

## Scripts Reprise

- Scripts: Sequence of actions w/info about ACTORS, ACTIONS, and GOALS
- Fill in missing info by assuming events occurred as they typically do
- Explain unanticipated events
- Used for planning
  - Gives list of actions
  - Causal info helps us to adapt

## Trouble in Script Land

- Scripts are inflexible
- People don't seem to need scripts for goal-directed action
- Empirical evidence (Bower)
  - People confused events in a story about a **doctor visit** w/those in a story about a **dentist visit**
  - But doctor-visit & dentist-visit 2 different scripts and so shouldn't be confusable. **Hmm...**

## MOPs, TOPs, & TAUs

- Memory Organization Packets (MOPs)
  - MOPs made up of scenes
  - Scenes – collection of high-level components of scripts
  - Examples
    - Scene: Doctor's Waiting Room
    - MOP: Waiting Rooms
    - MOP: Health-Professional-Visit

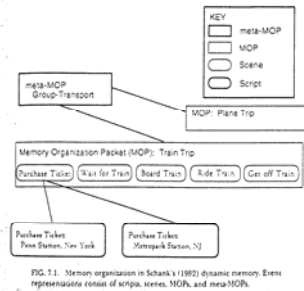
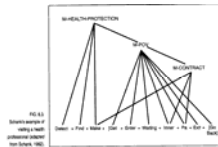


FIG. 1.1. Memory organization in Schank's (1982) dynamic memory. Events represent nodes of script, scenes, MOPs, and meta-MOPs.

## MOP Features

- Makes System Flexible
  - Mix and match scenes
  - Store different specific scenes (viz. Doctor. vs. Dentist Visit) in same place
- Empirical support (Abbot, Black, & Smith)
  - General goal
    - Eating at a restaurant
  - Intermediate goal
    - Entering, Ordering, etc.
  - Actions
    - Order Fish

## TOPs



- Thematic Organization Points
  - Mutual goal pursuit against outside opposition
- Abstract commonalities
  - Magnificent Seven
  - Seven Samurai

## TAUs

- Thematic Abstraction Units (Dyer, 1983)
  - ‘A stitch in time saves nine’
- Seifert & Black (1983)
  - Given stories with a common TAU, subjects were able to produce their own story w/the same TAU
- Seifert et al. 1986
  - Verification times for test sentence from one story was faster when preceded by story w/similar TAU
- Keane (1987, 1988)
  - Problem solving TAUs

## Problems with Schema Theories

- Vague
- Unprincipled
- Ad Hoc

## Possible Solutions

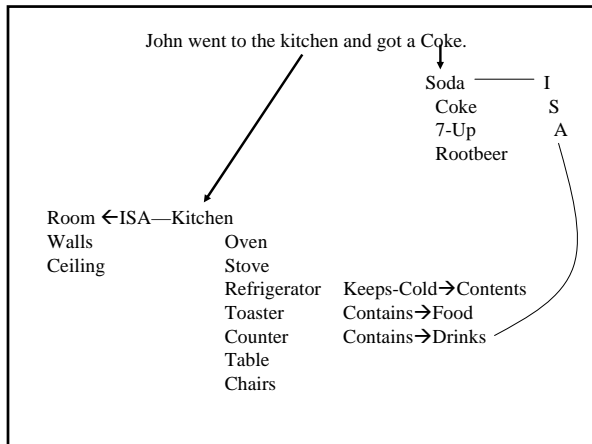
- Specify content of MOPs, TOPs, etc.
  - CYC project
- Account for Acquisition

John went to the kitchen and got a Coke.

## Inferred Information

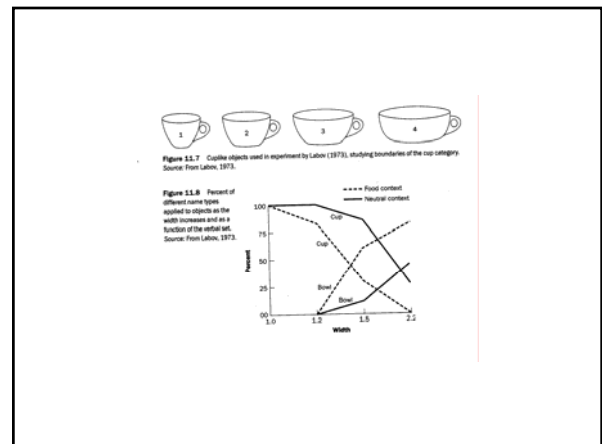
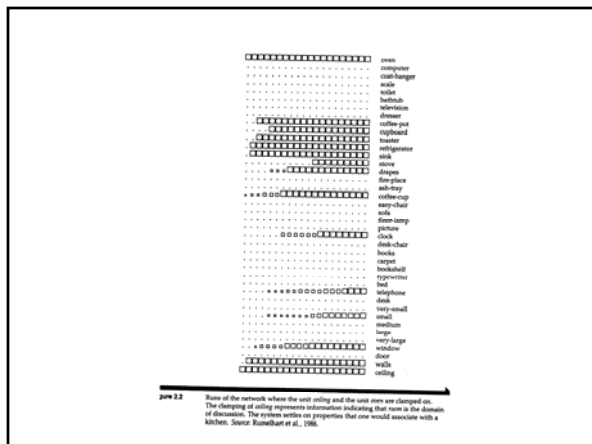
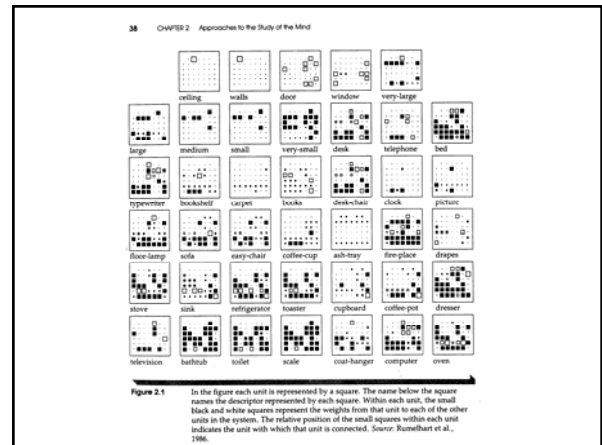
- There was a refrigerator.
- John opened the refrigerator to get the Coke.
- The kitchen had a ceiling.
- The kitchen had walls.
- Etc., etc., etc.

How do people use partial information to infer other information that isn't specified?



- ## Connectionist Approach to Schemas
- Schemas emerge from interaction of parallel processing units
  - Schemas not explicitly stored representations
  - Schema=Activation Pattern
  - Training network produces tendency for particular units to be co-activated given similar input
  - Yields schema-like behavior

- ## The Forty Room Descriptors
- |           |            |            |              |            |
|-----------|------------|------------|--------------|------------|
| ceiling   | walls      | door       | windows      | very-large |
| large     | medium     | small      | very-small   | desk       |
| telephone | bed        | bookshelf  | picture      | carpet     |
| books     | desk-chair | clock      | ashtray      | fireplace  |
| sofa      | easy-chair | coffee-cup | refrigerator | toaster    |
| drapes    | stove      | coffeepot  | television   | bathub     |
| cupboard  | sink       | dresser    | oven         | closet     |
| toilet    | scale      | computer   |              |            |



## Connectionist Models

- Provide mechanism for integrating multiple sources of information
- Addresses 'unprincipled' nature of schema theories
  - Specific mechanism for schema acquisition

## Shortcomings of Schema Theories

By the time Mary had had her 14<sup>th</sup> child she'd finally run out of names to call her husband.

(not scripts, not MOPs and TOPs, and not even neural network models!)

## Why schemas not adequate...

- Need mini-theory about consequences of many kids
- Knowledge recruited for dynamic simulation (mental model)
  - Not just activated
- Deciding which aspects of childbirth knowledge do get recruited and which don't is a difficult problem
  - Solution possible (presumably) but does not currently exist

## Socio-Cultural Side of Frames

- Frames structure experience
- Choice of frame matters
- Erving Goffman FRAME ANALYSIS
  - Frames are chosen, not just activated
  - Frames are socially negotiated
  - People's choice of frames results in their co-construction of social reality

## Mutual Activation of Shared Schemas



- Schema=Glasses

## Frame Analysis

- Goffman: best way to 'see' frames is to find instances when they are violated
  - Psychotic in department store
  - Fainting nuns
    - People cooperate to activate frames
    - Frame-appropriate behavior is socially conditioned



## Good Samaritan Study

- Subjects – unwitting seminary students at Princeton Theological Seminary

Bldg  
#1

Waiting  
Room

Bldg  
#2

Groaning  
Man

Bldg  
#3

Lecture  
Room

- Late Ministers: 1/10 stopped for groaning man
- On-Time Ministers: 6/10 stopped for groaning man

## Good Samaritan Study

- Situation definition influences both perception and behavior
- Comprehension is not passive, but an active process that depends heavily on socio-cultural factors