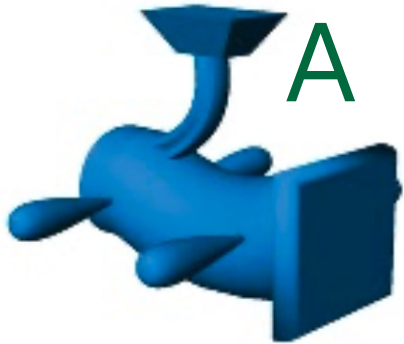


H

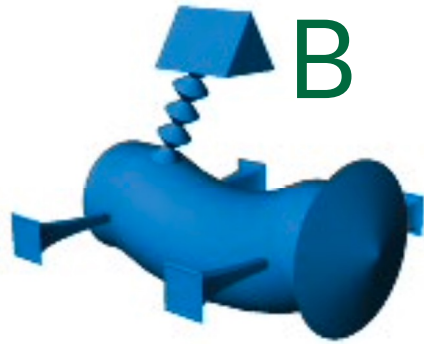
## Round I

- Distribute the 8 same-colored Fribbles (2 per person)
- The first person describes one of their two Fribbles (without showing the Fribble or ever mentioning any of the Fribbles' names)
- Others can ask for clarifications, then write down the presumed Fribble (A, B, .., H)
- Second person goes, and so on, until all 8 have been described (over two rounds)

# Fribble names



A



B



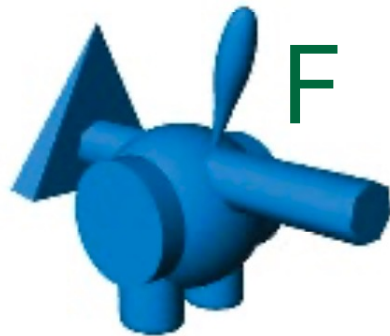
C



D



E



F



G



H

## Observations I

- We humans can rapidly converge on a new reference for an object, flexibly putting even existing words to new use
- There appear to be no fixed relationships between concepts and words

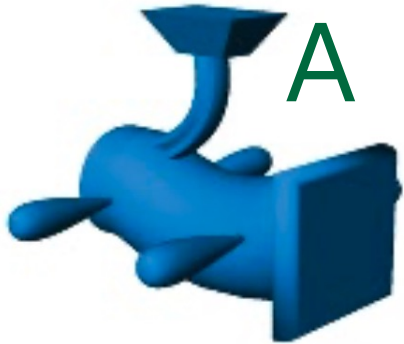
What did you observe?

## Round II

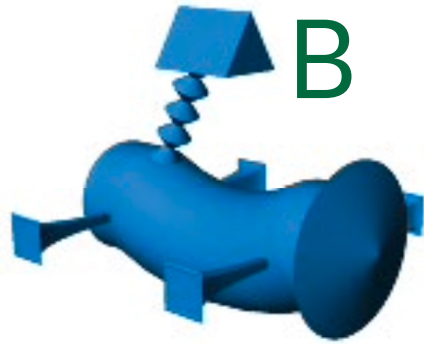
- Same as round I, but shuffle the Fribbles.  
Everyone gets two again



# Fribble names



A



B



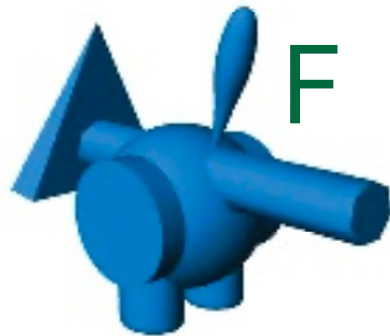
C



D



E



F



G



H

## Observations II

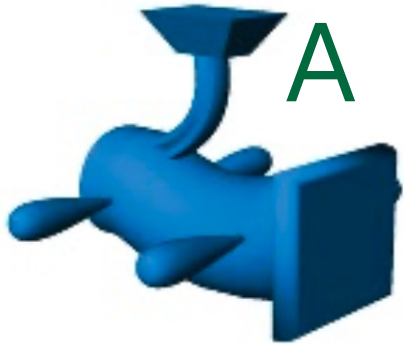
- Communicative history helps in achieving mutual understanding of the references
- Simplification of *conceptual pacts*

What did you observe?

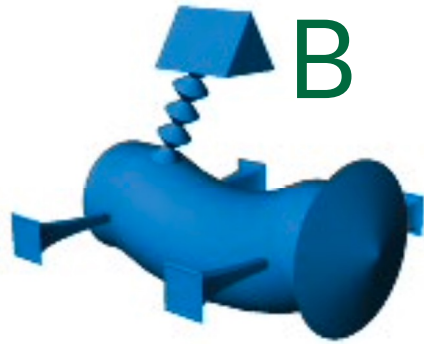
## Round III

- Same as rounds I & II, but shuffle the groups such that 2 players from group A form a new group with 2 players from group B

# Fribble names



A



B



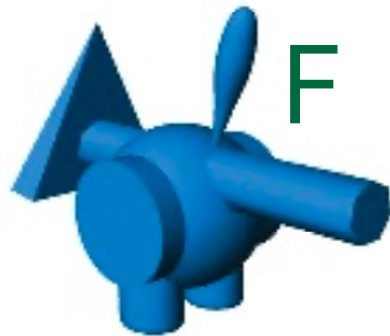
C



D



E



F



G



H

## Observations III

- Again, communicative history helps
- *Conceptual pacts* are partner-specific
- Assumptions about background knowledge

What did you observe?

# 1. Challenges facing a (social) organism

Cultural memory, reputation, transitive inference

# 2. Pressures on (social) brain development

Cost-benefit of a larger brain, social brain hypothesis, foraging brain

# 3. Course expectations

Reflections, summaries, final synthesis

## What problems does a (social) organism need to solve?

### *Acquire* information about the environment

- By interacting with the physical environment (personal information)
- By monitoring others' interactions (social information)

### *Retain* that information: inheritance/transmission systems

- Genetic inheritance system
- Epigenetic inheritance system
- Ecological niche construction
- Behavioral inheritance system
- Rapid communicative innovations

### *Deal with* an environment made of other cognitive agents

- By, among other things, keeping track of relationships and reputations

## Cultural memory

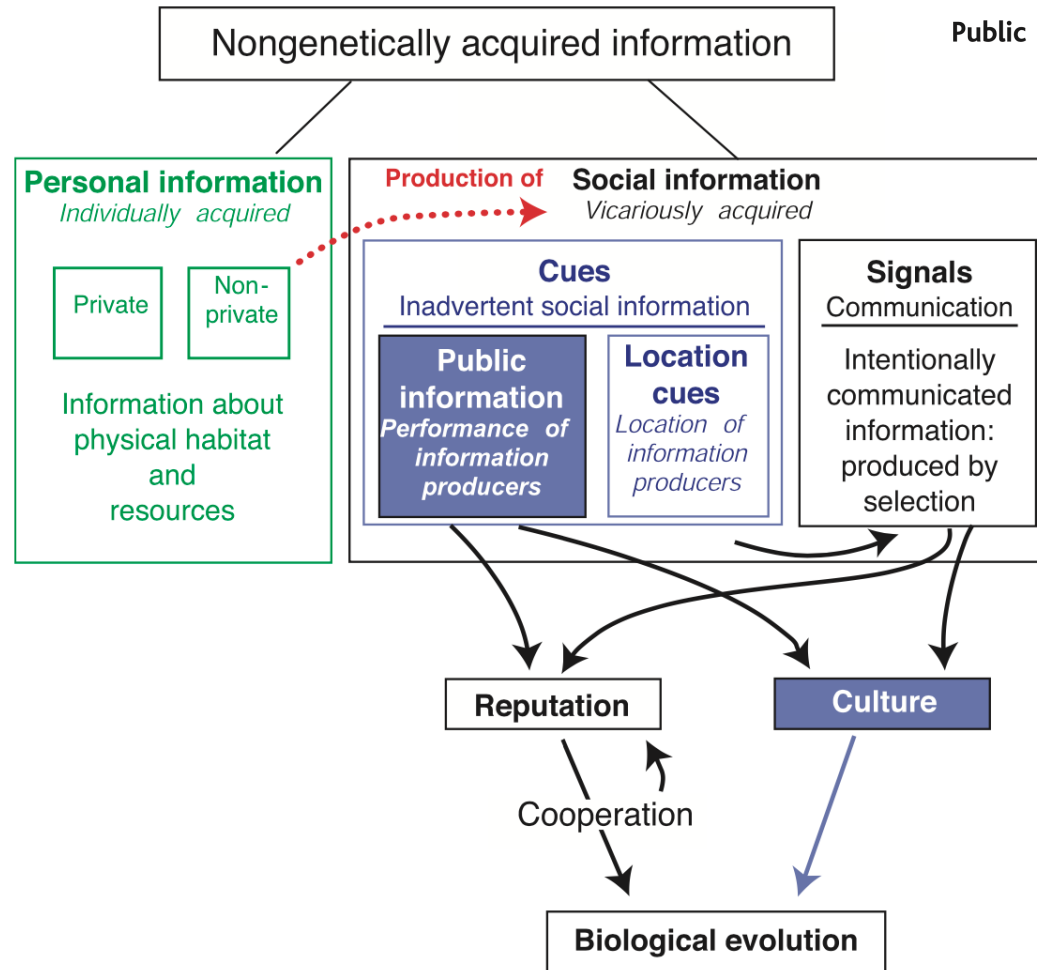
Copying others is smart because everyone does the best thing they know — individuals tend to perform tried-and-tested, high-payoff behaviour from their repertoire. By copying, individuals access a pool of ideas that are, on average, far more productive than what they could otherwise have picked up through trial-and-error. If this ‘adaptive filtering’ was switched off in the simulations, copying no longer paid. With this filtering, *other individuals become a vast memory store of highly valuable information.*

Kevin N. Laland\* and Luke Rendell

Current Biology Vol 23 No 17  
R736



# Reputation beyond cultural information



Public Information: From Nosy Neighbors to Cultural Evolution

Étienne Danchin,<sup>1</sup> Luc-Alain Giraldeau,<sup>2</sup> Thomas J. Valone,<sup>3</sup> Richard H. Wagner<sup>4</sup>

**Fig. 1.** The various forms of nongenetically acquired information (apart from parental effects). Information is anything that reduces uncertainty. Personal information is acquired individually by interact-

**Retaining information about the environment**

## Tracking relationships



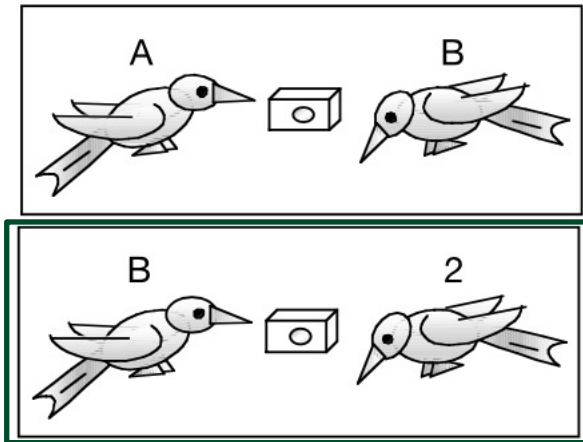
Ahla, the goat-herding baboon

When Ahla comes home in the evening after feeding, she will first go to the enclosure and from there through a door to the lambs' enclosure. From here, she can only hear the adult animals, but not see them. Once she hears from inside the voice of a lamb that is calling for its mother, she will retrieve the correct lamb and jump through the opening between the two enclosures and put it underneath the mother so it can drink. She does this flawlessly even when several other mothers are calling and several lambs are responding at the same time. Apparently, she knows every animal in the herd but it seems unclear how she effectively recognizes them.

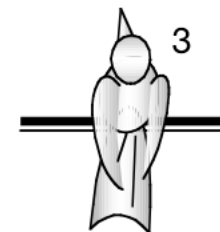
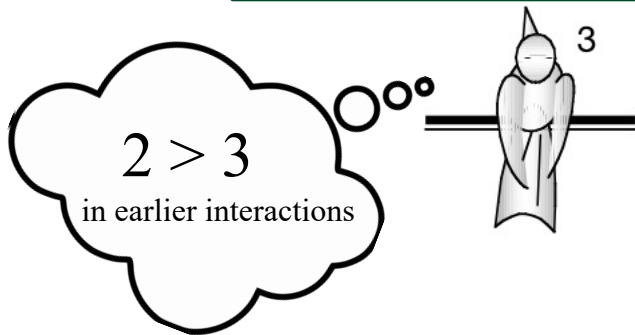
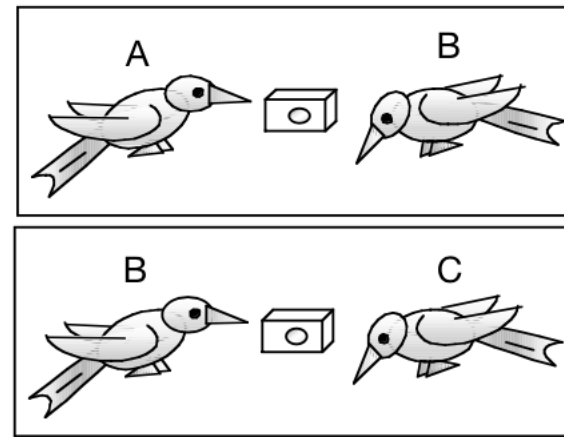
**Dealing with an environment made of other cognitive agents**

# Transitive inference

Experimental

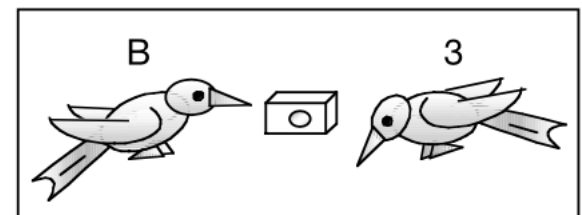


Control



A, B and C are strangers to 3

Test

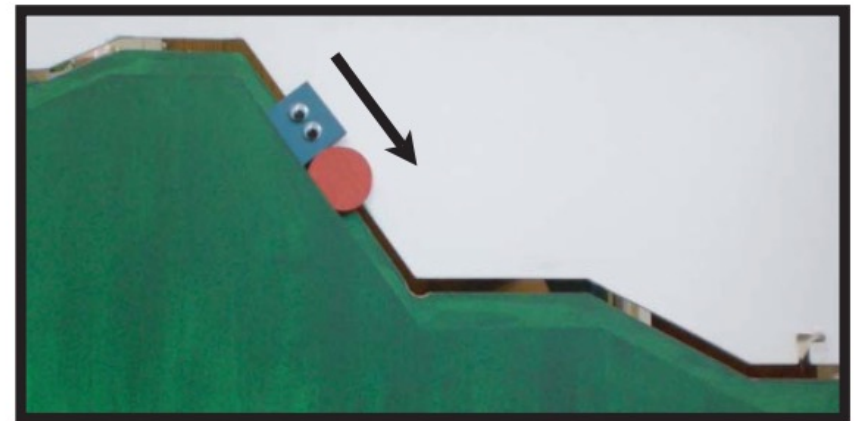
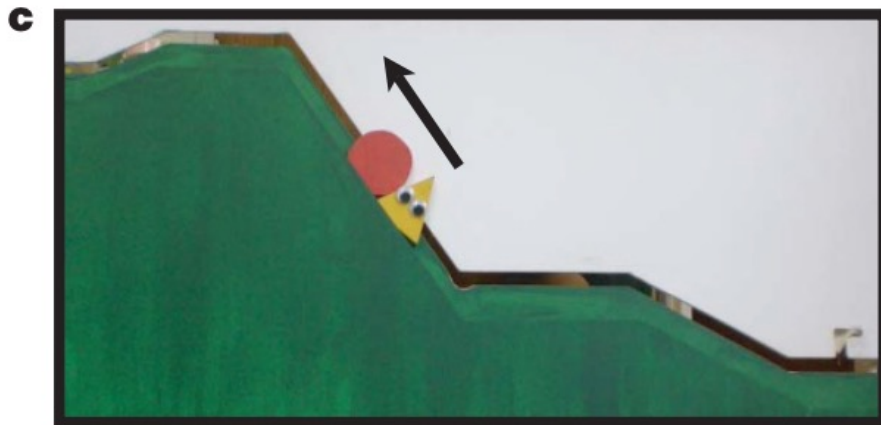
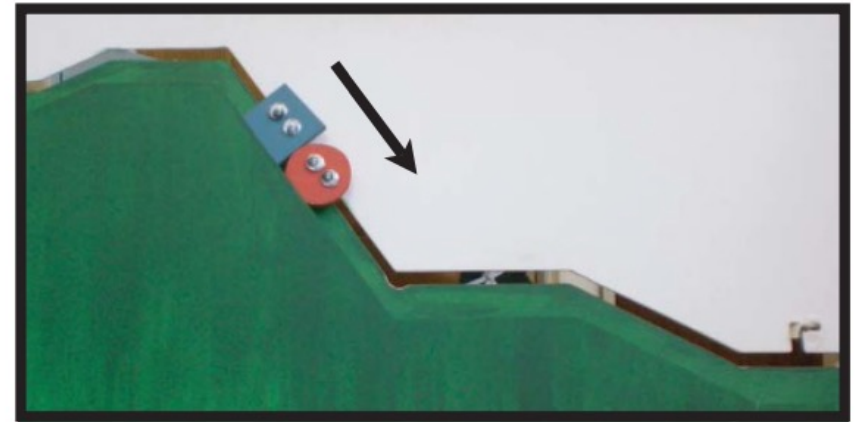
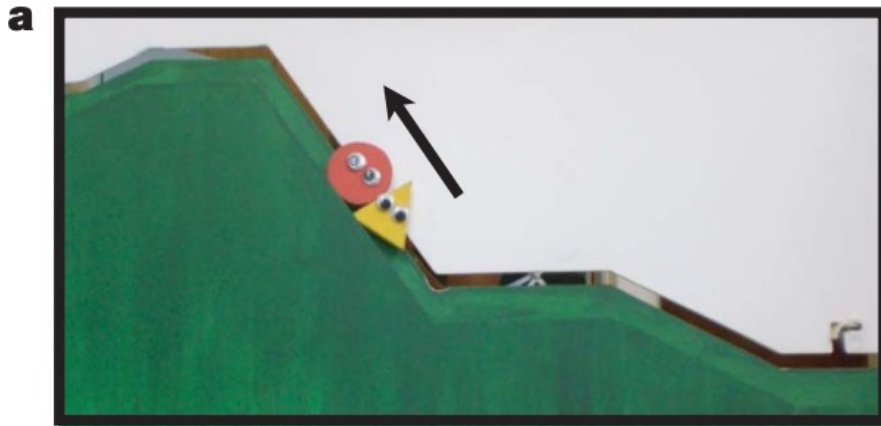


**Pinyon jays use transitive inference to predict social dominance**

Guillermo Paz-y-Miño C<sup>1</sup>, Alan B. Bond<sup>1</sup>, Alan C. Kamil<sup>1,2</sup> & Russell P. Balda<sup>3</sup>

Dealing with an environment made of other cognitive agents

# Reputation

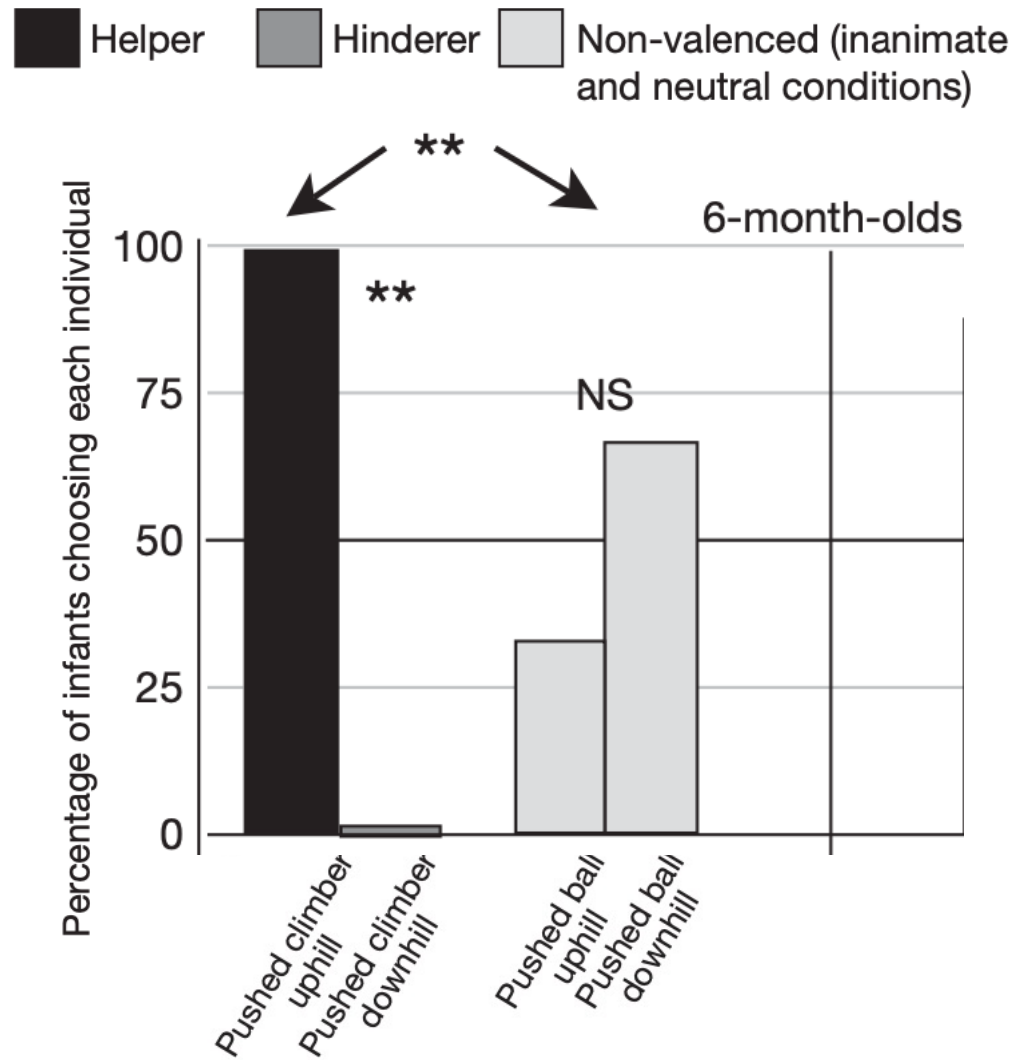


**Social evaluation by preverbal infants**

J. Kiley Hamlin<sup>1</sup>, Karen Wynn<sup>1</sup> & Paul Bloom<sup>1</sup>

Dealing with an environment made of other cognitive agents

## Reputation



Dealing with an environment made of other cognitive agents

# 1. Challenges facing a (social) organism

Cultural memory, reputation, transitive inference

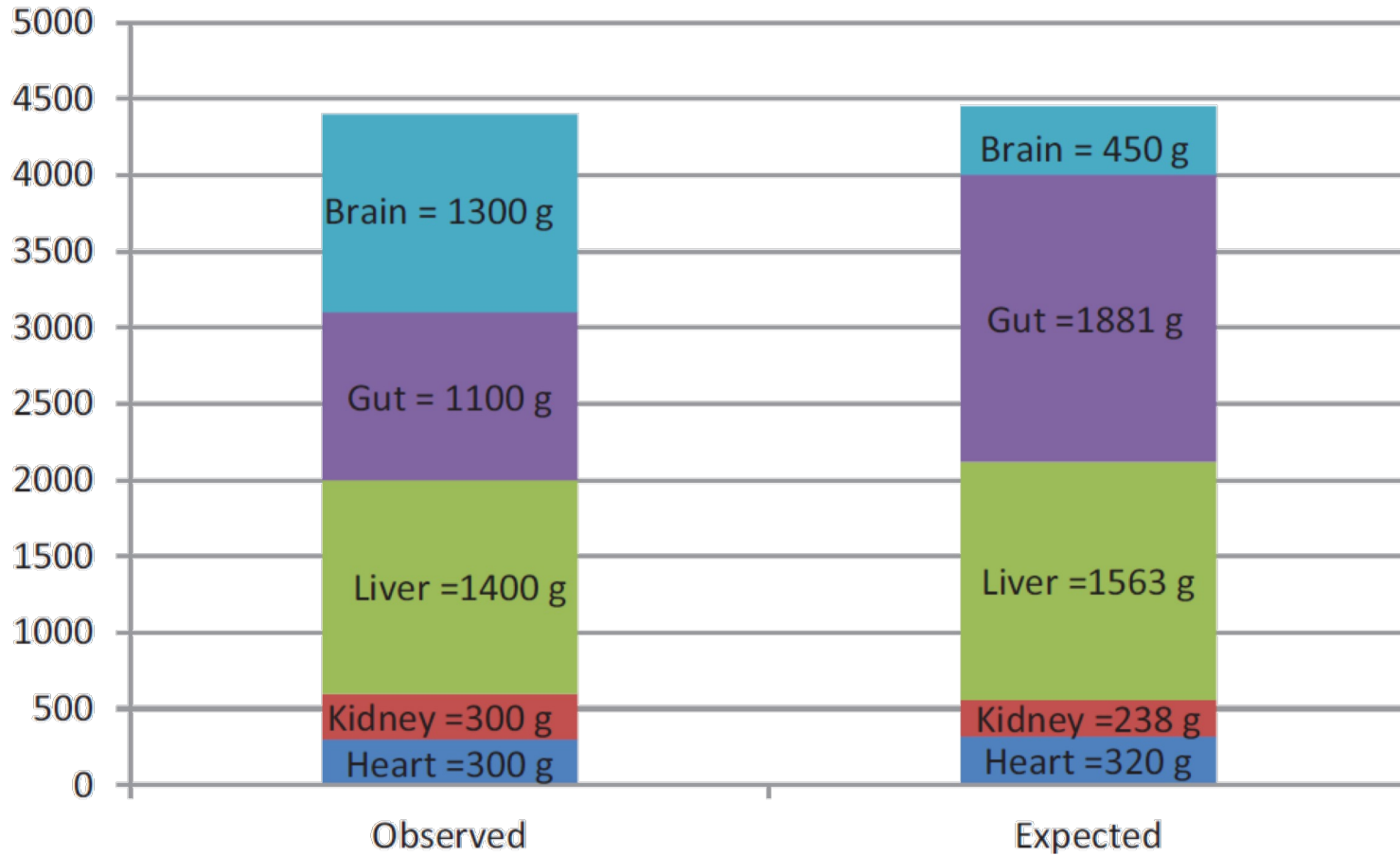
# 2. Pressures on (social) brain development

Cost-benefit of a larger brain, social brain hypothesis, foraging brain

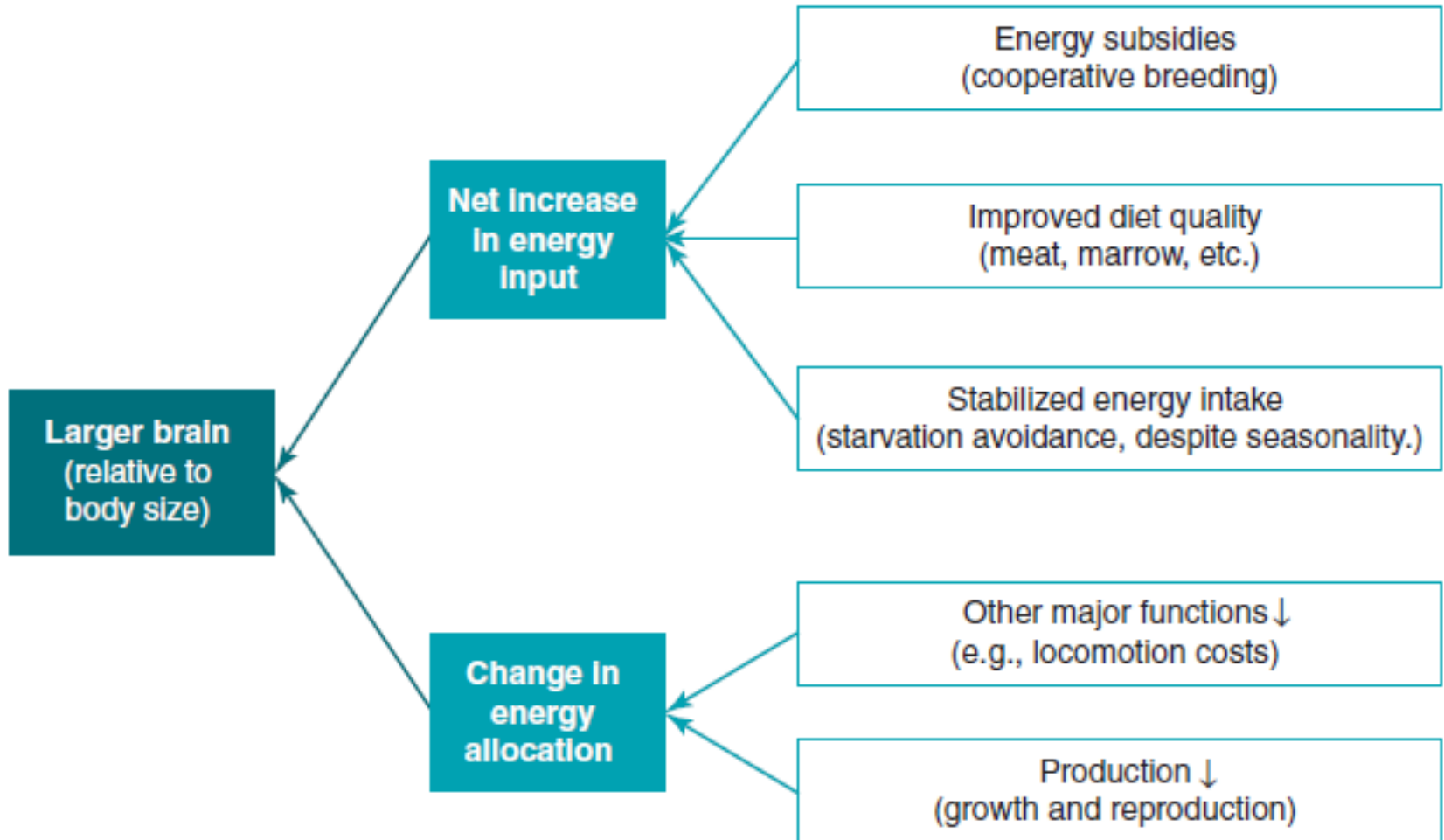
# 3. Course expectations

Reflections, summaries, final synthesis

# A biological anomaly

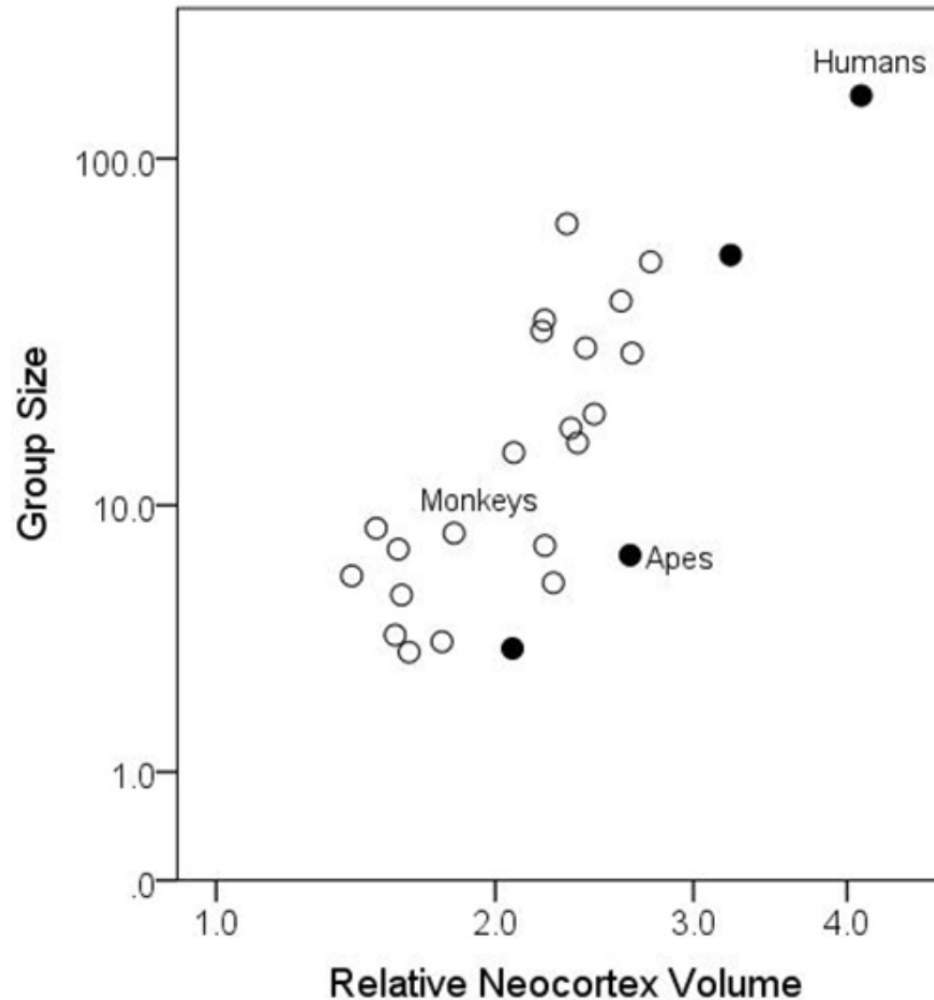


## Requirements of a larger brain



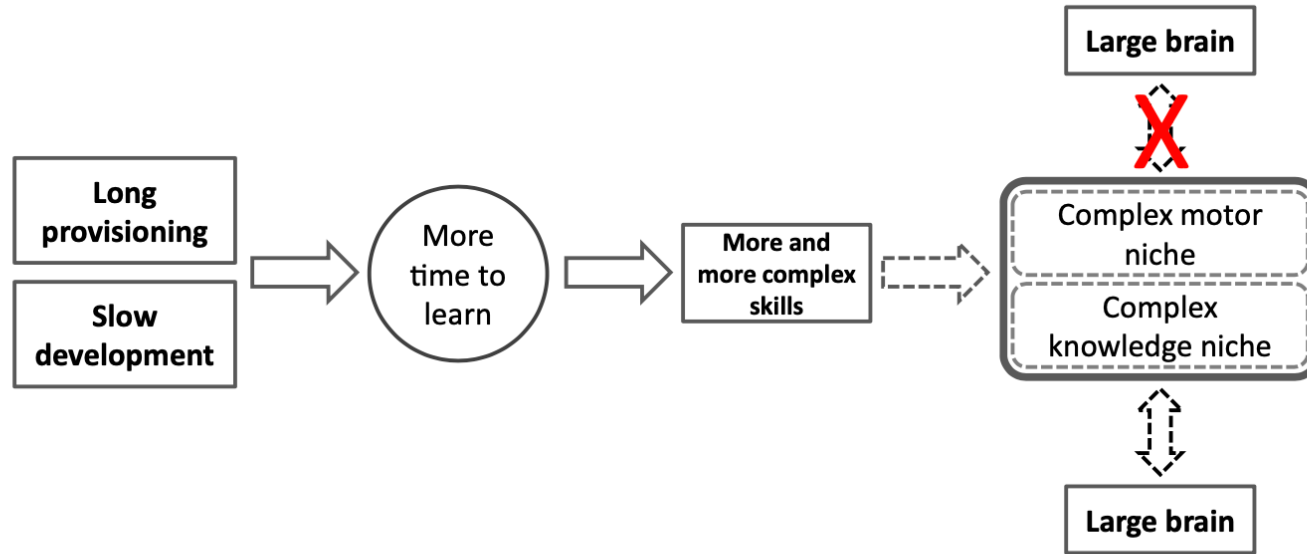


## Social brain hypothesis



Primates with more complicated social lives have bigger brains

## Complex foraging brain hypothesis



**Figure 1.** Slow development and extended provisioning have been shown to allow for extended periods of learning (later relative age at skill competence [Schuppli et al., 2012]). Here we ask in Part I whether the same two factors ultimately allow species to evolve into more complex niches. In Part II we are interested in how niche complexity relates to relative brain size and expect only the knowledge niche, but not necessarily the motor niche, component to be associated with large relative brain size.

Life history, cognition and the evolution of complex foraging niches

Caroline Schuppli<sup>\*1</sup>, Sereina M. Graber<sup>1</sup>, Karin Isler, Carel P. van Schaik

*Anthropological Institute and Museum, University of Zurich, Winterthurerstrasse 190, CH-8057 Zurich, Switzerland*

### Review

Foraging Cognition: Reviving the Ecological Intelligence Hypothesis

Alexandra G. Rosati<sup>1,\*</sup>

**Animals with more complicated foraging niches have bigger brains**

## Cultural intelligence hypothesis

Review

### Social learning and evolution: the cultural intelligence hypothesis

Carel P. van Schaik\* and Judith M. Burkart

*Anthropologisches Institut und Museum, Universität Zürich, Winterthurerstrasse 190,  
8057 Zürich, Switzerland*

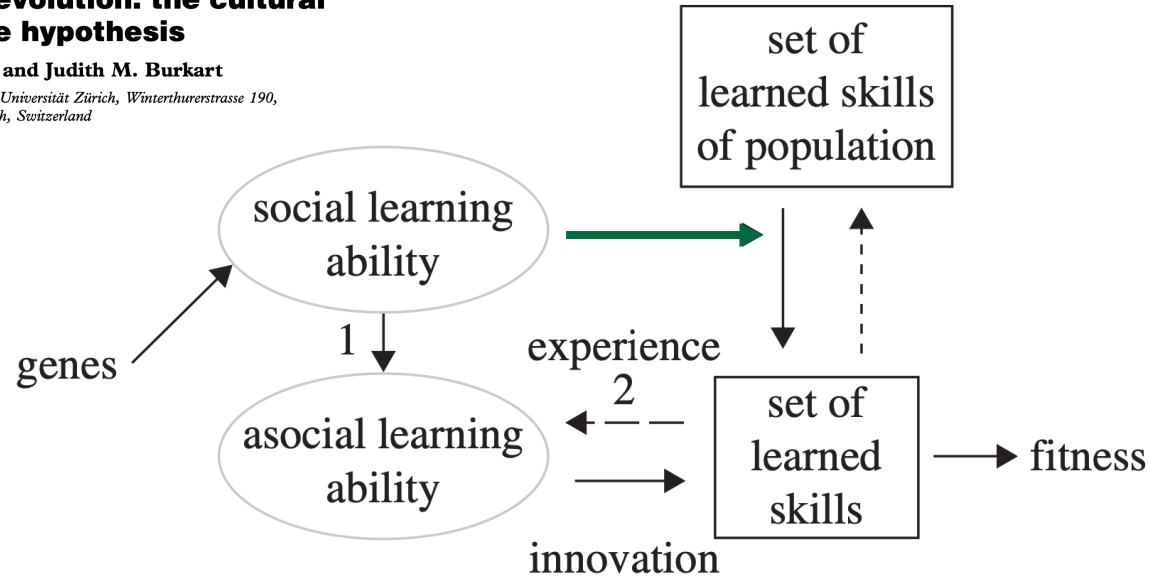


Figure 2. The evolution of intelligence through cultural feedback. Selection on an increased set of learned skills is achieved by improved social learning. Owing to the high cognitive overlap, social learning improves the asocial (individual)-learning ability (i.e. intelligence; shown by arrow 1). More learned skills also improve the latter through stronger experience effects (arrow 2).

Animals with role models can rapidly learn and generalize innovative skills

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Reflections, summaries, final synthesis

[stolkarjen.github.io/social-intelligence](https://stolkarjen.github.io/social-intelligence)

- **Tuesdays: Weekly reading reflections**

Present one of the papers randomly assigned in class (alone or in groups)

- a) What the researchers did
- b) What they found
- c) Bigger implications in the context of the other papers

Prepare one or more questions based on all papers and ask them in class

- **Thursdays: Weekly research summaries**

Find and discuss a recent empirical paper related to the topic of the week  
(one page summary due Wednesdays by 5pm)

- **End of term: Final presentations and paper**

Hypothetical empirical study with cross-domain relevance (up to 5 slides, ten pages report due on the Wednesday of week 10)

- The Evolving Social Brain