THE CAUSAL THEORY OF THE MIND

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LOGICAL BEHAVIOURISM

➤ Fragility: disposition to shatter
➤ Irritability: disposition to “snap”
➤ Behaviourism: mental state concepts *definable* by behavioural dispositions
  ➤ so, mental states *supervene* on behavioural dispositions
➤ Objection 1: feeling itch more than disposition to scratch
➤ Objection 2: behavioural duplicates that aren’t mental duplicates
  ➤ Hilary Putnam’s “super spartans”
  ➤ Searle’s Chinese room
“Most bachelors have roommates.”

➤ synthetic: true as a matter of fact

➤ contingent: could have been otherwise

➤ a posteriori: known after experience

“All bachelors are unmarried.”

➤ analytic: true by definition

➤ necessary: must have been true

➤ a priori: knowable prior to experience
ARMSTRONG ON ANALYSIS

➤ conceptual analysis: process of stating and refining conceptual definitions (analytic truths)

➤ Armstrong: conceptual analysis a *method* of philosophy, not a *goal*

➤ materialism is scientific discovery

➤ philosophical analysis of mental concepts can show intelligibility of scientific reduction
Poisons cause sickness or death when ingested.

(analytic or synthetic? necessary or contingent? a priori or a posteriori?)
TYPES OF MATERIALISM

➤ physicalism: mental states are brain states
  ➤ “Pain is c-fiber firing”: a posteriori scientific discovery

➤ behaviourism: mental states are behavioural dispositions
  ➤ “Pain is a disposition to wince, etc.”: an a priori analytic truth

➤ functionalism (aka Causal Theory): mental states are functional states
  ➤ Pain is a functional state defined by its relations to inputs, outputs, and other mental states.
  ➤ “Pain causes wincing, behaviour that agent believes will alleviate pain, etc.” is an a priori analytic truth (according to “conceptual functionalism”)
### Functional states of a vending machine

<table>
<thead>
<tr>
<th>Action</th>
<th>State 1</th>
<th>State 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert nickel</td>
<td>Go to S2</td>
<td>Dispense soda, go to S1</td>
</tr>
<tr>
<td>Insert dime</td>
<td>Dispense soda, stay in S1</td>
<td>Dispense soda and nickel, go to S1</td>
</tr>
</tbody>
</table>