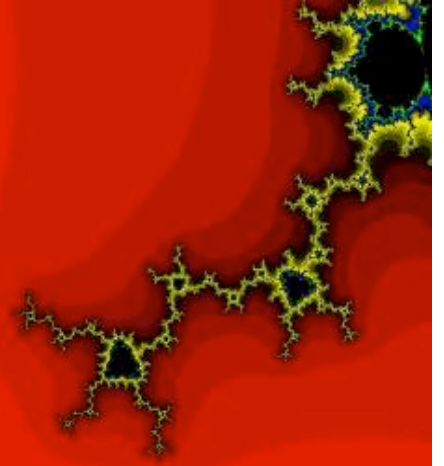
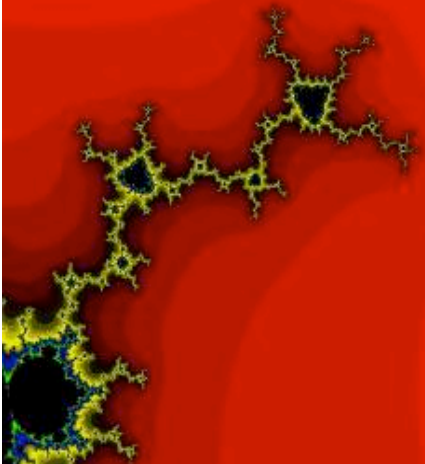


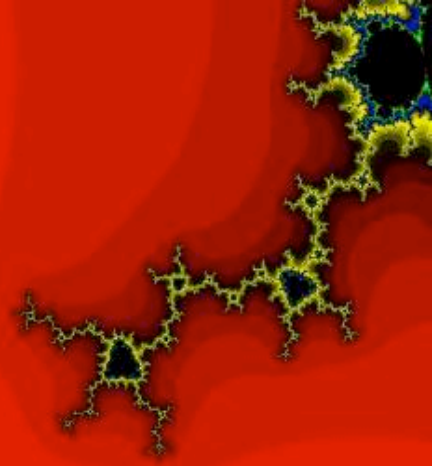
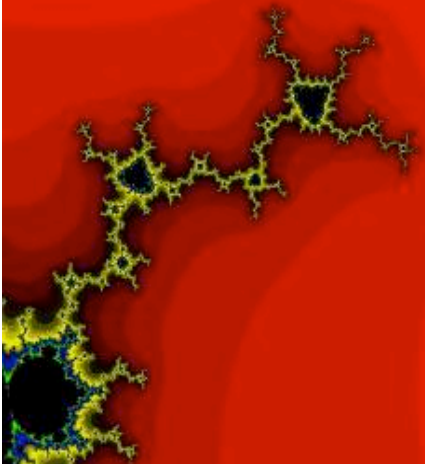
The Dynamical Approach to Cognitive Science

A Philosophical Argument
Concerning the Nature of Time



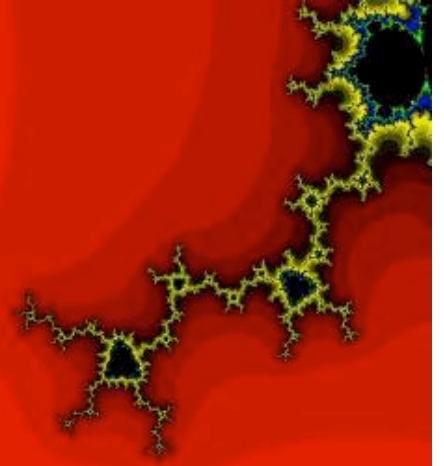
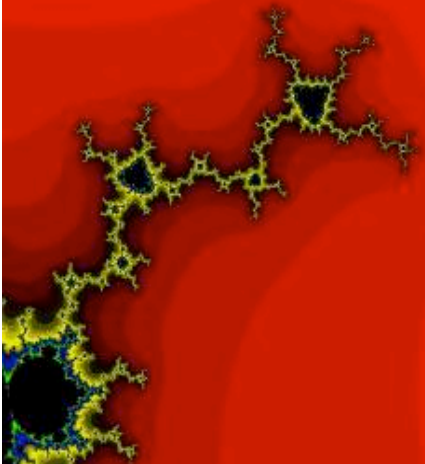
Overview

- Brief Intro to Dynamics
- Relation to Other Approaches
- Why the Dynamical Hypothesis is pursued
- Arguments against its conception
- Counterpoints to objections

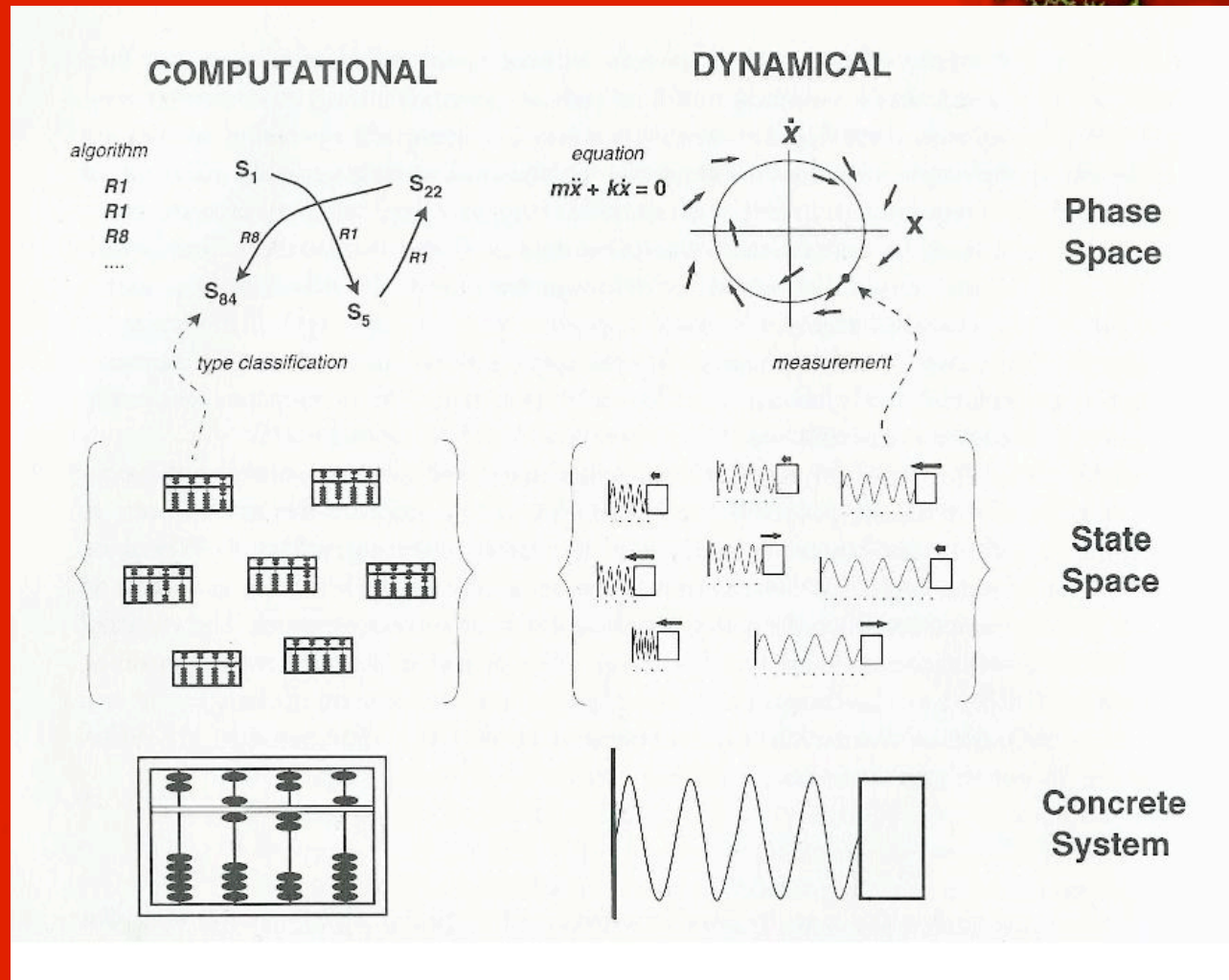


Dynamical Systems

- Systems with numerical states that evolve over time according to a rule
- Current state always determines a unique future behavior
- Phase space consists of trajectories not just an ordering of symbols

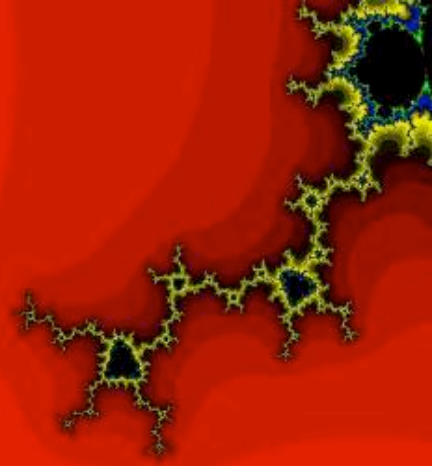
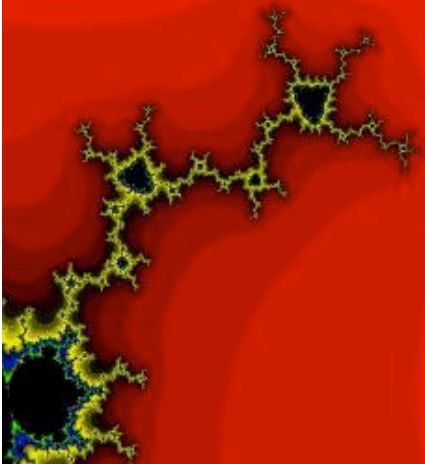


State-determined systems



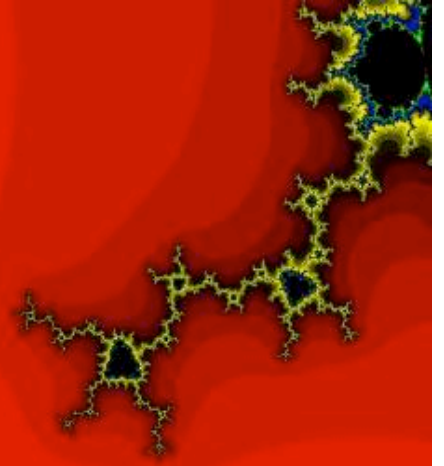
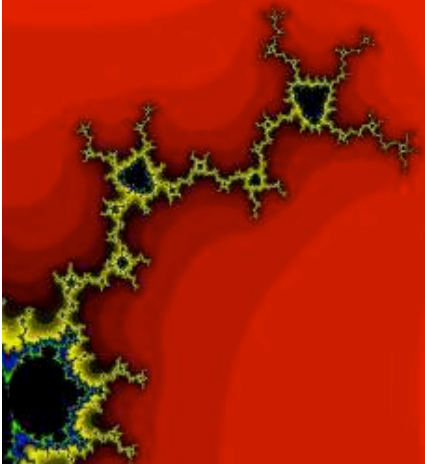
Comparison to Previous Approaches

- Symbolic
 - Focus on Structure
- Computational
 - Flaw with Ersatz Time
- Connectionist
 - Focus on Architecture
and Algorithm



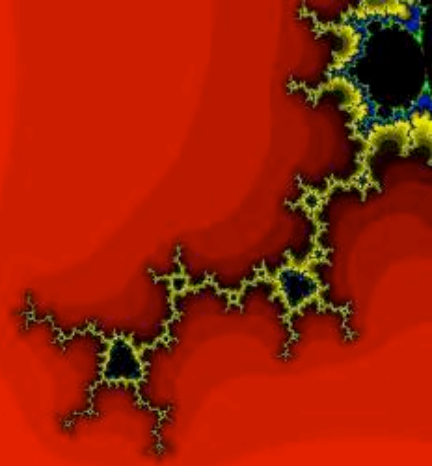
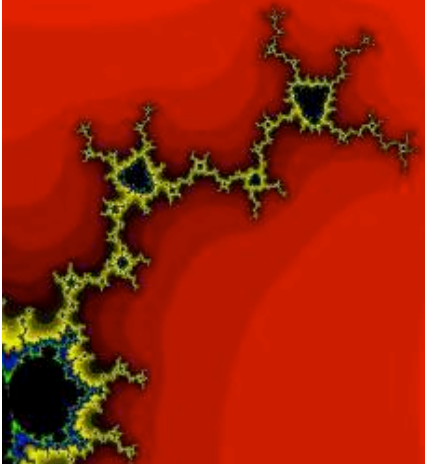
Why the Dynamical Hypothesis?

- Cognition and Time
- Continuity in State
- Multiple Simultaneous Interactions
- Multiple Time Scales
 - Self-Organization and Emergence of Structure
 - Embeddedness



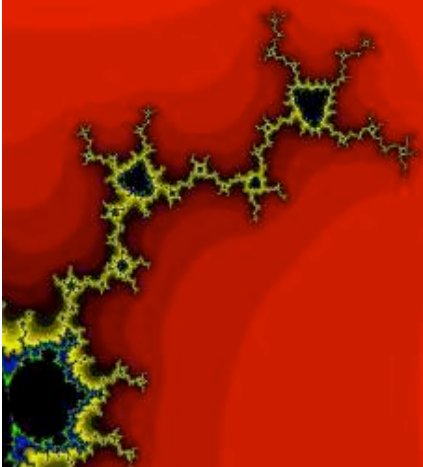
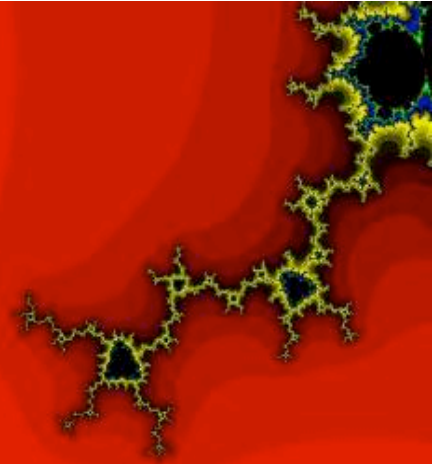
Arguments against Current Research and Theory

- Flaws in Mind as Motion
- Further Split in Lower vs. Higher Cognitive Processes
- Strong Coupling Thesis
- Experiments as Ersatz Imposters



Van Gelder's Response

- Discretely Defined Systems are not inherently incorrect
- “Quasi-real” time
- Metrics to define time/space distances
- Fundamental difference between ersatz and “quasi-real” discreteness



References

- Beer, Randall D. (2000) Dynamical approaches to cognitive science. *Trends in Cognitive Science*
- Grush, Rick. (1997) Yet another design for a brain? Review of Port and van Gelder (eds) *Mind as Motion. Philosophical Psychology*
- van Gelder, T. J. (1999) Bait and switch? Real time, ersatz time and dynamical models. *Dynamical Cognitive Science*
- van Gelder, T. J., Port, Robert F. (1995) It's About Time: An Overview of the Dynamical Approach to Cognition. *Mind as Motion*

