

Vision Sciences Laboratory

# The social mind

Professor Ken Nakayama  
Department of Psychology  
Harvard University

# Question

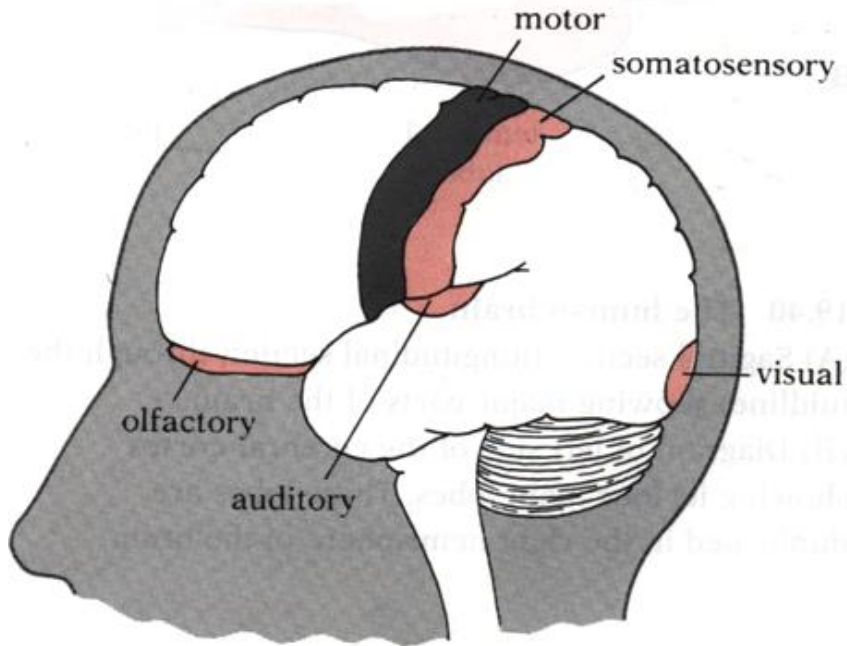
On the origin of human intelligence?  
(mathematics, language,  
episodic memory)?

# background

- My training and career - vision
  - Not social psychology
- Reductionism
- Primacy of social processing
- Many ways to study it

# Expansion of the visual system

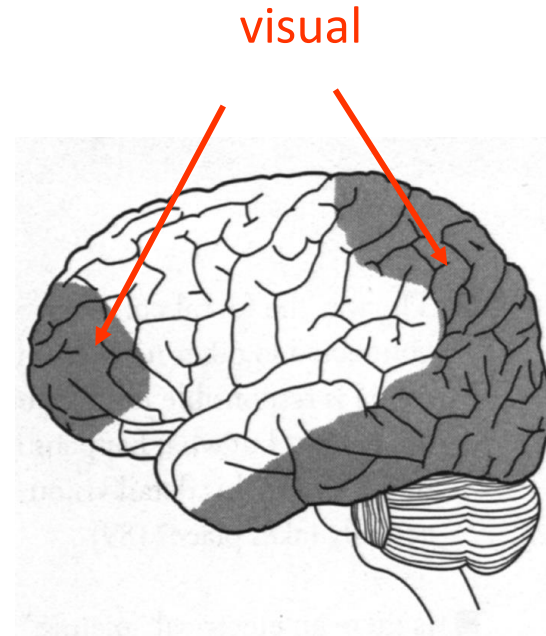
## classical view of brain



1950s

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## post 1970s view



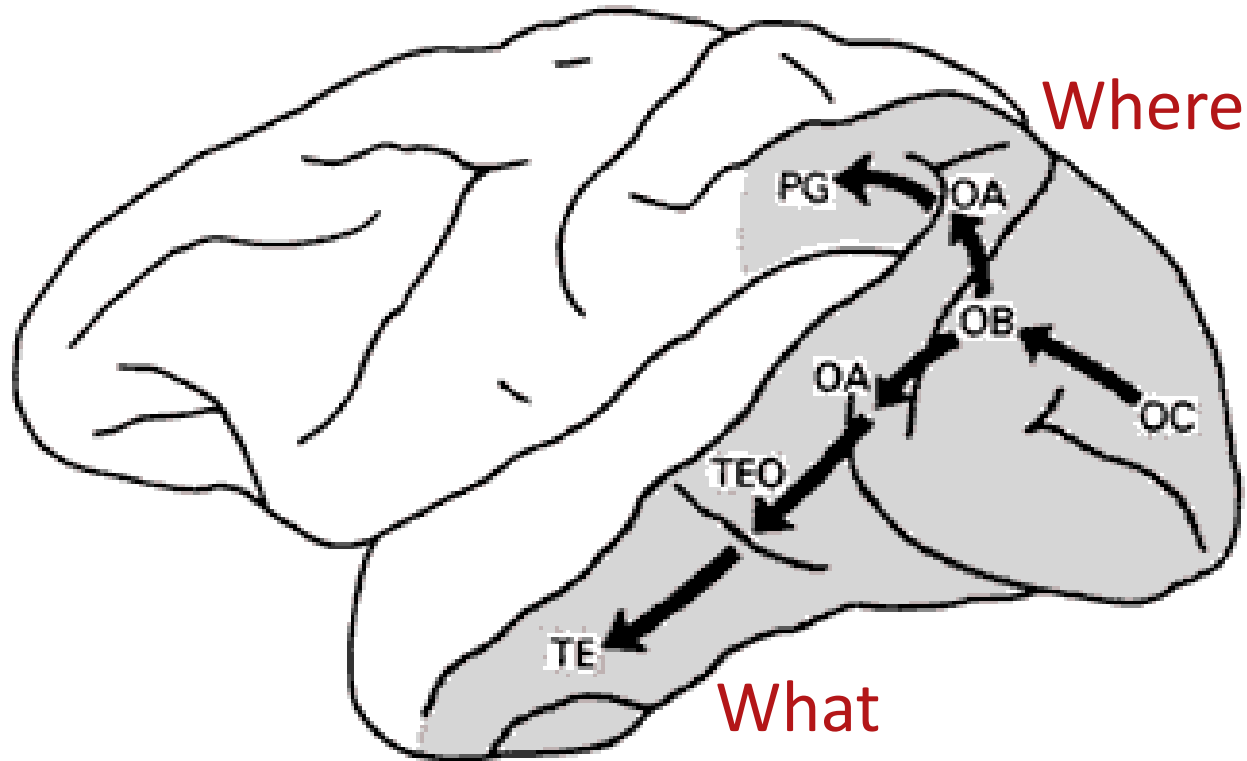
1980s

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Half of primate brain and substantial fraction of human brain devoted to vision

# Vision is “*determining what is where by looking*”

-David Marr (1980)



Ungerleider and Mishkin (1982)

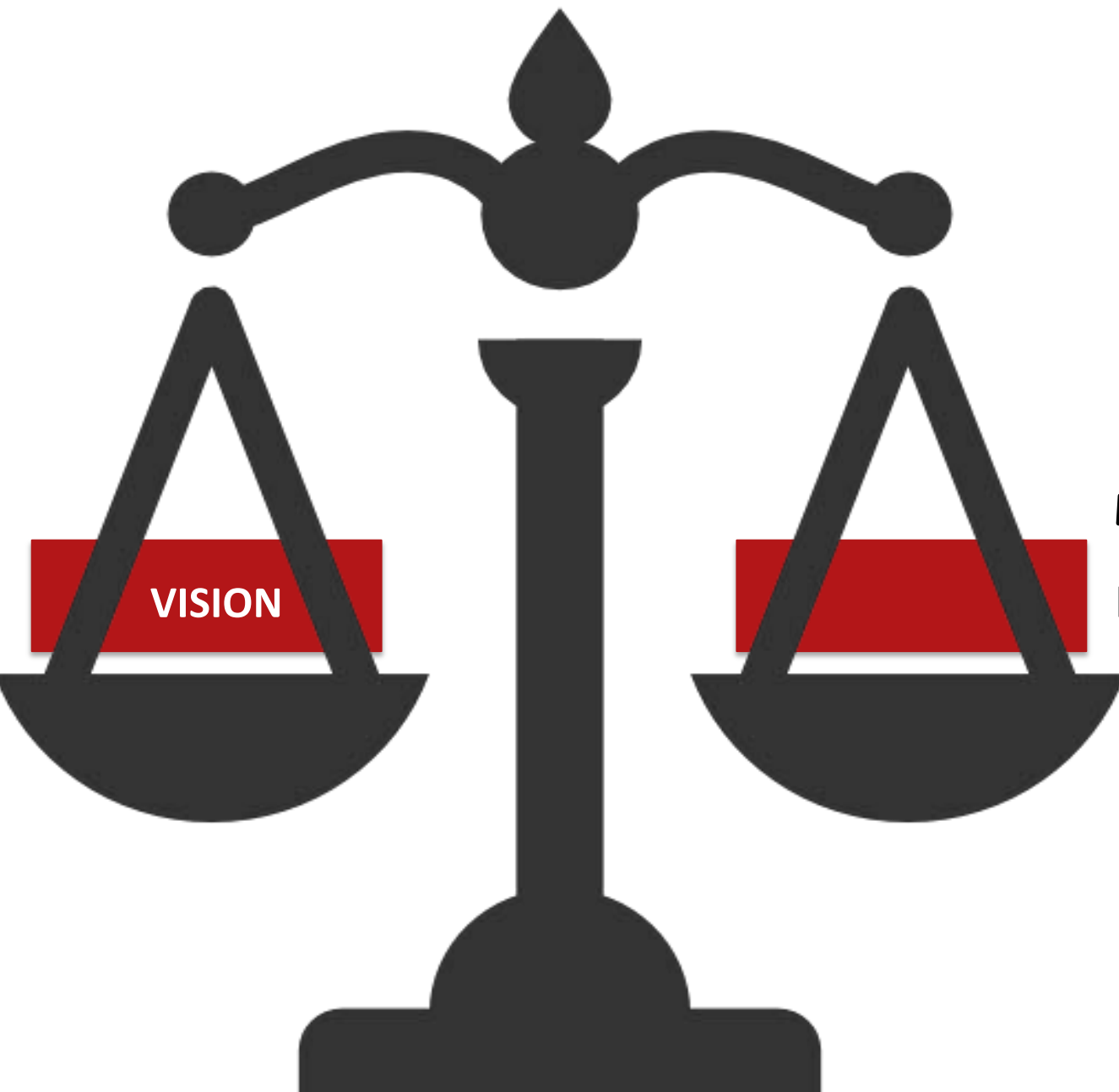
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Source: Mishkin, Mortimer, and Leslie G. Ungerleider. "Contribution of striate inputs to the visuospatial functions of parieto-preoccipital cortex in monkeys." *Behavioural brain research* 6, no. 1 (1982): 57-77.

Figure removed due to copyright restrictions. Please see the video.

Source: Van Essen, David C., Charles H. Anderson, and Daniel J. Felleman. "Information processing in the primate visual system: An integrated systems perspective." *Science* 255, no. 5043 (1992): 419.

# Enormity of vision (in primates)





## EVERYTHING ELSE

language, abstract thoughts  
greed, sex, power,  
empathy, humor, literature  
music, addiction, choice...

Must be other visual functions that  
we are ignoring

more than

Vision is **^**“*determining what is where by looking*”

-David Marr (1980)

Must be other visual functions that  
we are ignoring

- Action (visuo-motor control)
- Navigation
  
- **Social perception and behavior**

# 9

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## The social function of intellect

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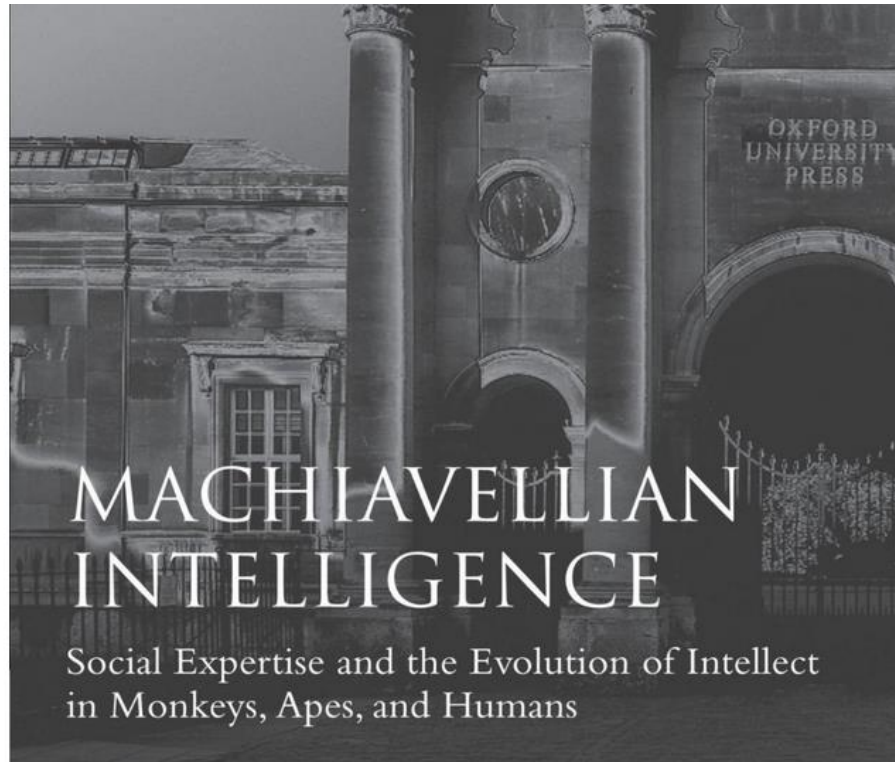
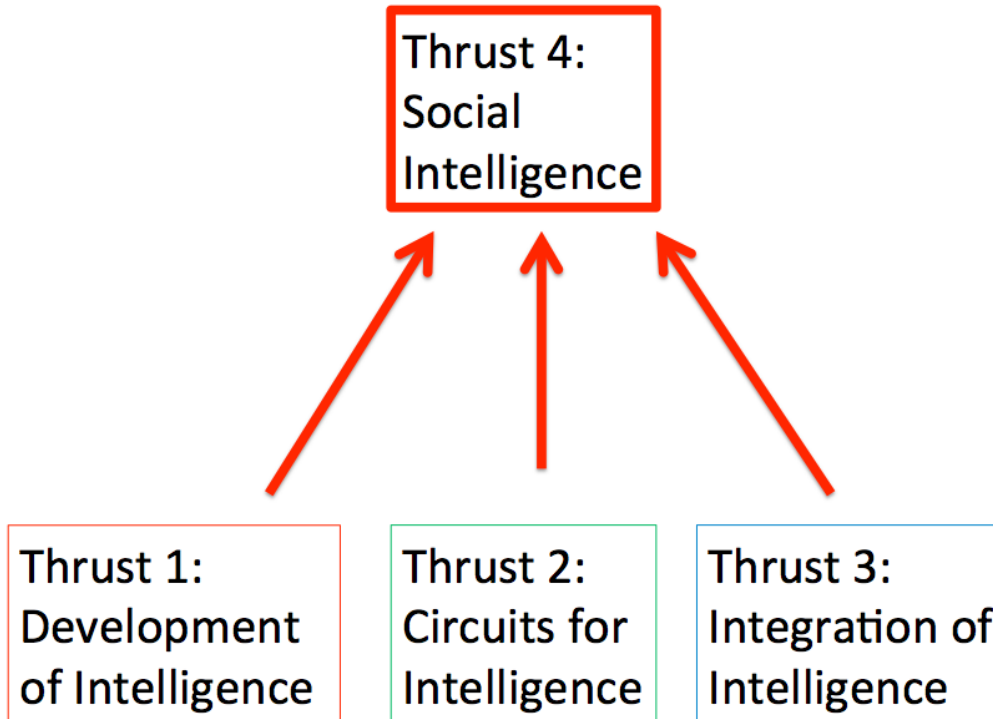
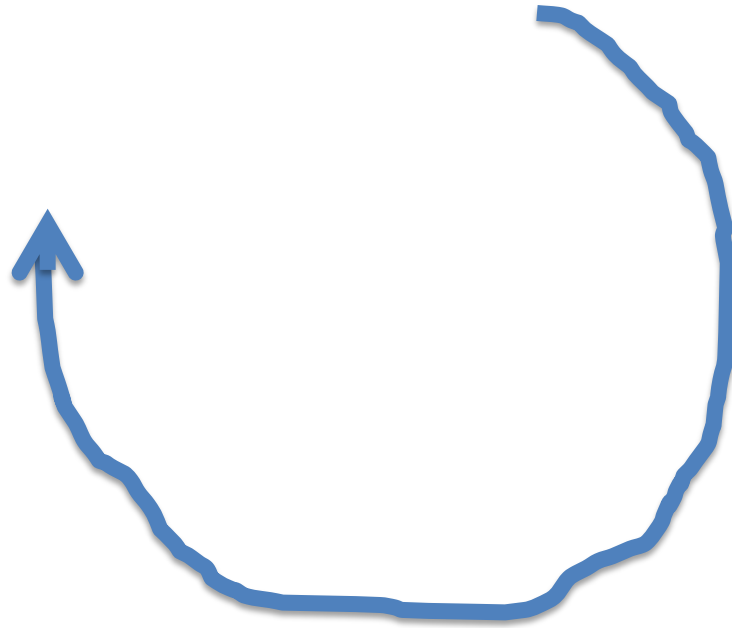


Image of Nicholas Humphrey removed due to copyright restrictions. Please see the video.

Experimental psychologists in Britain have tended to regard social psychology as a poor country cousin of of their subject . . . (Humphrey, 1976)

CBMM



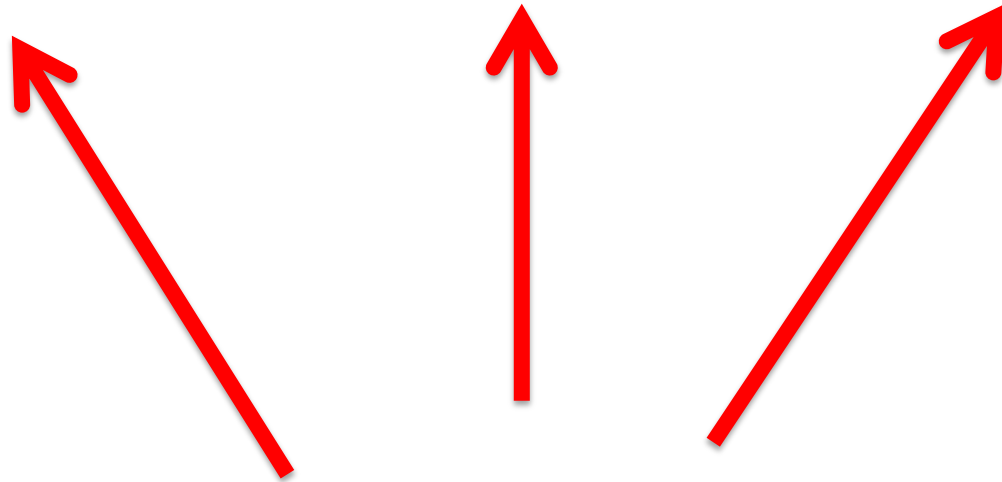


Turning psychology  
Upside down ?

Thrust 1:  
Development  
of Intelligence

Thrust 2:  
Circuits for  
Intelligence

Thrust 3:  
Integration of  
Intelligence



Thrust 4:  
Social  
Intelligence

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Source: <https://www.bloomberg.com/news/articles/2013-01-10/the-dunbar-number-from-the-guru-of-social-networks>



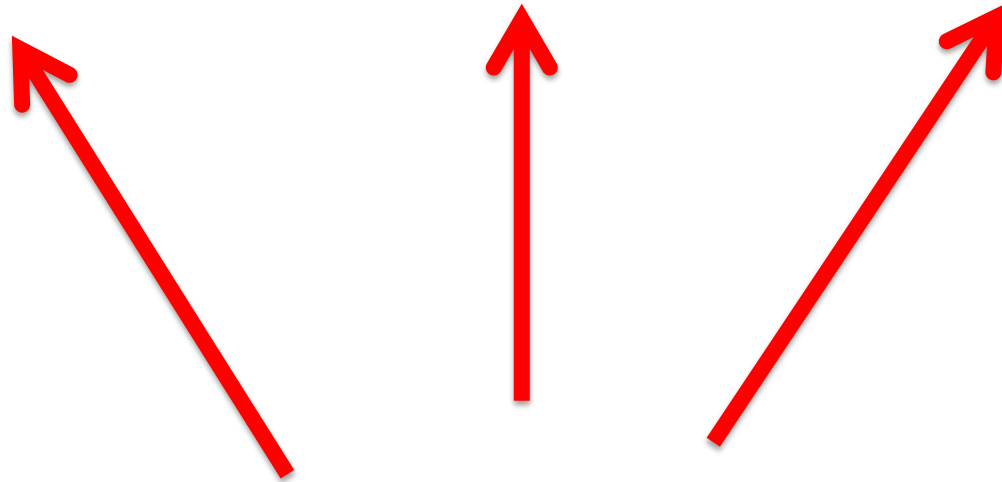
# An upside down psychology?

. . . the intellectual faculties of primates have evolved as an adaptation to the complexities of social living. For better or worse, styles of thinking which are primarily suited to social problem-solving colour the behavior of man and other primates even towards the inanimate world. (Humphrey, 1976)

Thrust 1:  
Development  
of Intelligence

Thrust 2:  
Circuits for  
Intelligence

Thrust 3:  
Integration of  
Intelligence

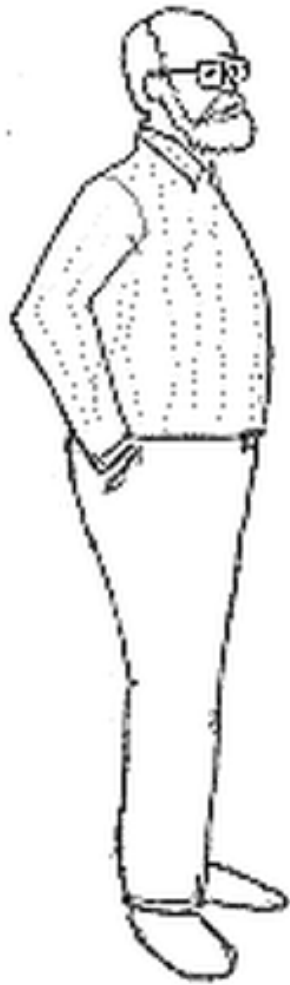


Thrust 4:  
Social  
Intelligence

# Prediction a characteristic of science?

## What is more predictable?

- Physics – balls dropping, rock rolling, positions of particles
- Machine – alarm clock
- Biological - birds, monkeys, humans



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# THE INTENTIONAL STANCE

Daniel C. Dennett



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Recognizing and acting on **beliefs**  
and **desires** of others

# Dennett's 3 levels for predicting behavior

- Physical stance – physics/chemistry
  - gravity, water
- Design stance – biology and engineering
  - Vehicle, Coffee maker,
- Intentional stance – for minds to understand other minds
  - beliefs, desires

# Non-reductionistic approach to the social realm is gaining some legitimacy

- So how to proceed, what to study?

What about in the social realm?

**Identify unexamined core common things and then explore them**

# Human social behavior

- Striving for dominance (hierarchy)
- Prosociality - Affiliation, succor, group support

Caring, teasing, laughter, revenge, warfare

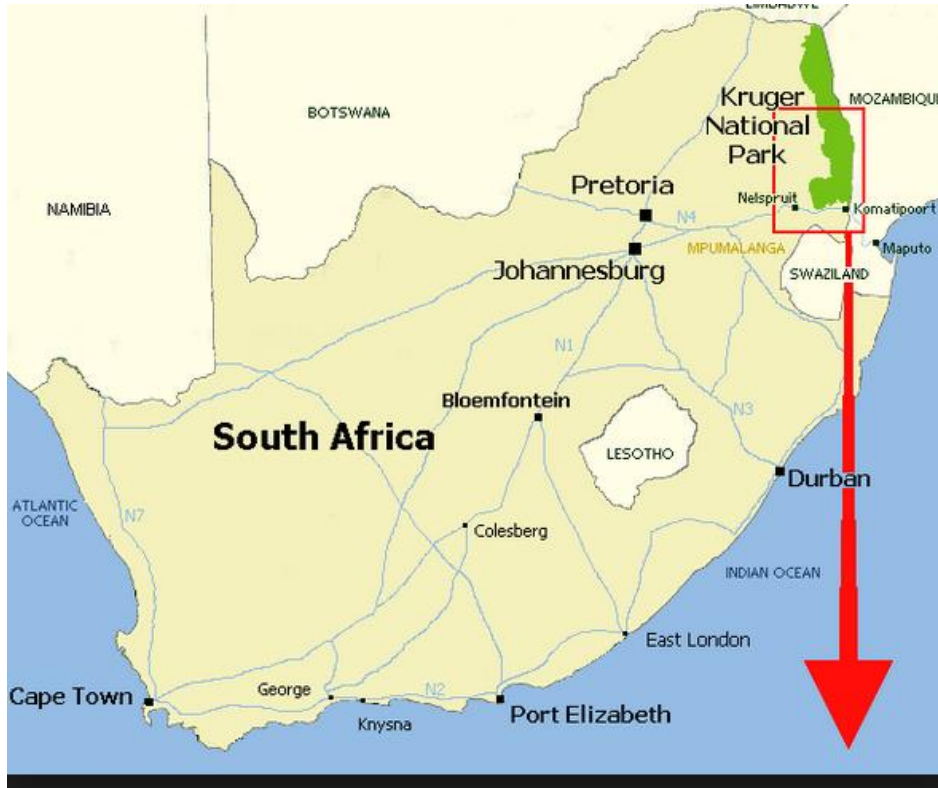
## Share with animals ?

If so, then we have a treasure trove from biology



# Incipient links to biology

- Similar to humans? -
- Common design
- Intentional stance?



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Canon ZR50MC camera

# Battle at Kruger

<https://www.youtube.com/watch?v=LU8DDYz68kM>



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## Collective support

<https://www.youtube.com/watch?v=LU8DDYz68kM>

# Teasing

<http://www.dailymotion.com/video/x2ithut>

<https://www.youtube.com/watch?v=5qqdovHOgvU&feature=kp>



# Play (tickling)



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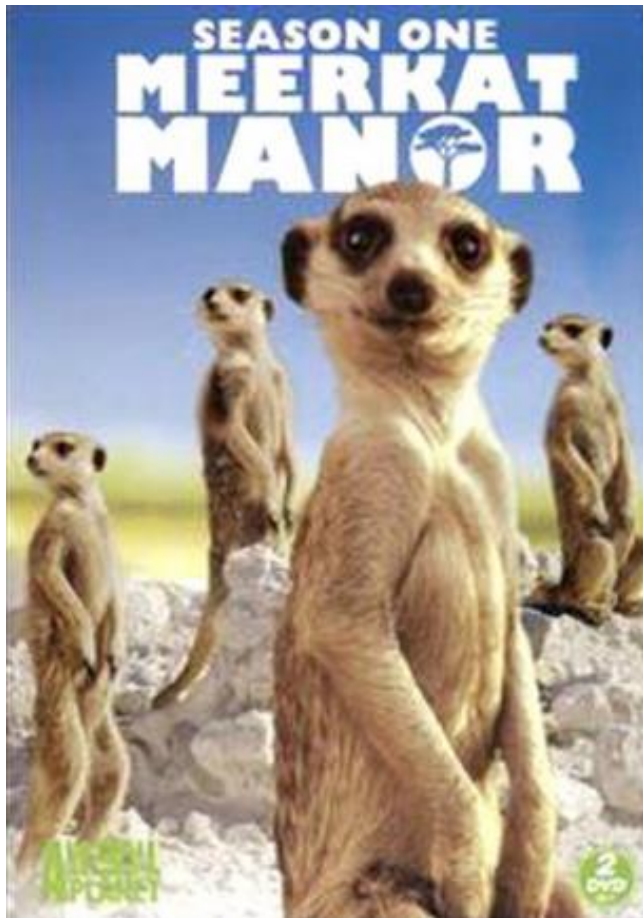
<https://www.youtube.com/watch?v=j-admRGFVNM>

## Jaak Panksepp

**WAR**



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# Timothy Clutton-Brock



# Meerkats

- 12 inches, 1 sq Km range, burrowing, foraging
- Kalahari desert
- Most studies social animal
- Troops of kin, led by alpha females
- Resist territorial infringement (have implicit concept of private property) - WAR



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Hulloch, WWI by Fortunino Matania.



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# Human social processing

# Social Perception

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Nalini Ambady

“Thin slices” of Behavior:

A few seconds of a silent video of an unfamiliar person reveals rich social info:

- Teacher Effectiveness Ratings:

Viewing 30 seconds silent video of a prof teaching predicts end-of-semester teaching effectiveness ratings (independent of physical attractiveness).

“Hence, a full semester’s worth of teaching performance was presaged by naïve strangers who viewed only 30-seconds of teacher nonverbal behavior. “

- “Gaydar”: Viewers are more accurate than chance at guessing a person’s sexual orientation from a one-second video clip (but not a snapshot) of a person talking about something unrelated to their s.o.

- From a 15 -second silent clip of two people talking viewers can correctly infer whether they are lovers, friends, or strangers.

We perceive the social world in rich multidimensional social technicolor.

What cognitive and neural mechanisms underlie this ability?

What are the components of this ability?

**Work in progress**

# Face recognition

# Prosopagnosia

Faceblindness,  
a face specific deficit ?

# Acquired prosopagnosia

- Brain lesion -right temporal-occipital junction
- Onset often obvious and dramatic
- Upper field loss (left quadrant)
- Achromotopsia , Topographagnosia
- ~100 cases (meta-analysis) Bouvier & Engel, Cerebral Cortex, 2005



# Developmental prosopagnosia

- Until recently, thought to be very rare
- Can be as serious as acquired cases
- Leading to crippling social disabilities
  - Adults, children
- No identifiable brain injury
- Duchaine and Nakayama, *Current Opinion in Neurobiology*, 2006

A wireframe illustration of a human head in profile, facing right. The head is composed of a grid of lines. On the forehead area, there are two logos: the Harvard University crest on the left and the UCL crest on the right. The background is a solid blue color.

# FACEBLIND.ORG

Prosopagnosia Research Centers at Harvard University and University College London

RESEARCH

PEOPLE

HOME

CONTACT US

LINKS

Our website to educate and recruit persons  
suffering from prosopagnosia

~ 6000 registrants

Hundreds tested

[www.faceblind.org](http://www.faceblind.org)

# Some testimonials

JK, age early 30s, female, recent PhD  
(DP)

“This week I went to the wrong baby at my son's daycare and only realized that he was not my son when the entire daycare staff looked at me in horrified disbelief.”

# Lost Friendships

Many a friendship was lost or damaged. It was bewildering to me to have a person quit speaking to me while saying that I had been extremely rude and personally having no idea what I had done.

If we had kept in touch, I would be able to explain, but of course many of them have long quit speaking to me

Female, PhD in mathematics

# depression

“ . . . I think prosopagnosia has worsened my current depression, if not the root cause of it. . . . I prefer to be a recluse because I can't confidently function any other way. “

Primarily a visual cognitive problem  
not a psychiatric deficit

# Stealth trait/condition

- No point of comparison during development
- Nothing comparable to acuity, color, reading tests for kids
- **Standard clinical face tests not diagnostic**
  - Benton face perception test
  - Warrington face memory test
  - Compensating strategies



**Preface**

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# Testing for prosopagnosia

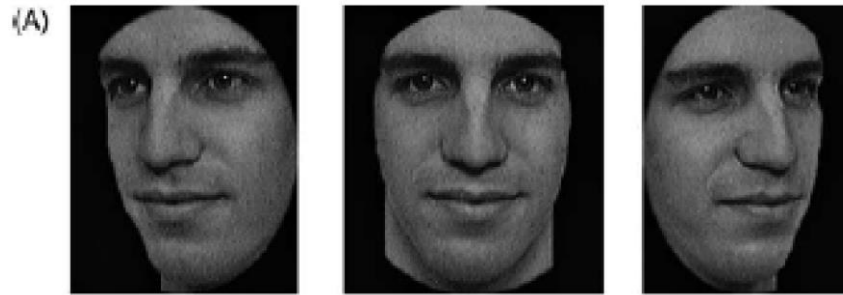
- Personal history
- Need for better objective tests
  - **Cambridge Face Memory Test (CFMT)**
  - Cambridge Face Perception Test
  - Abstract Art Test
  - Objects and Scenes
  - Verbal Paired Associate Memory
  - Age, Gender, attractiveness tests



# Cambridge Face Memory Test

Must learn 6  
New faces

Mimics real life  
Discourages  
feature  
Matching  
Has graded items  
Neuropsychologia  
2006



face to  
learn



identical  
(easy)  
test



harder



hardest

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Source: Duchaine, Brad, and Ken Nakayama. "The Cambridge Face Memory Test: Results for neurologically intact individuals and an investigation of its validity using inverted face stimuli and prosopagnosic participants." *Neuropsychologia* 44.4 (2006): 576-585.

# Extraordinary face memory super-recognizers

Russell, Duchaine and  
Nakayama, 2009

# In their own words

“I have a photographic memory for faces. It has been my entire life, but it doesn't matter how many years pass, if I've seen your face before I will be able to recall it. It happens only with faces.”

“I often pick out the bit part actors, able to place them from brief roles in movies and television I have seen ten and fifteen years prior.”

“I have to pretend that I don't remember people, because it seems like I stalk them, or that they mean more to me than they do when I recall that we saw each other once walking on campus four years ago in front of the quad!

# Face Recognition Tests

## “Before They Were Famous” Test



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Source: Russell, Richard, Brad Duchaine, and Ken Nakayama. "Super-recognizers: People with extraordinary face recognition ability." *Psychonomic bulletin & review* 16, no. 2 (2009): 252-257.

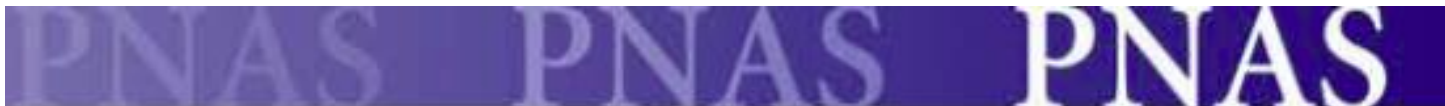
Nature – nurture?

# Human face recognition ability is specific and highly heritable

Jeremy B. Wilmer<sup>a,1</sup>, Laura Germine<sup>b</sup>, Christopher F. Chabris<sup>c</sup>, Garga Chatterjee<sup>b</sup>, Mark Williams<sup>d</sup>, Eric Ken Nakayama<sup>b</sup>, and Bradley Duchaine<sup>f</sup>

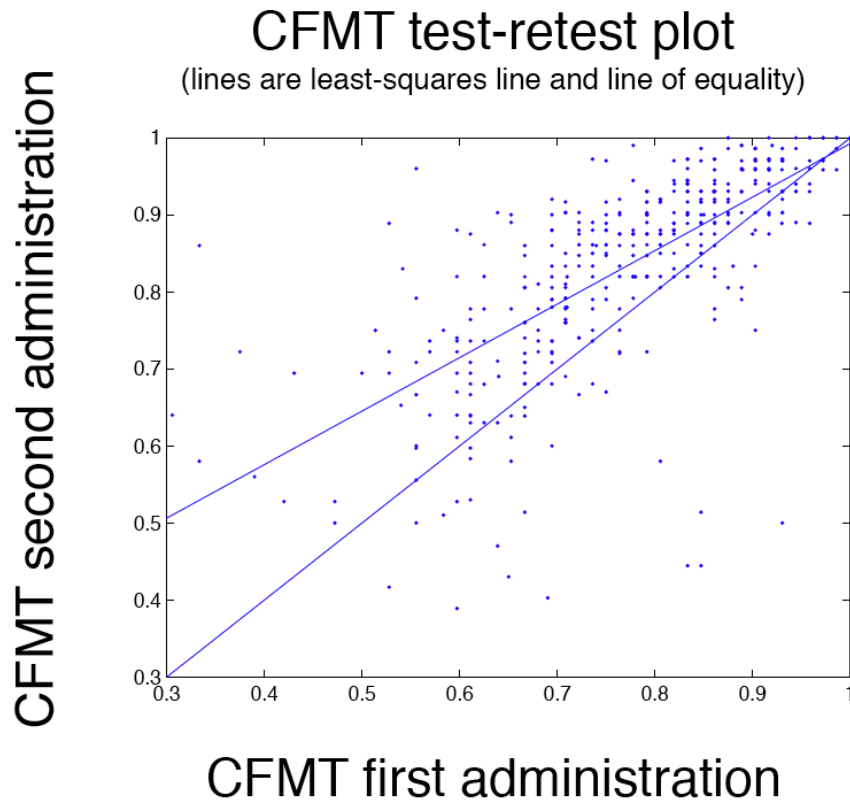
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Source: Wilmer, Jeremy B., Laura Germine, Christopher F. Chabris, Garga Chatterjee, Mark Williams, Eric Loken, Ken Nakayama, and Bradley Duchaine. "Human face recognition ability is specific and highly heritable." Proceedings of the National Academy of sciences 107, no. 11 (2010): 5238-5241.

5238–5241 | PNAS | March 16, 2010 | vol. 107 | no. 11



# Test reliability

# Test – re-test correlation



$r = .70$

$N = 350$

Interval: 3-12 months

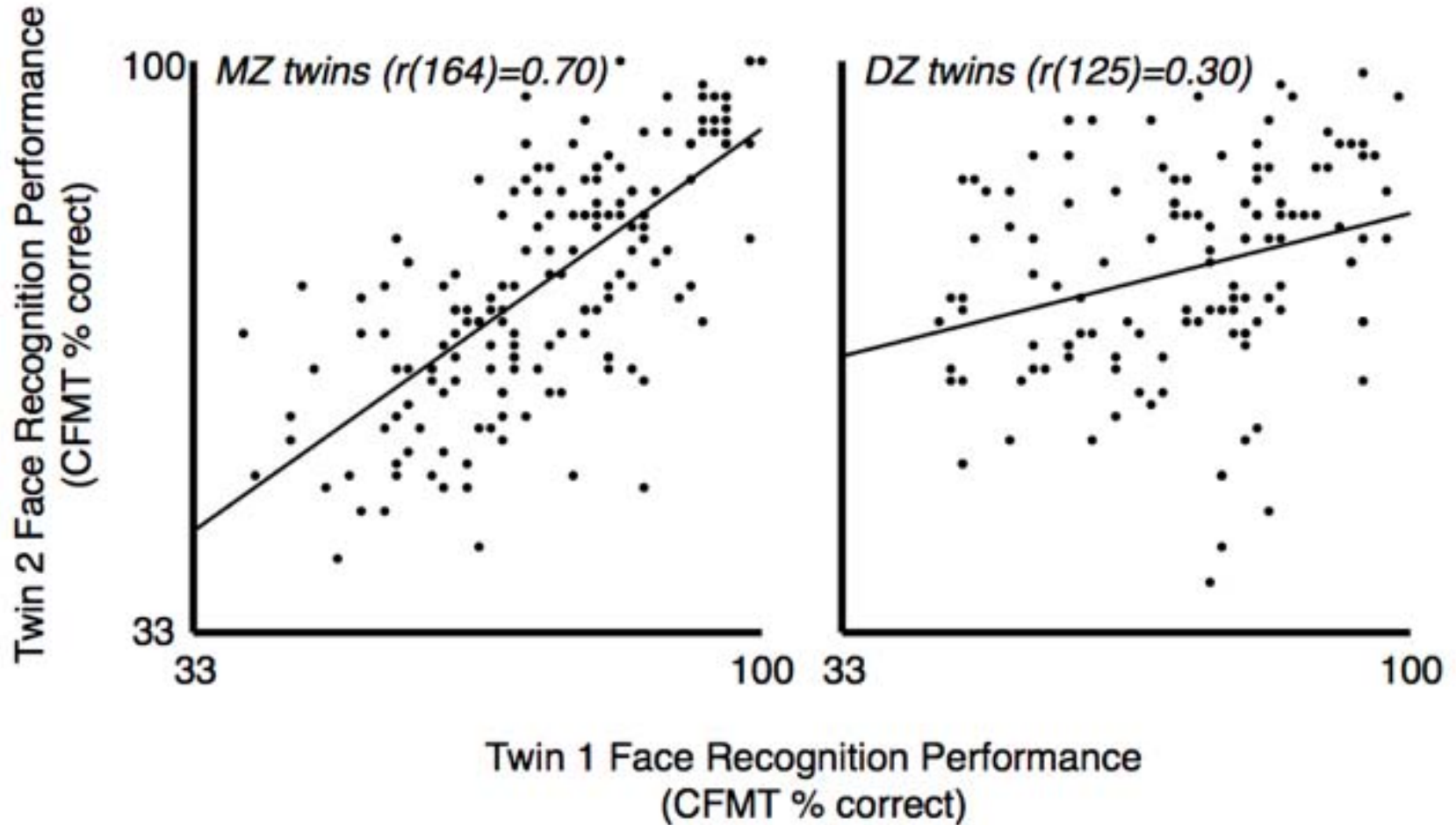


# Compare correlation of scores between MZ and DZ twins

- Australian Twin Registry
  - 164 Pairs MZ twins
  - 125 Pairs DZ twins

$r = .7$  (test re test)  
sets upper bound

# Australian Twin Registry



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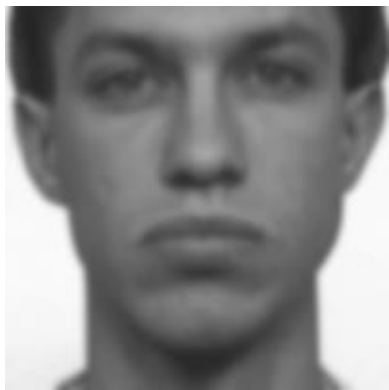
Source: Wilmer, Jeremy B., Laura Germine, Christopher F. Chabris, Garga Chatterjee, Mark Williams, Eric Loken, Ken Nakayama, and Bradley Duchaine. "Human face recognition ability is specific and highly heritable." *Proceedings of the National Academy of Sciences* 107, no. 11 (2010): 5238-5241. Copyright © 2010 National Academy of Sciences, U.S.A.

# Facial attractiveness

- Judgments are surprisingly consistent across observers (college age)
- averageness
- Masculinity-femininity



single



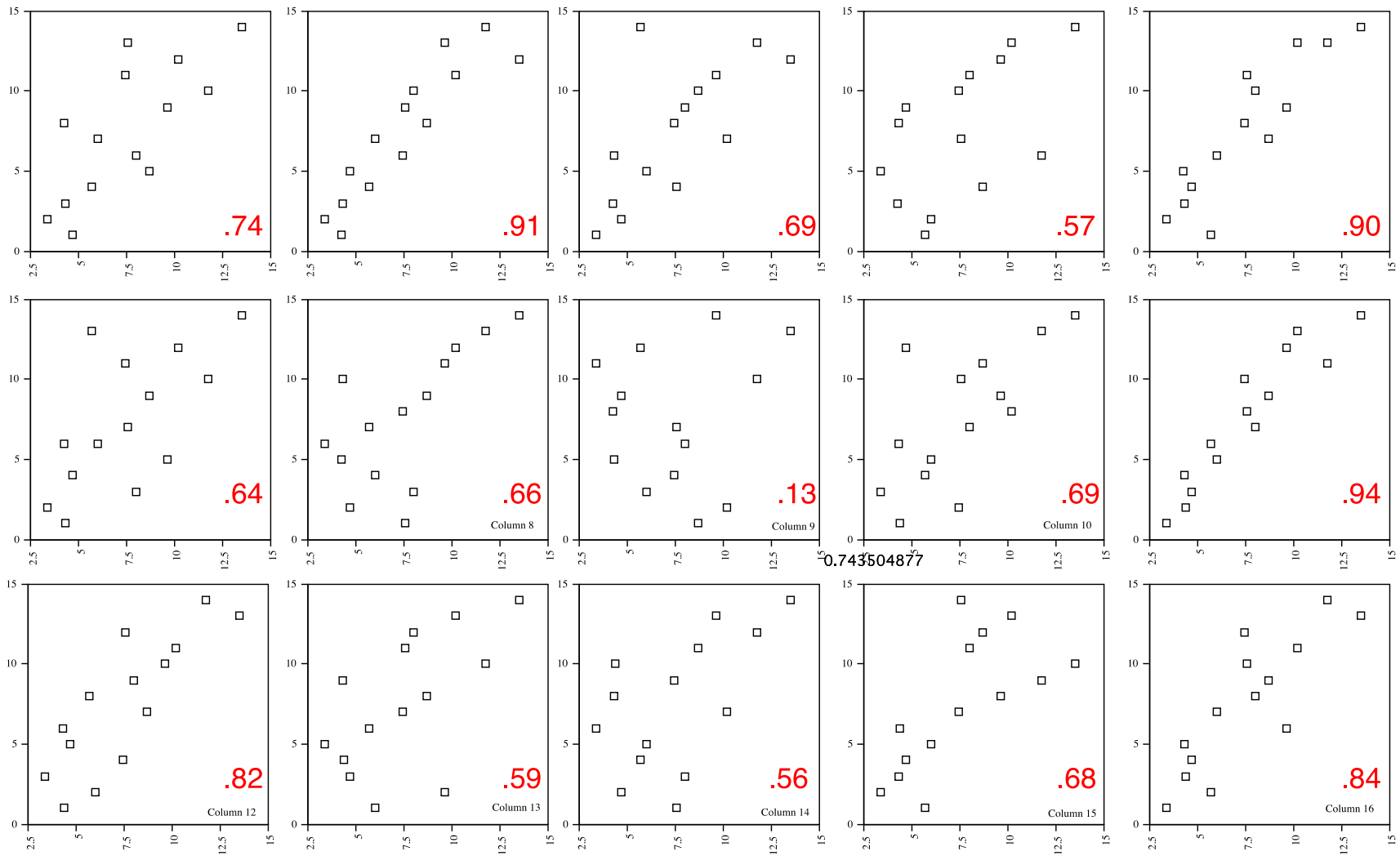
single



pair

# Individual subject (each scatter plot) ratings of faces vs mean ratings of faces

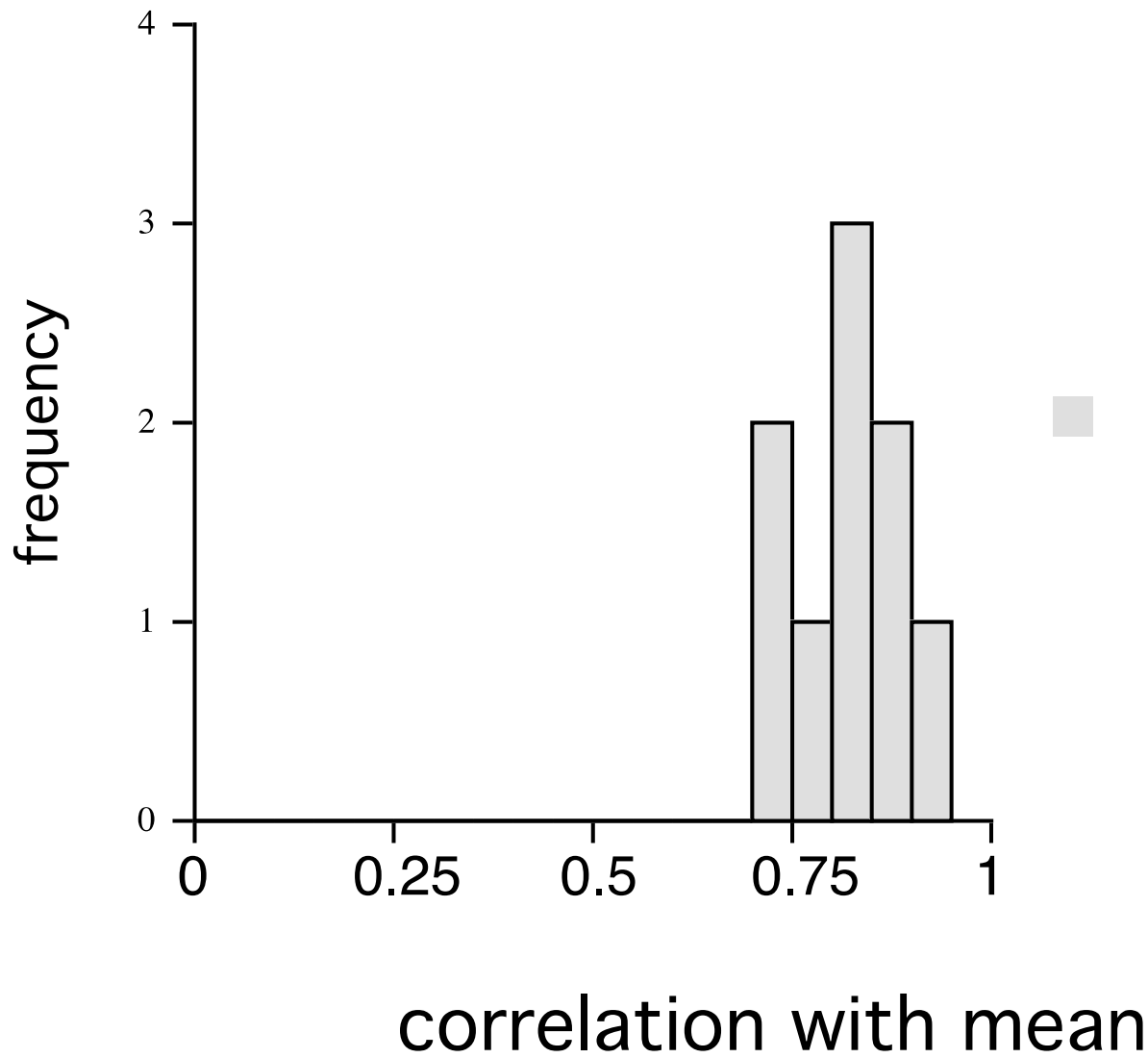
Ambady class, correlations with the mean ratings (first 15 subject slight blur condition s)



from excel file 'faces under blur data' <correlations slight blur>

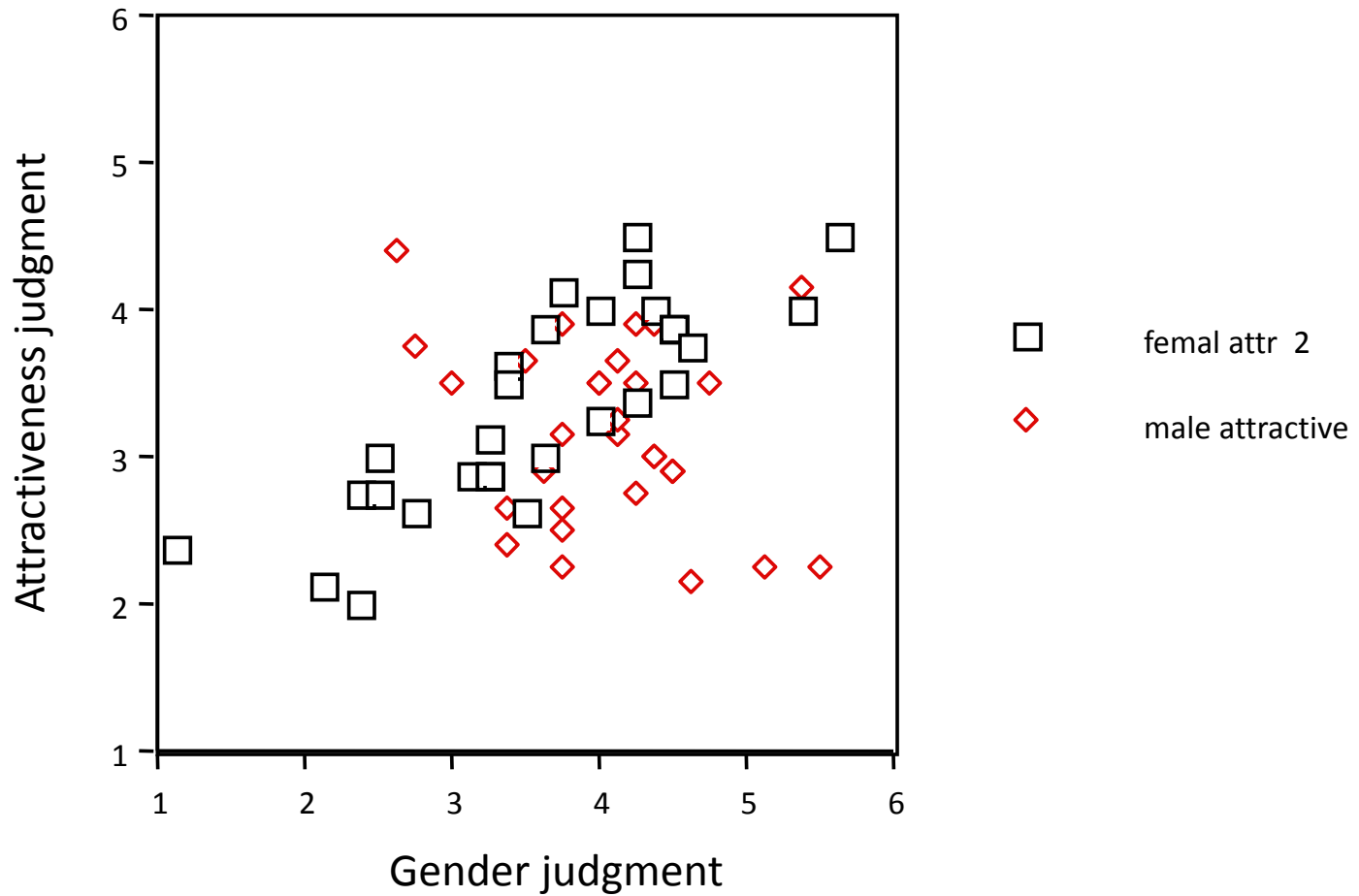
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Red number represents correlation coefficient



# Gender vs attractiveness

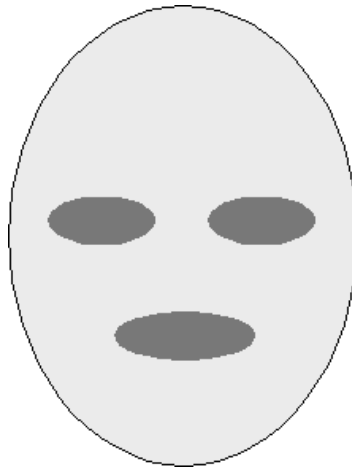
# Attractiveness vs gender



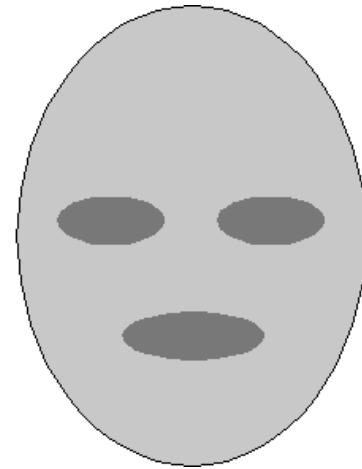
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Russell, R (2009) A sex difference  
in facial contrast and its  
exaggeration by cosmetics.  
*Perception*



Female average



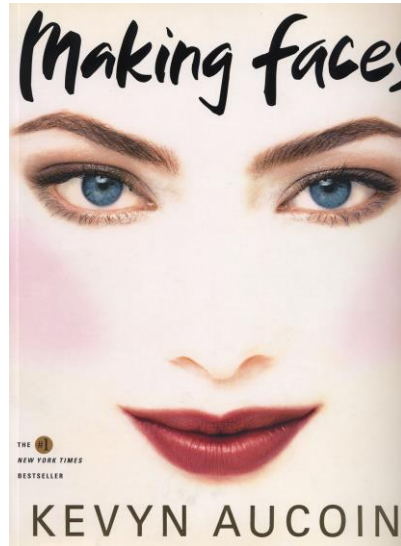
Male average

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Source: Russell, Richard. "A sex difference in facial contrast and its  
exaggeration by cosmetics." *Perception* 38, no. 8 (2009): 1211-1219.

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Source: Russell, Richard. "A sex difference in facial contrast and its  
exaggeration by cosmetics." *Perception* 38, no. 8 (2009): 1211-1219.



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# Some social perception is much more rapid

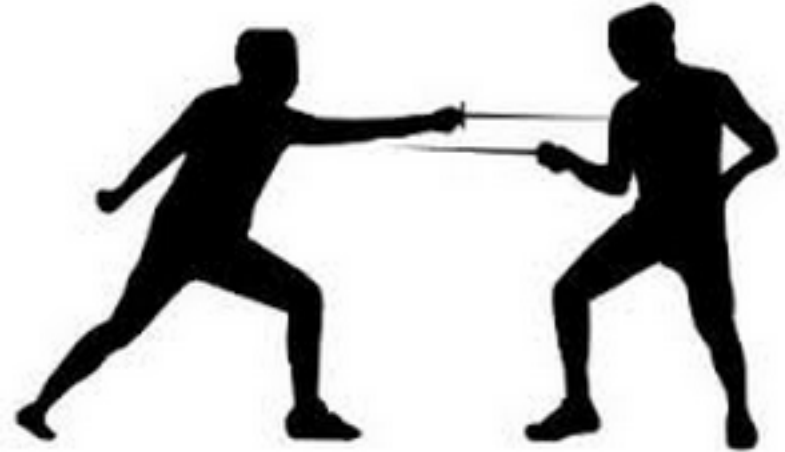
- Working assumptions –
- Revealed only through motoric actions
- Too fast to be explicitly (consciously) perceived?

# Commuters in a hurry



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<https://www.youtube.com/watch?v=6NLe4syTWgQ>



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# Rapid Visual Social Perception

How can we study it?



discrete events



## Penalty Kick

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# Kicker vs Goalie

# Lab Version



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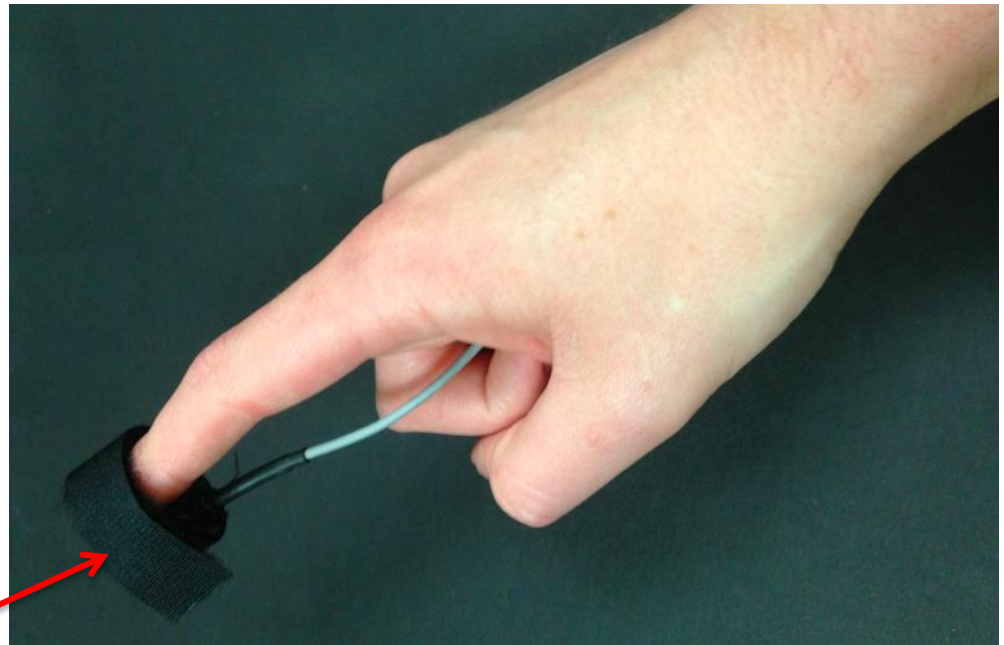
Goalie block is effective if they reach kicker target with short delay  
~ 150 milliseconds

# Measure finger position of kicker and goalie

Specs:

- XYZ Position
- 240 Hz
- ~1 mm precision

Magnetic sensor  
on each subject's  
finger



**POLHEMUS**  
**INNOVATION IN MOTION™**

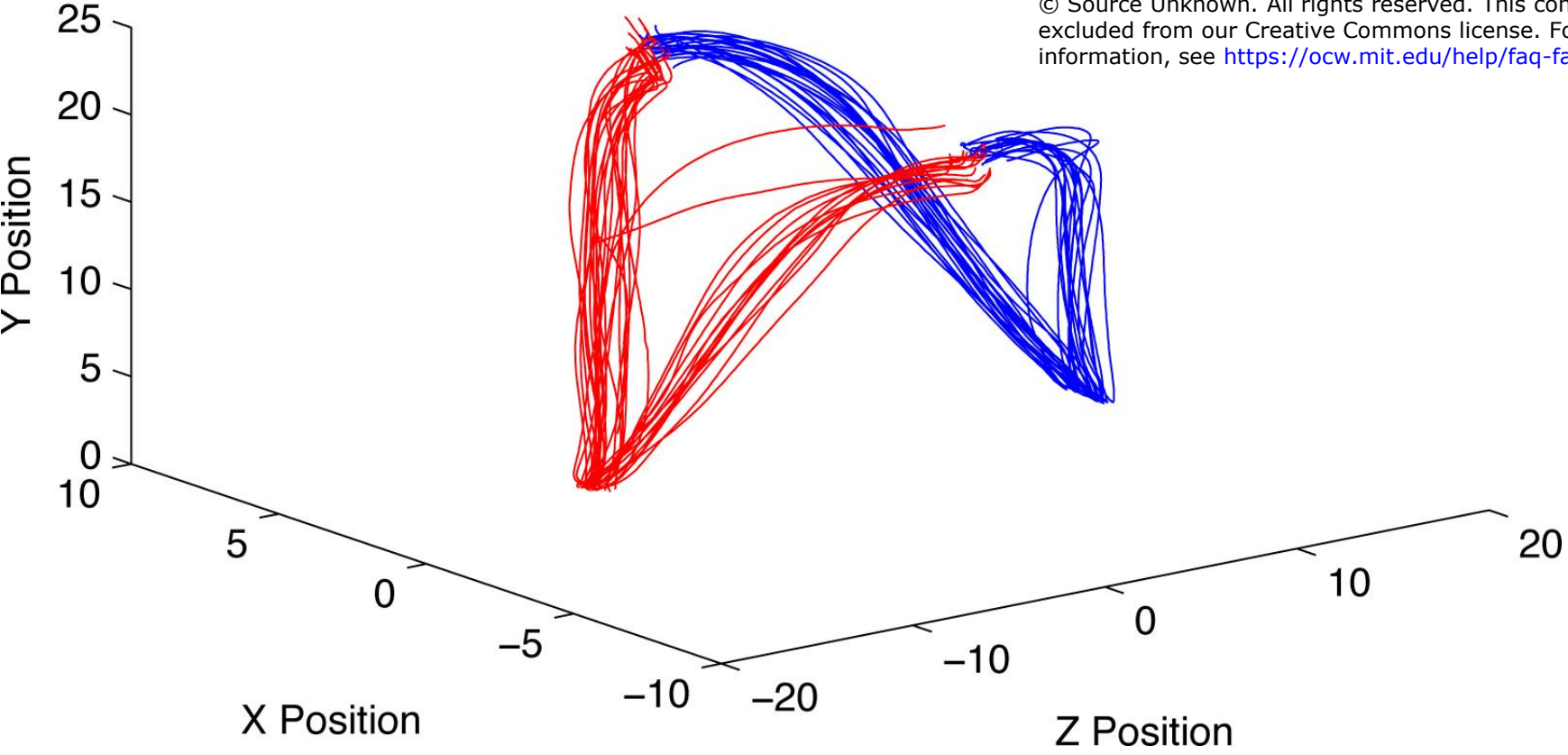
# Experiment 1:

- Kicker decides when and where to move

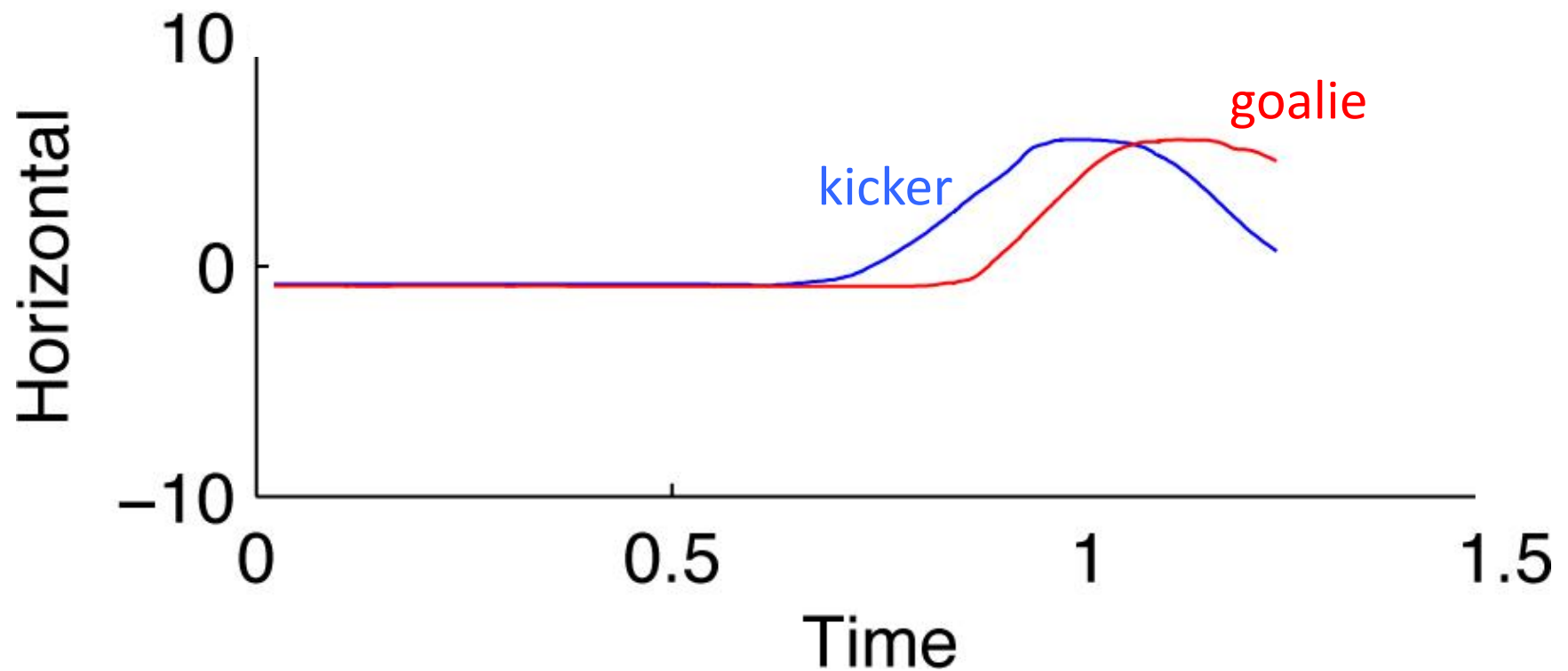
### Z,X and Y Positions



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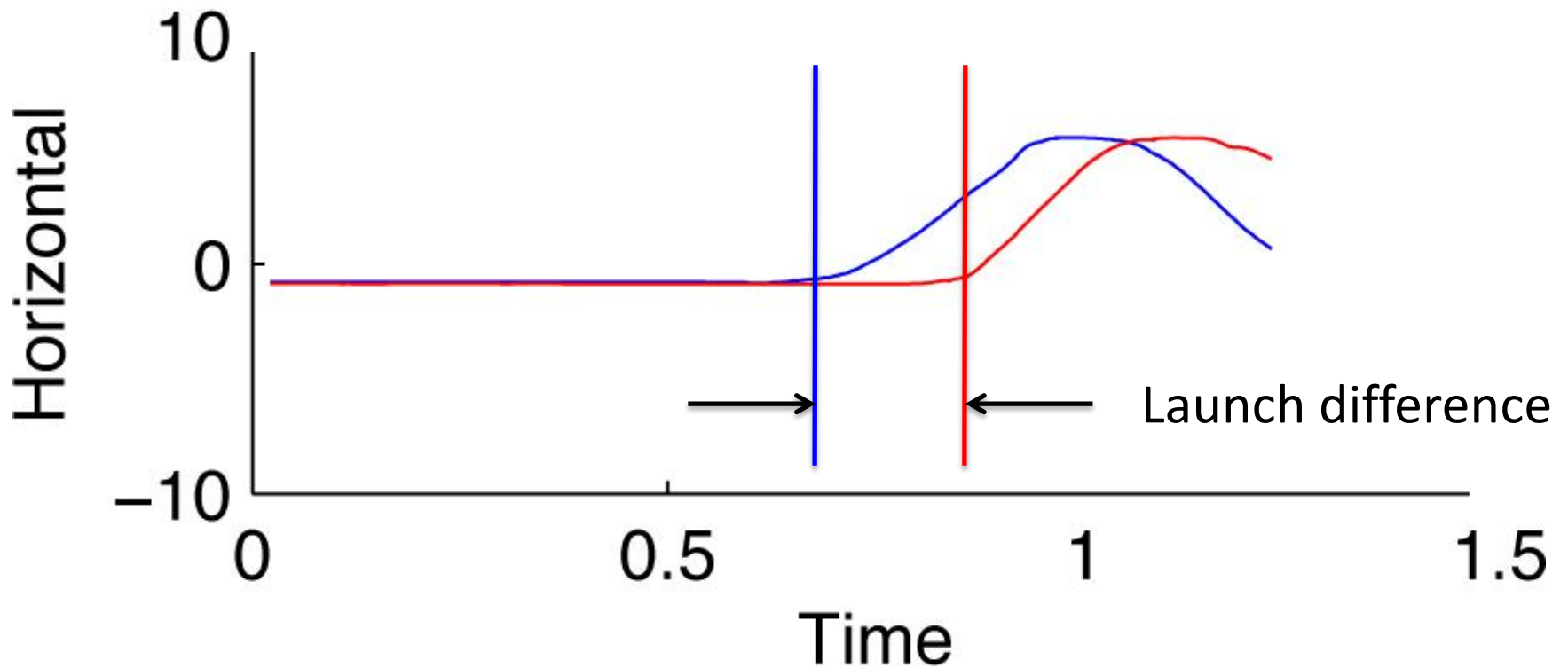


# Comparing movement initiation times



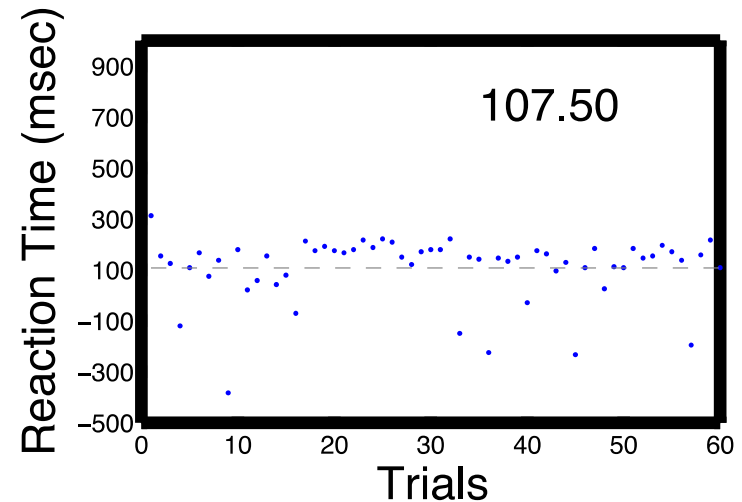
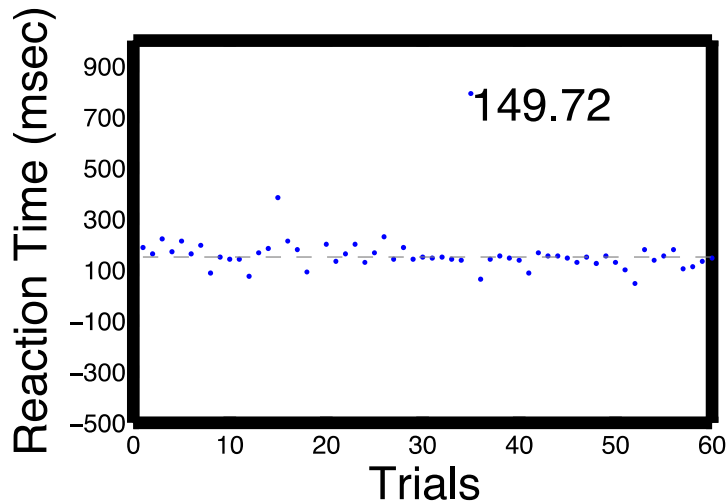
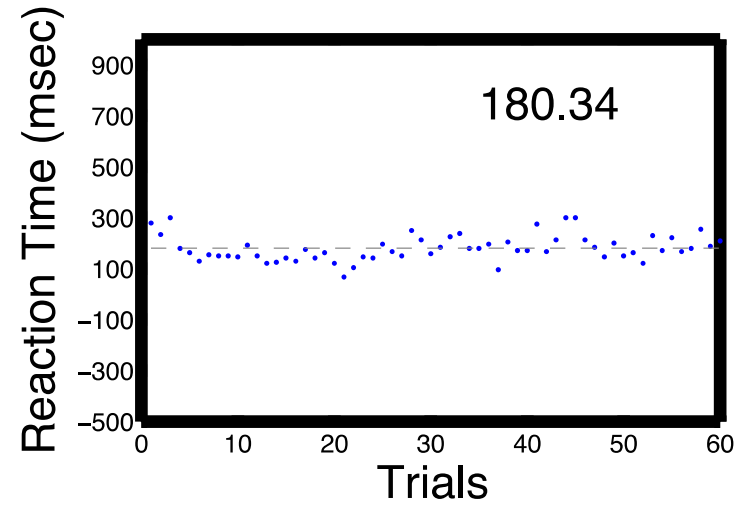
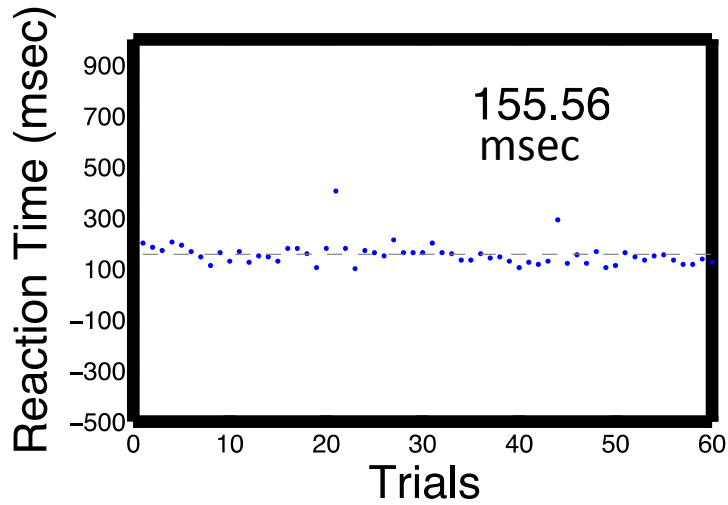


# Launch Points: speed threshold



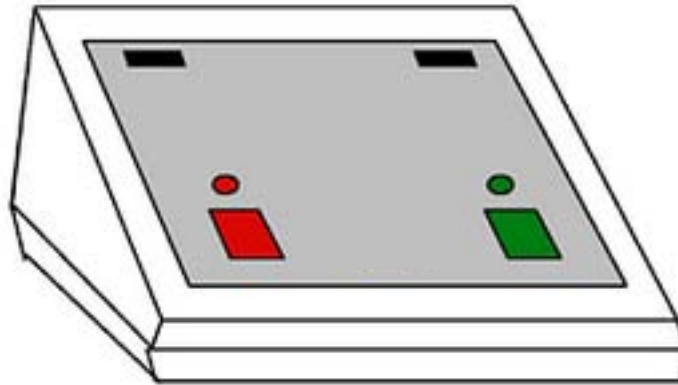
# RT over many trials is short and constant

- 60 trials plotted for 4 Kicker/Goalie pairs

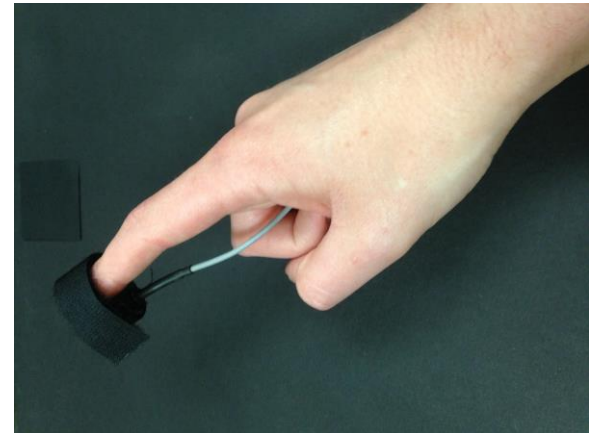
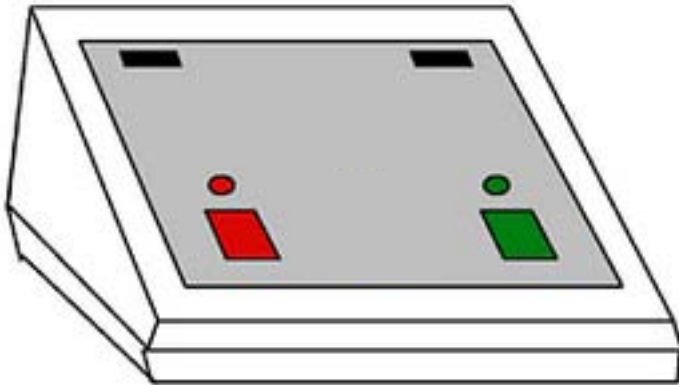


Launch difference is fast compared to:

2-choice reaction times  
250-400 msec



# Is key press two choice reaction time a fair comparison?

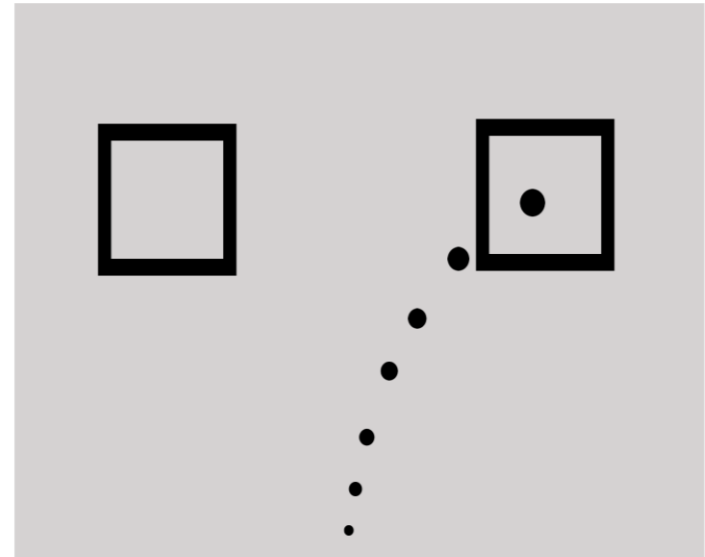


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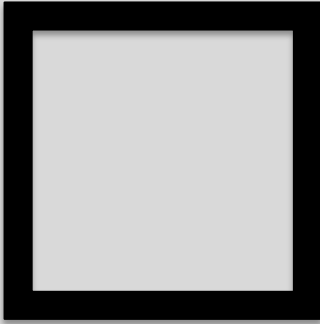
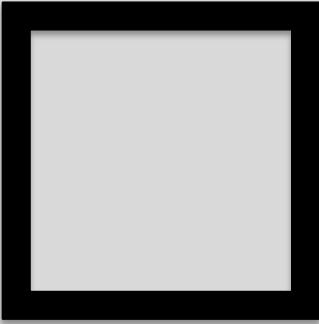
# Experiment 3: Playing human vs computer in same apparatus

- 20 random motion paths taken from Kicker data in previous experiment projected on screen

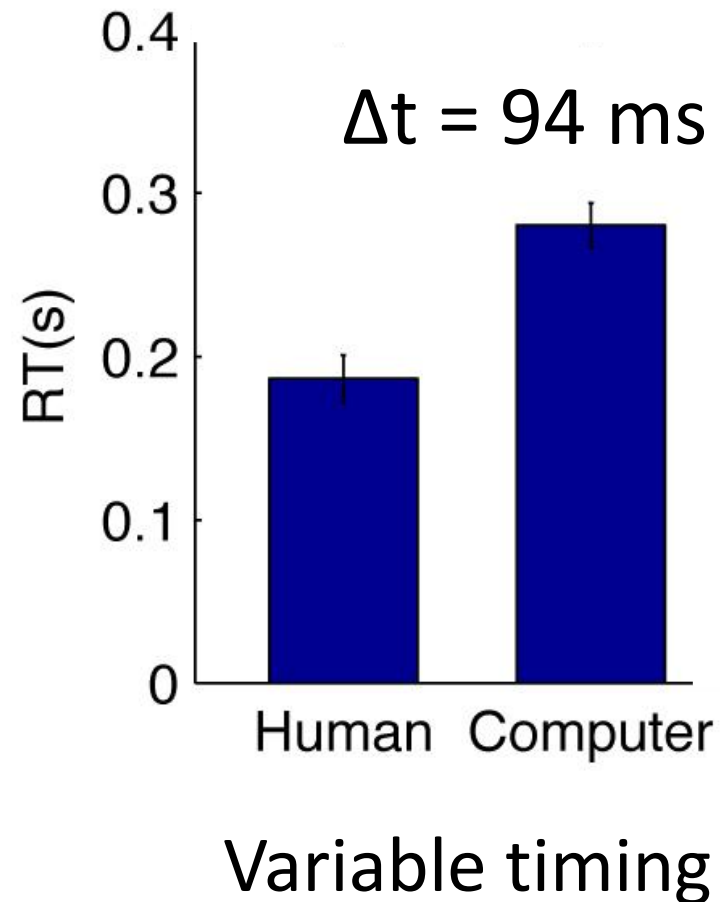
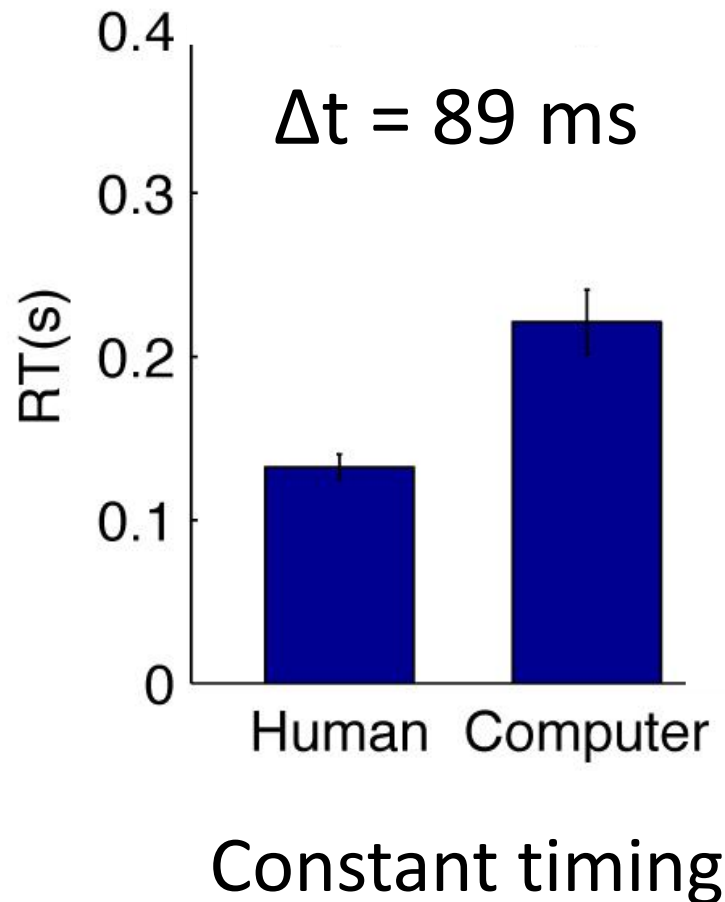
# Playing against a computer-reconstructed human finger movement



Screen display seen by subjects

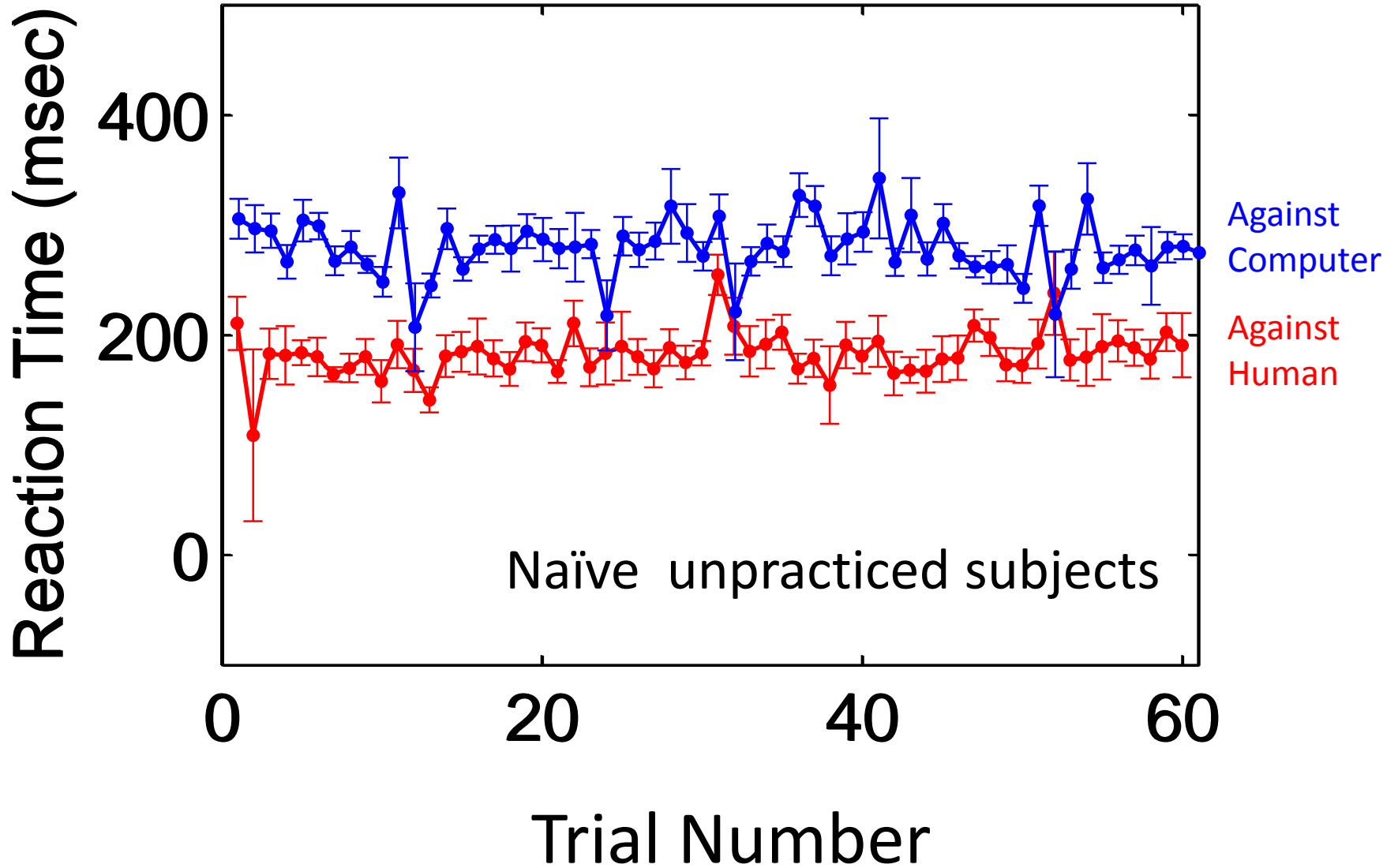


# Human vs Computer opponent





# No learning



# What's going on?



incidental preparatory movement exists and is accessible to goalie ~90 ms before the finger moves

# Experiment 4

What section of the body is informative?

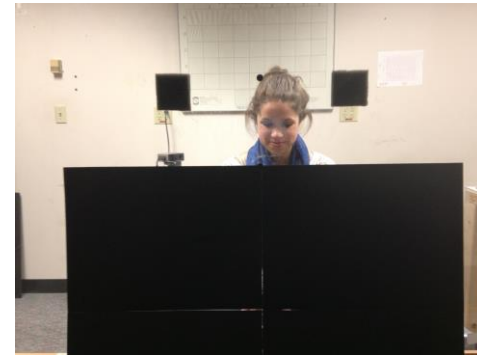
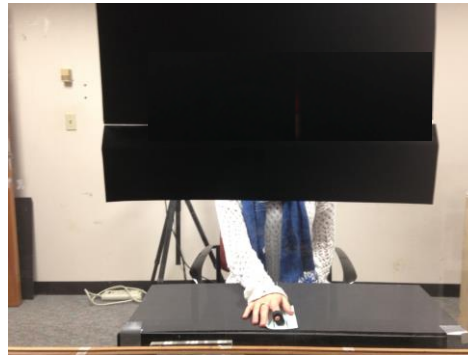
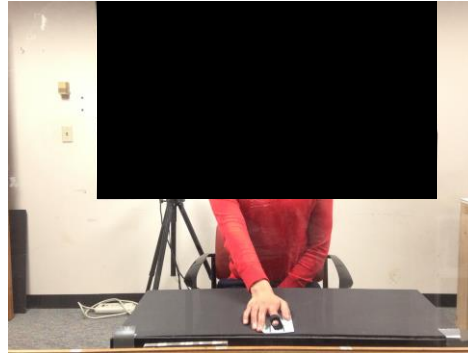
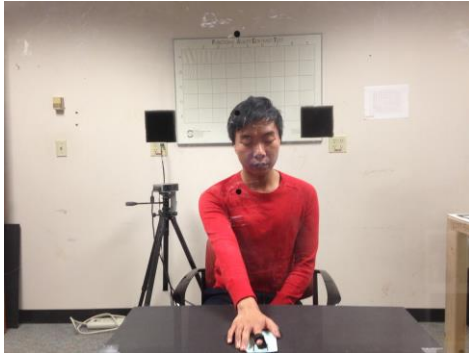
## Method

Limit the Goalie's visibility of body

( variable inter-trial intervals)



goalie  
view of  
kicker

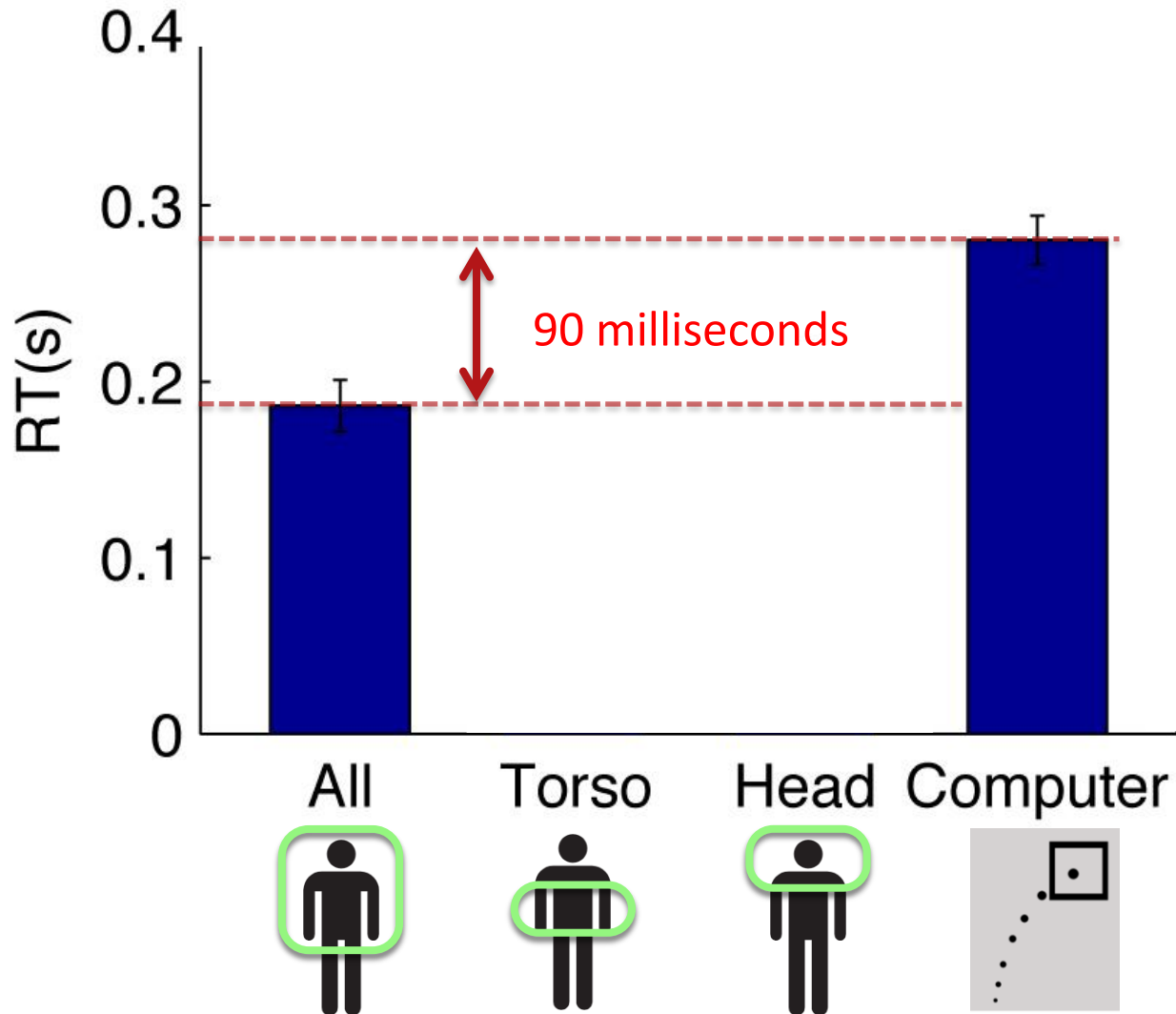


All

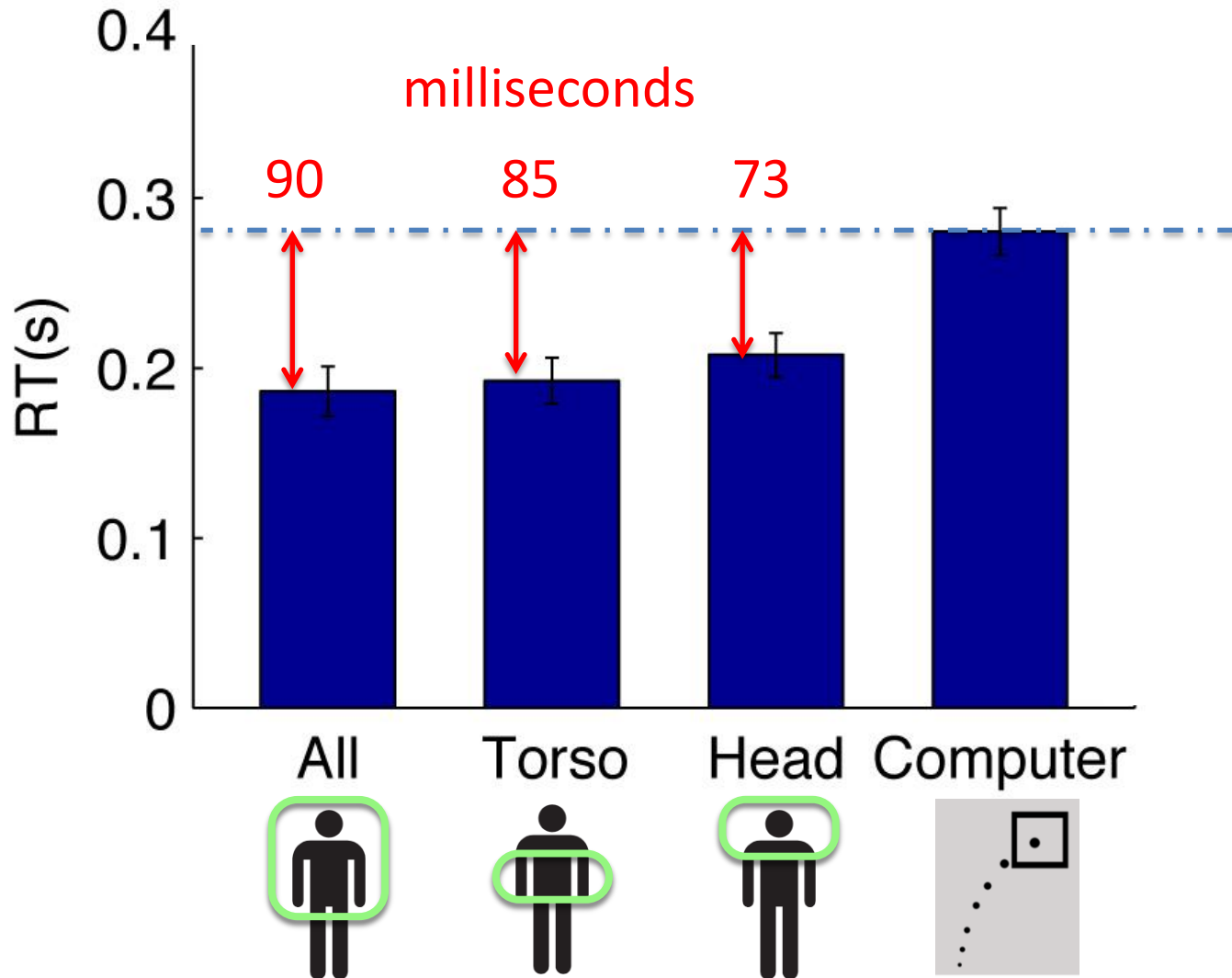
Torso

Head

# Results

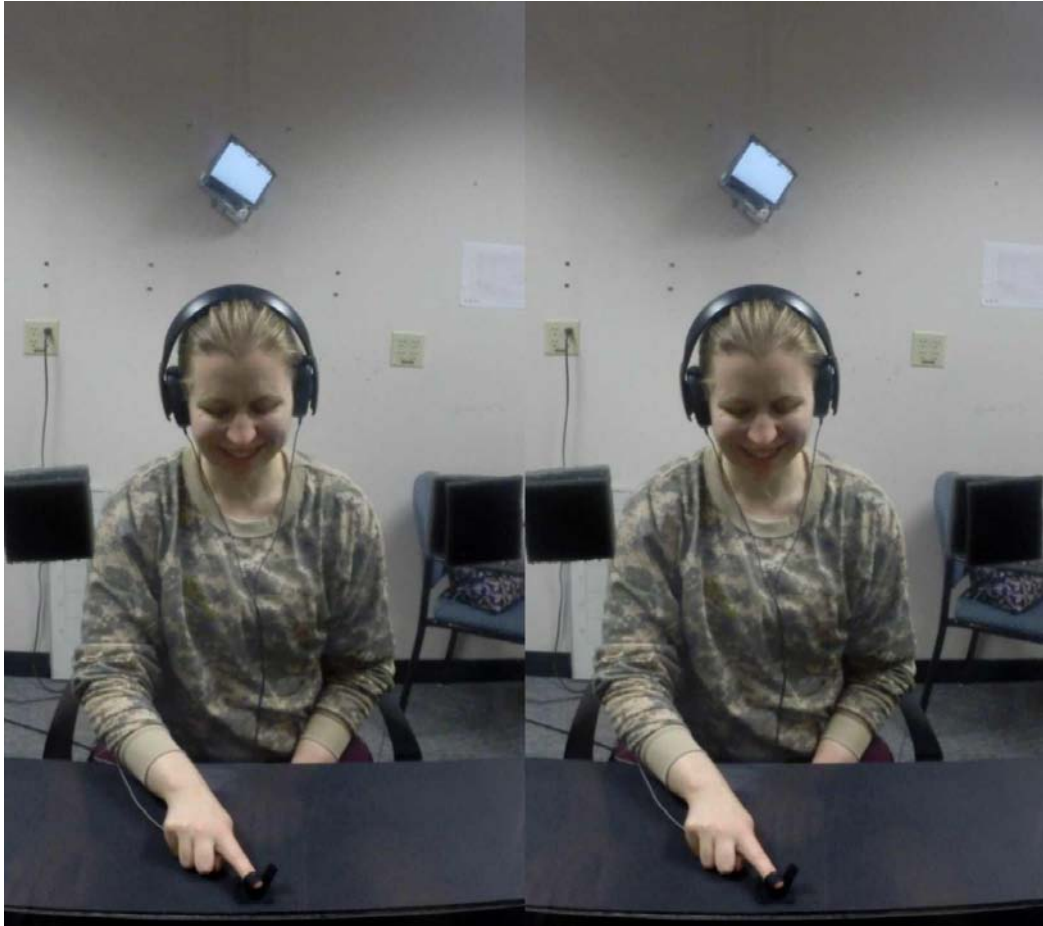


# All sections convey predictive information

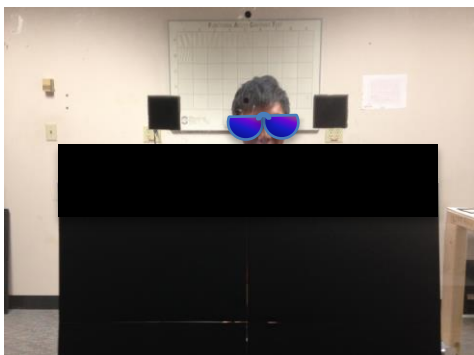
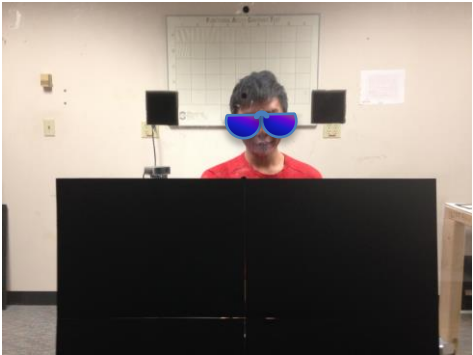
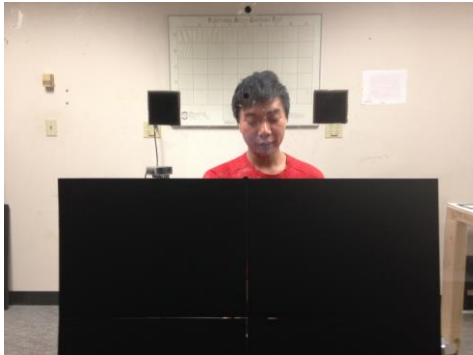
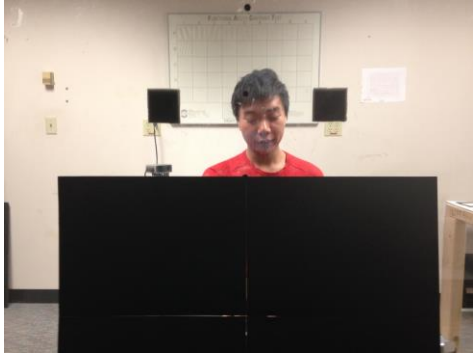
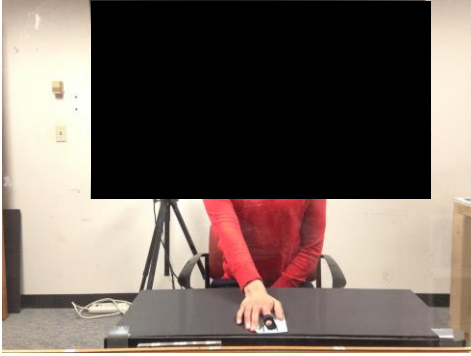
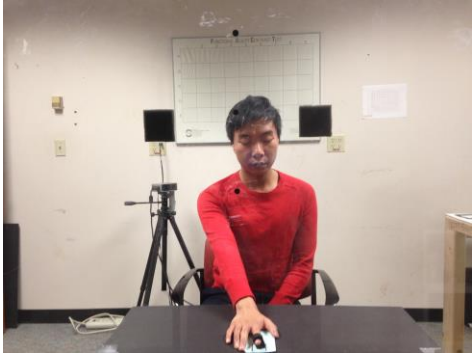


# conclusion

- There must be some telltale preparatory movements
- Remove those putative pre-movements from video







# Summary

- Finger movement initiation is fast in an interactive game with human opponents
- Predictive information exists prior to finger movement
- This information is distributed over the body
- Humans can extract this information right away, without learning

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Resource: Brains, Minds and Machines Summer Course  
Tomaso Poggio and Gabriel Kreiman

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