

Proposing a lazy generalised model of visual working memory to promote theory building

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Two questions in this talk

How do we promote better theory building in psychology?

By showing a model best fits one instance of a specific phenomena?

Or with a lazy model that directs attention to interesting mechanisms and parameters?

How do we model visual working memory in a way that respects its complexity?

Are we addressing the wide variety of phenomena and mechanisms of the system in the model?

The part where Philip Smith convinces me that the sample-size model is everything.

Playing 20 questions with nature

It is often assumed that:

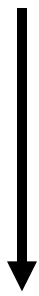
Theory A
↓
Result A

Theory B
↓
Result B

Playing 20 questions with nature

It is often assumed that:

Theory A



~~Result A~~

Theory B

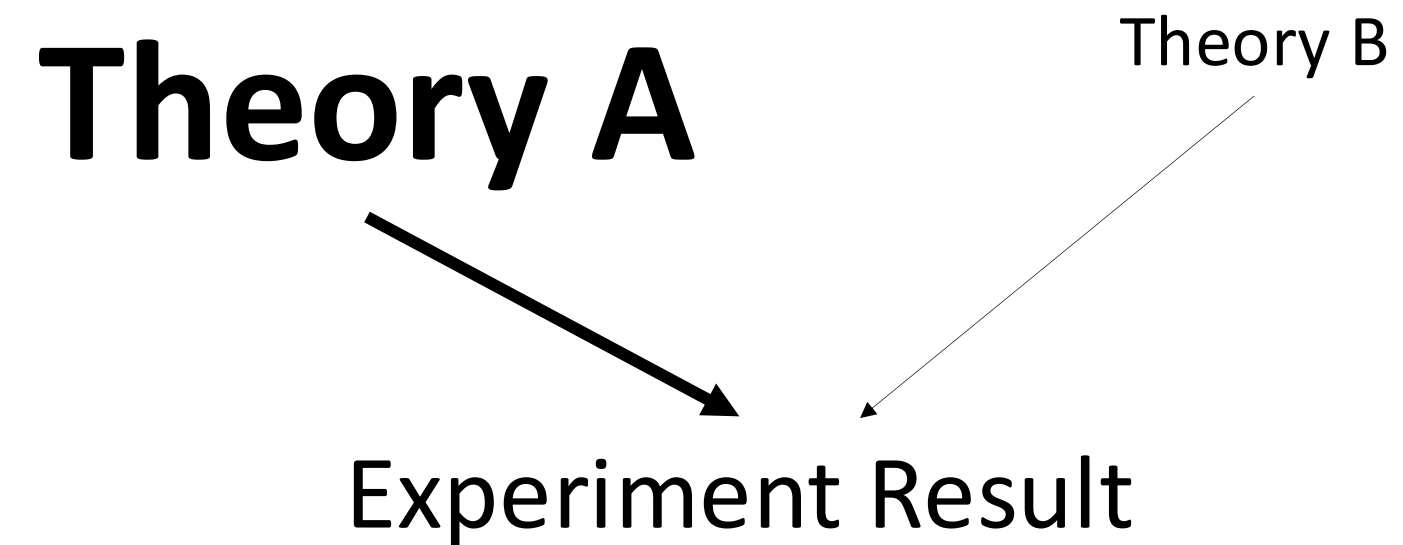


Result B



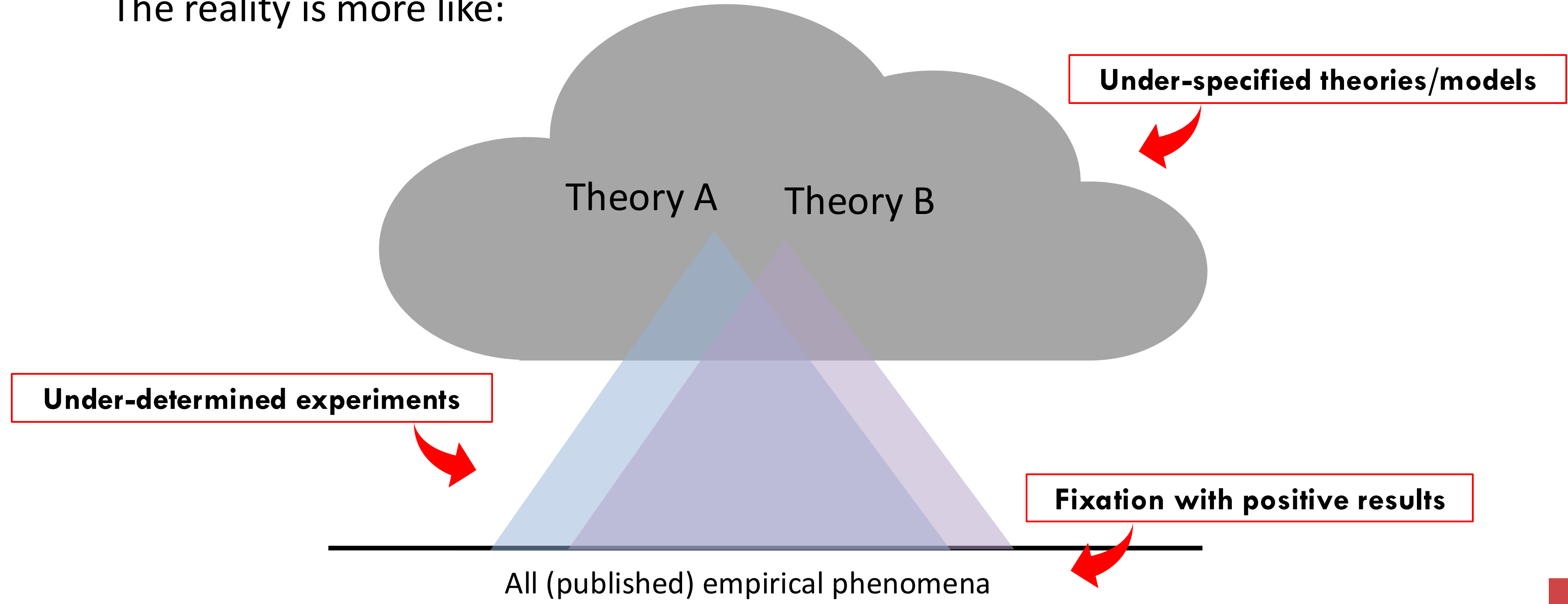
Playing 20 questions with nature

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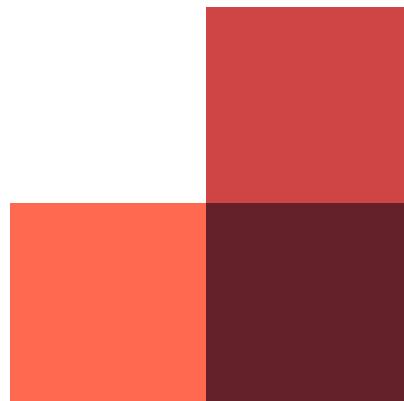


Playing 20 questions with nature

The reality is more like:



Newell, A. (1973). You can't play 20 questions with nature and win: Projective comments on the papers of this symposium.



A “theory crisis” in psychological science

Under-specified theories

Ad-hoc changes to models

Under-determined experiments

Blunt instruments

Straw-man of competing models

Models as toothbrushes

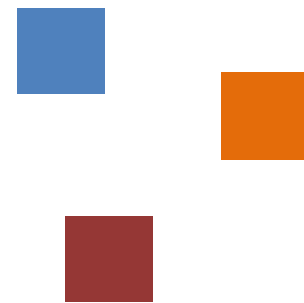
Overgeneralisation of models

A lack of intellectual humility...

What is visual working memory?

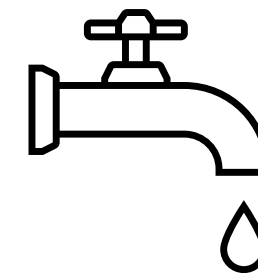
Object-based theory “slot models”

Luck and Vogel (1997);
Zhang and Luck (2008)



Feature-based theory “resource models”

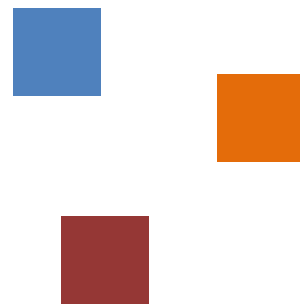
Alvarez and Cavanagh (2004);
Wilken and Ma (2004)



What is visual working memory?

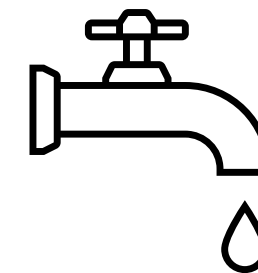
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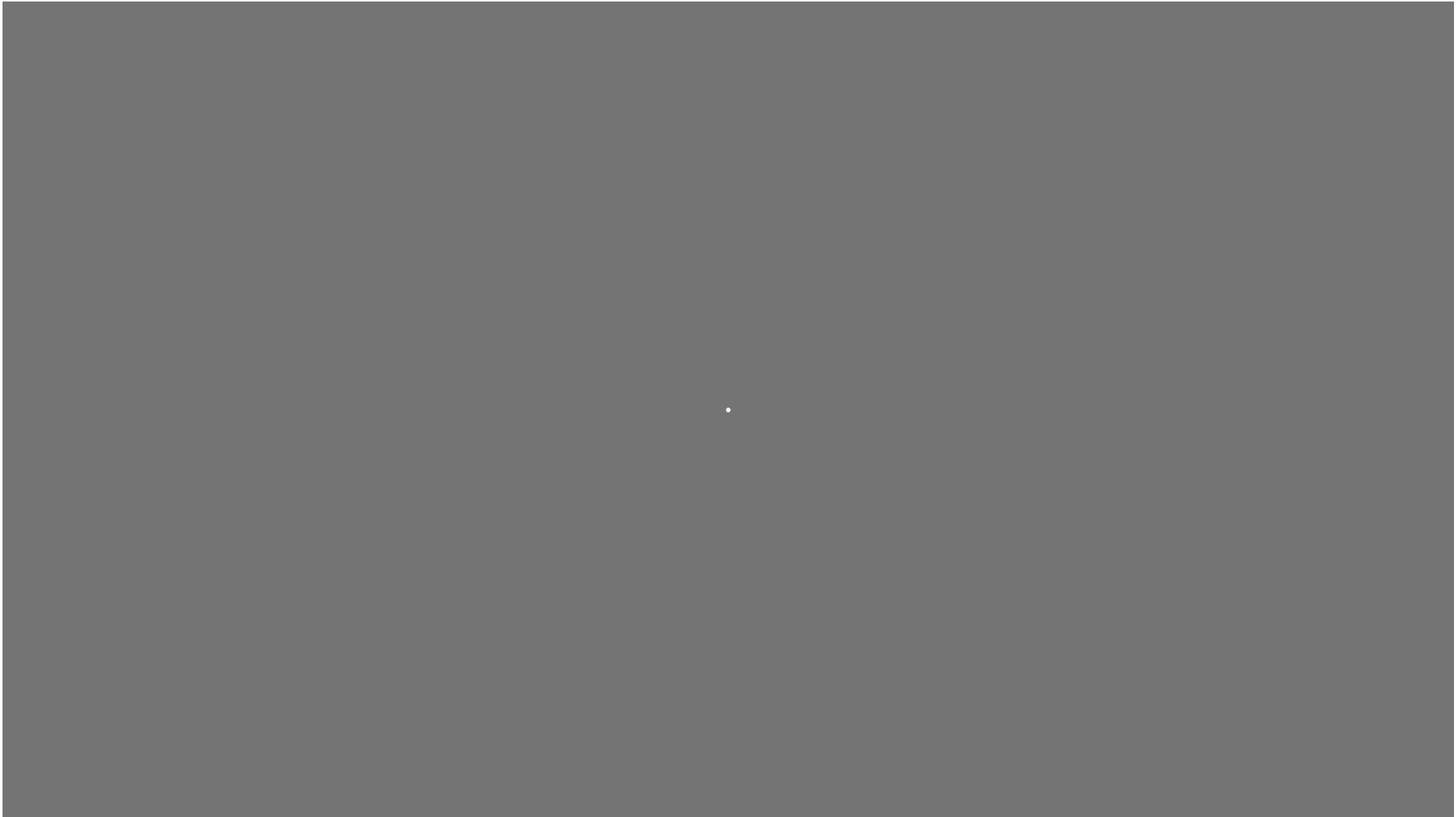


versus

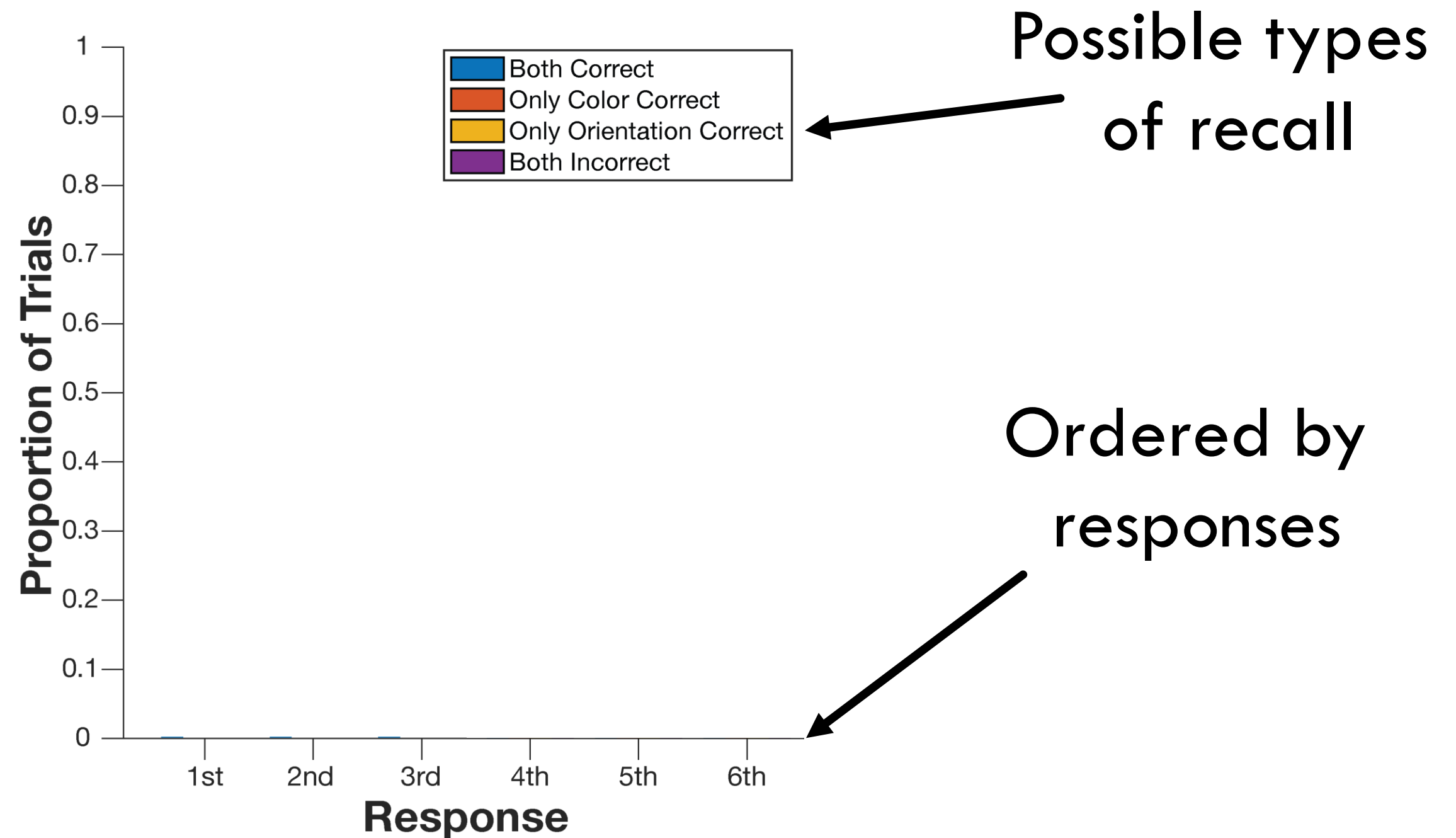
**A false dichotomy coupled with straw-manning leads
to weak experimentation and one-sided model
comparisons**



Conjunction whole-report task

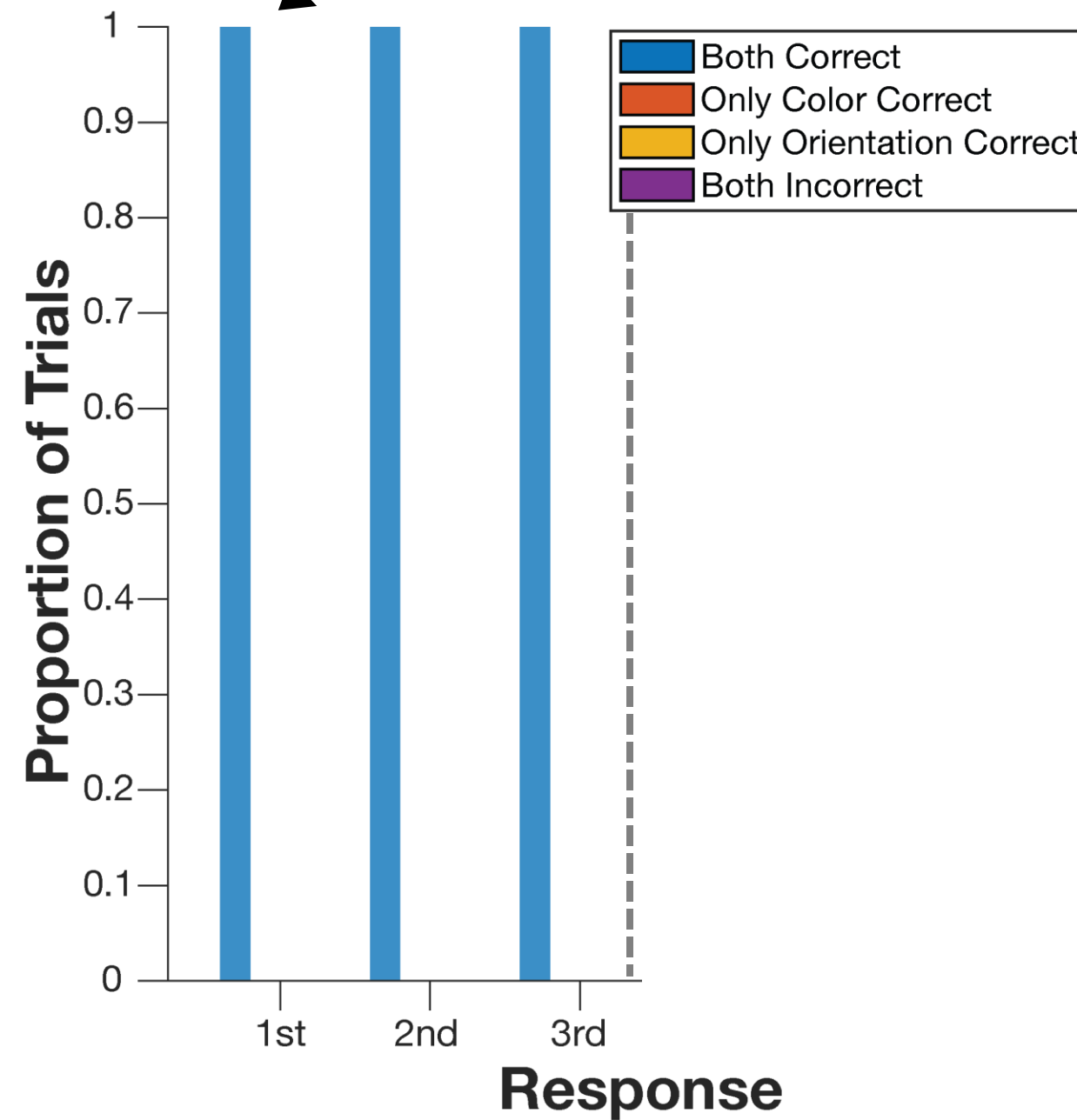


Conjunction whole-report task



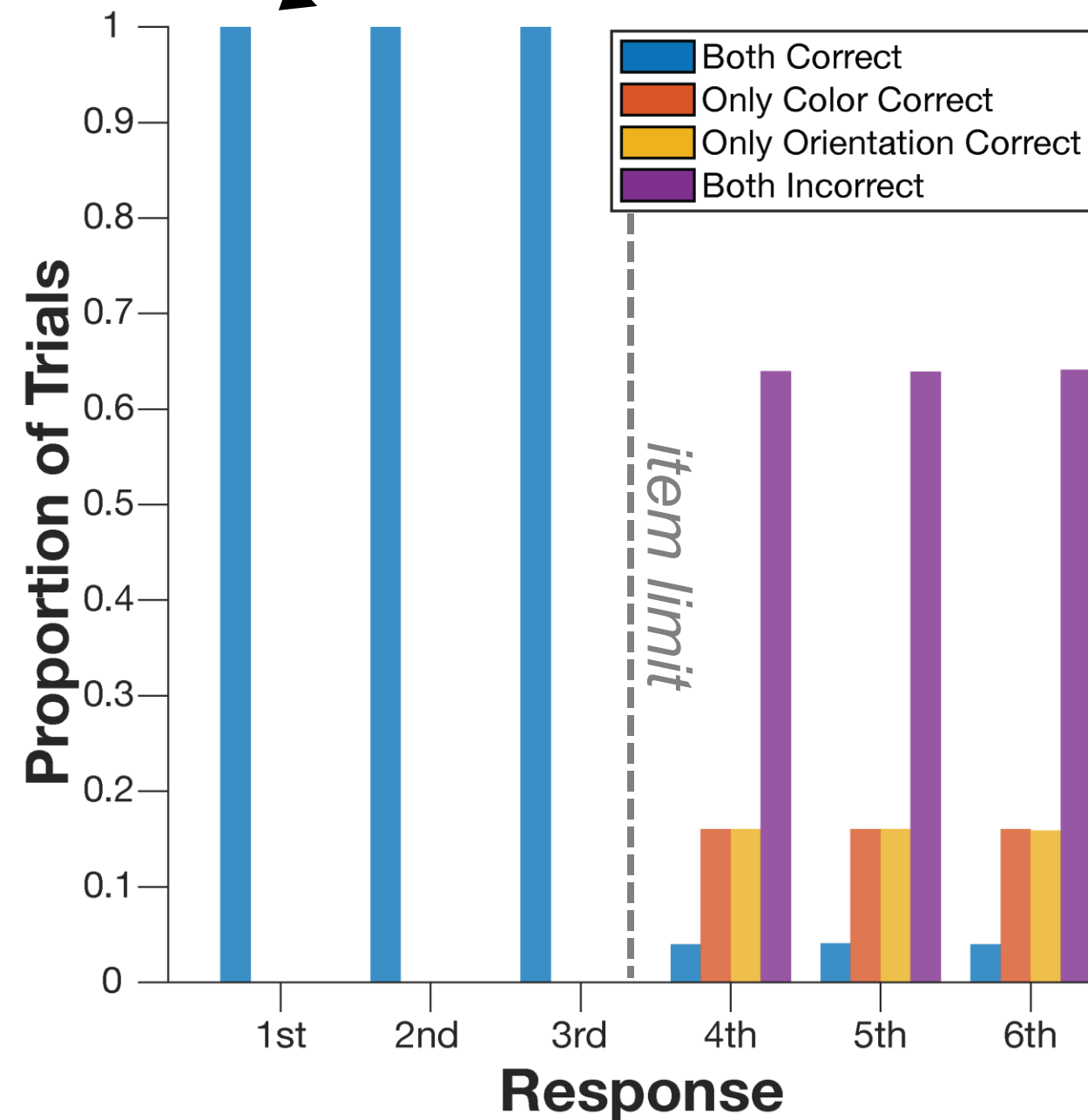
A strong object model

Perfect recall
within item limit
(K_{max})



A strong object model

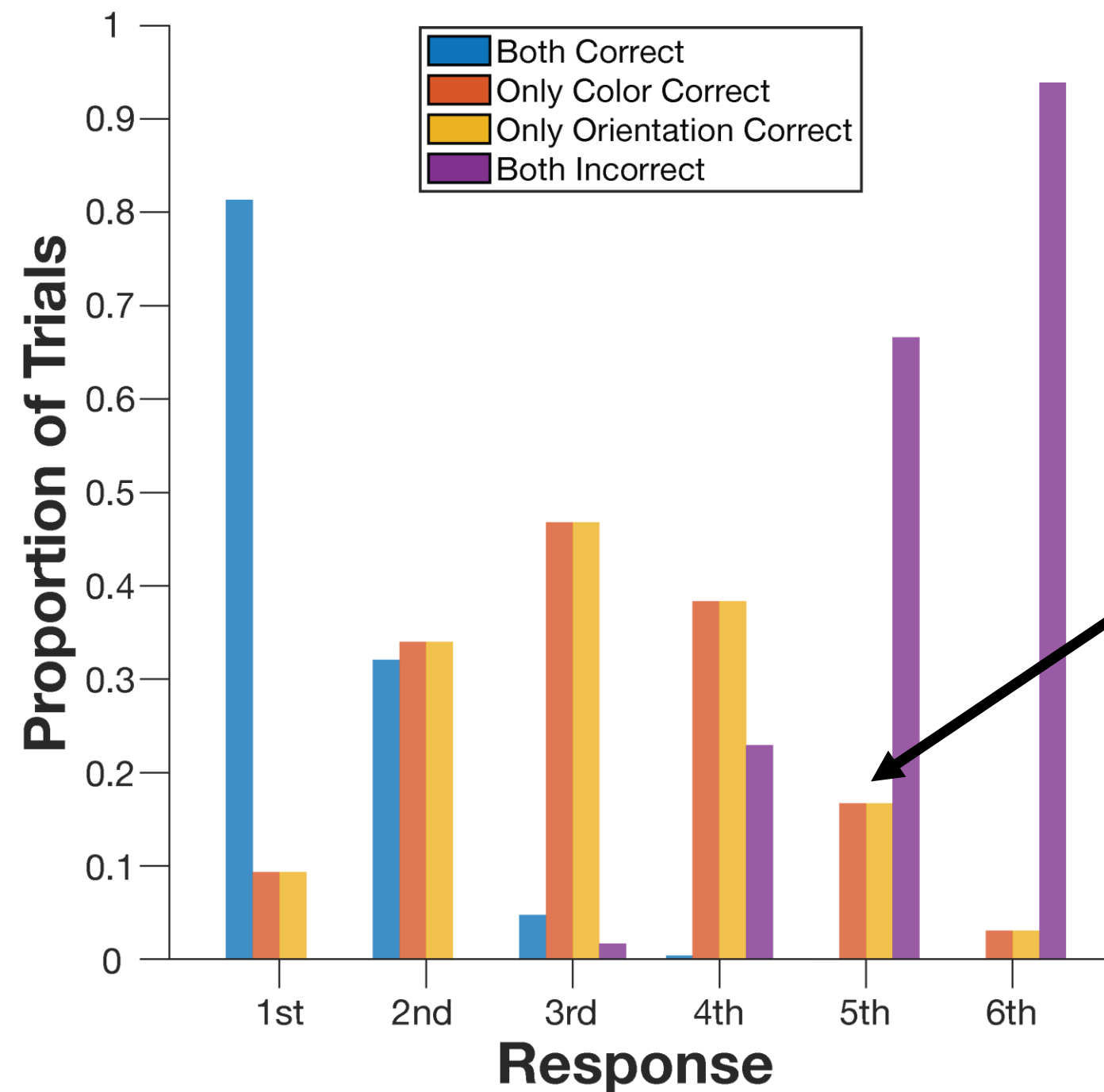
Perfect recall
within item limit
(Kmax)



Guessing for
remaining responses

A feature-based resource model

Feature storage
independent
of objecthood



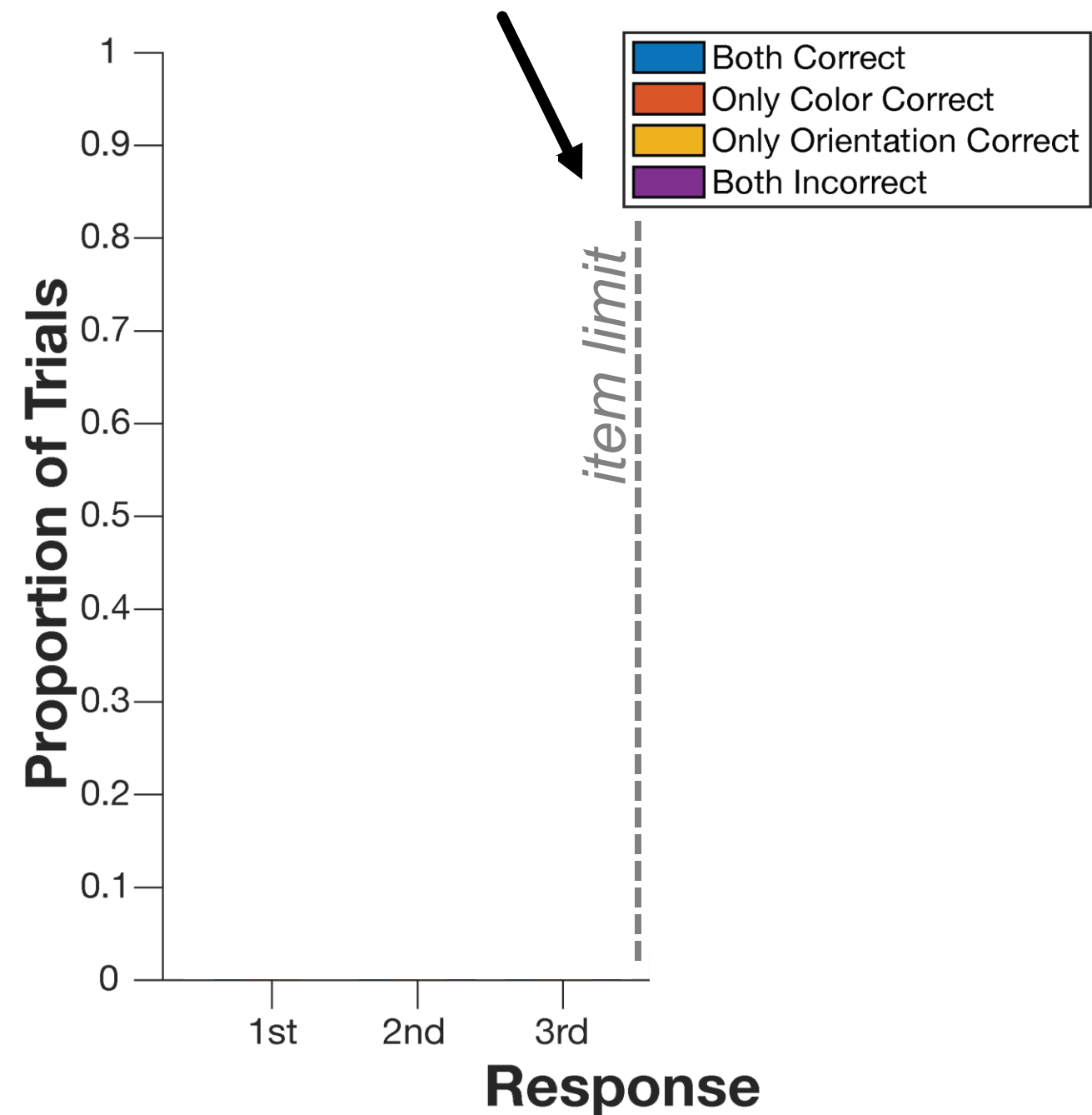
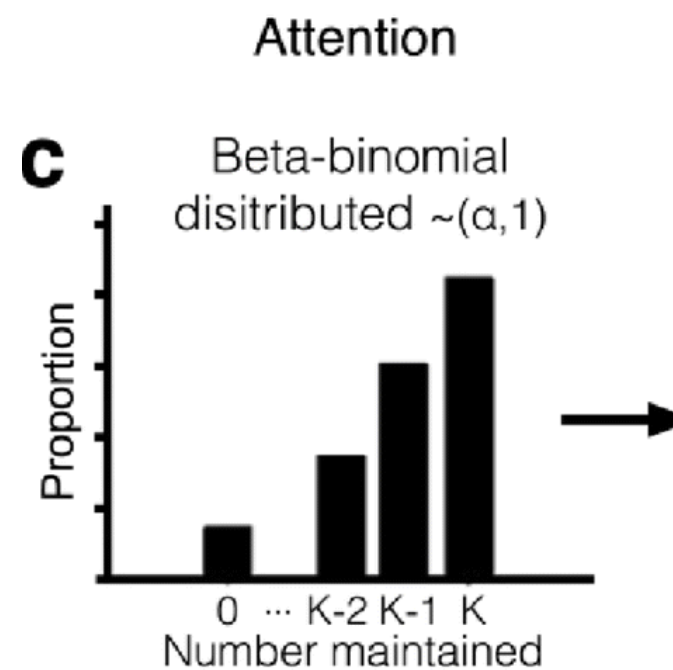
Accurate recall
distributed across
all responses

$$f(x, i) \sim \text{Bernoulli}(p)$$

A combined object and features model

Accurate recall constrained
within an item limit

But attention fluctuates so
maximum capacity is not
always achieved

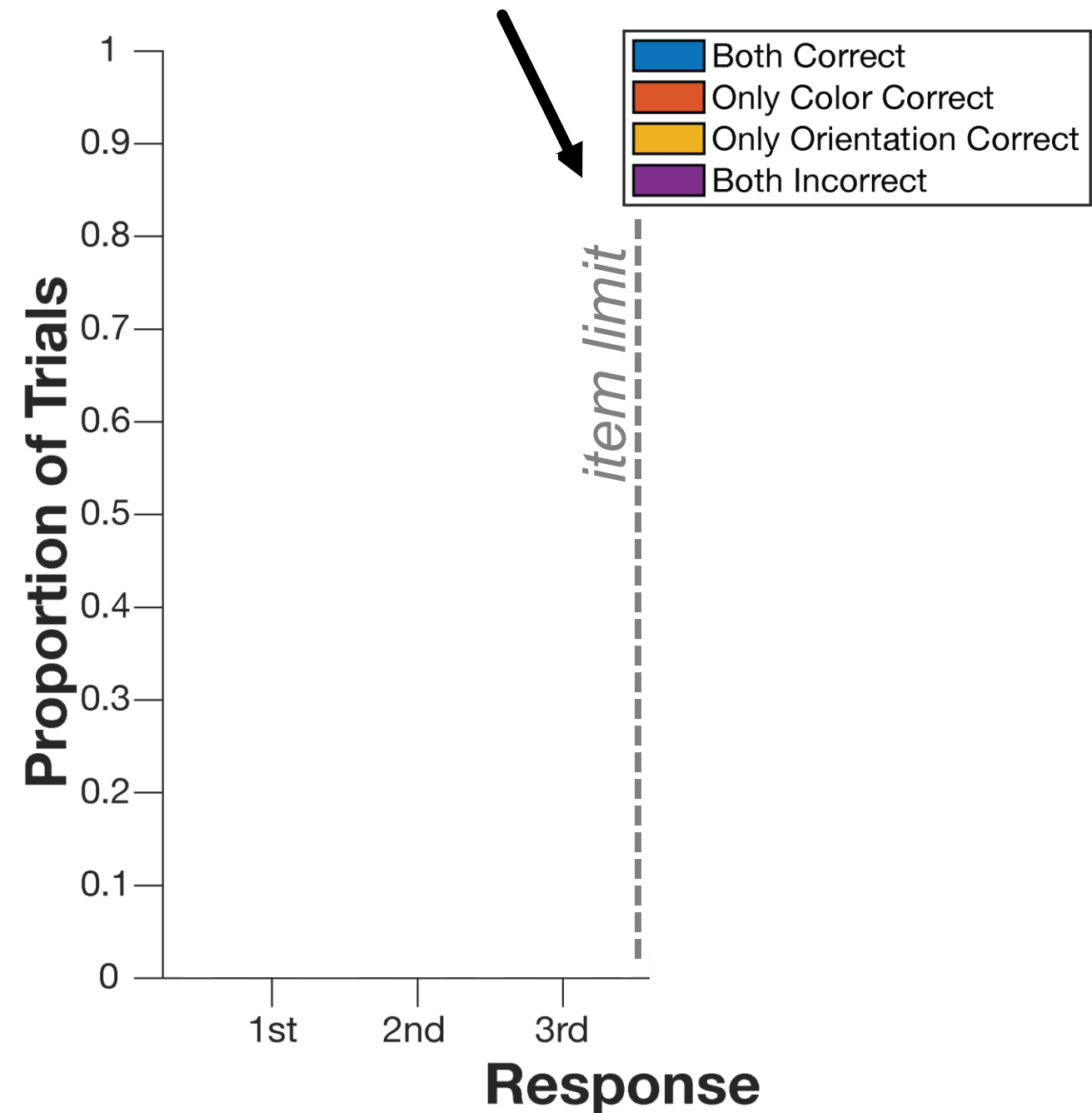


A combined object and features model

Accurate recall constrained
within an item limit

But attention fluctuates so
maximum capacity is not
always achieved

And features are forgotten
independently and
probabilistically

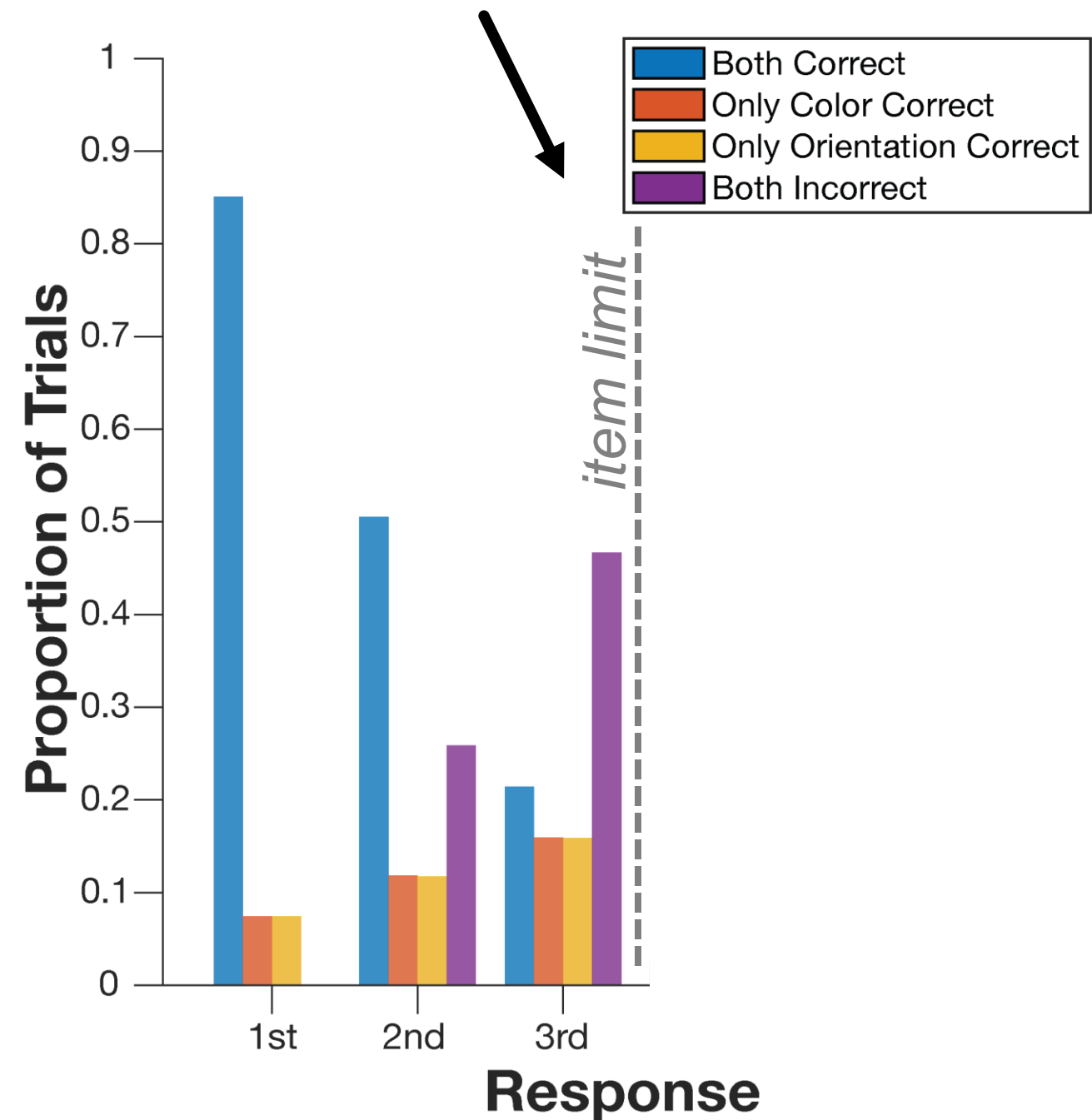


A combined object and features model

Accurate recall constrained
within an item limit

But attention fluctuates so
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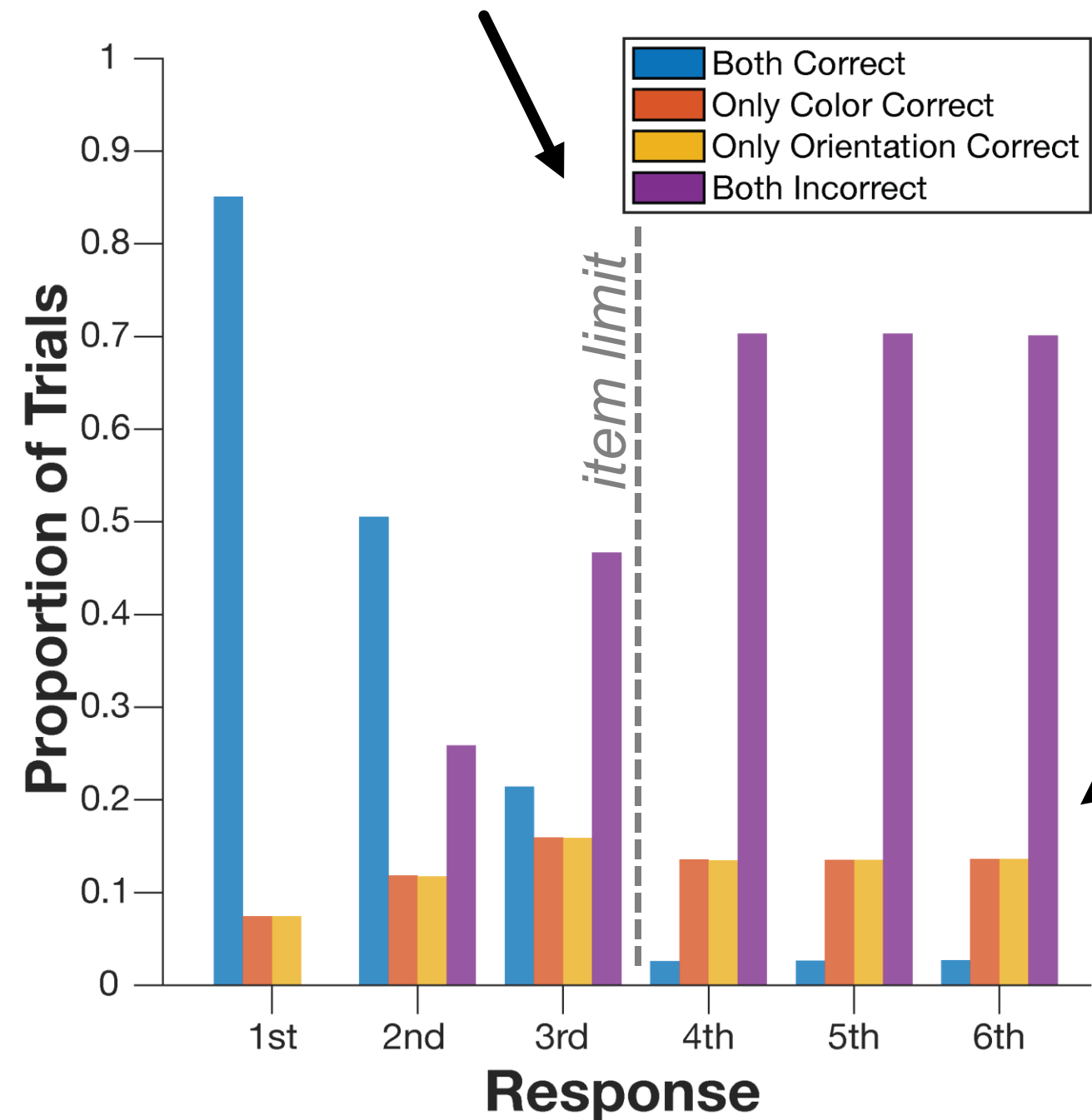
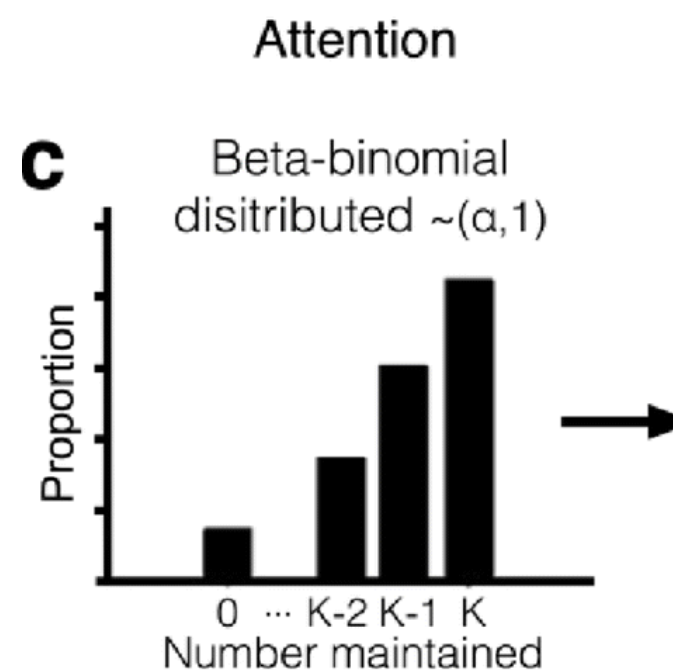
And features are forgotten
independently and
probabilistically



A combined object and features model

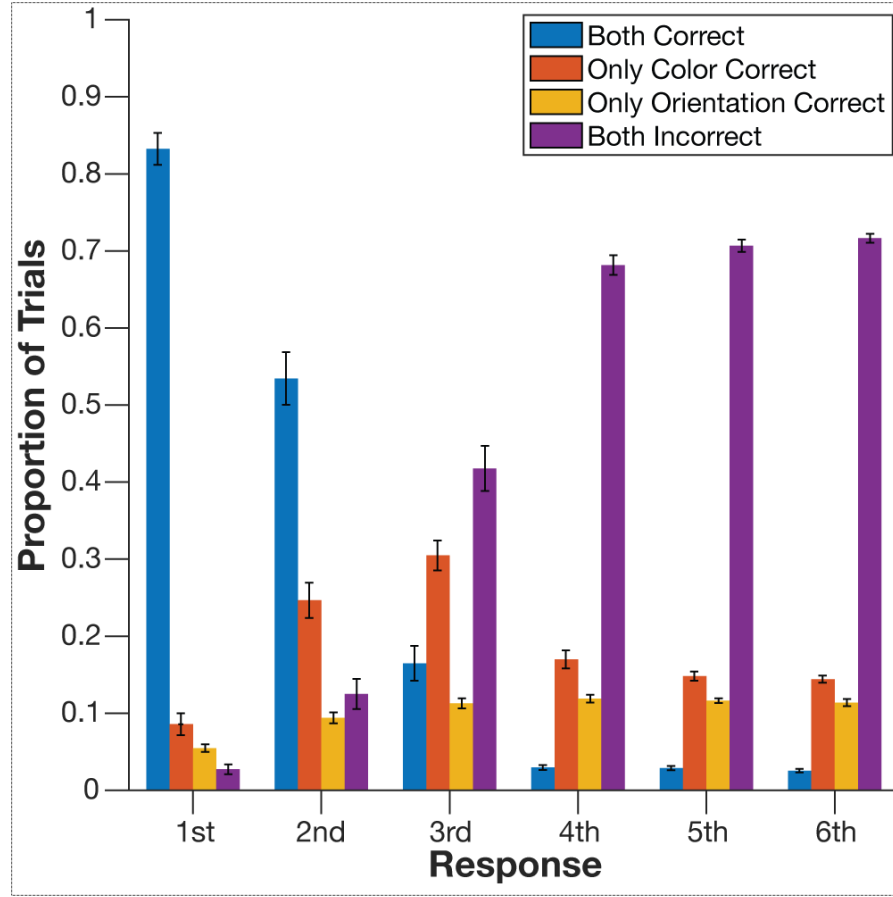
Accurate recall constrained
within an item limit

But attention fluctuates so
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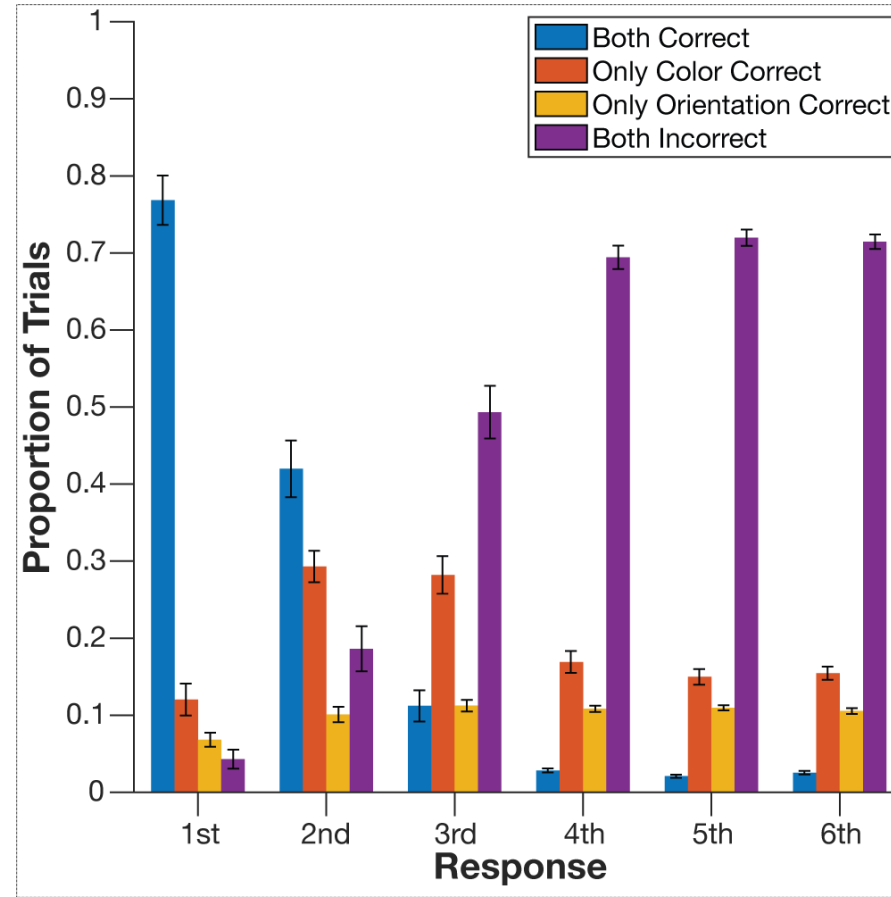


Guessing beyond
the item limit

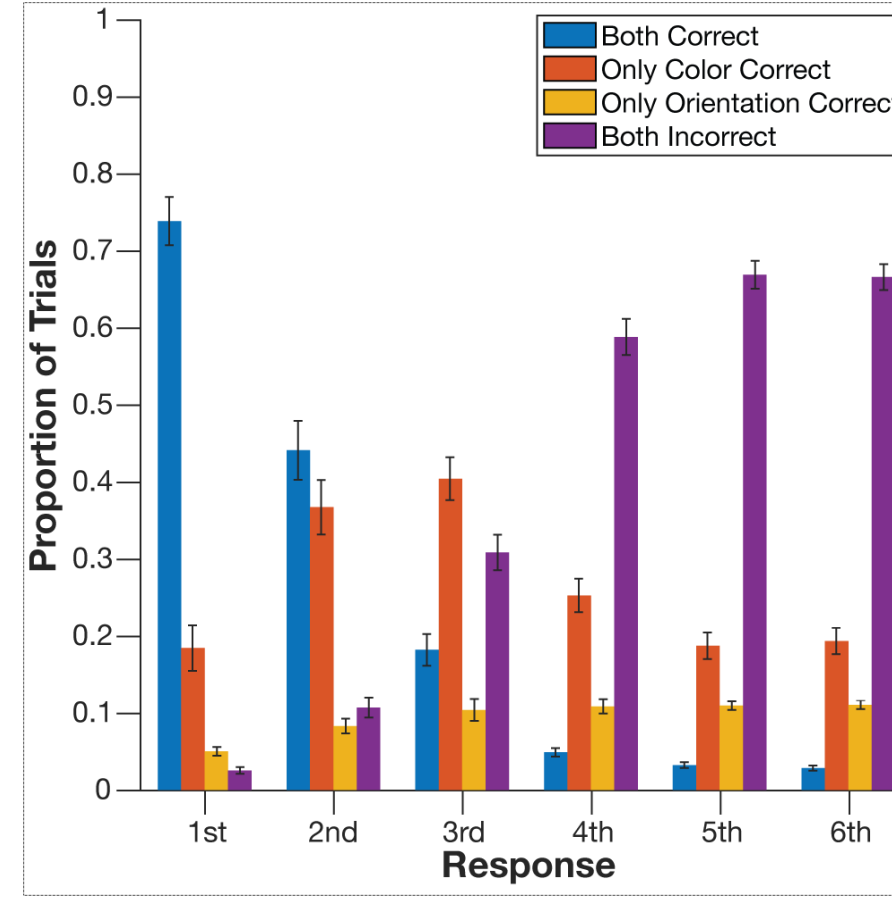
Experiment 1



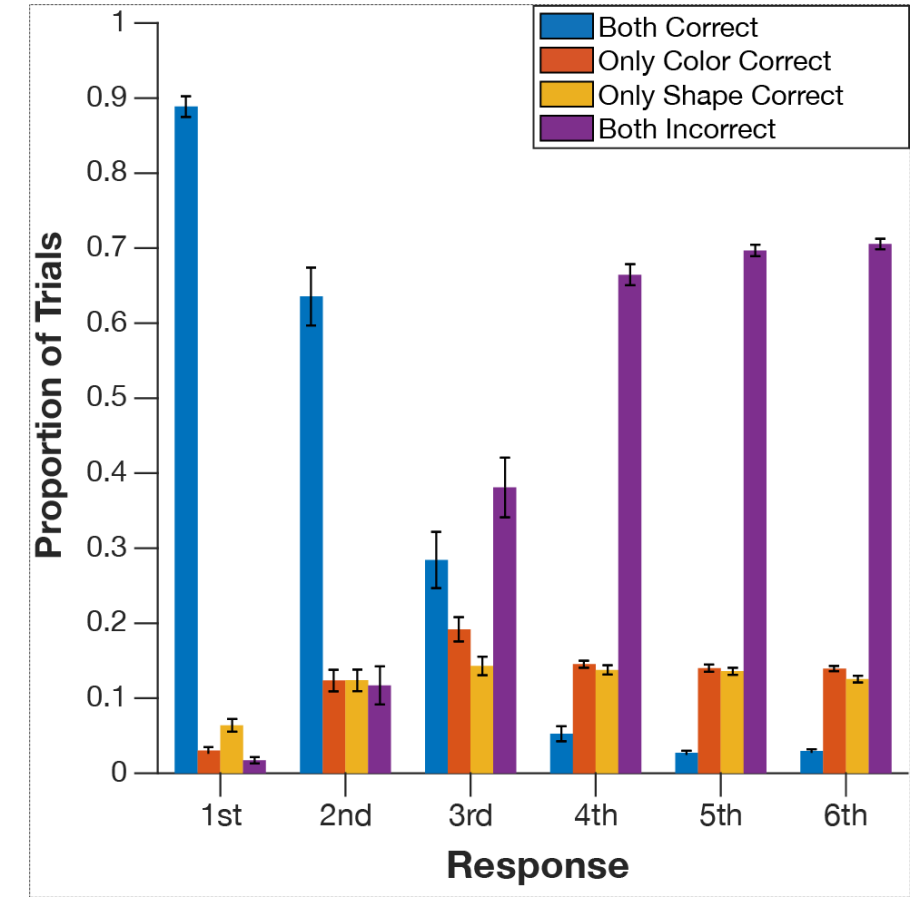
Experiment 2



Experiment 3

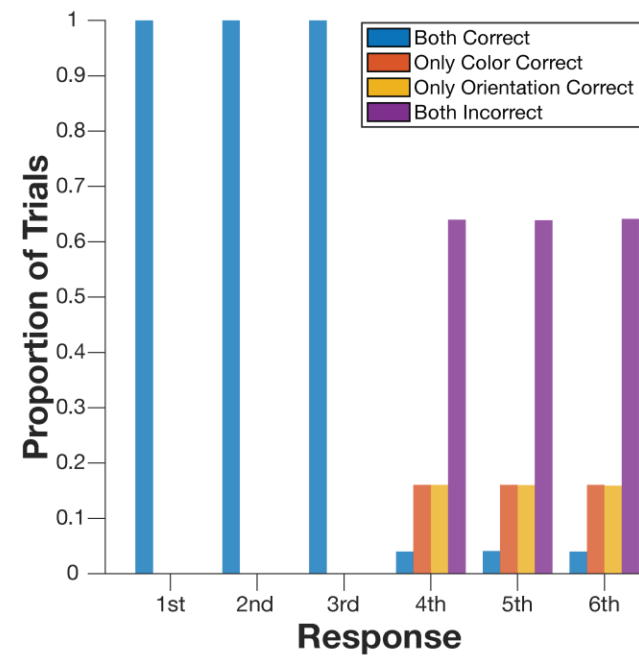


Experiment 4



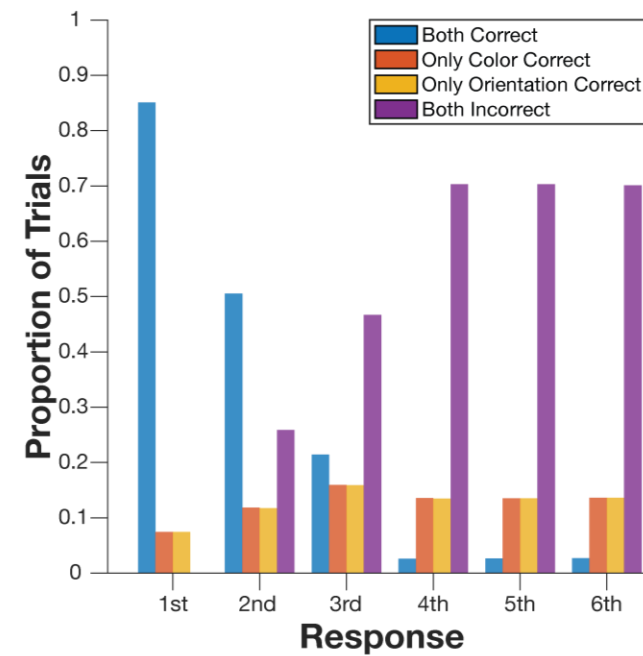
Strong Object Model

Accurate storage of three objects



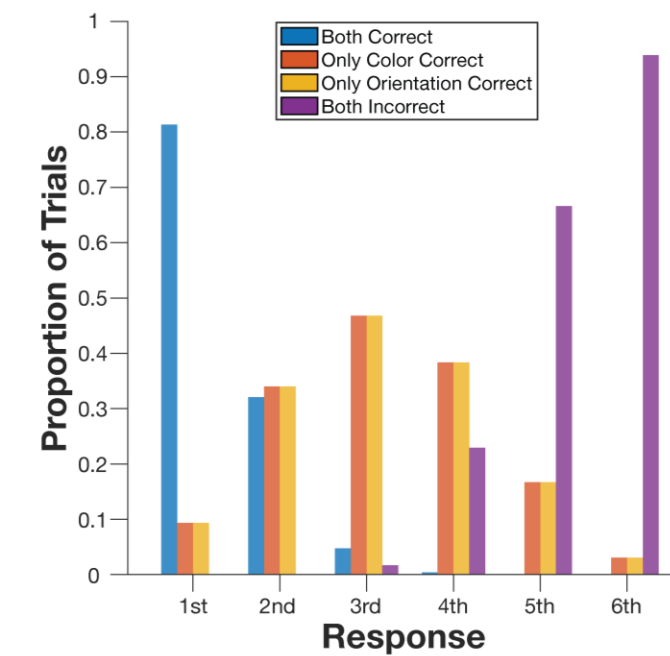
Pointer Model

Item-based storage with feature loss

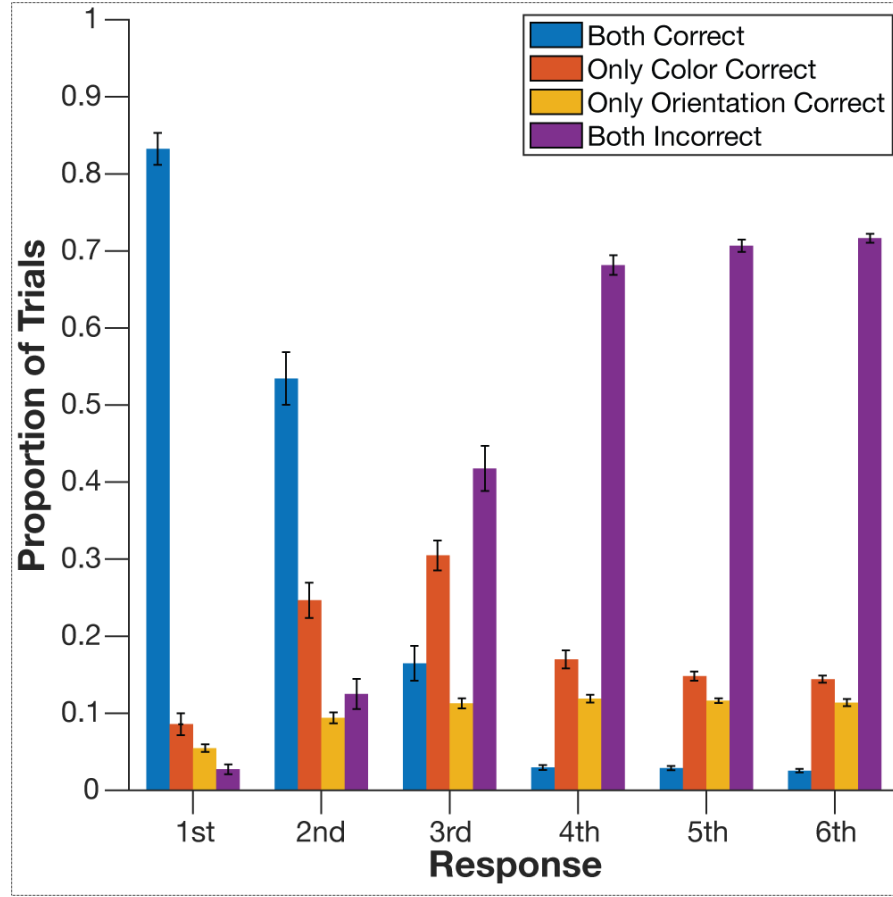


Independent Feature Model

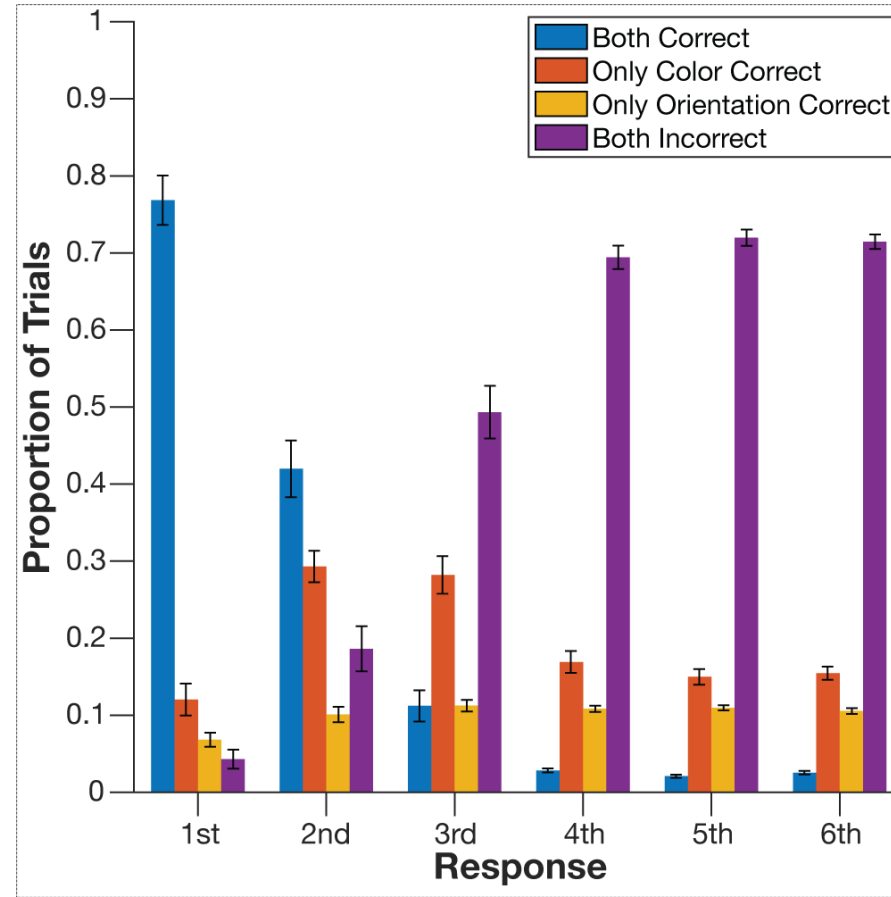
Feature storage independent of objecthood



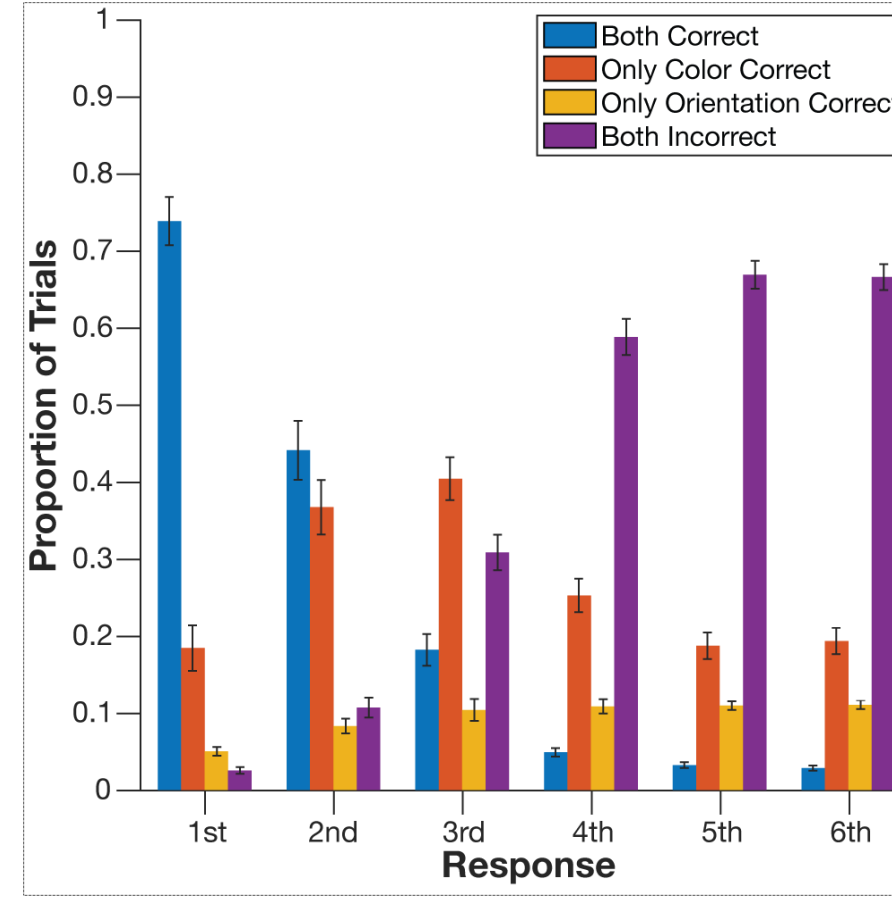
Experiment 1



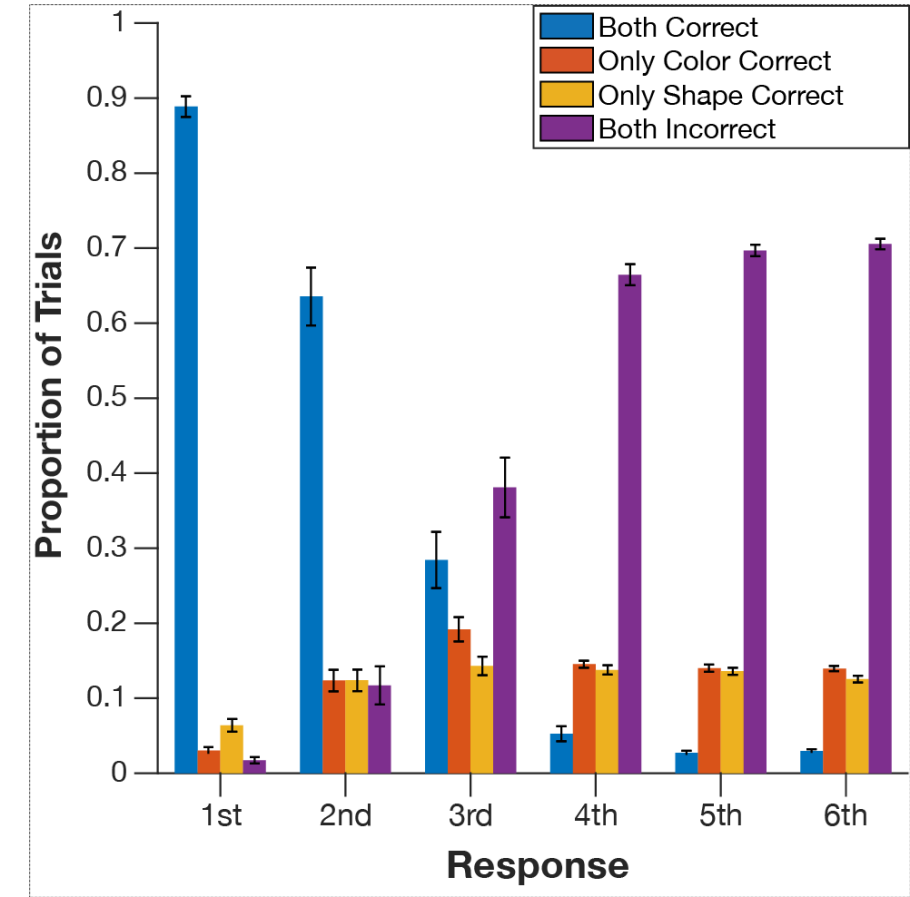
Experiment 2



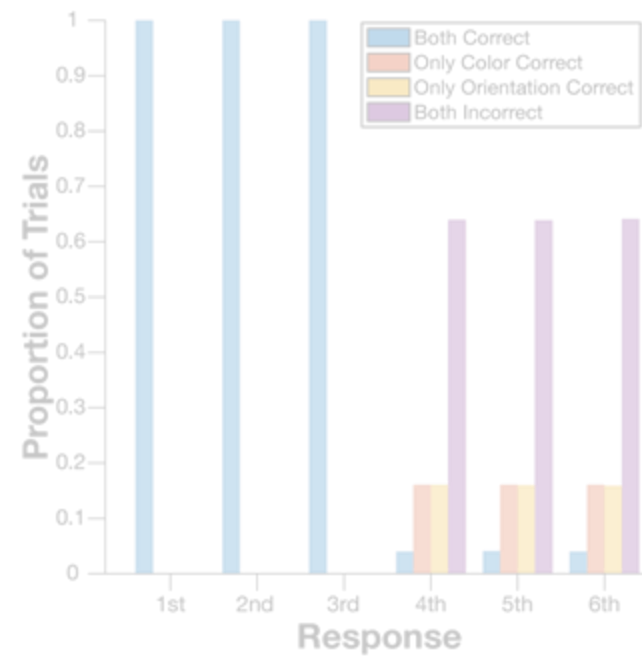
Experiment 3



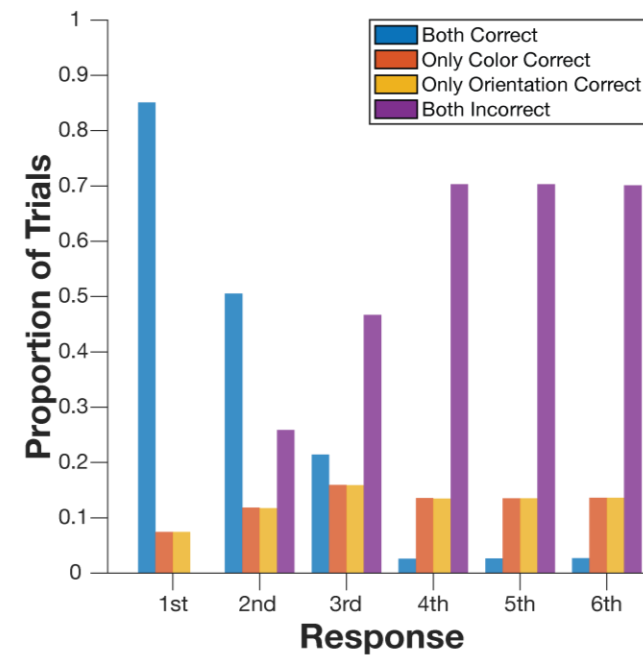
Experiment 4



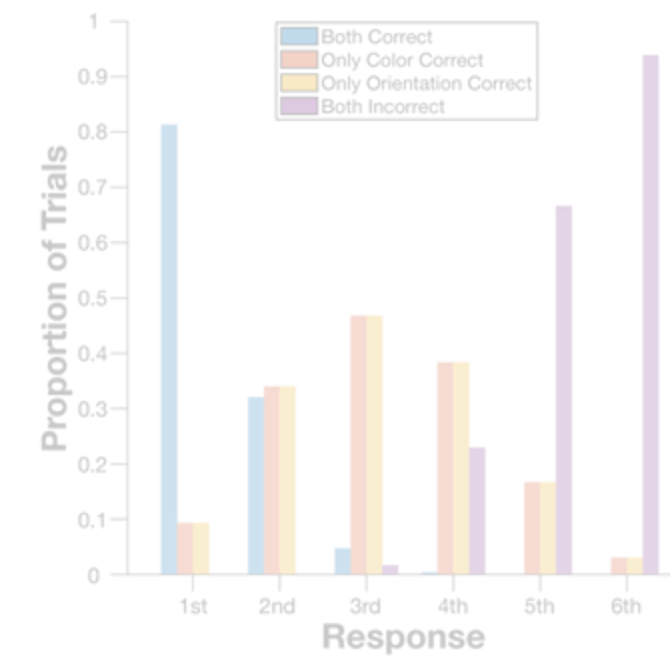
Strong Object Model
*Accurate storage of
three objects*



Pointer Model
*Item-based storage
with feature loss*

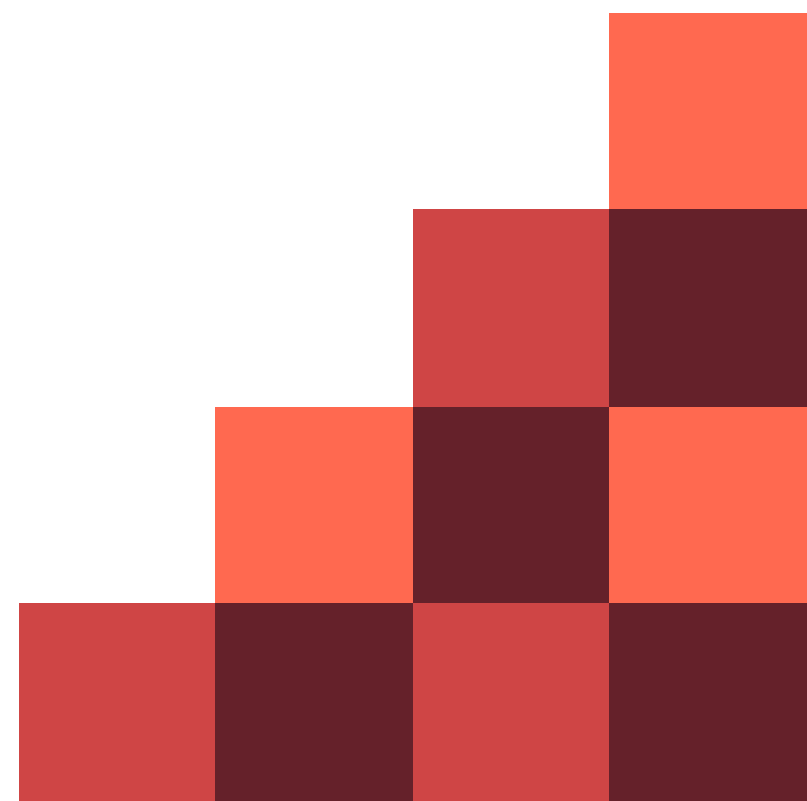
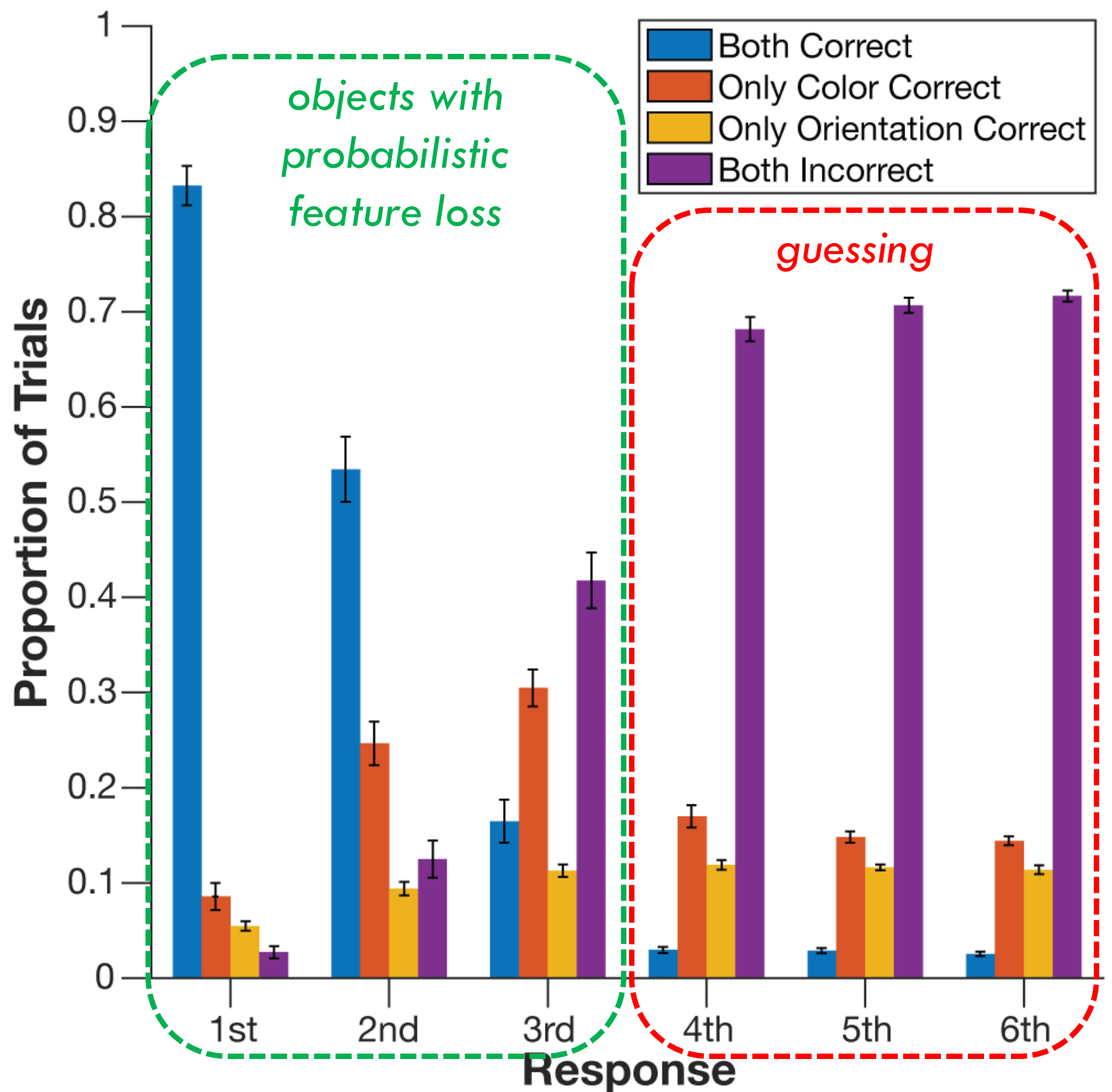


Independent Feature Model
*Feature storage independent
of objecthood*



Not simply objects or features

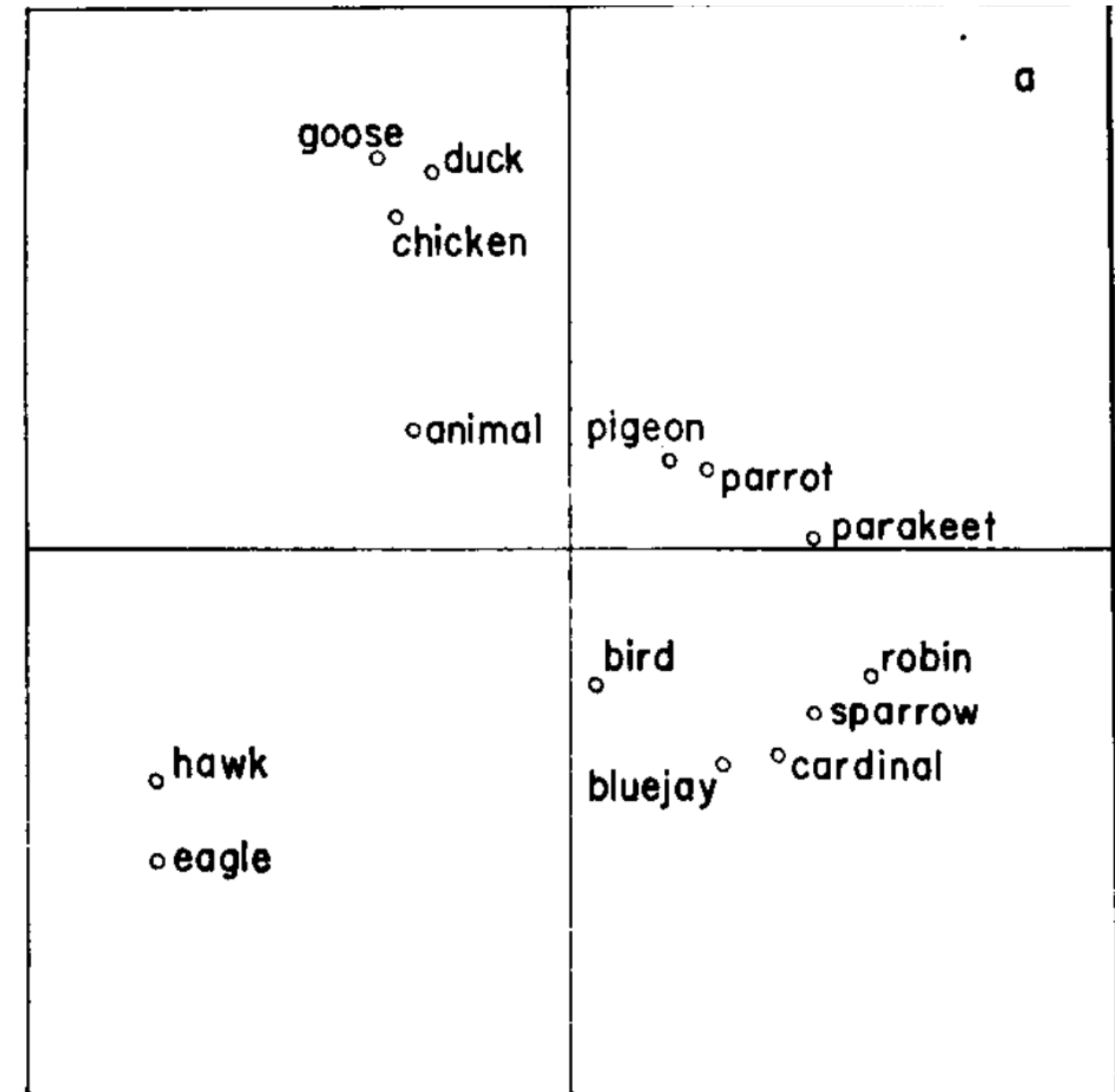
We see object-based encoding and feature-based loss occurring in concert



**Can there be both
object- and feature-
based
representations?**

**What if an object is an
abstracted
representation of its
features?**

Measuring category membership

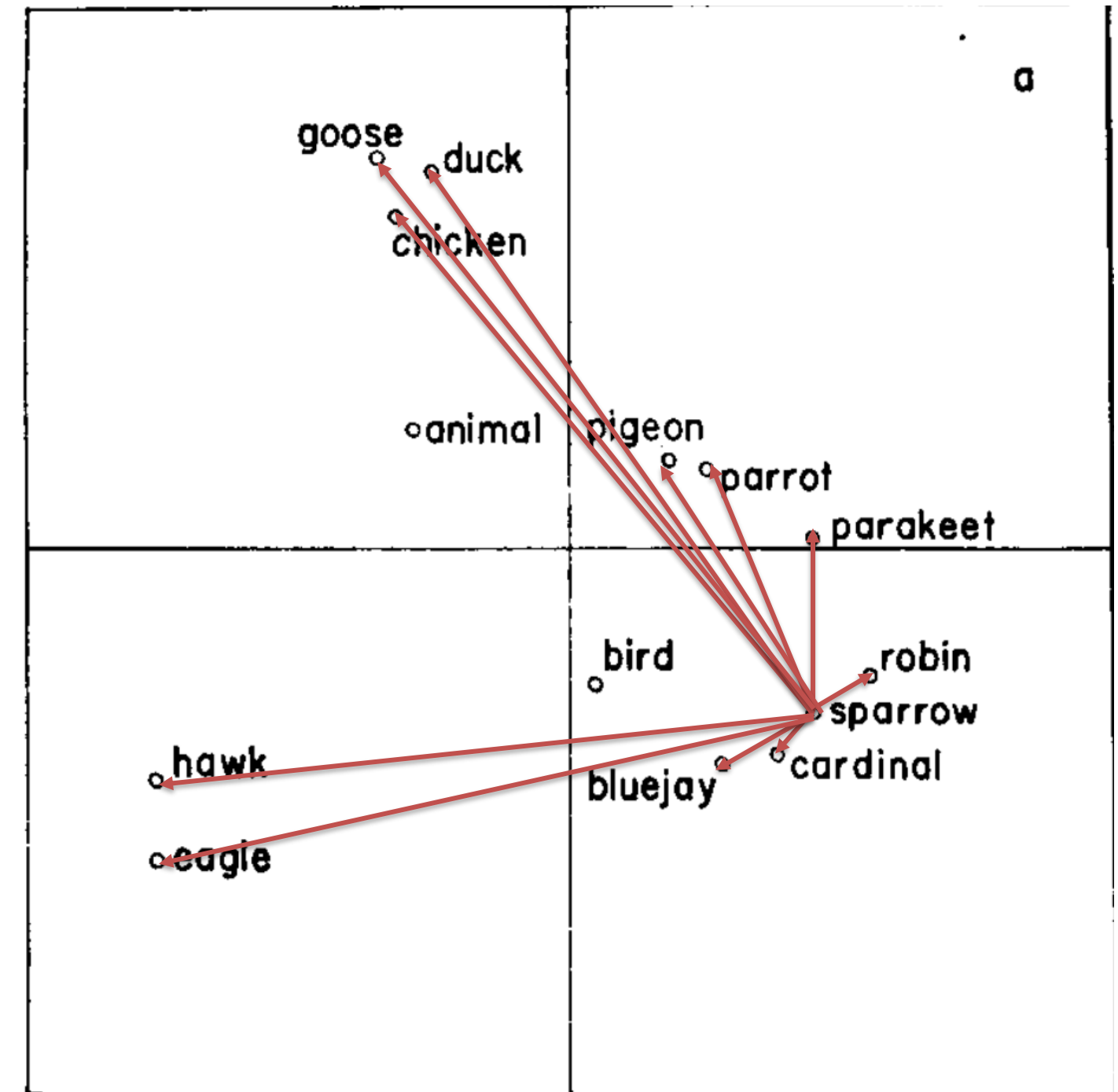


Multidimensional scaling plot of
bird similarity

Measuring category membership

Generalized Context Model (GCM)

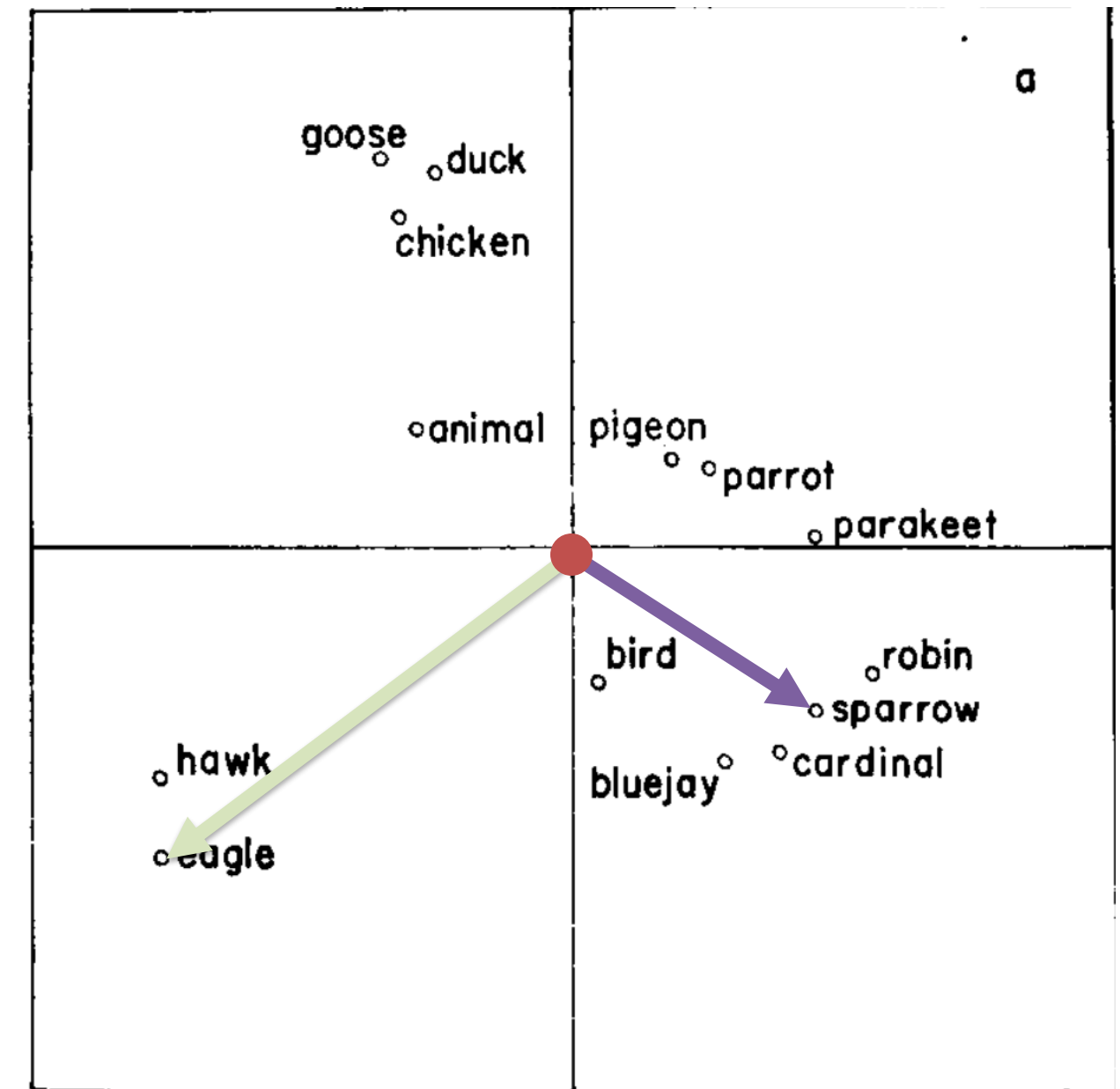
The probability of a stimulus being categorized as a member of a given category is a weighted function of the distance between the target stimulus and the members of the two categories in the space



Measuring category membership

Multiplicative prototype model (MPM)

The probability of a stimulus being categorized as a member of a given category is a **weighted function of the distance between the target stimulus and the prototypes (central tendencies) of the two categories in the space**



The Contrast Model (Tversky, 1977)

The similarity
between the i^{th} item
and j^{th} item

$$s_{ij} = \alpha f(I \cap J) - \beta f(I - J) - \gamma f(J - I)$$

A weighted function of the
intersection between ²⁷item I
and item J
(i.e. common features)

Minus a weighted function of
the featural differences in I
but absent in J and in J but
absent from I
(i.e. distinctive features)

The Generalized Contrast Model (Dry and Storms, 2010)

$$s_{ij} = \left[\theta \sum_k v_{ik} v_{jk} \right] - \left[(1 - \theta) \sum_k v_{ik} (1 - v_{jk}) \right]$$

Common features

Distinctive features

The Generalized Contrast Model (Dry and Storms, 2010)

A parameter that balances common and distinctive features

$$s_{ij} = \left[\theta \sum_k v_{ik} v_{jk} \right] - \left[(1 - \theta) \sum_k v_{ik} (1 - v_{jk}) \right]$$

A lazy generalised model of visual working memory

A parameter that balances feature-based and object-based memory

$$WM = \theta [f(I) + f(J)] - (1 - \theta) [f(I \cap J)]$$

**Feature-based
memory
(exemplar)**

**Object-based
memory
(prototype)**

The lazy general model of working memory

$$WM = \theta [f(I) + f(J)] - (1 - \theta) [f(I \cap J)]$$

Forces researchers to address possibility of both feature-based and object-based representations

A dynamic model that allows changes in feature-based and object-based effects

A parameter measuring feature binding or abstraction or other interesting potential mechanisms

What might shape the θ parameter?

$$WM = \theta [f(I) + f(J)] - (1 - \theta) [f(I \cap J)]$$

Object-based encoding

Gestalt factors, expectations, grouping

Failures in feature binding

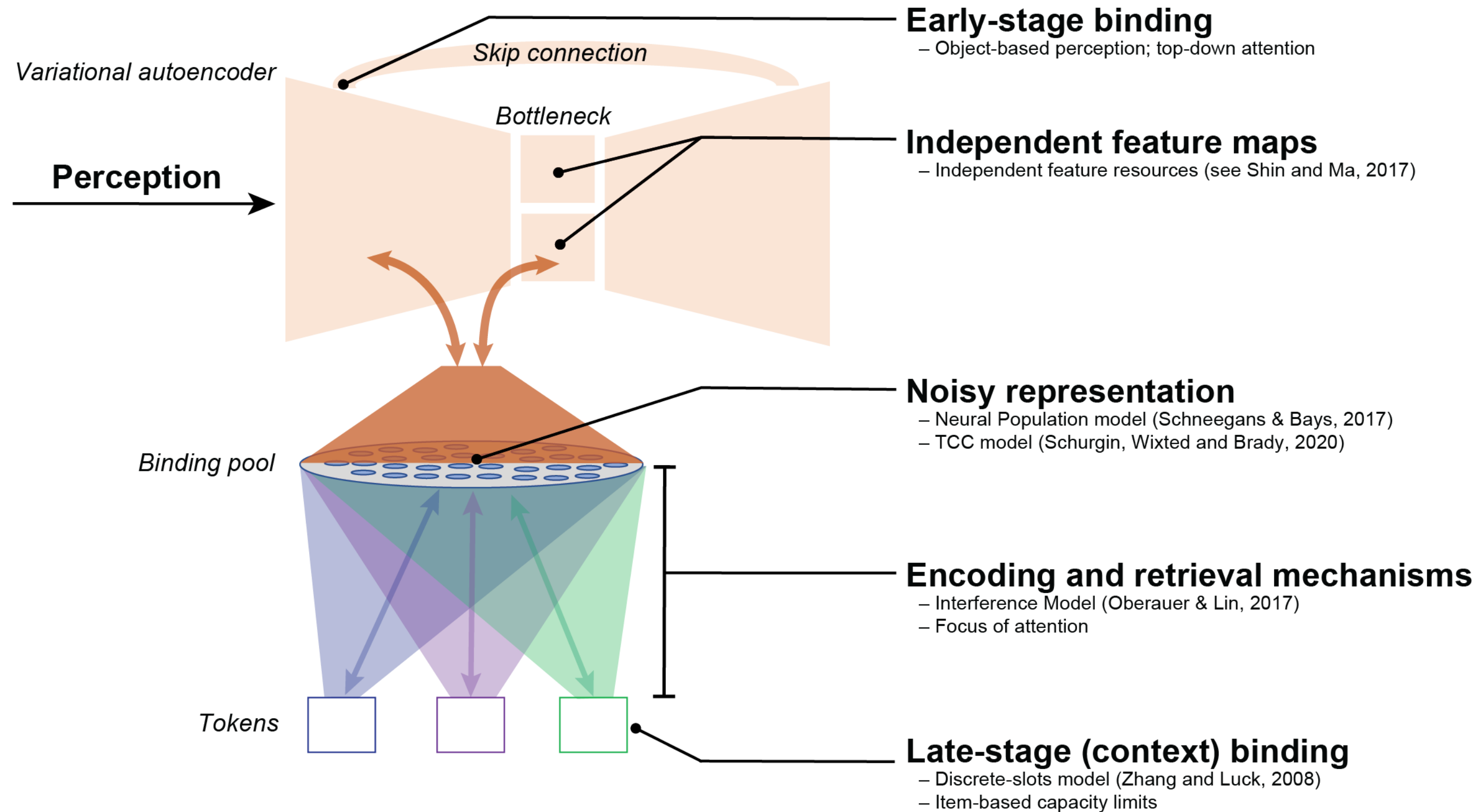
Swap errors, feature dropping

Correlated signals in two- or multi-dimensional signal detection

Shifts of interference

Less interference at an object-level?

A theory map of visual working memory



Questions (or perhaps answers)?

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