emotion_small.txt

Notes for Meeting 24 Cognition, Affect, and Emotion

Examples of Emotions

There are many emotions that we view as important enough to name, including:

The Pervasiveness of Emotion There is no question that emotion plays a central role in human lives. It colors and modulate many of our activities, both physical and mental. This raises an important and interesting question: - How is emotion related to cognition? More broadly, what function does emotion serve in an integrated cognitive system?	FearWoLovePrDisappointedReFrustrationSaAnnoyedIrResentfulErEmbarrassedGuSelf righteousRePitySyAmusedWo		Anger Despair Courage Pleasant surprise Helpless Disgusted Jealous Ashamed Offended Schadenfreude Awe man analogs are distinguished
Emotion and Rationality	This suggests there is a strong cognitive component to emotion.		
The traditional view is that emotions are an irrational holdover from our evolutionary precursors. This perspective influenced much of the early AI work, which ignored emotions as being detrimental to intelligent systems.	Representing Emotions Before we can discuss emotional processes, we must consider how to represent them.		
 Clearly, one can build programs that reason, plan, and communicate, to some extent, without emotional components. 	Marsella, Gratch, and Petta (2011) distinguish three main ways to encode emotional content:		
- However, Simon (1967) has argued that affect and emotion play important roles in controlling cognitive attention.	 Dimensional models (emotions as points in N-dimensional space) Anatomic models (emotions as activations in neural circuits) Appraisal models (emotions as relations among cognitive structures) 		
- Damasio (1994) describes brain-damaged humans who have little or no emotion, and who have difficulty making decisions.	These frameworks suggest very different ways to approach explaining emotional processes.		
This suggests that human-level cognitive systems may require emotions.	Dimensional Models		
Some Distinctions	Most dimensional models characterize emotions as points in a three- dimensional space:		
Both the academic literature and everyday language use a number of terms that we should differentiate: - Affect. The positive or negative aspect of some experience.	 pleasure (measure of valence) arousal (level of affective activation) dominance (measure of control) 		
- Mood. A global variant of affect for the entire cognitive system.	Such "PAD" models have been used successfully in a variety of synthetic characters (e.g., Becker-Asano & Wachsmuth, 2008).		
- Emotion. An experience associated with some mental structures related to an event, agent, or object.	However, they cannot handle some clear and important phenomena:		
- Feelings. Affective or hormonal responses associated with an emotion.	- emotions are ABOUT some event, person, or object;		
A complete account would relate each of these factors to cognition.	- one can have MIXED emotions about the same target.		
Here we will focus on emotions, which are the most complex and interesting from a cognitive perspective.	This suggests the need for an account with richer cognitive structures.		

emotion_small.txt

Emotions as Cognitive Structures	Effects of Emotions		
Appraisal models view emotions as inferred relations among mental structures based on situations.	Some accounts of emotion are "open loop", in that they model generation of emotions but not their effects.		
Ortony et al. (1988) describe 22 such configurations that characterize common emotions organized around events, objects, and other agents.	More complete accounts are "closed loop", in that they influence either: - the agent's physical behavior		
<pre>We can describe elicitation conditions of emotions as relations among: - an agent's goals, intentions, expectations, and beliefs - an agent's inferences about other agents' goals, intentions, etc. This suggests that emotions are abstract and domain independent, much as the inference rules used in dialogue.</pre>	 e.g., crying or punching someone the agent's cognitive processing e.g., changing goal priorities or increasing planning The latter view follows Simon (1967) in claiming that emotions play a regulatory role in cognition. When combined with the domain-independent, abstract character of emotions, this suggests: The Emotion as Metacognition Hyptothesis: Emotion plays a metacognitive role in determining the course of mental processing. 		
 - (jealous ?agent ?other ?object) <= (goal ?agent (possess ?agent ?object)) (belief ?agent (not (possess ?agent ?object))) (belief ?agent (possess ?other ?object)) More complex emotions are specializations of more basic ones in that they involve more conditions. An agent can use the same rules for inferring another agent's emotions as for eliciting its own.	Again, this suggests that emotion will be a central part of any human-level cognitive system. Assignments for Meeting 25 Cognition and Personality Read the article: * Rizzo, P., Veloso, M., Miceli, M., & Cesta, A. (1997). Personality-driven social behaviors in believable agents. Proceedings of the AAAI Fall Symposium on Socially Intelligent Agents. Cambridge, MA: AAAI Press.		
Intensity of Emotions Although emotions have a clear cognitive structure, they also have associated feelings. One aspect of feelings is their intensity, which typically begin high and gradually decay over time. Computational models that address intensity usually calculate it with equations based on utilities and probabilities. Such calculations play more important roles in dimensional models than in ones that incorporate appraisals.	<pre>* Rousseau, D., & Hayes-Routh, B. (1996). Personality in synthetic agents (Report No. KSL 96-21). Knowledge Systems Laboratory, Department of Computer Science, Stanford University, Stanford, CA. [optional]</pre>		