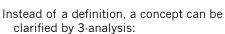
COGSCI 300 Week 11: Creativity

Please turn off and put away all electronics.



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What is Creativity?



Exemplars: standard examples

Typical features: prototype

Explanatory roles: what creativity explains,

and what explains creativity

Blouw, Solodkin, Thagard, and Eliasmith, forthcoming, Cognitive Science.

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Creativity Features

A creative product is:

- 1. new (novel, original),
- 2. valuable (important, useful, appropriate, correct, accurate), and
- 3. surprising (unexpected, non-obvious).

Explanatory roles: Creativity explains individual and social success, but what explains creativity?

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Products of Creativity



- **1.Concepts**: atom, atomic bomb, hospital, cubism
- **2. Hypotheses:** evolution, fission, public education, atonal music
- **3. Things**: moons of Jupiter, wheel, University of Bologna, Mona Lisa
- **4. Methods:** experimentation, computer programming, universal health care, impressionism

Human Creativity

- Combinatorial conjecture: Creativity results from novel combinations of representations (Koestler, Boden, Dugald Stewart 1792, etc.).
- 2. In humans, mental representations are patterns of neural activity.
- 3. Neural representations are multimodal, encompassing information that can be visual, auditory, tactile, olfactory, gustatory, kinesthetic, and emotional, as well as verbal.

Human Creativity

- 4. All creativity results from combinations of semantic pointers: imagery, concept combination, analogy, abduction, rule formation etc.
- 5. Emotions are both inputs and outputs of creativity.

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Discussion Questions

- 1. What is missing in a cognitive explanation of creativity based on semantic pointers?
- 2. Does this explanation suggest how people might become more creative?

Computer Creativity



1. Painting: AARON (Harold Cohen)

2. Music: David Cope

3. Heuristics: Lenat's Eurisko

4. Recipes: Chef Watson

5. Image processing and voice recognition: e.g. Google brain and deep learning

Increasing Computer Creativity

- 1. Multimodal representations
- 2. Recursive binding
- 3. Analogy: driven by semantics and pragmatics, not just syntax
- 4. Pragmatic evaluation by something like emotion
- 5. Procedural creativity: new methods

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How Chef Watson Works

Representations: Natural language databases of (1) recipes, (2) food chemistry, and (3) flavor psychophysics. Probabilities. Recipes, including ingredients, steps, chemical flavors

Procedures: (1) Generate new recipes by flavor pairing and olfactory pleasantness. (2) Evaluate new recipes probabilistically.

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Chef Watson Strengths

- 1. Large data base of recipes
- 2. Scientific information about food chemistry and flavor psychology
- 3. Fast processing to integrate many factors and generate many combinations

Chef Watson Limitations

- 1. No sensory representations
- 2. No interaction with world
- 3. Linear evaluation of pleasantness of compounds no synergies, emergence

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Discussion Question

Could Chef Watson replace human chefs?

Chef Watson Versus Humans

- 1. Advantages of robots: breadth of information, speed of processing
- 2. Advantages of humans: embodied, emotional, empathic

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