AVM: Data structures for the Cognitive Science of Religion

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1. Computational Foundations of Cognition

"/C ognition is computation. This hypothesis permits the rigorous analysis of cognition – even at its most abstract – through a formal characterization of cognitive calculation. But computation is a rich notion that can be formalized in many ways. So the fundamental hypothesis of cognitive science – cognition is computation – immediately gives rise to the fundamental question of human **cognitive architecture**: just what *type* of computation is cognition?" (Smolensky & Legendre, 2006, vol. I, p. 5, emphases are original).

2. Cognitive Science of Religion

AIM: to understand the religious concepts in the human mind/brain. The **building blocks** of the mental representations in [religious] cognition: • Entities:

- Ontological categories: human, animal, plant, object, artifact... (Keil, 1989).

1st approximation: our working assumption is that *computation consists of*

- a. Representations or data structures,
- b. Operations "manipulating" these data structures,
- c. Overall architecture, built up of those operations.

2nd approximation: "representations" and "manipulations" can be distributed, embodied, embedded, etc.

AIM: to understand the data structures and algorithms in our mind/brain. Data structures: numbers, character strings, graphs, feature matrices, distributed activation patterns, etc. Algorithms: rewrite rules, symbol manipulating programs, differential equations, activation spreading, etc. **PROPOSAL:** as data structures, let us use

$\mathbf{AVMs} = \mathbf{attribute-valu}$	$ value_1$	<i>type</i> ATTRIBUTE_1	
a.k.a. [typed] feature structures , wid	$value_2$	ATTRIBUTE_2	
(HPSG, LFG, some Construction Grammars,	$value_{-}3$	ATTRIBUTE_3	

matrices

spread in linguistics tc.) since the 1980s.

- Intuitiveness vs. counterintuitiveness (Boyer, 1994). - Agentive vs. non-agentive.
- Epistemic modality: real, culturally postulated, fictive, hypothetical, counterfactual... (Biró, 2012)
- Actions, events:
- Thematic roles: AGENT, PATIENT, RECIPIENT, INSTRUMENT, ... (Lawson & McCauley, 1990).
- Intuitiveness vs. counterintuitiveness (Boyer, 1994).
- Tense-and-modality: past, present, future, wish, precept, prohibition, etc.
- Epistemic modality: real, culturally postulated, fictive, hypothetical, counterfactual... (Biró, 2012)
- Folk theories applied to ontological categories.
- Etc.: properties, locations, time, amounts, etc.

GOAL: to model these building blocks using some formalism.

A useful research strategy, as I learned it in linguistics:

- a. Develop some formalism, such as context-free grammars or AVMs.
- b. Describe as many [cultural, religious,...] phenomena with this formalism, as possible.
- c. Gradually refine the formalism: revise it, restrict it, and embed it in a larger theory.

3. Context-free grammars (CFGs) and trees

Inspired by Chomskyan syntax in the 1980s, Lawson and McCauley (1990) develop a *context-free grammar* (1) as the model of the human Action Representation System. With it, specific actions – including religious rituals – can be represented as trees (2):

4. AVMs: attribute-value matrices

In linguistics, context-free grammars were introduced to account for the **linear order of the constituents**, e.g., of the words in a sentence. To more efficiently account for further phenomena, such as agreement, the CFG formalism has been generalized and modified, giving rise to alternatives. Many of these alternatives, including **unification grammars**, employ *attribute-value matrices*. In fact, Lawson and McCauley (1990)'s analysis focuses not on the linear order of the participants in a ritual, but on the **thematic roles** they fill. These can be more perspicuously expressed using AVMs:

ACTION \rightarrow P ACMPLX P^{*} $P \rightarrow AG QUALITY^*$ $P \rightarrow \text{OBJECT} \text{ QUALITY}^*$ $AG \rightarrow John, Steve, Zeus, Snow White, deities,...$ $OBJECT \rightarrow cow, food, flower, stone,...$ $ACMPLX \rightarrow ACTACTION_QUALITY^*$

 $ACT \rightarrow offering, giving, eating, seeing, \dots$

(1) Some of the formation (production) rules. in the Lawson–McCauley CFG formalism.

Entities represented as atomic elements (terminals) in CFG.

ACTION ACMPLX Р Р ACT OBJECT AG AG deities John offering food

(2) Tree representation of the ritual "John offering food to the deities".

Main thrust: represent *rituals* as **actions**.

GIVING-act	ion	D state-of-a	nffairs]	
AGENT	John 1	THEME	crop	
PATIENT	food	PROPERTY	qood	
RECIPIENT	deities	TIME	next year	
TIME	now	MOOD	volitive	
GOAL	2	•••		

An AVM pair for the **action/event** "John offering food to the deities now, for the sake of good crop next year"

1 human	
NAME	"John"
ONTOLOGICAL CATEGORY	human
AGENCY	+
EPISTEMIC MODALITY	real
GENDER	male
AGE	

AVM representing the **entity** "John"

5. Complex religious system

Thus far: representing knowledge about **entities** and **actions/events**, both *real* and *culturally postulated*. Entities include: counterintuitive agents, objects with supernatural power, artifacts with religious significance. Actions, events and states-of-affairs include: rituals, prohibitions, mythological and eschatological events, etc. Mythology and scriptures: a series of culturally postulated past events, prohibited and prescribed actions.

Cultural and religious knowledge modeled as a set of AVMs: cult. postulated entities and actions.

AVM formalism also introduces:	narrative]		constraint]
IInifaction a representation		PARTCPNT	God 1			PARTCPNT	e
+ Onnication: a representation	EPISODE	TIME	t 2		EPISODE	TIME	t
is <i>counterintuitive</i> if it cannot \neg		LOCATION	jungle			LOCATION	l1
be unified with a constraint		PARTCPNT	1		EPISODE	PART. e]
provided by some folk theory.	EPISODE	TIME	2			TIME t	
		LOCATION	river			LOC. $l2 =$	<u>l1</u>

Conclusions:

• Attribute-value matrices (AVMs) shown to be an effective descriptive tool as a data structure in formal-computational models of cultural and religious cognition.

6. Summary

• Enabling a uniform framework for representing and manipulating real and culturally postulated entities, actions and narratives, hard and soft constraints... — and hopefully much more.

Moreover, thanks to the decades-long expertise in computational and theoretical linguistics with AVMs,

• AVMs come with strong mathematical foundations,

+ Co-indexation, aka. reentrant structures: such as 1 in section 4, is a tool for expressing identity, which connects various structures in this complex system. Example: the deity d appearing in a narrative (past tense event) is the same entity as the recipient $\frac{|d|}{d}$ of a sacrifice (a GIVING-action, precept modality).

• AVMs come with extensive literature on their computational implementations.

NEXT: describe more and more phenomena, in order to refine the formalism.

TOWARDS A UNIFIED FRAMEWORK OF HUMAN (HIGHER) COGNITION:

I believe, if a formalism adequately describes two very different domains of human (higher) cognition (such as linguistics and religion, or culture in general), then its general cognitive adequacy – as a horizontally integrating theory (Smolensky & Legendre, 2006) – can be further corroborated.

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