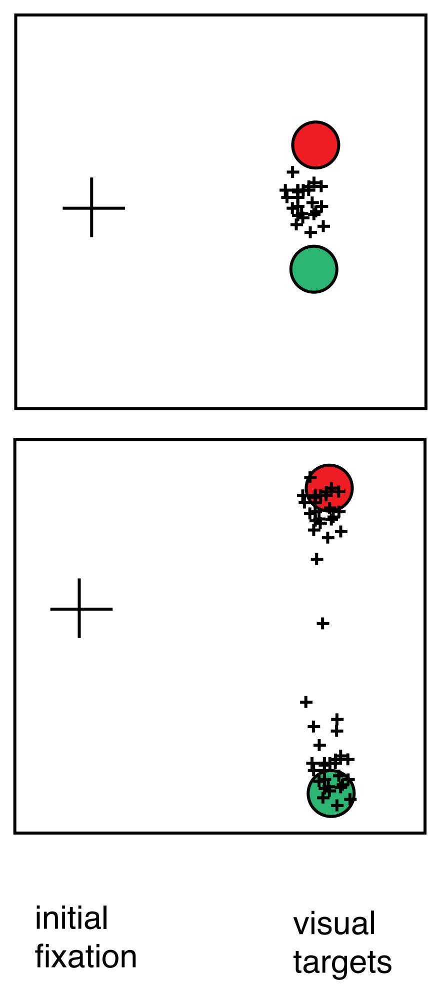
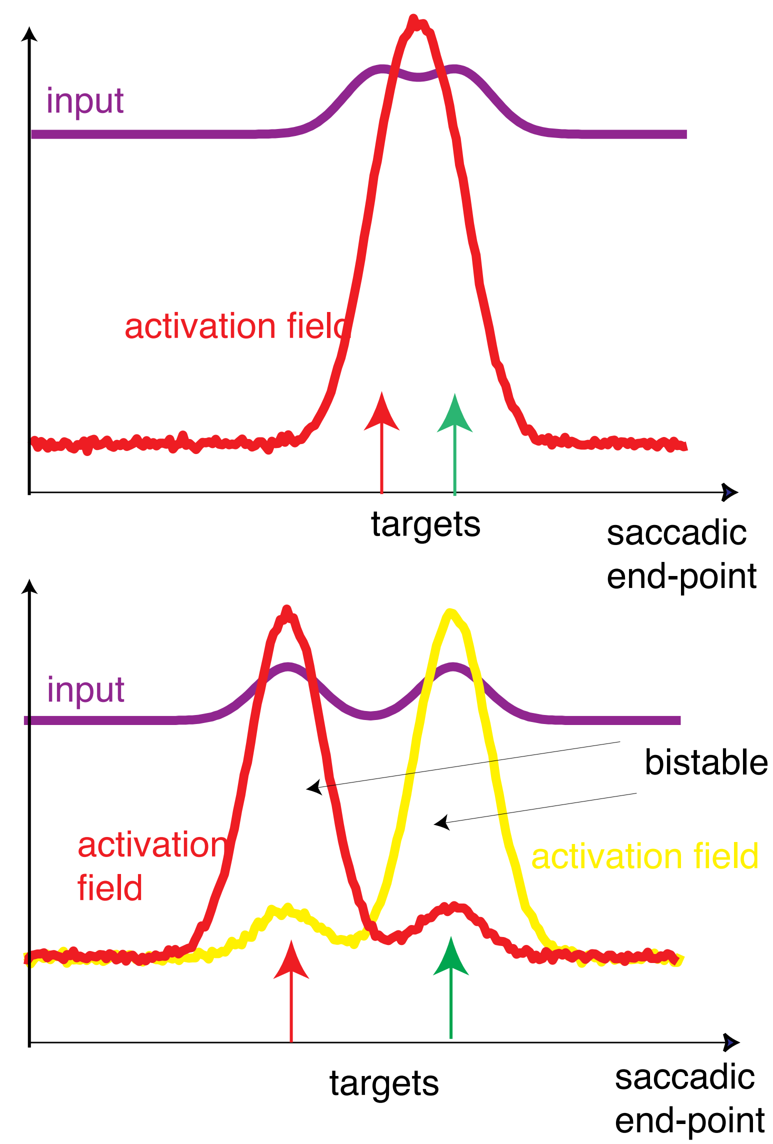
Dynamic Field Theory: Memory

Gregor Schöner
gregor.schoener@ini.rub.de

Recall from last lecture … selection

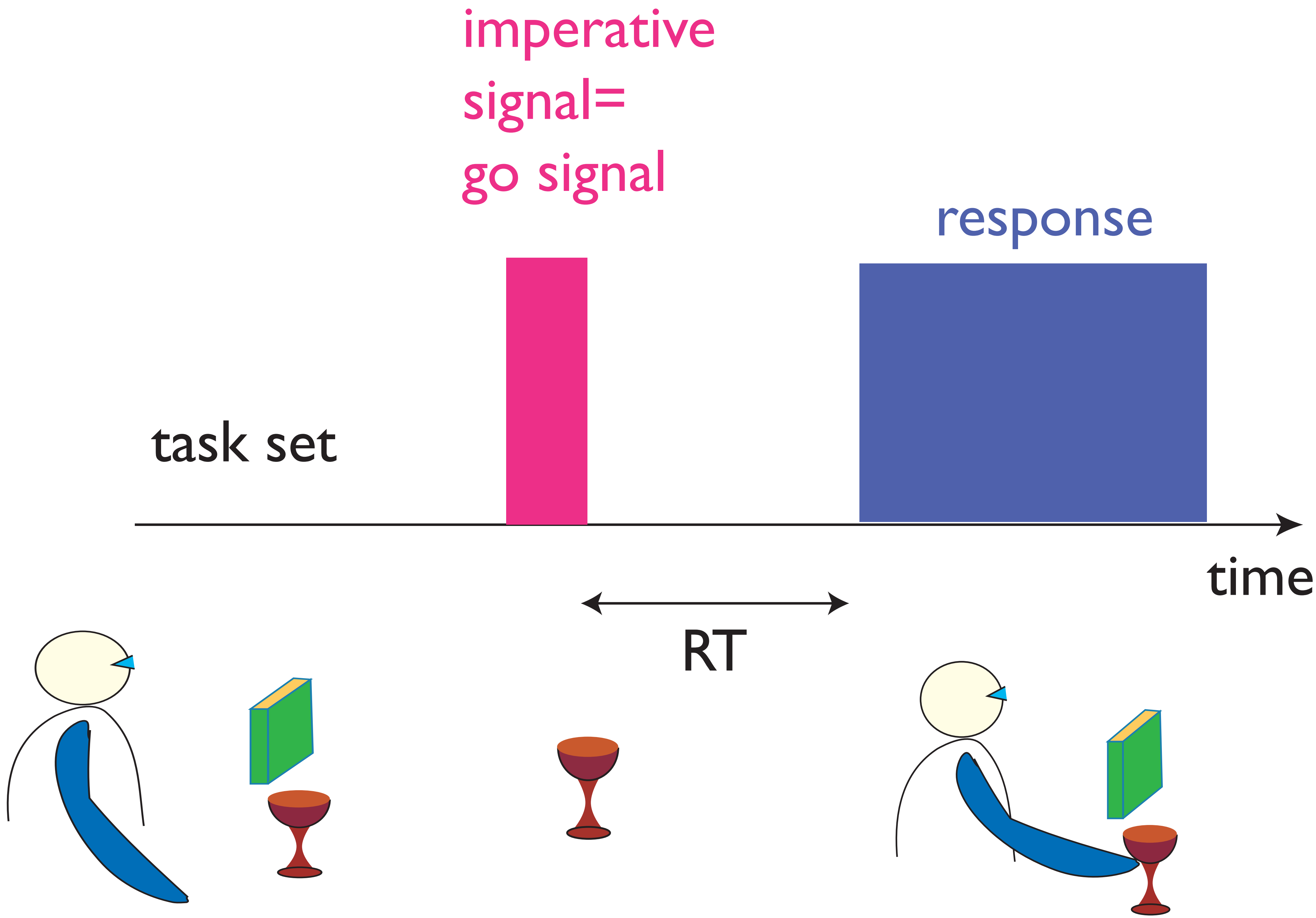


[after: Ottes et al., Vis. Res. 25:825 (85)]

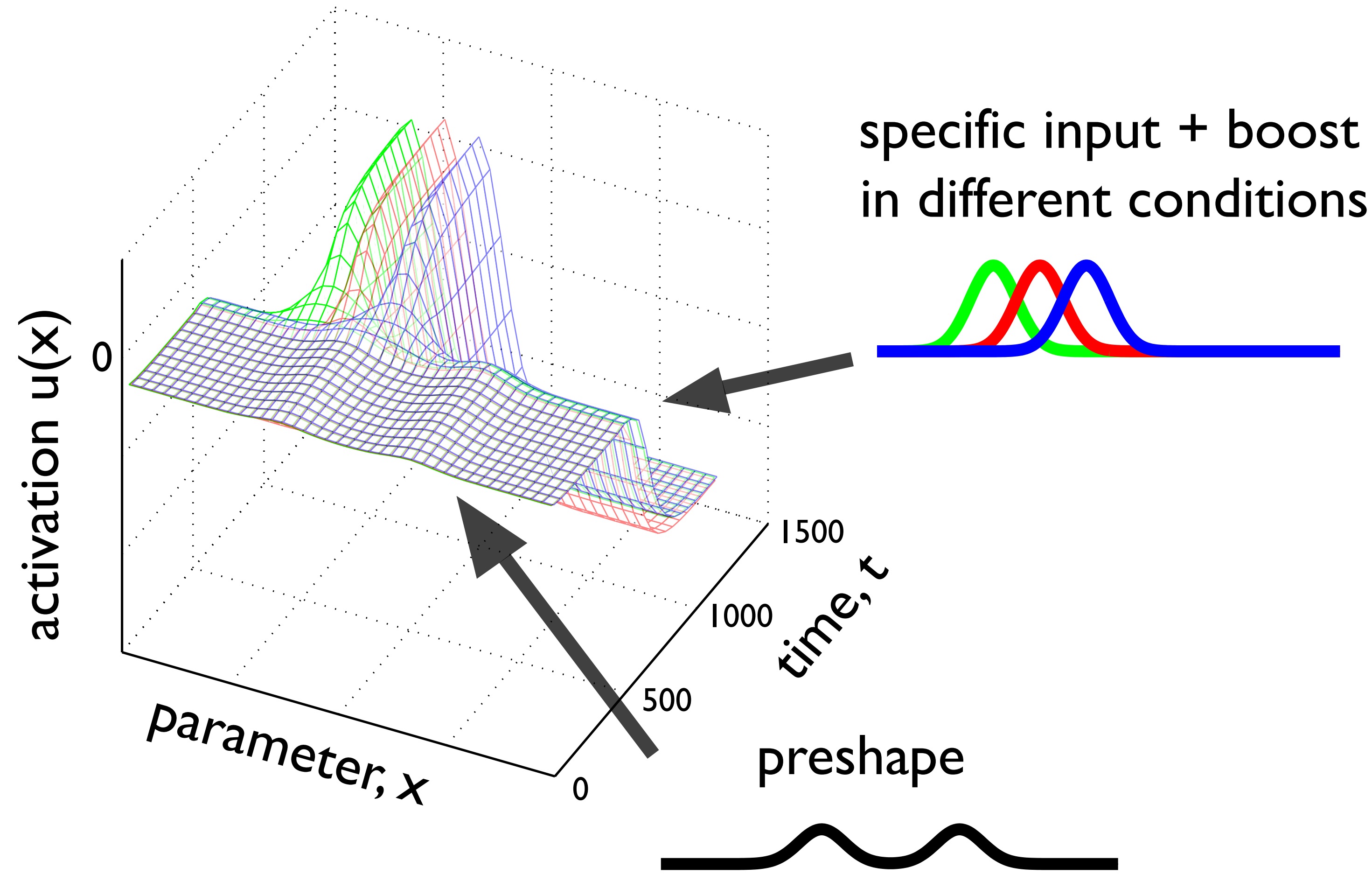


[after Kopecz, Schöner: Biol Cybern 73:49 (95)]

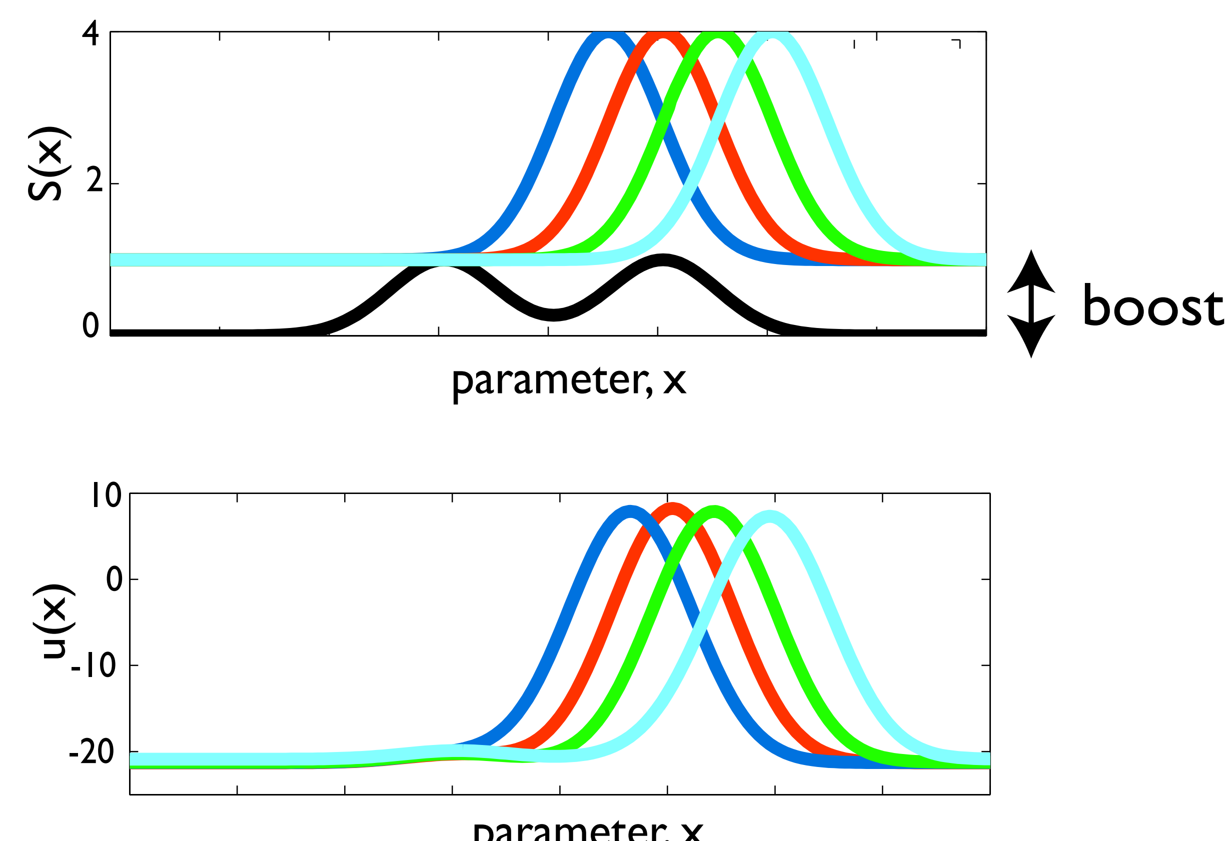
reaction time (RT) paradigm



weak preshape in selection

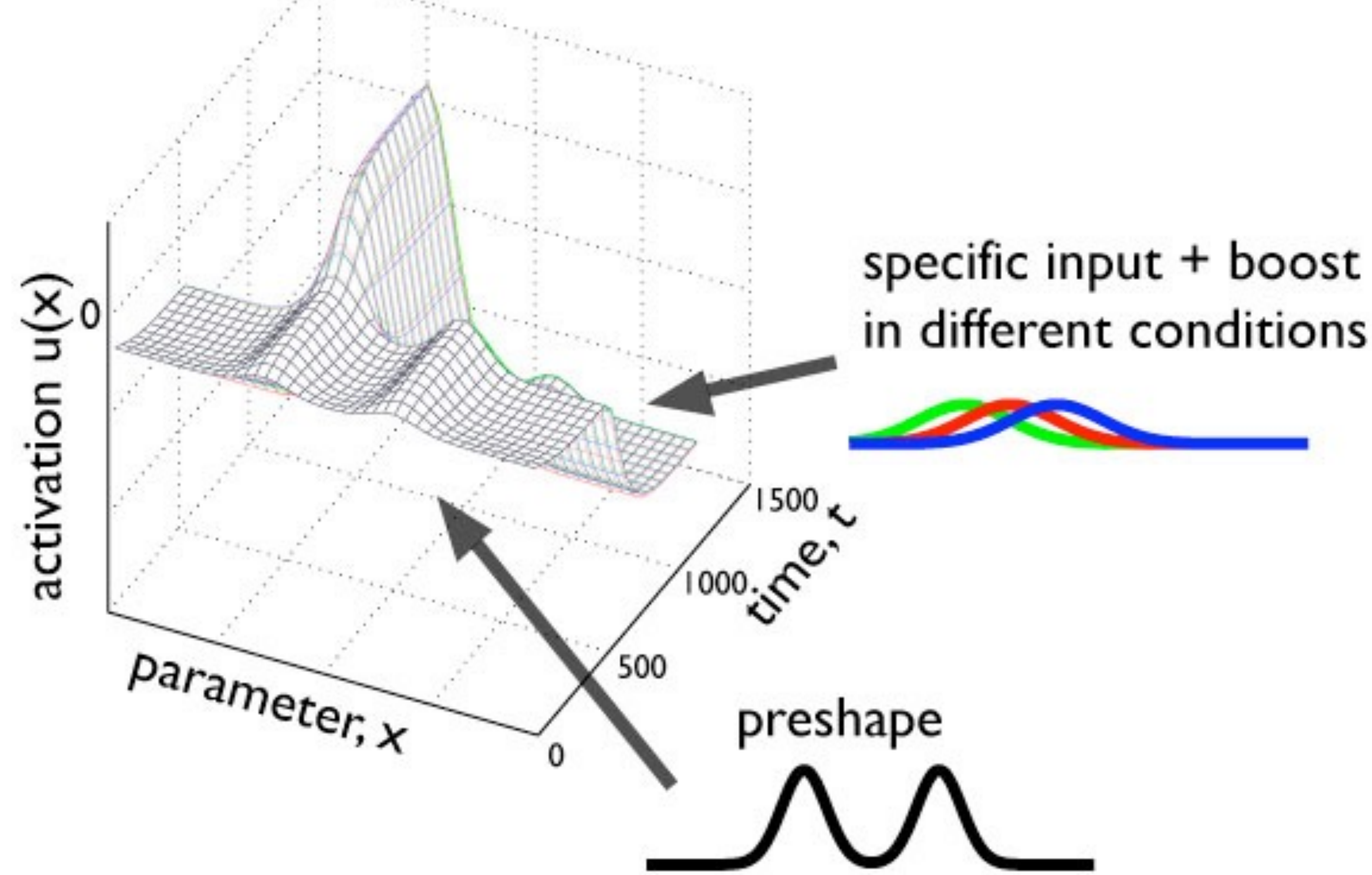


- in which specific (imperative) input dominates and drives detection instability

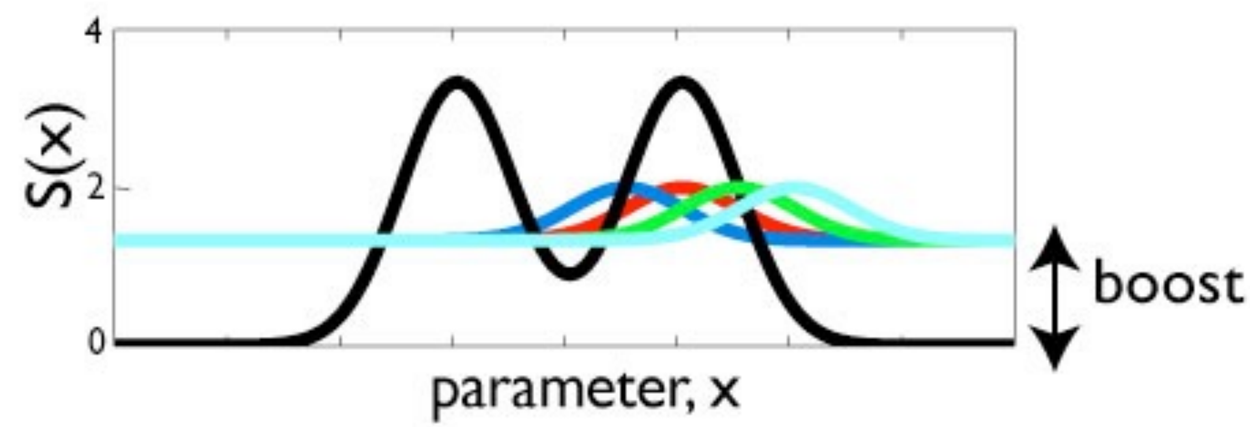


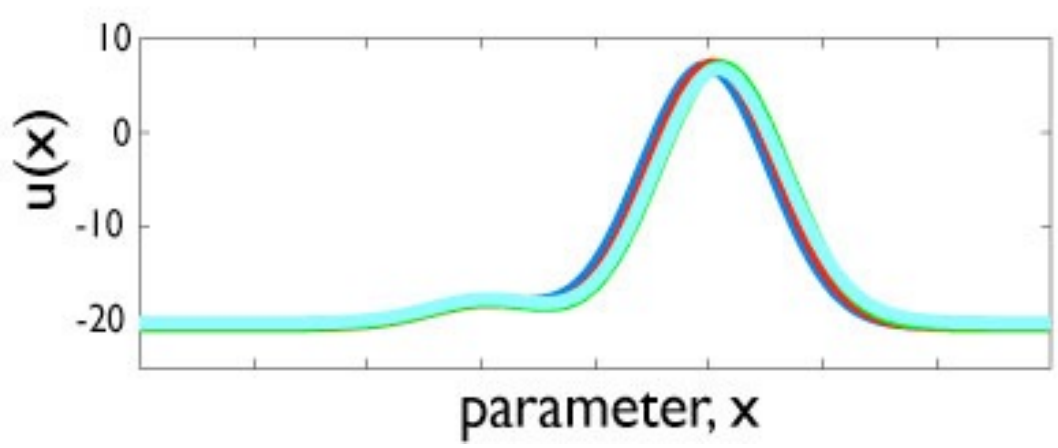
[Wilimzig, Schöner, 2006]

strong preshape in selection



- supports categorical selection decisions

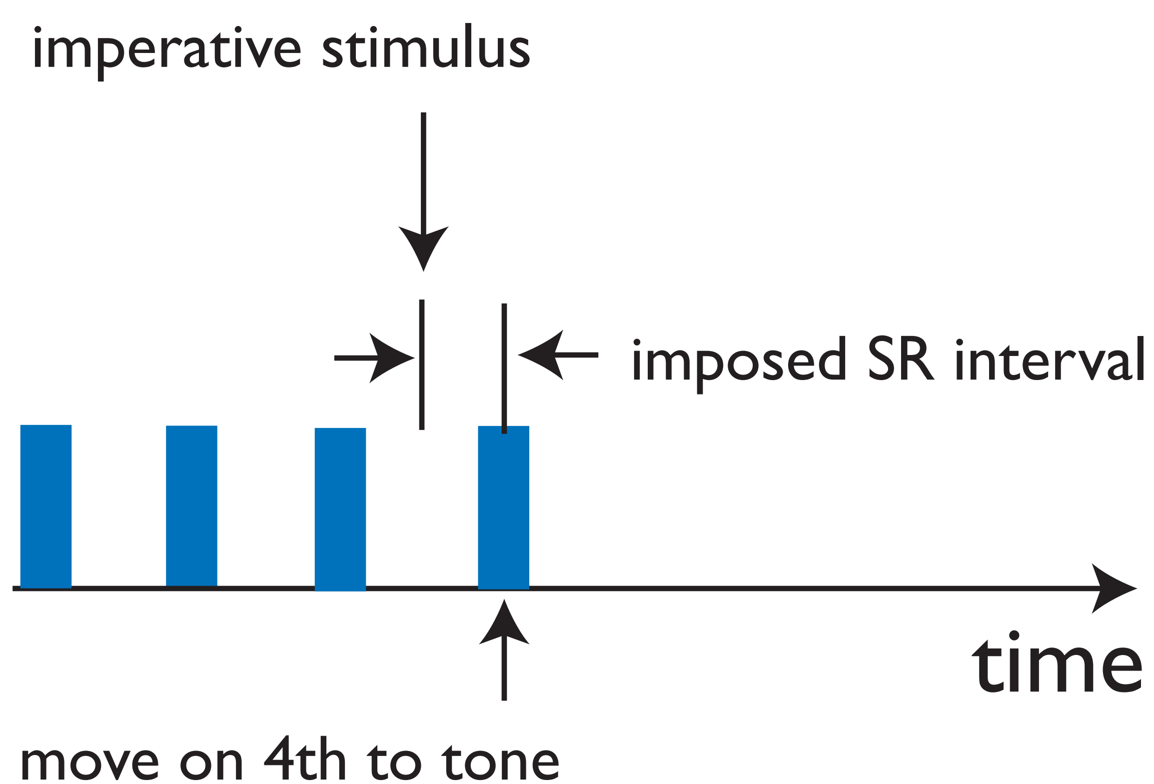




[Wilimzig, Schöner, 2006]

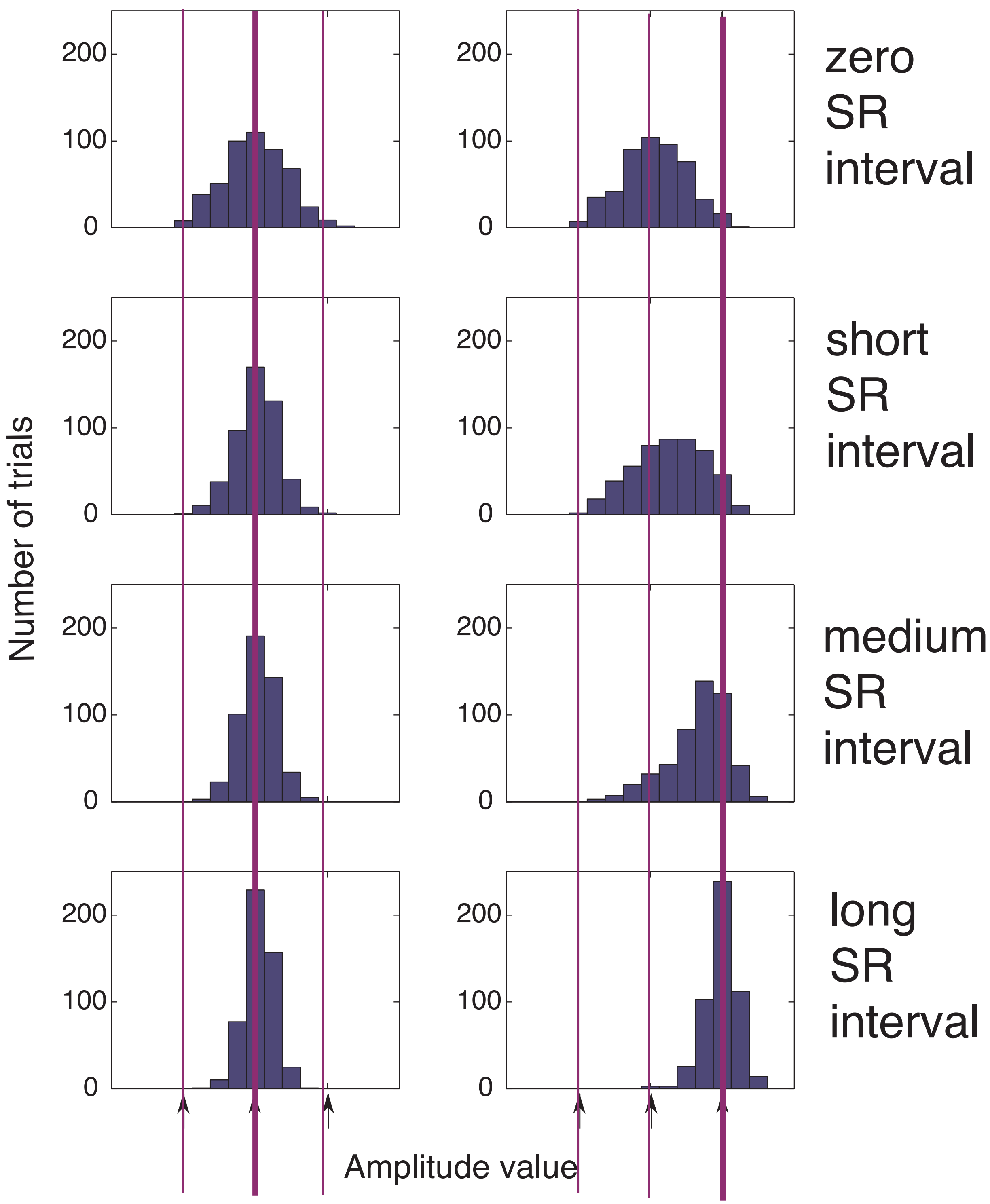
Behavioral evidence for the graded and continuous evolution of decision

timed movement
initiation paradigm

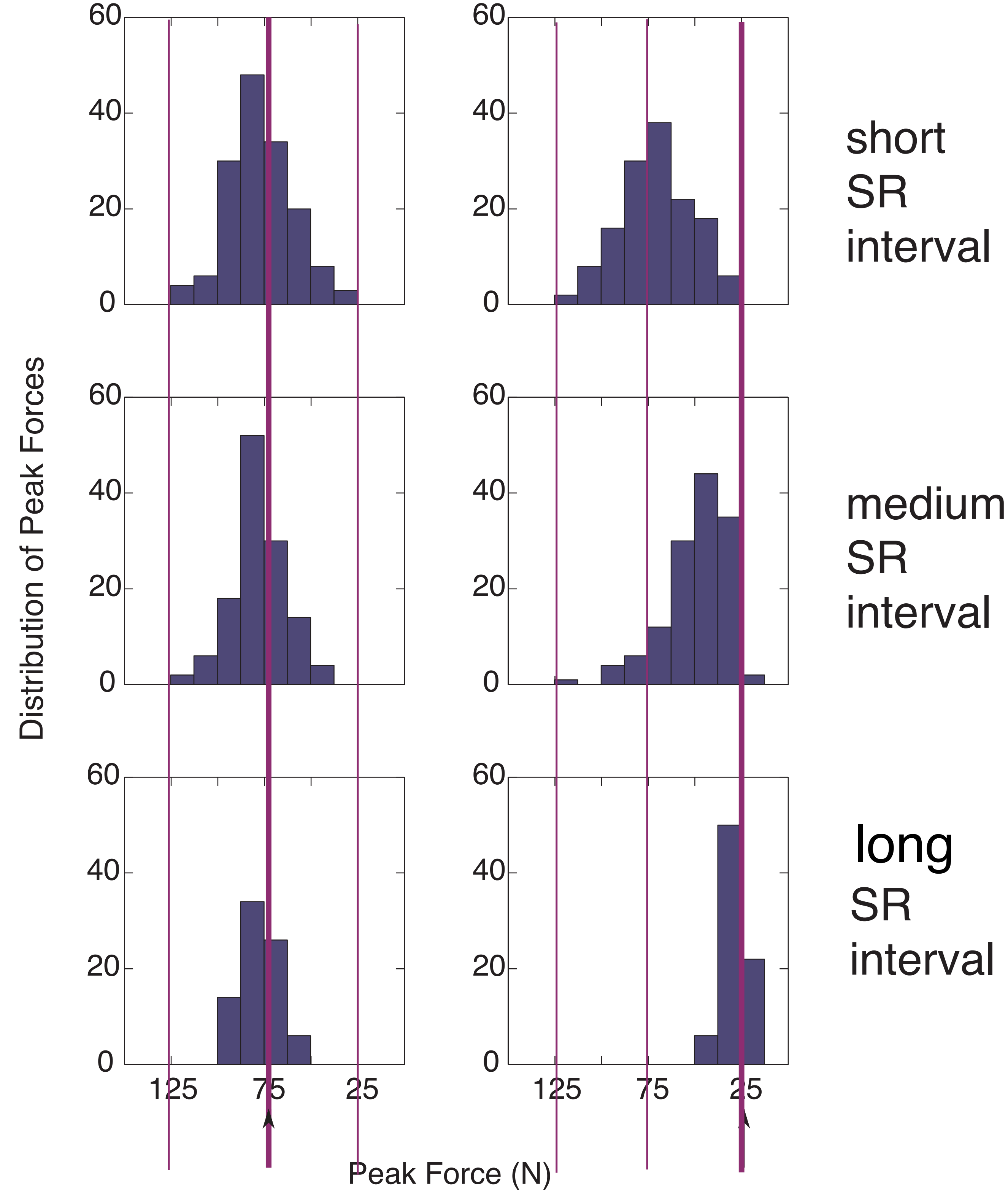


[Ghez and colleagues, 1988 to 1990's]

theoretical account for Henig et al.

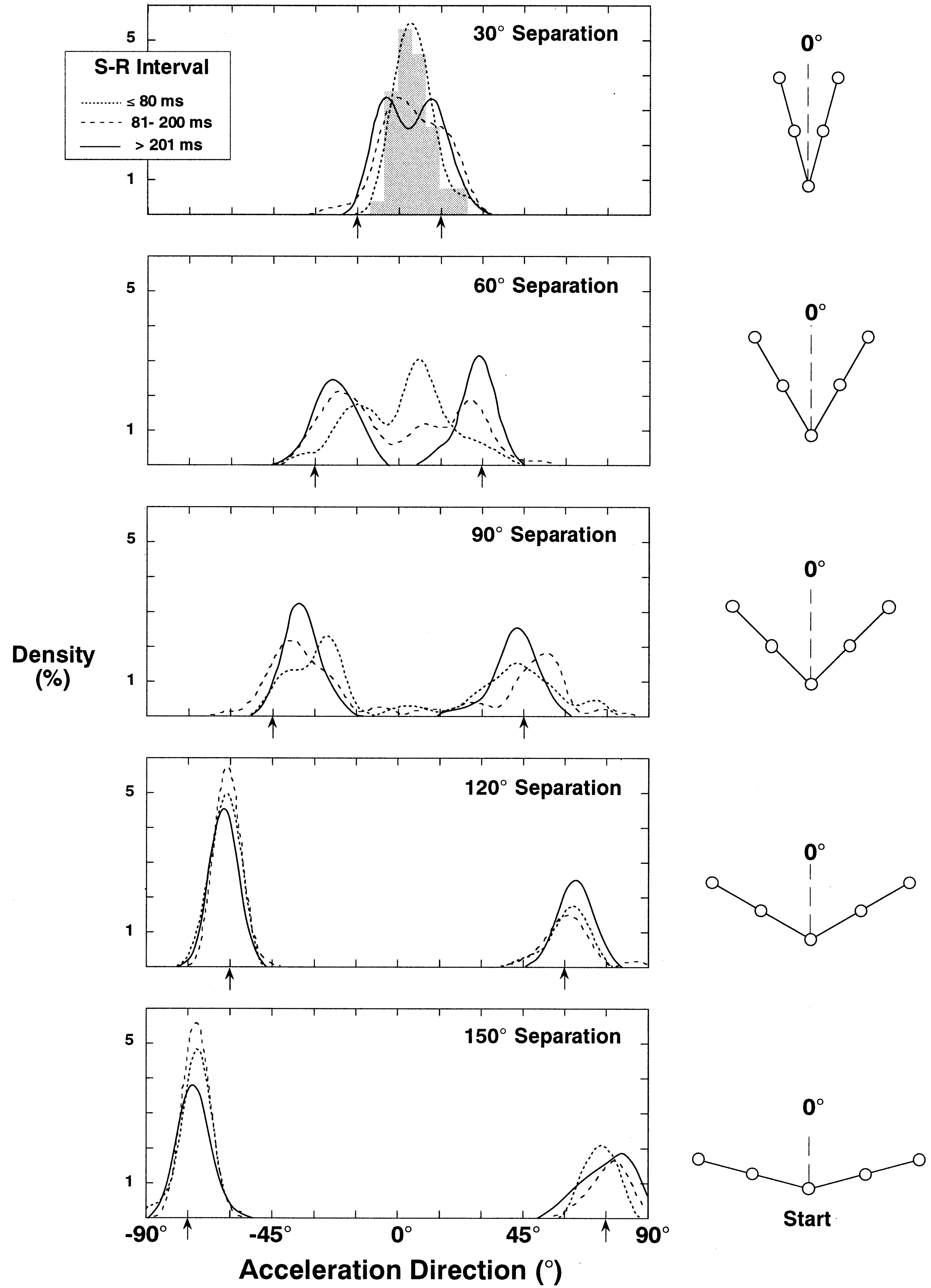


Experimental results of Henig et al



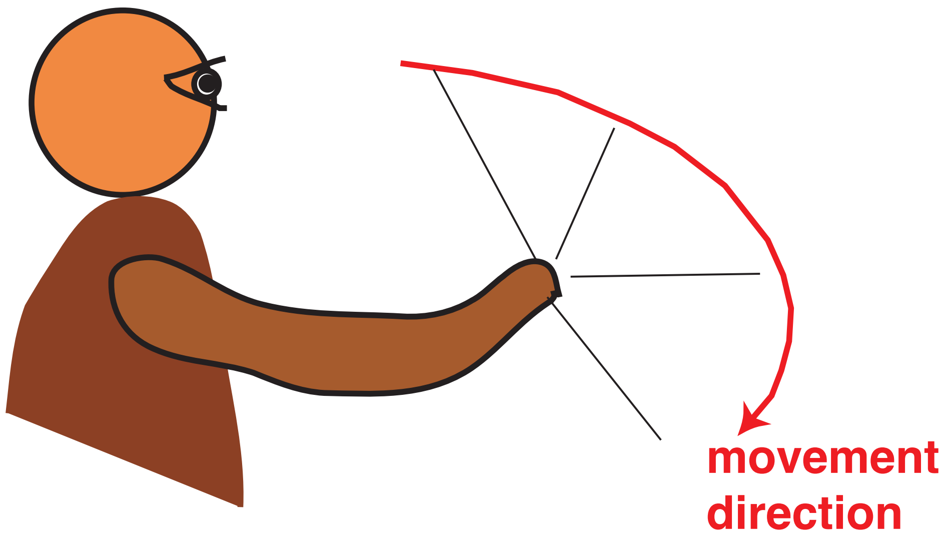
[Erlhagen, Schöner. 2002, Psychological Review 109, 545–572 (2002)]

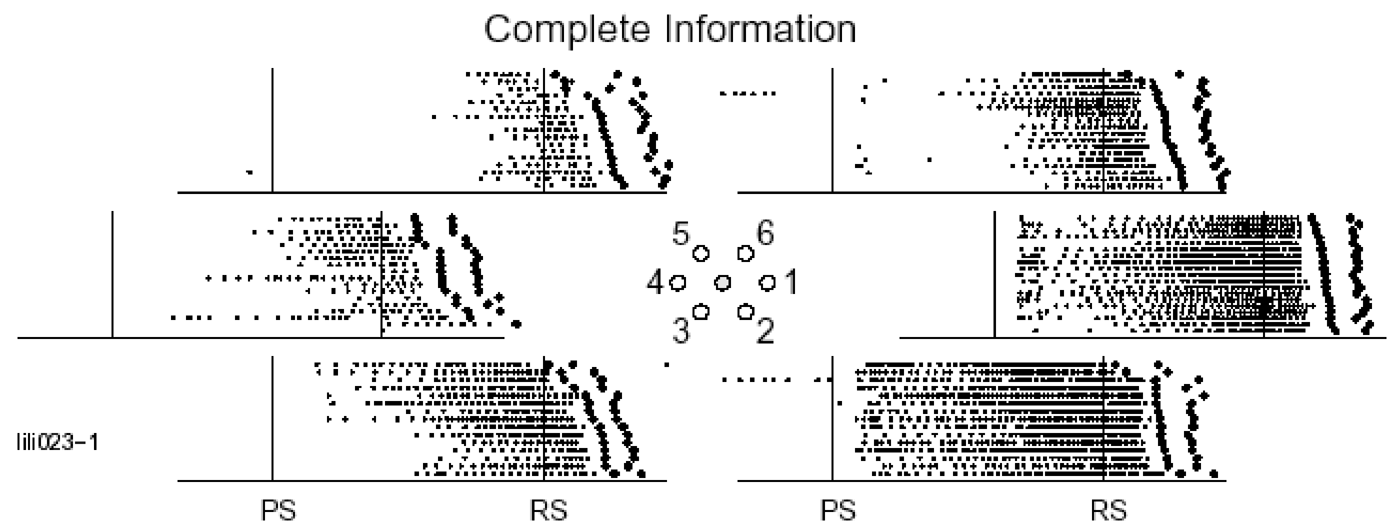
- infer width of preshape peaks in field



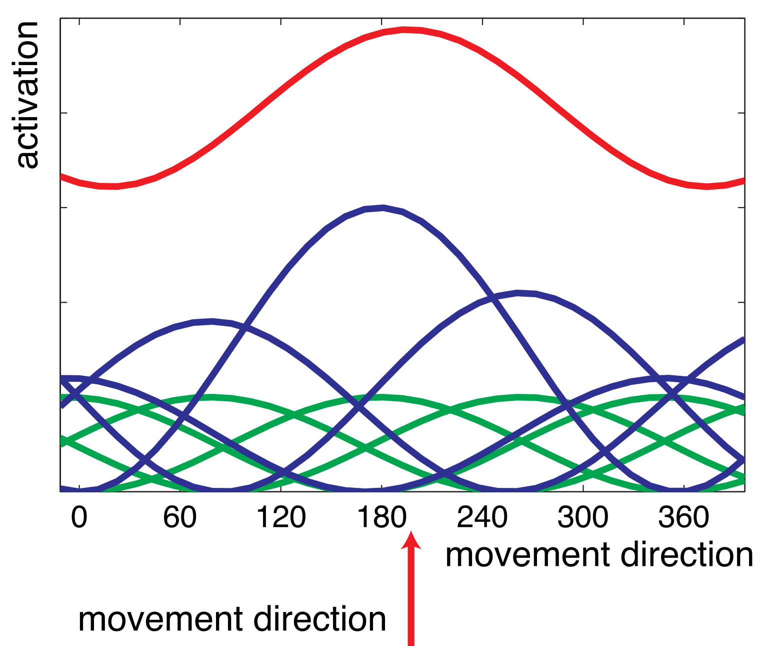
[Ghez et al 1997]

Neural evidence for preshape

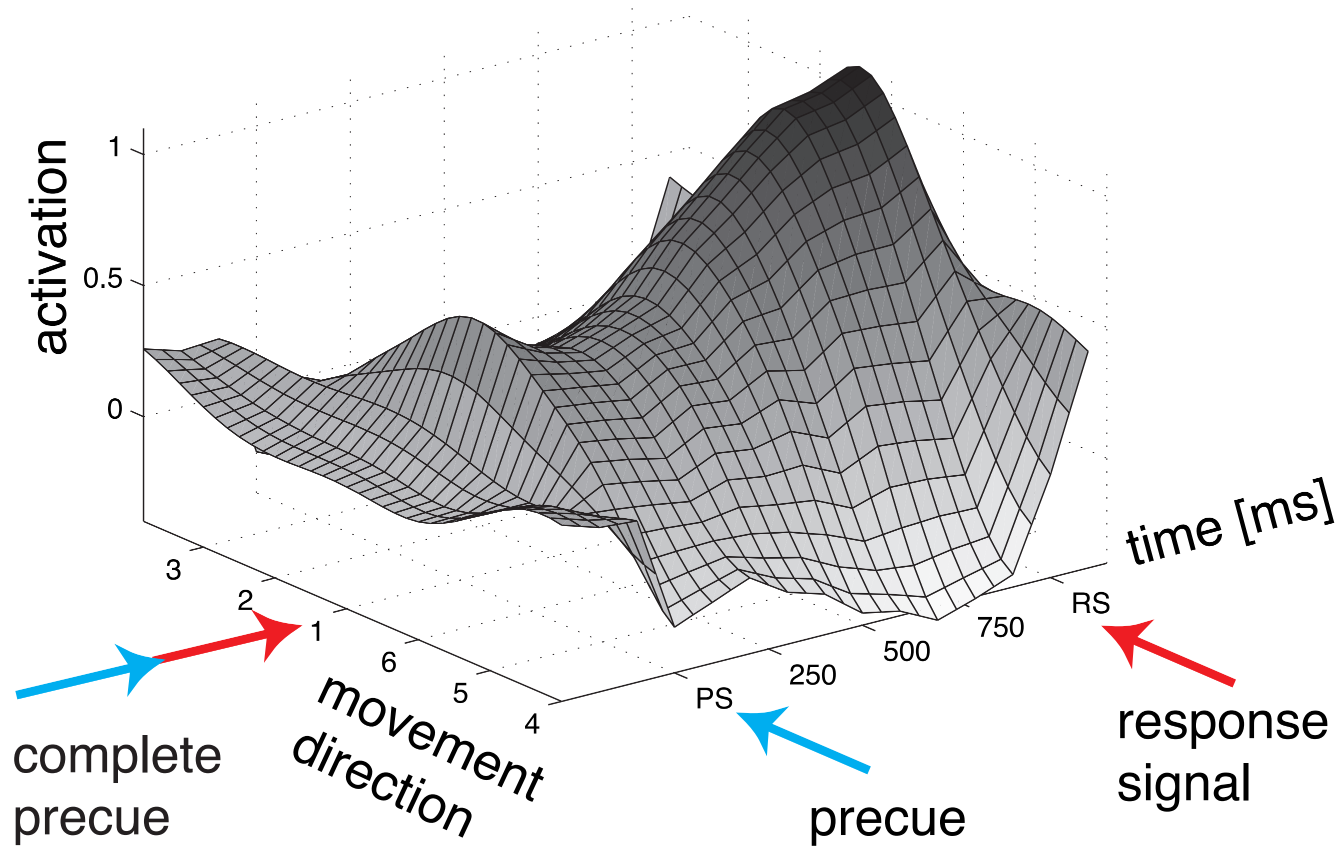




Distribution of population activation =
$\sum_{\text{neurons}}$ tuning curve * current firing rate

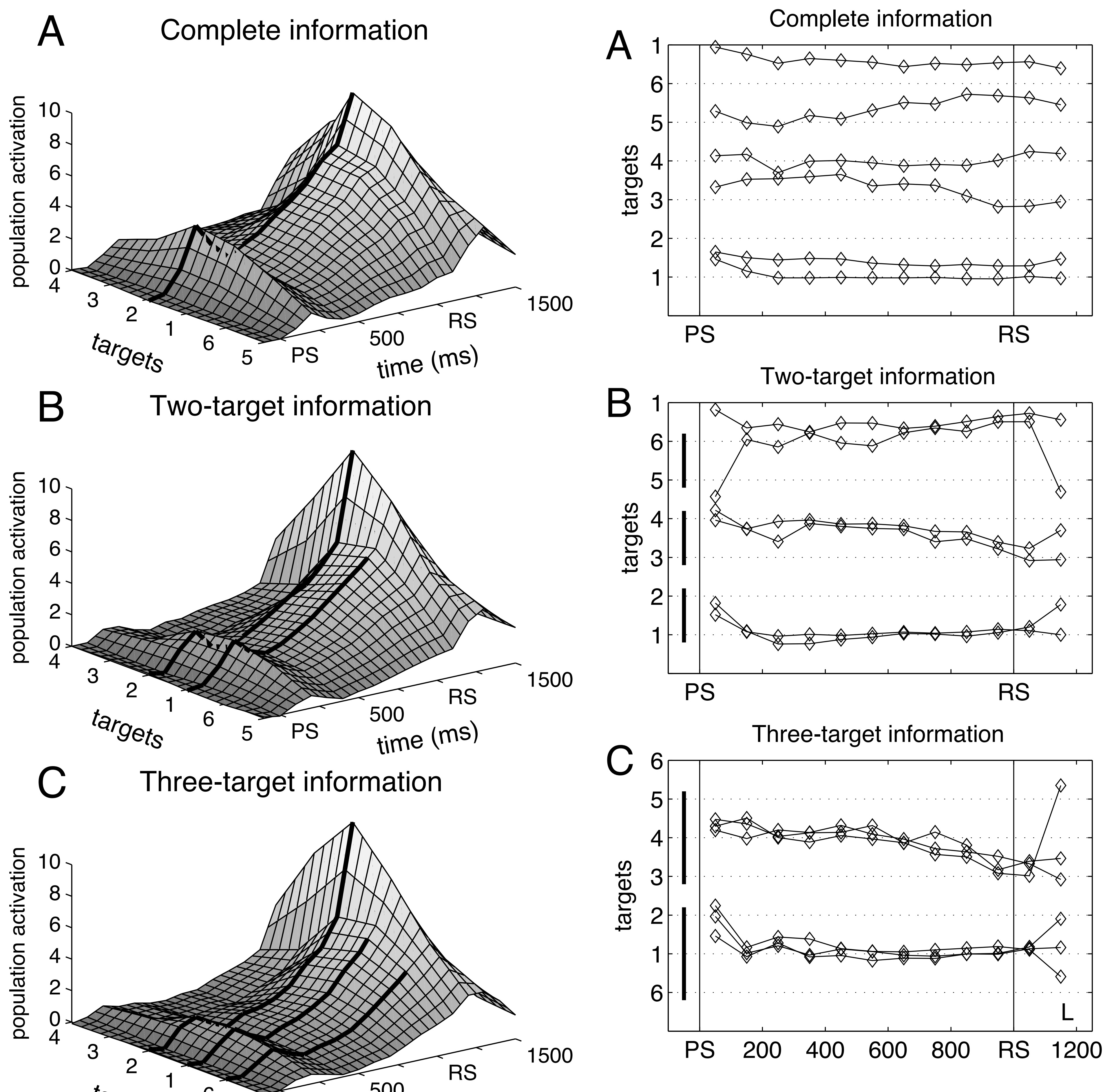


[after Bastian, Riehle, Schöner, submitted]



[Bastian, Riehle, Schöner: Europ J Neurosci 18: 2047 (2003)]

- DPA reflects prior information



[Bastian, Schöner, Riehle 2003]

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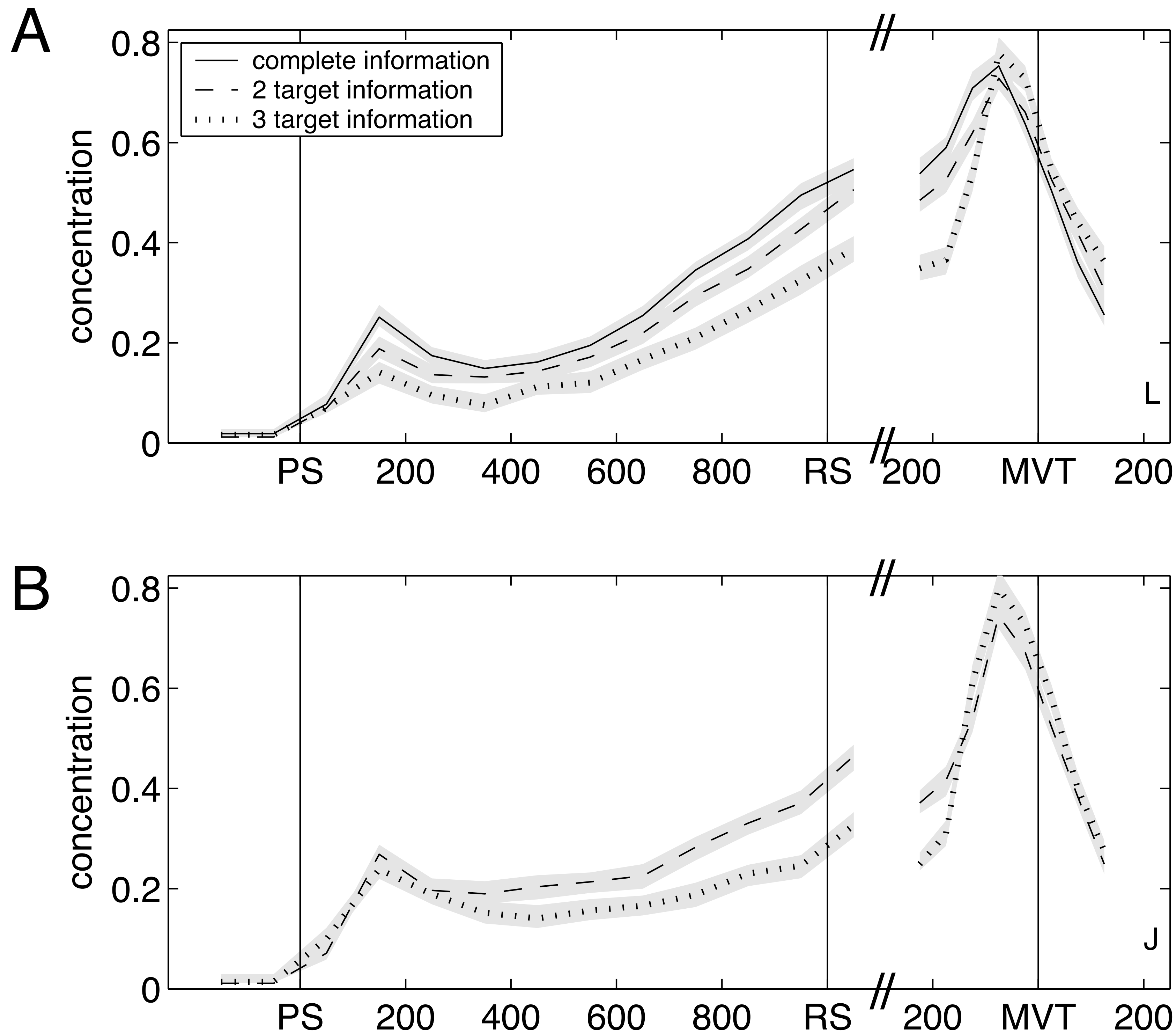
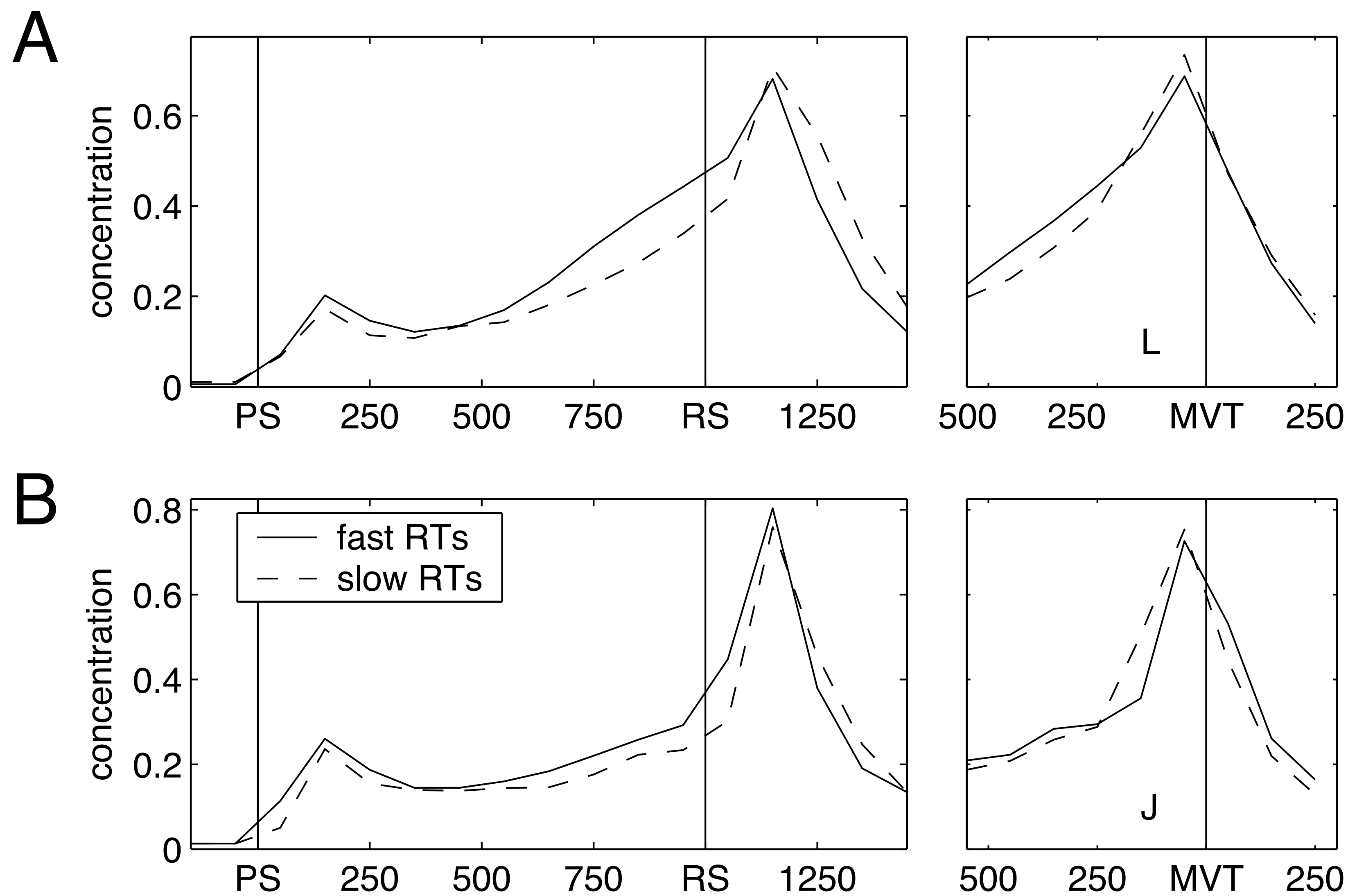


[Bastian, Schöner, Riehle 2003]

- preshape correlates with RT



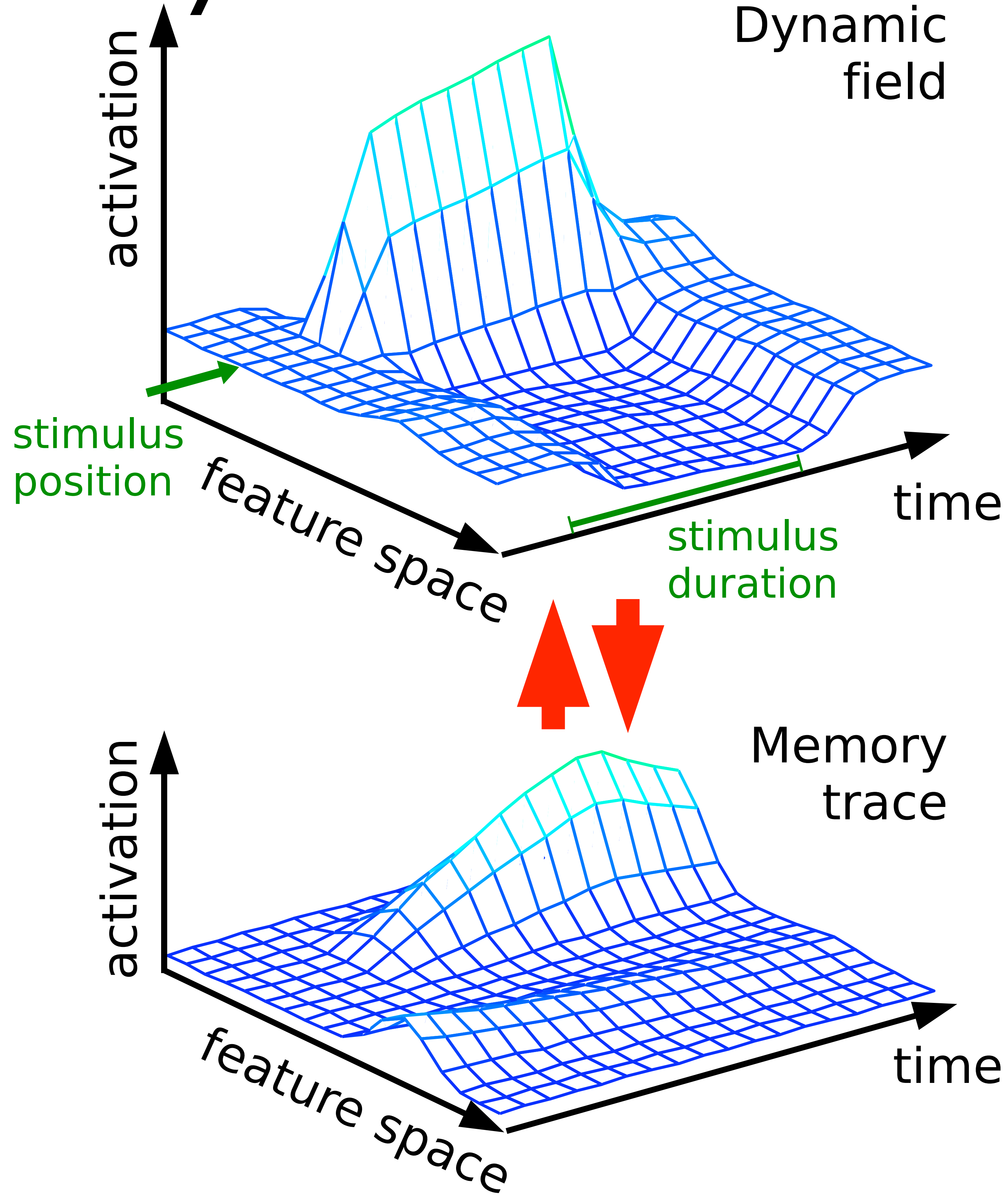
[Bastian, Schöner, Riehle 2003]

Where does the preshape of representations come from?

- from the perceptual layout, the environment…
  - e.g. task set
- from experience, perhaps shaped by reward
- => memory=influence on behavior and thinking from past experience

The memory trace

- DFT account for simple forms of memory



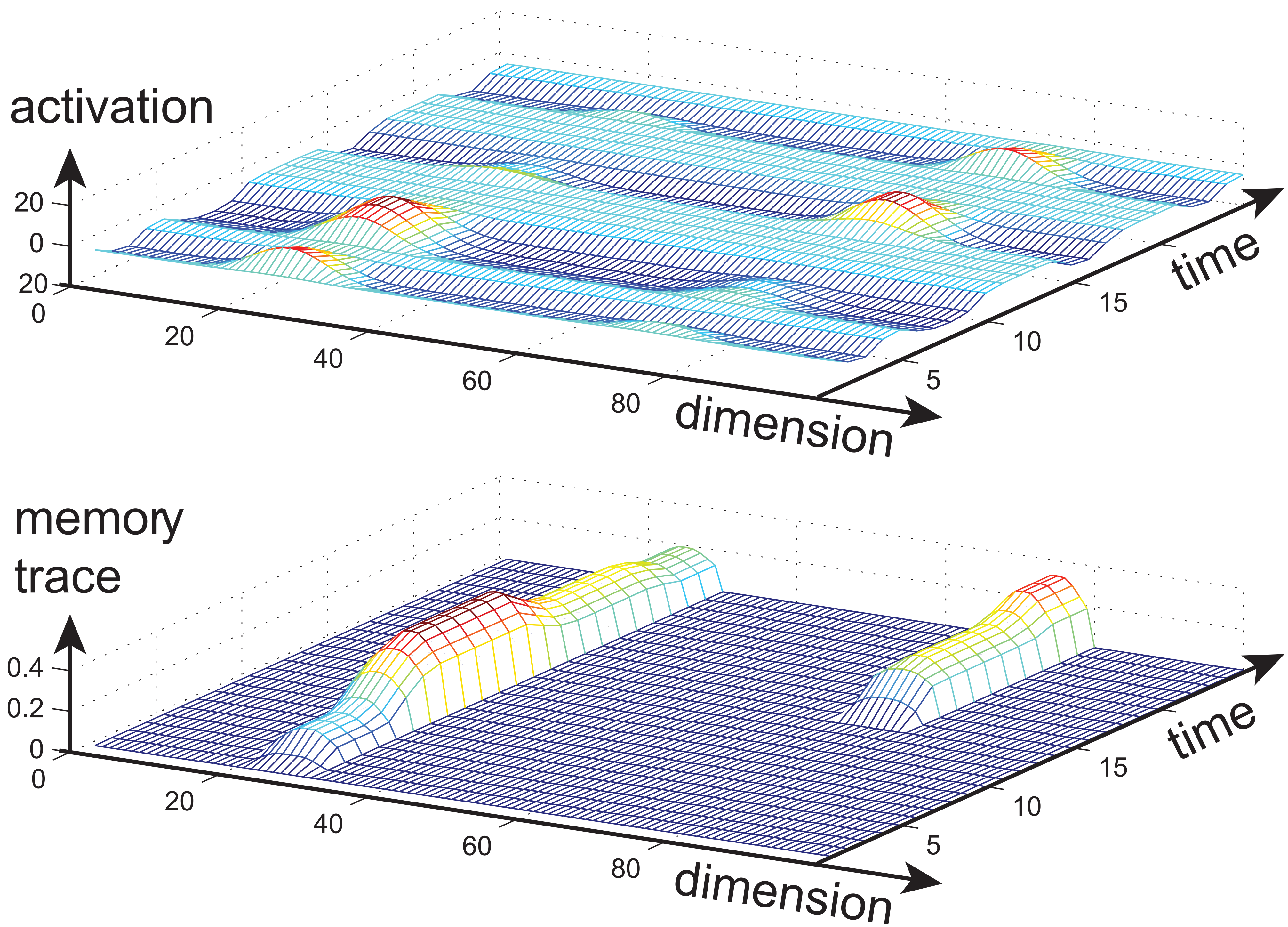
The memory trace

$$\begin{aligned}\tau \dot{u}(x,t) &= -u(x,t) + h + S(x,t) + u_{\text{mem}}(x,t) \\ &+ \int dx' \; w(x-x') \; \sigma(u(x'))\end{aligned}$$

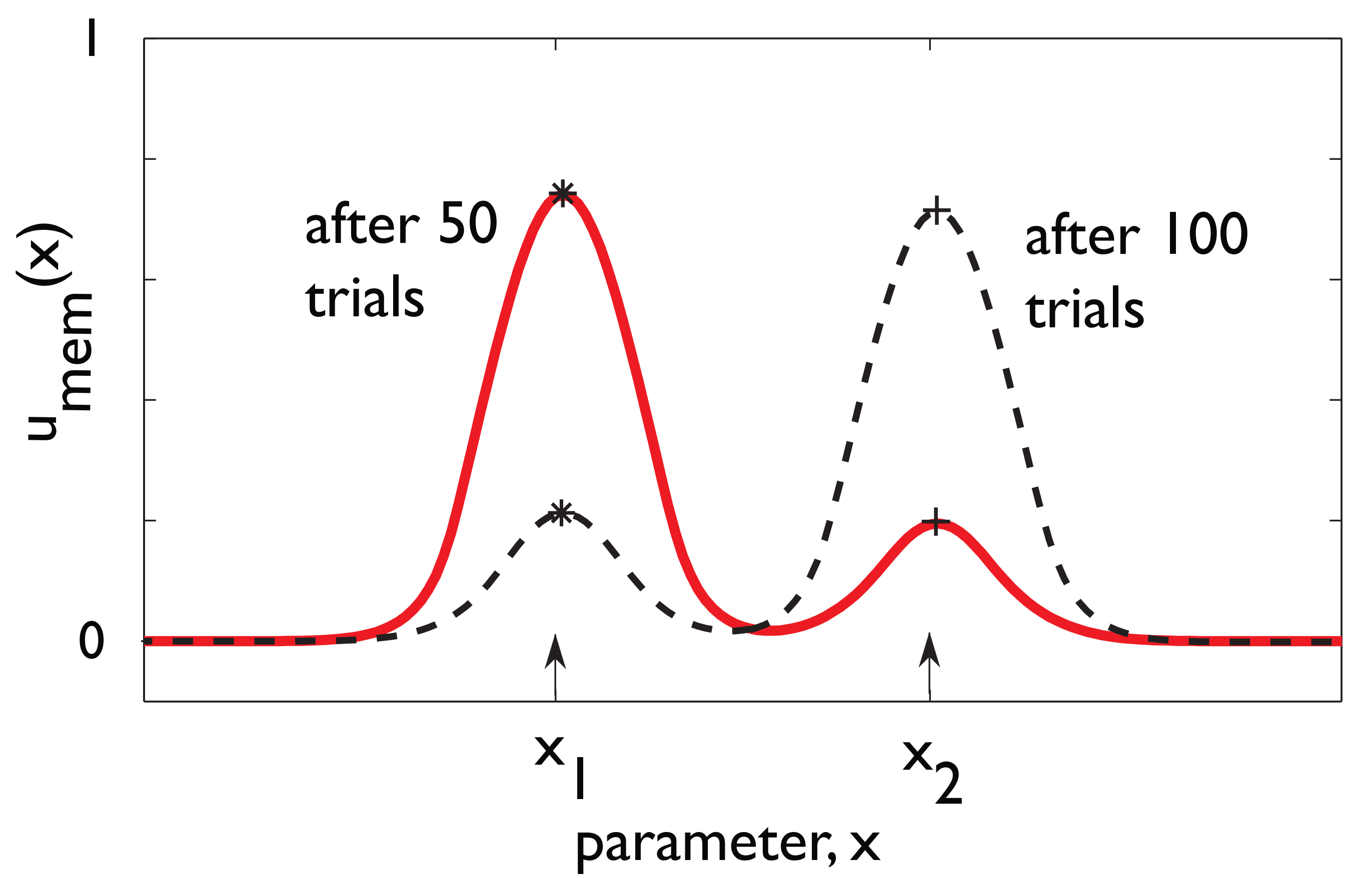
$$\begin{aligned}\tau_{\text{mem}} \; \dot{u}_{\text{mem}}(x,t) &= -u_{\text{mem}}(x,t) \\ &+ \int dx' \; w_{\text{mem}}(x-x')\sigma(u(x',t))\end{aligned}$$

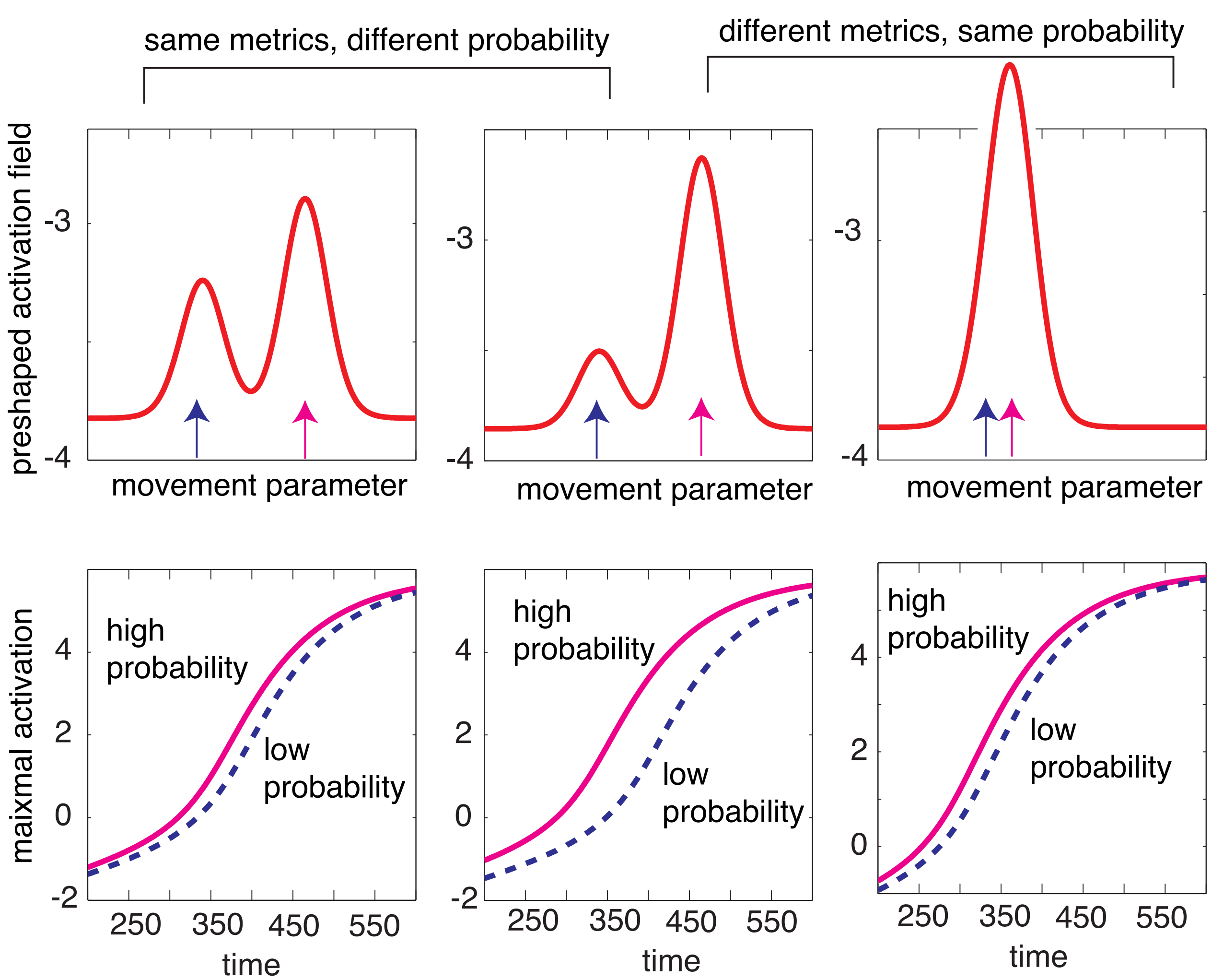
- memory trace only evolves while activation is excited
- potentially different rates for growth and decay

The memory trace reflects the history of detection/selection decisions

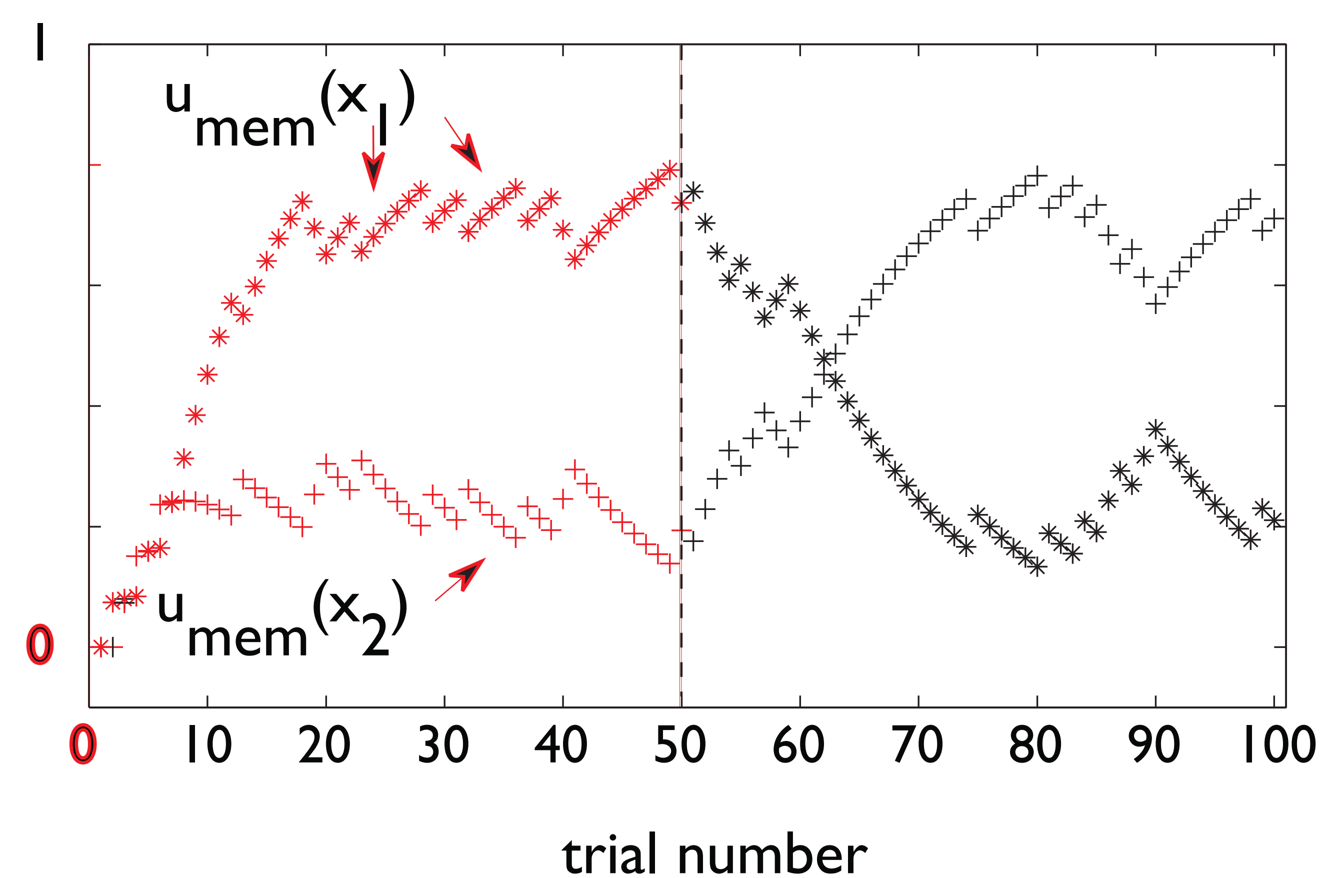


- provides an account for probabilistic effects
- e.g. Hyman's law





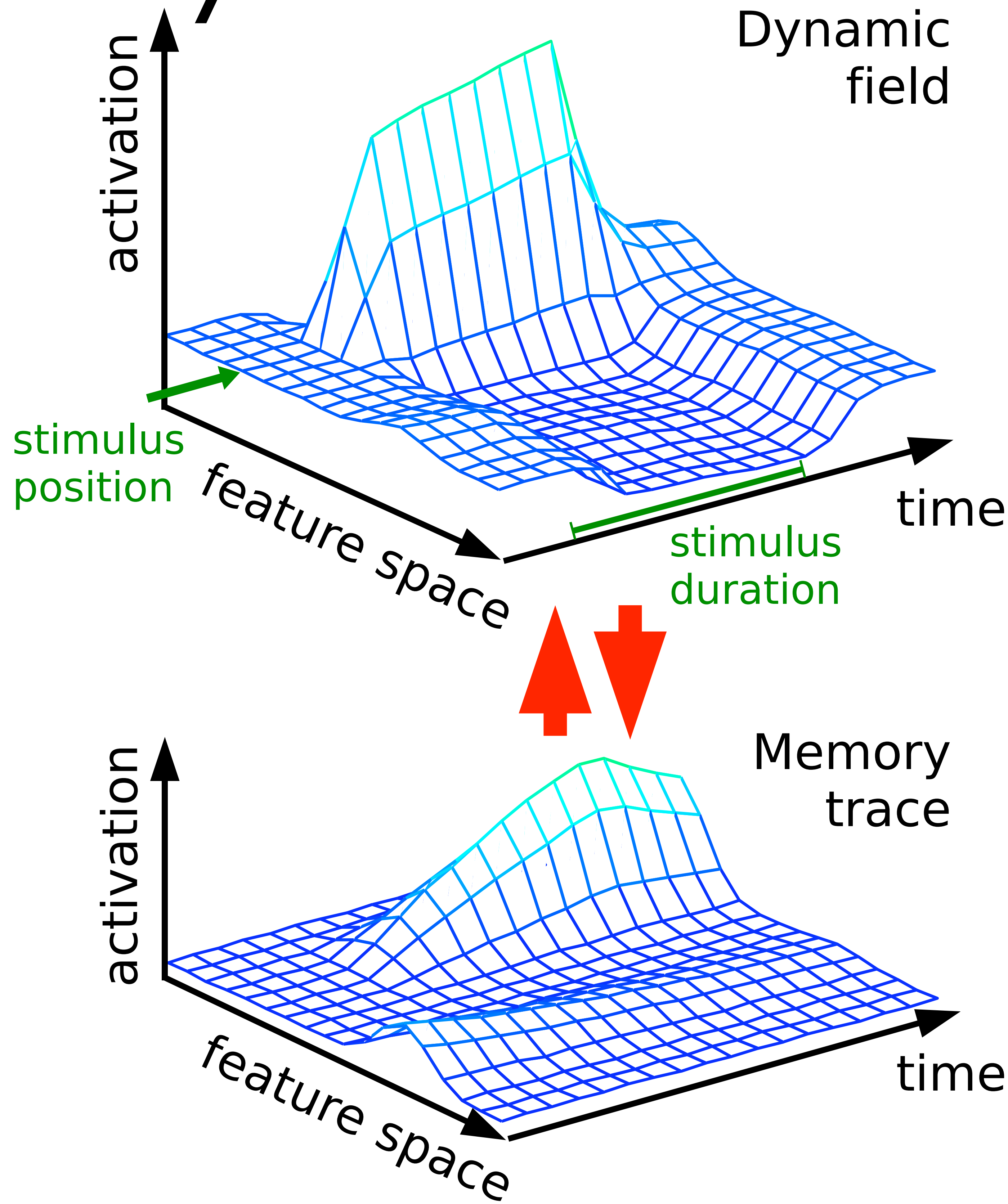
[from Erlhagen, Schöner: Psych. Rev. 2002]



[from Erlhagen, Schöner, Psych Rev 2002]

The memory trace

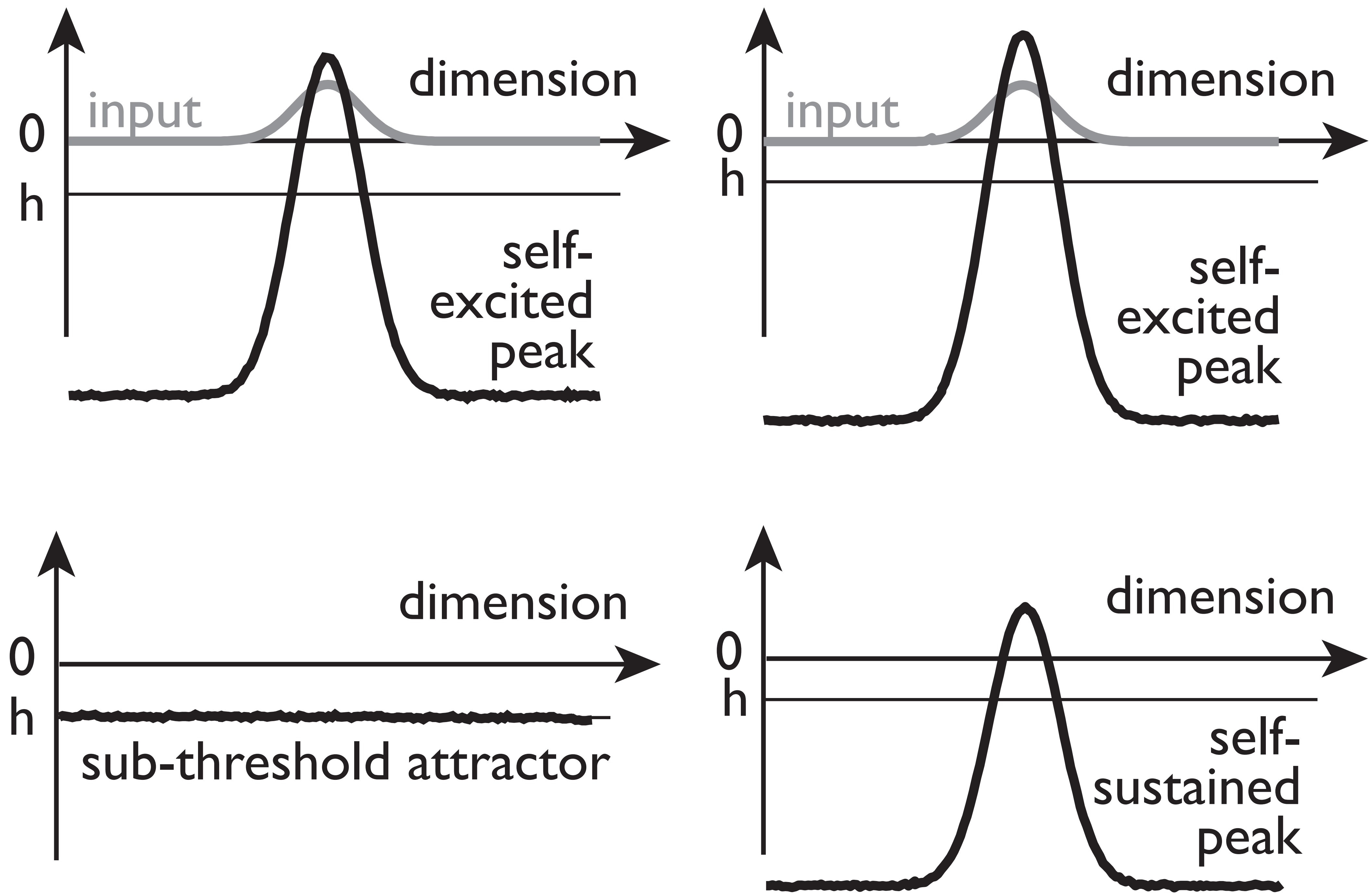
- in excitatory fields: promotes activation of same state as experienced (“habit”)
- in inhibitory fields: promotes non-activation of the same state as experienced (“habituation”)



Working memory as sustained activation

- activation peak induced by input
- remains stable after input is removed

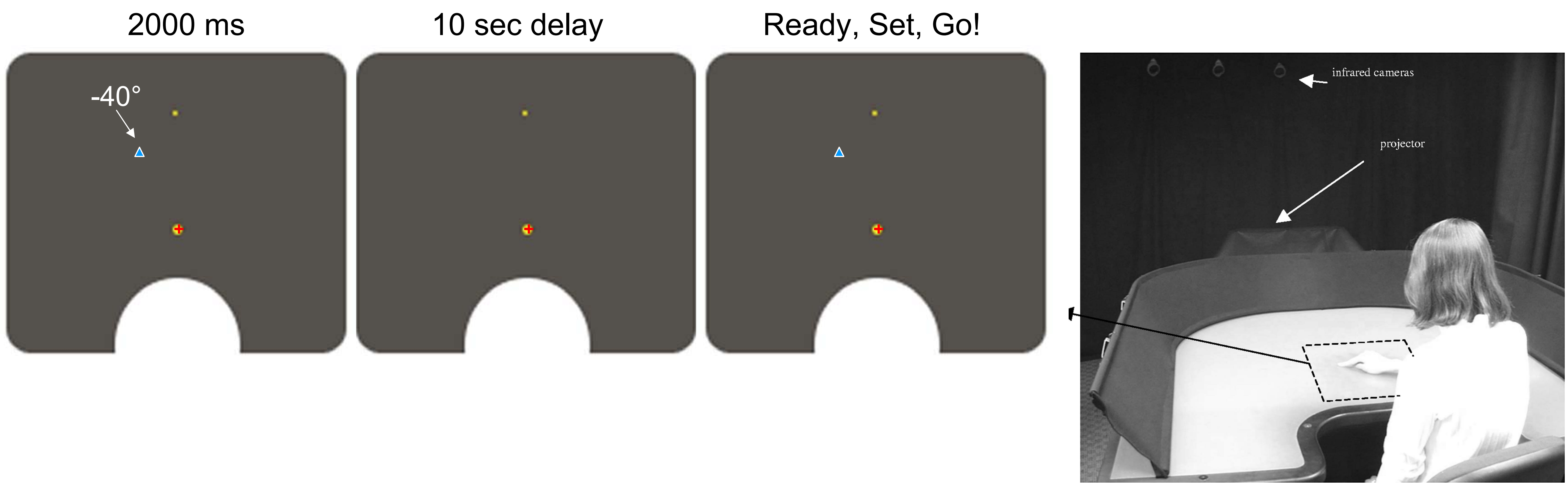
(Working) memory instability



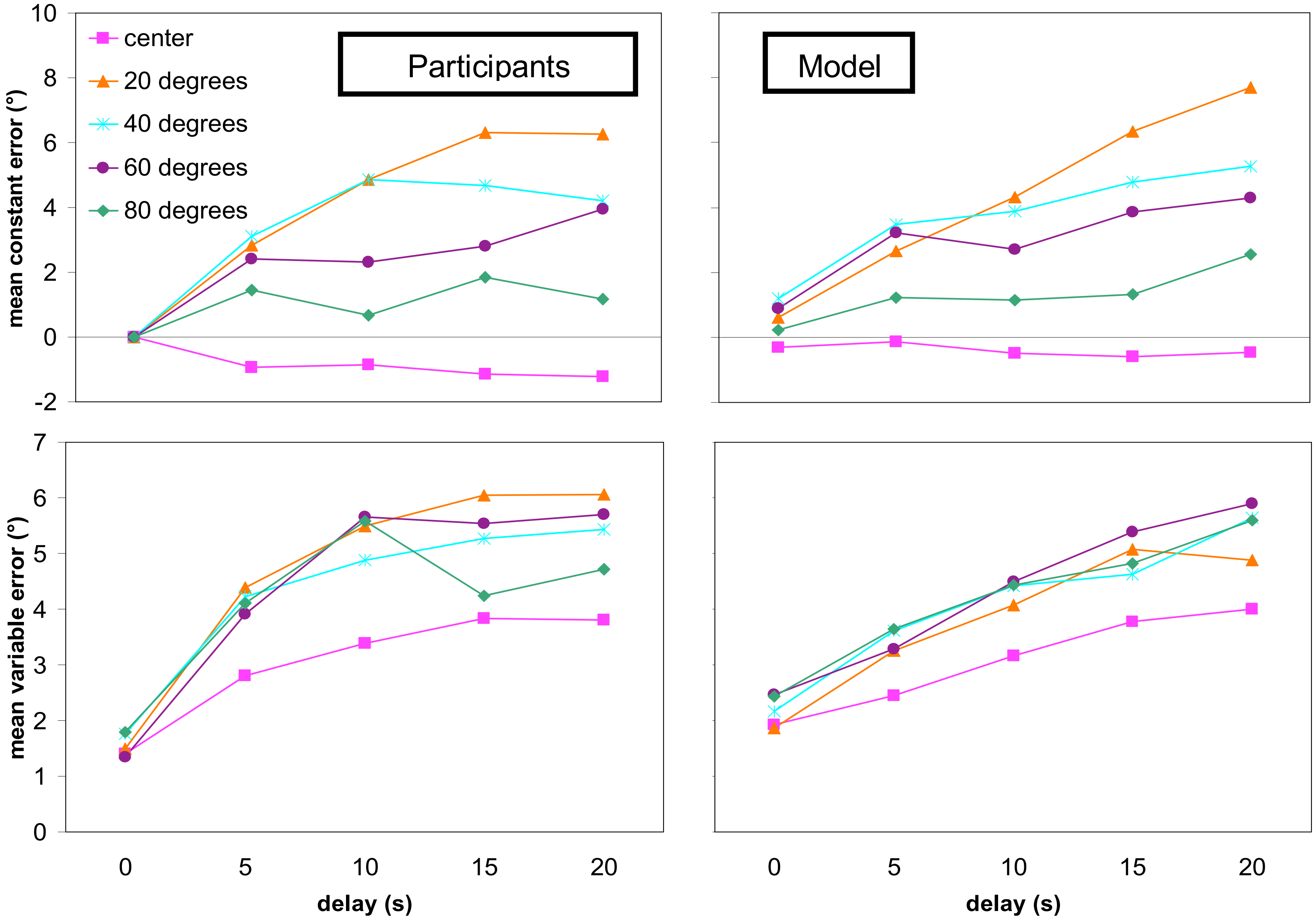
Working memory as sustained peaks

- WM is marginally stable state: it is not asymptotically stable against drift within the low-dimensional space
- => empirically real.. ?

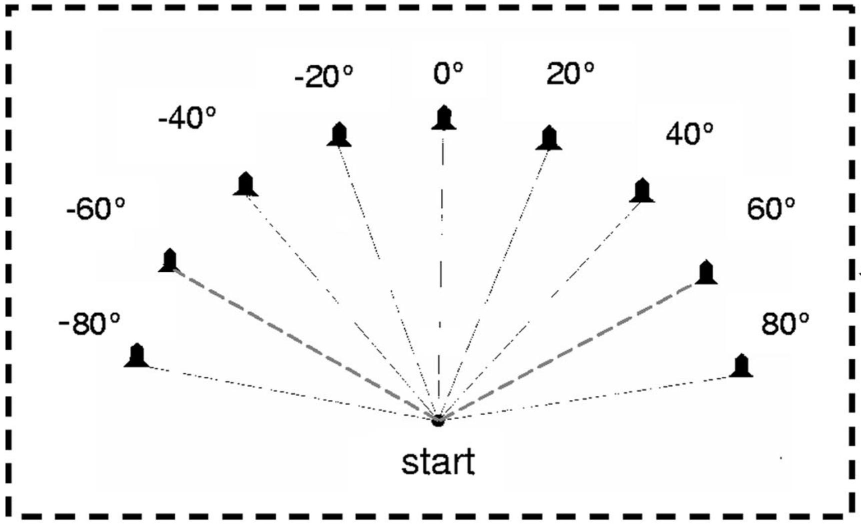
"space ship" task probing spatial working memory

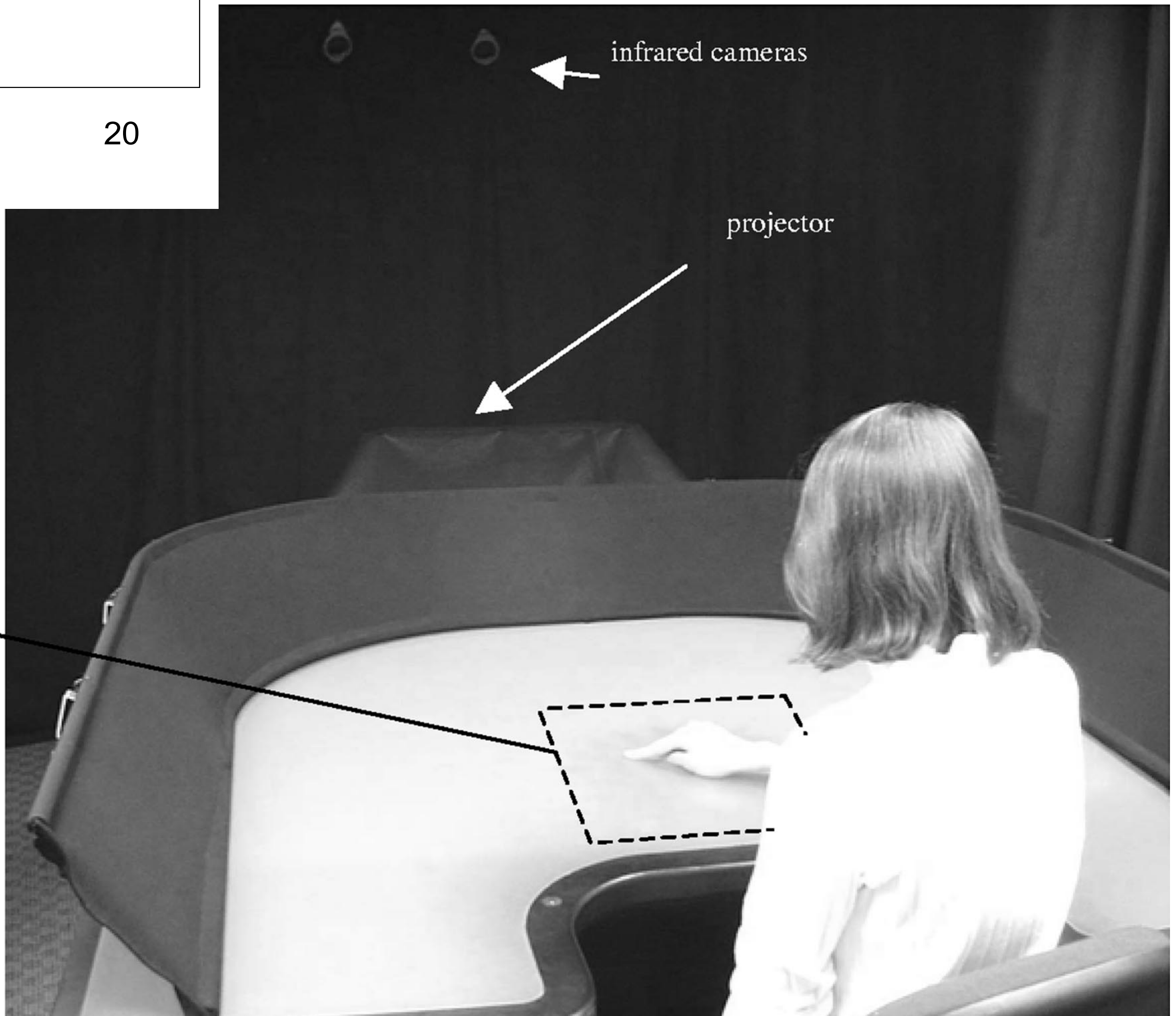


[Schutte, Spencer, JEP:HPP 2009]



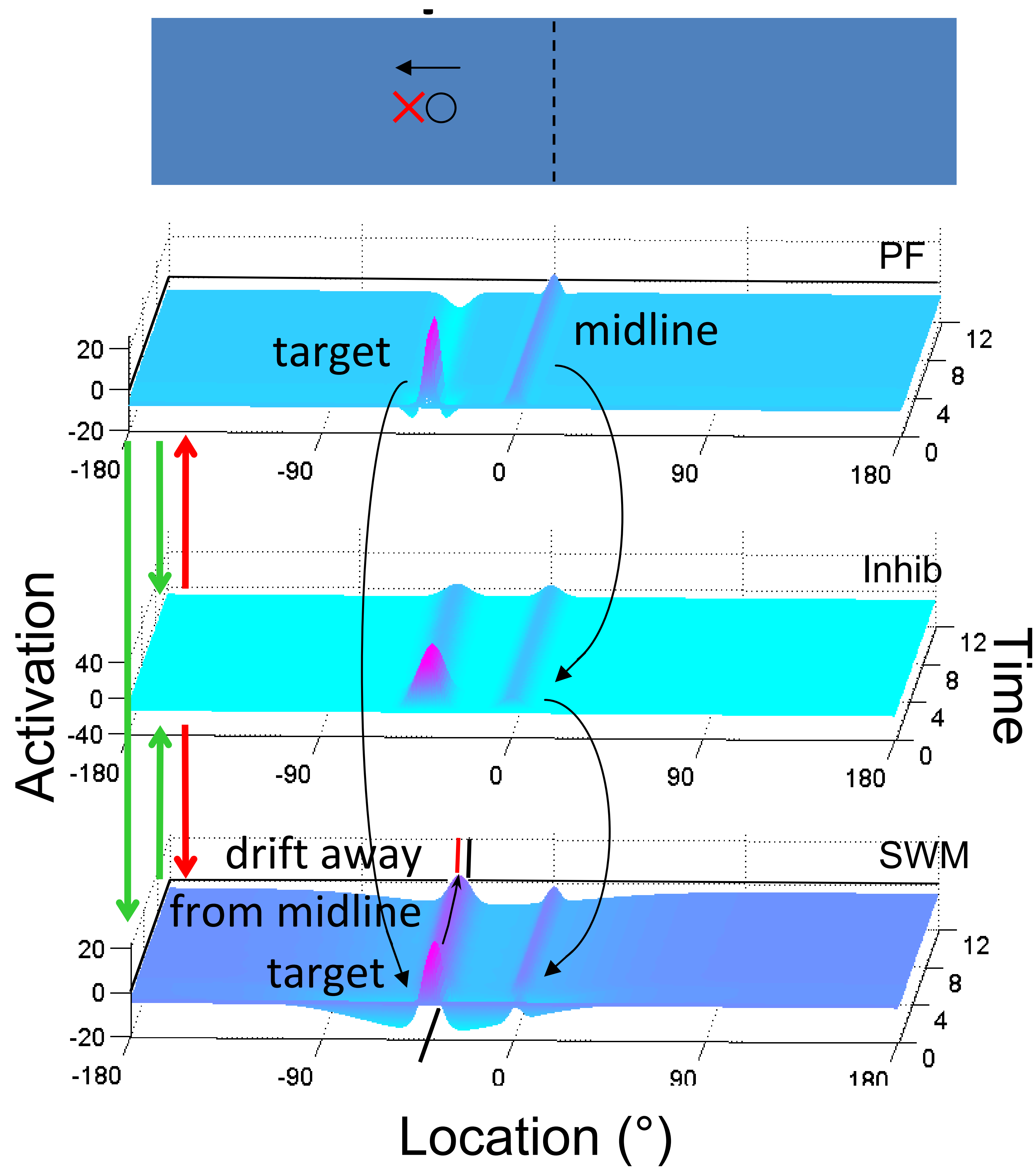
repulsion from mid-line





[Spencer, Schöner, 2006]

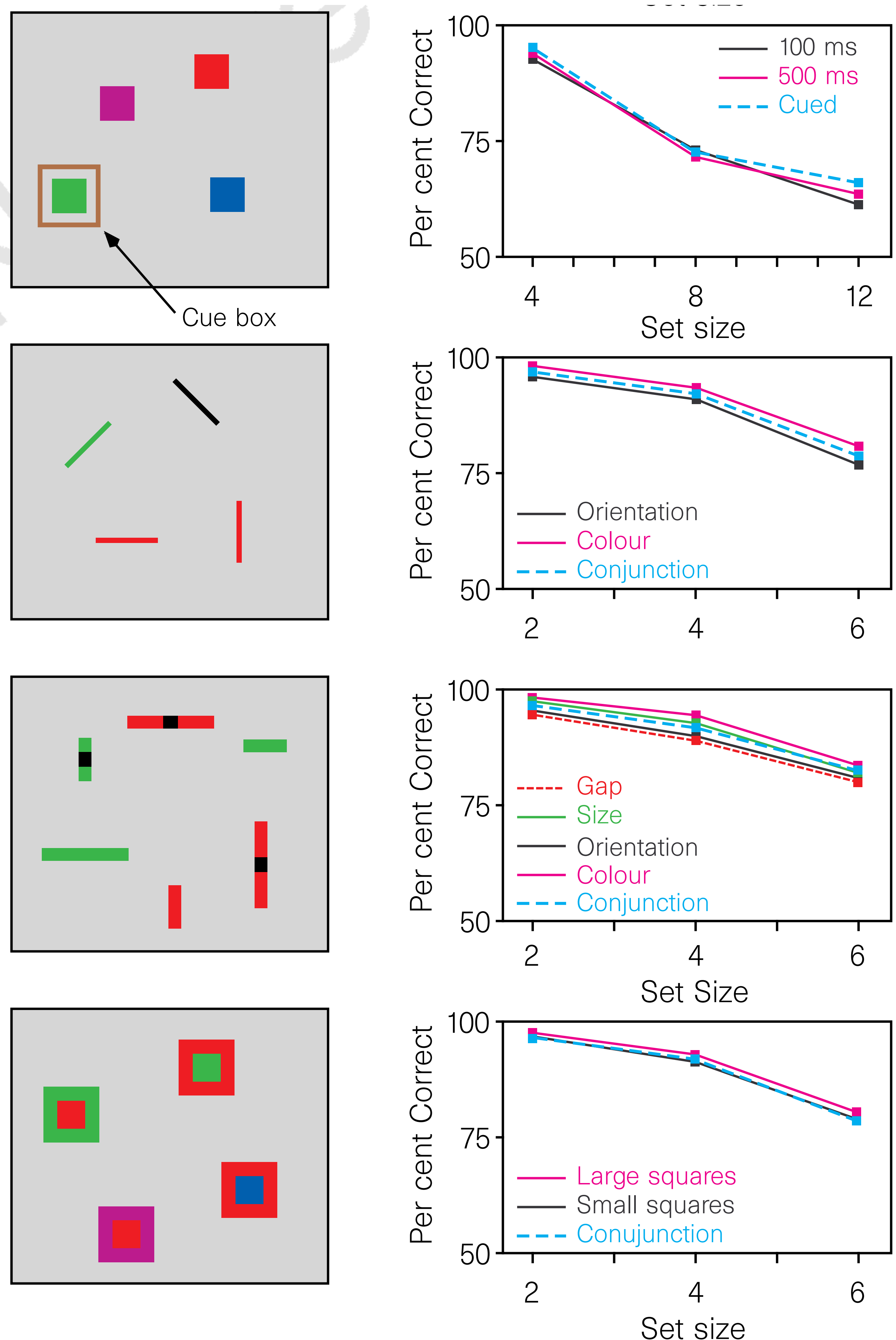
- DFT account of repulsion: inhibitory interaction with peak representing landmark



[Simmering, Schutte, Spencer: Brain Research, 2007]

visual working memory capacity limits

- capacity based on the number of objects…
  - about 4
- probed by change detection, free recall



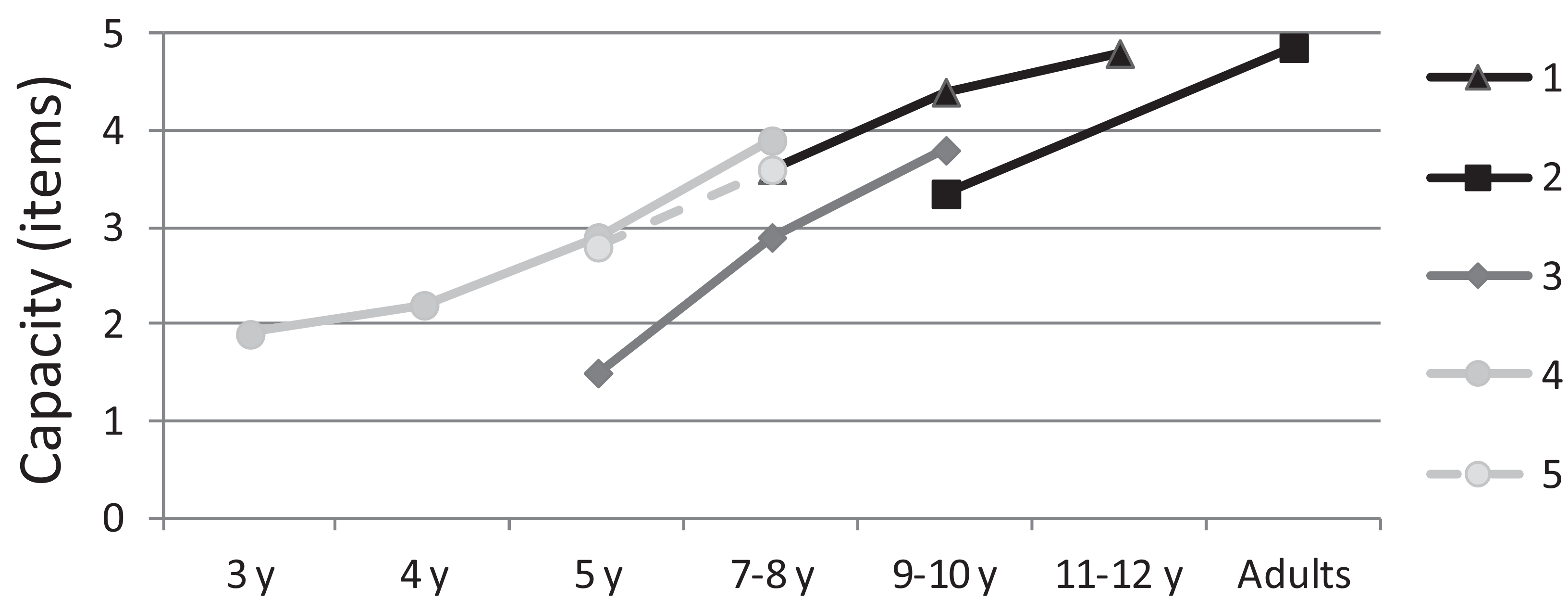
[Luck, Vogel, 1997]

DFT account of WM capacity

- fundamentally caused by accumulation of inhibitory interaction across peaks
- => generic to DFT

WM capacity depends on interaction

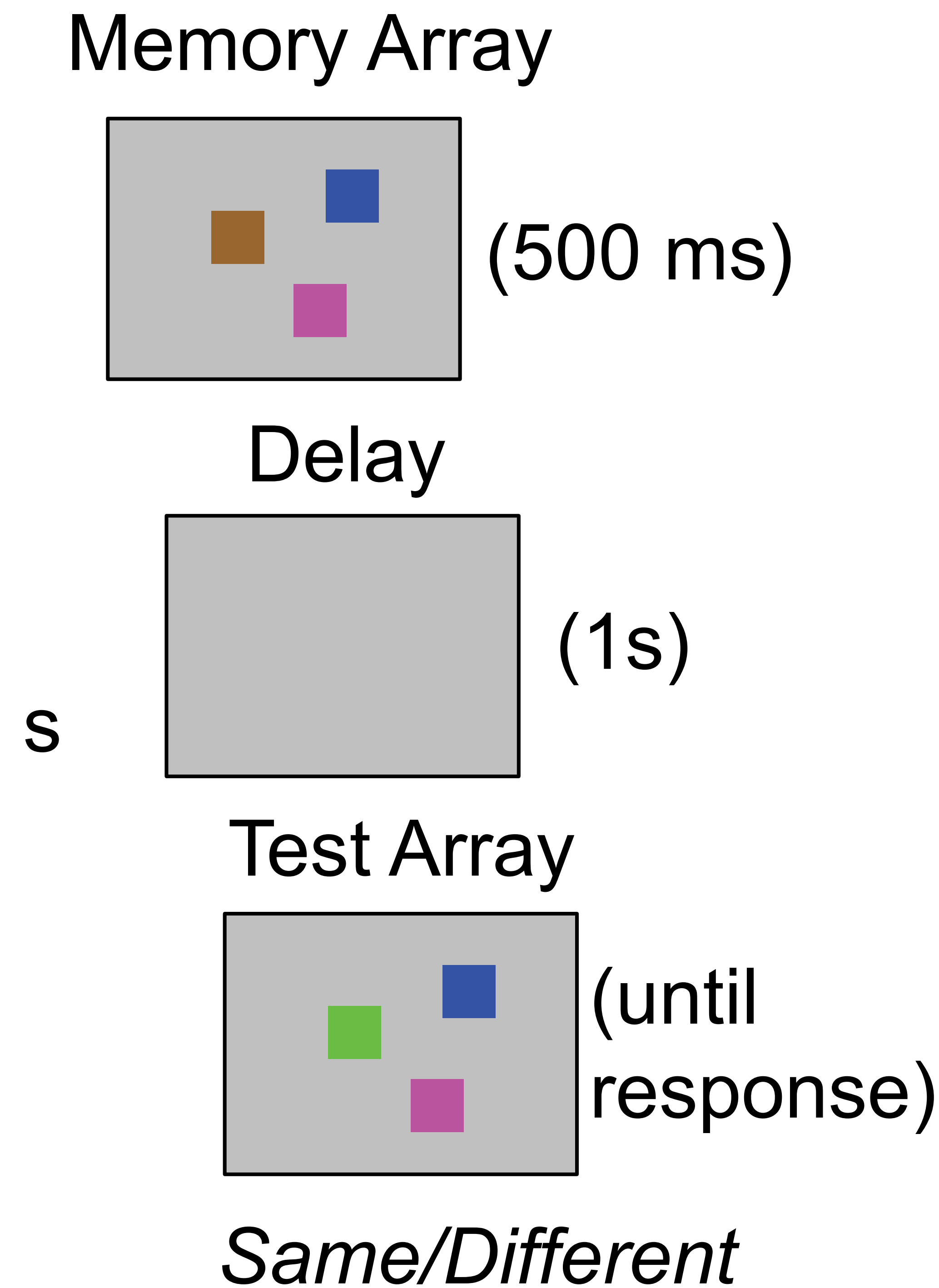
- capacity increases across development
- consistent with "spatial precision hypothesis"… interaction becomes more excitatory/local over development



[Simmering 2010]

Change detection

- the standard probe of working memory

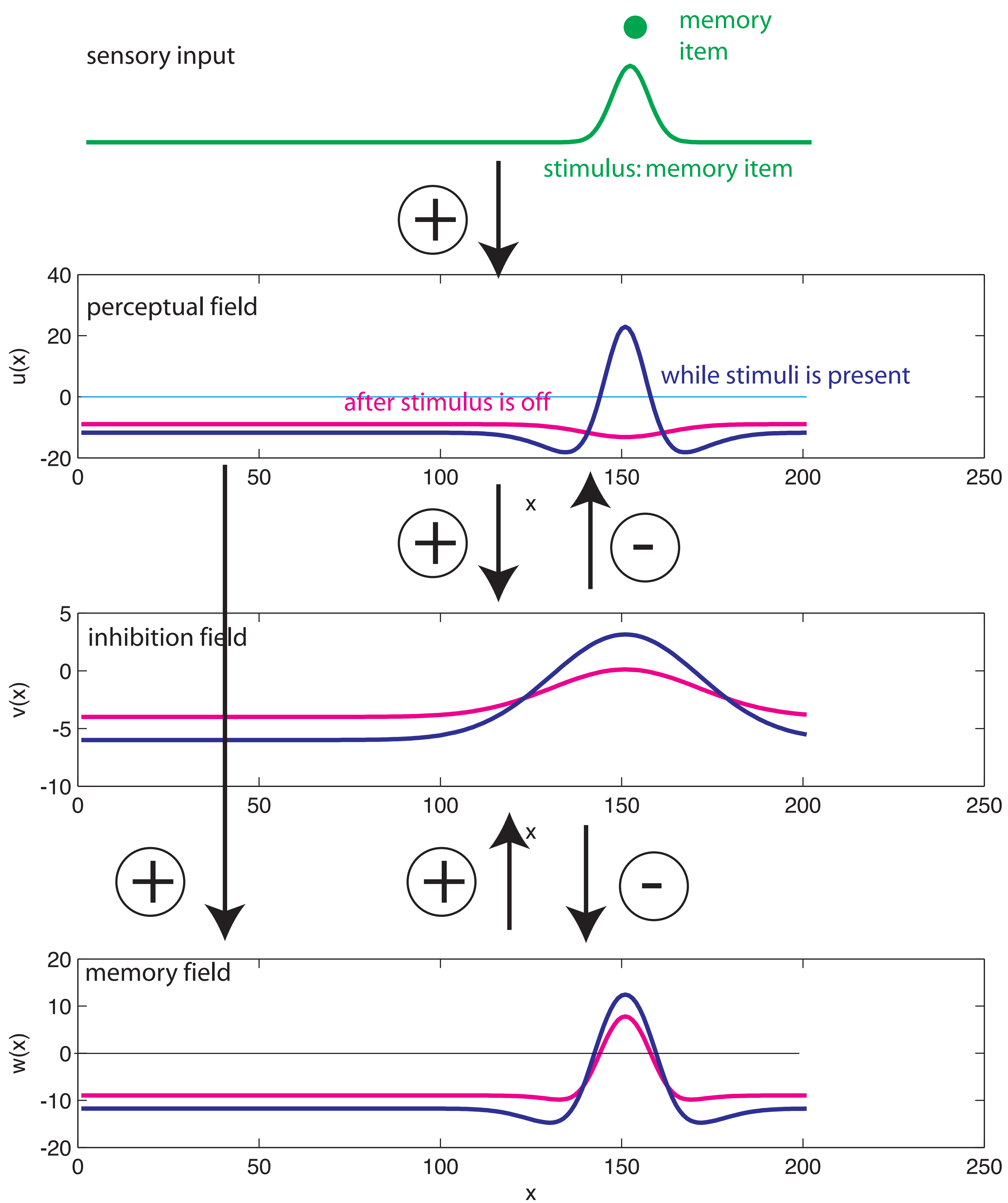


[Johnson, et al. 2009]

DFT account for change detection

- separation between perceptual and memory function

3 layer model



3 layer model

$$
\begin{aligned}
\tau \dot{u}(x,t) &= -u(x,t) + h_u + S(x,t) + \int dx'\; c_{\mathrm{uu}}(x-x')\;\sigma(u(x',t)) \\
&- \int dx'\; c_{\mathrm{uv}}(x-x')\;\sigma(v(x',t)) + \int dx'\; c_{\mathrm{uw}}(x-x')\;\sigma(w(x',t)) \\
\tau \dot{v}(x,t) &= -v(x,t) + h_v \\
&+ \int dx'\; c_{\mathrm{vu}}(x-x')\;\sigma(u(x',t)) + \int dx'\; c_{\mathrm{vw}}(x-x')\;\sigma(w(x',t)) \\
\tau \dot{w}(x,t) &= -w(x,t) + h_w + \int dx'\; c_{\mathrm{ww}}(x-x')\;\sigma(w(x',t)) \\
&- \int dx'\; c_{\mathrm{wv}}(x-x')\;\sigma(v(x',t)) + \int dx'\; c_{\mathrm{wu}}(x-x')\;\sigma(u(x',t))
\end{aligned}
$$

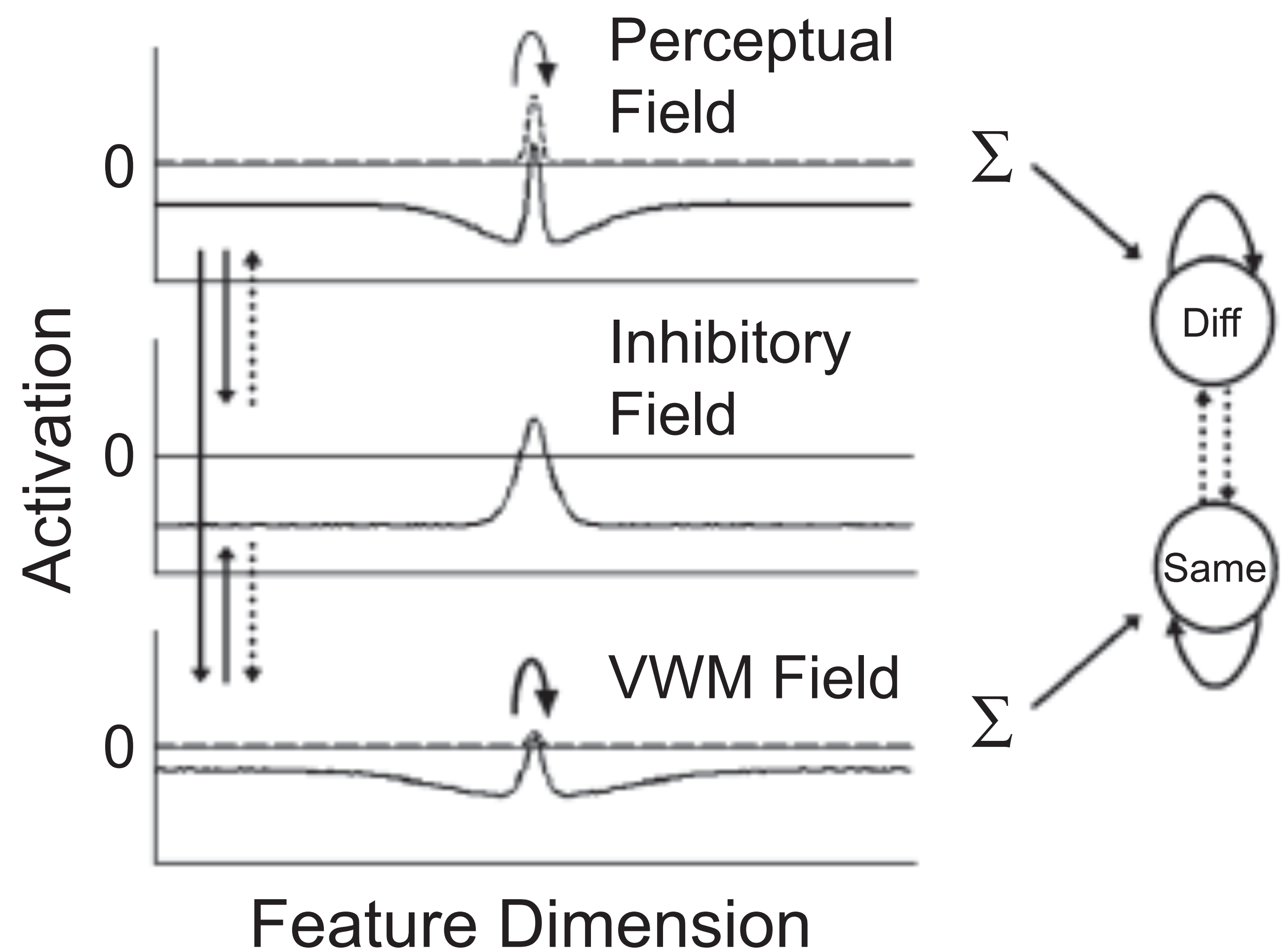
=> simulations

DFT account for change detection

- => account for how working memories arise from percepts, how percepts may detect change and update memories…

DFT account for change detection

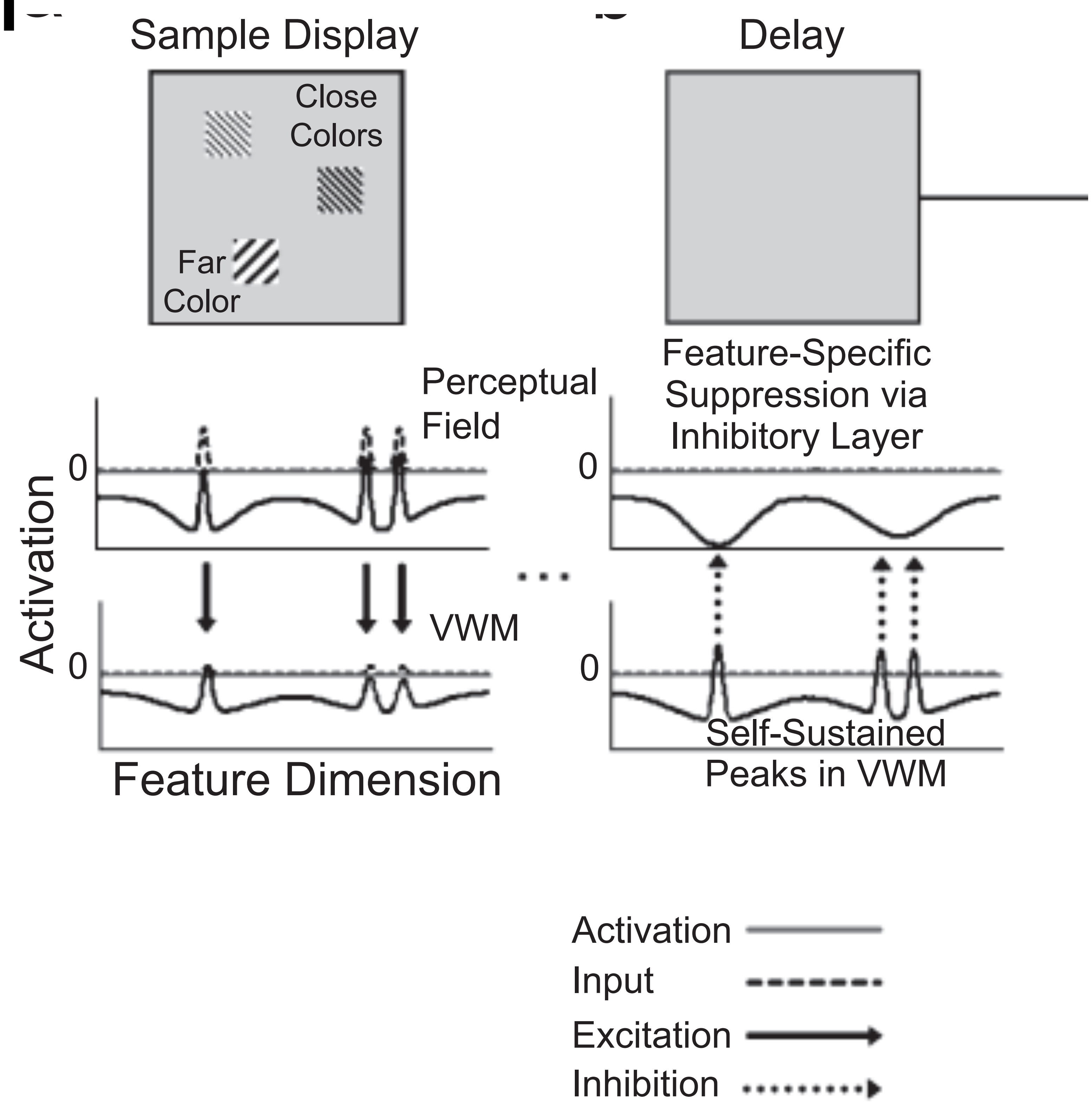
- generate the categorical "answer" by two competing nodes
- based on the "hidden" go-signal in the task



[Johnson, et al. 2009]

DFT account for change detection

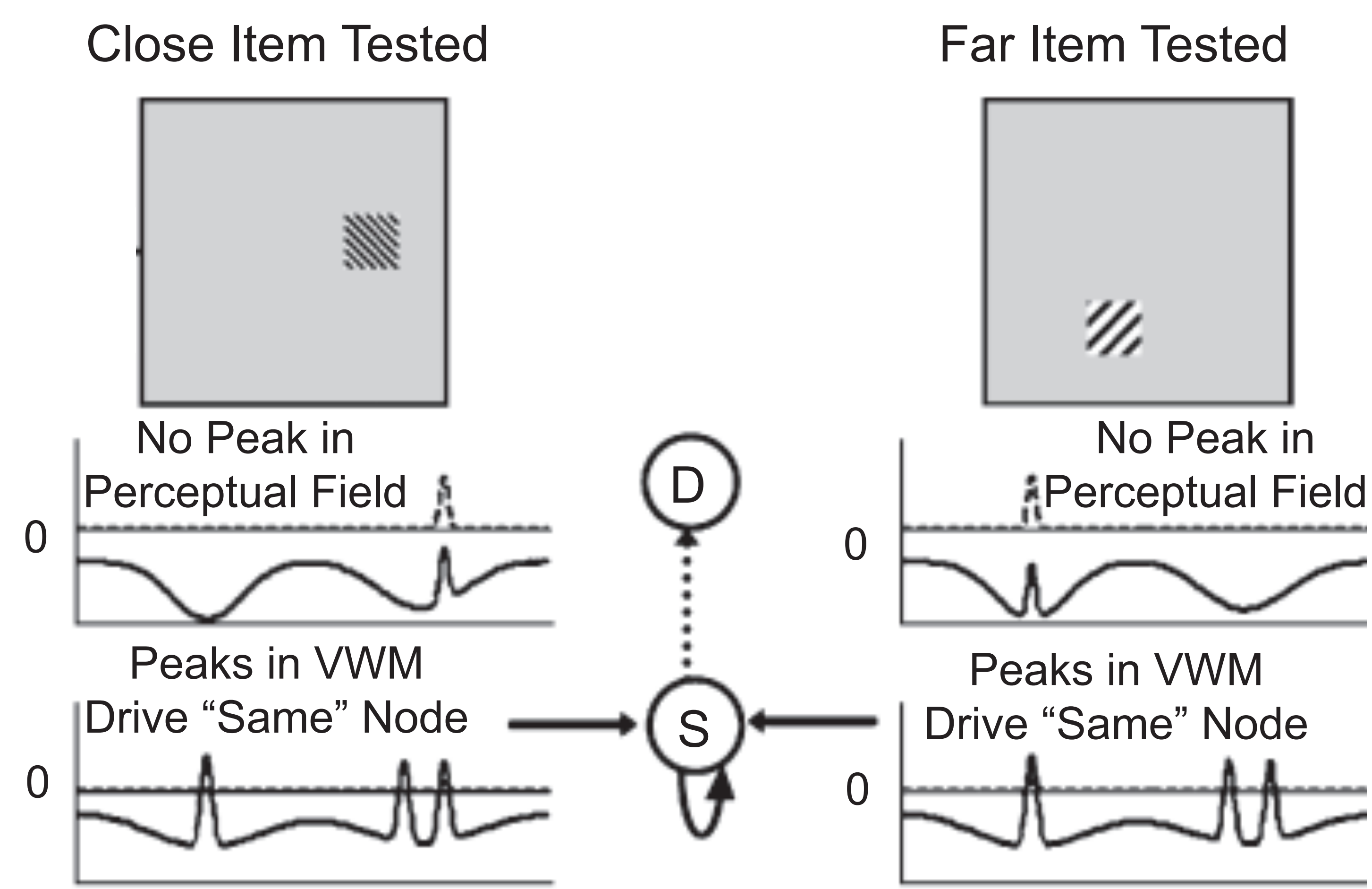
- 1) working memory is created



[Johnson, et al. 2009]

DFT account for change detection

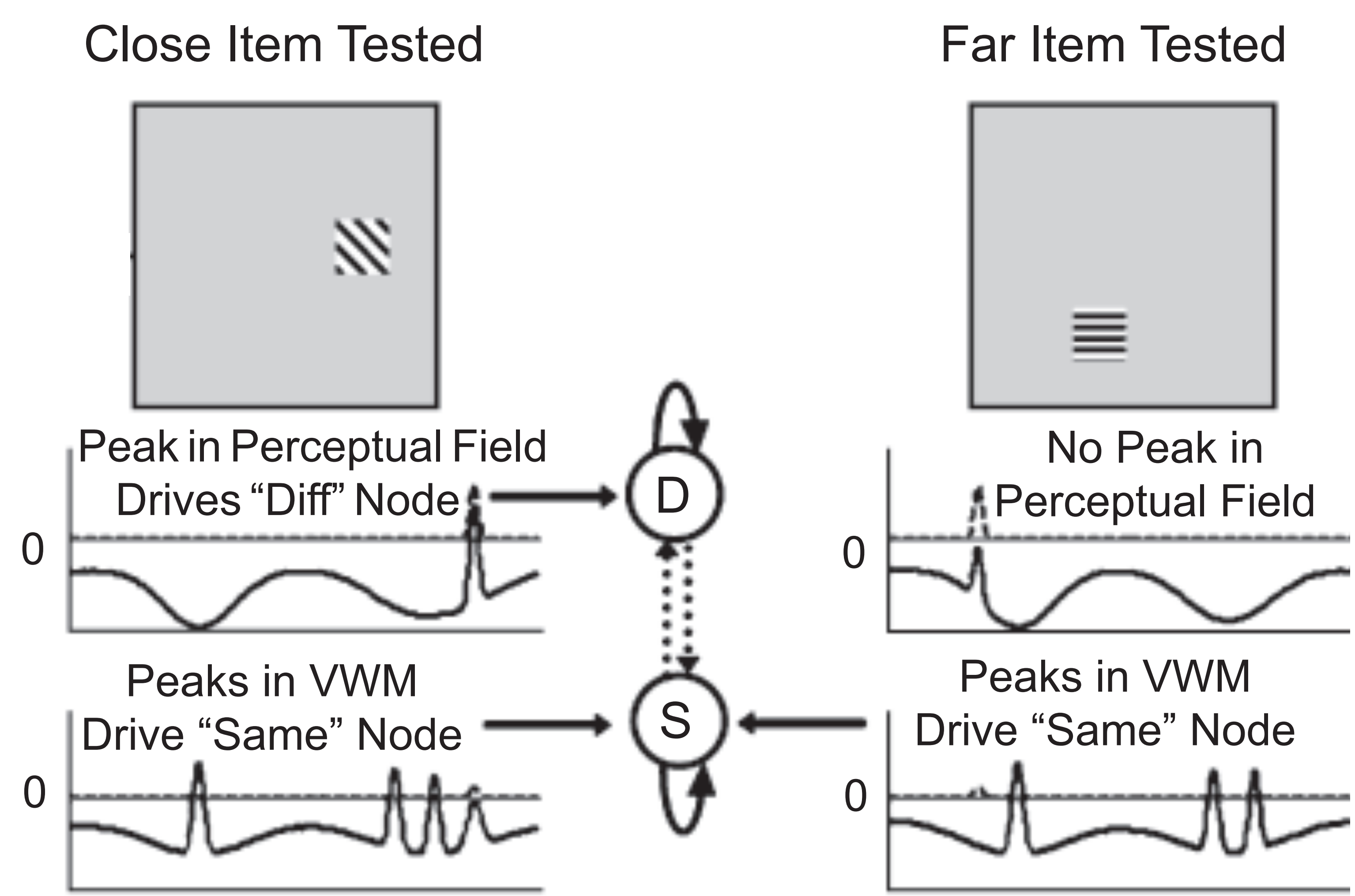
- 2) change detection in "same" trial



[Johnson, et al. 2009]

DFT account for change detection

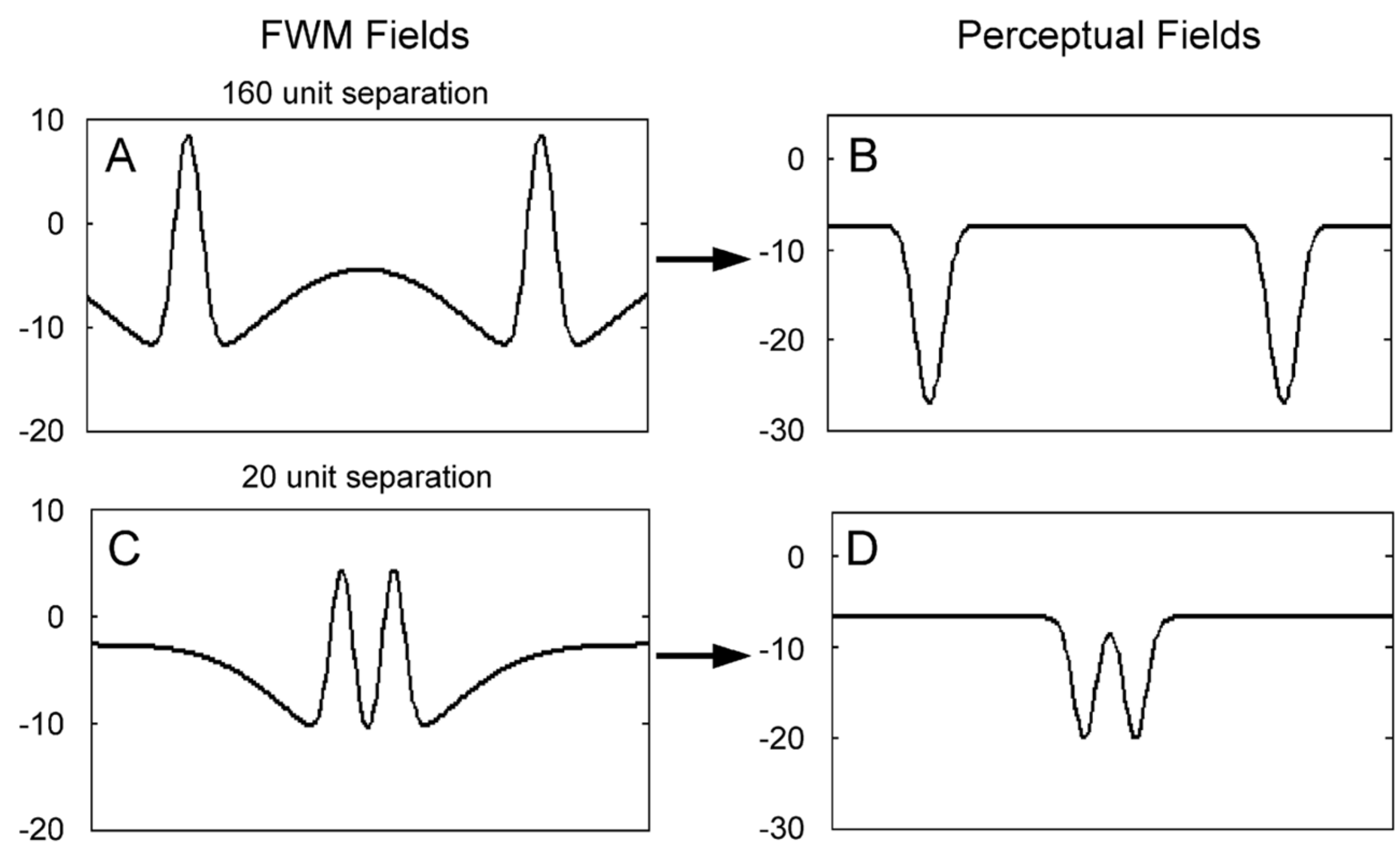
- 2) change detection in “different” trial



[Johnson, et al. 2009]

DFT account for change detection

- predict better change detection when items are metrically closer !



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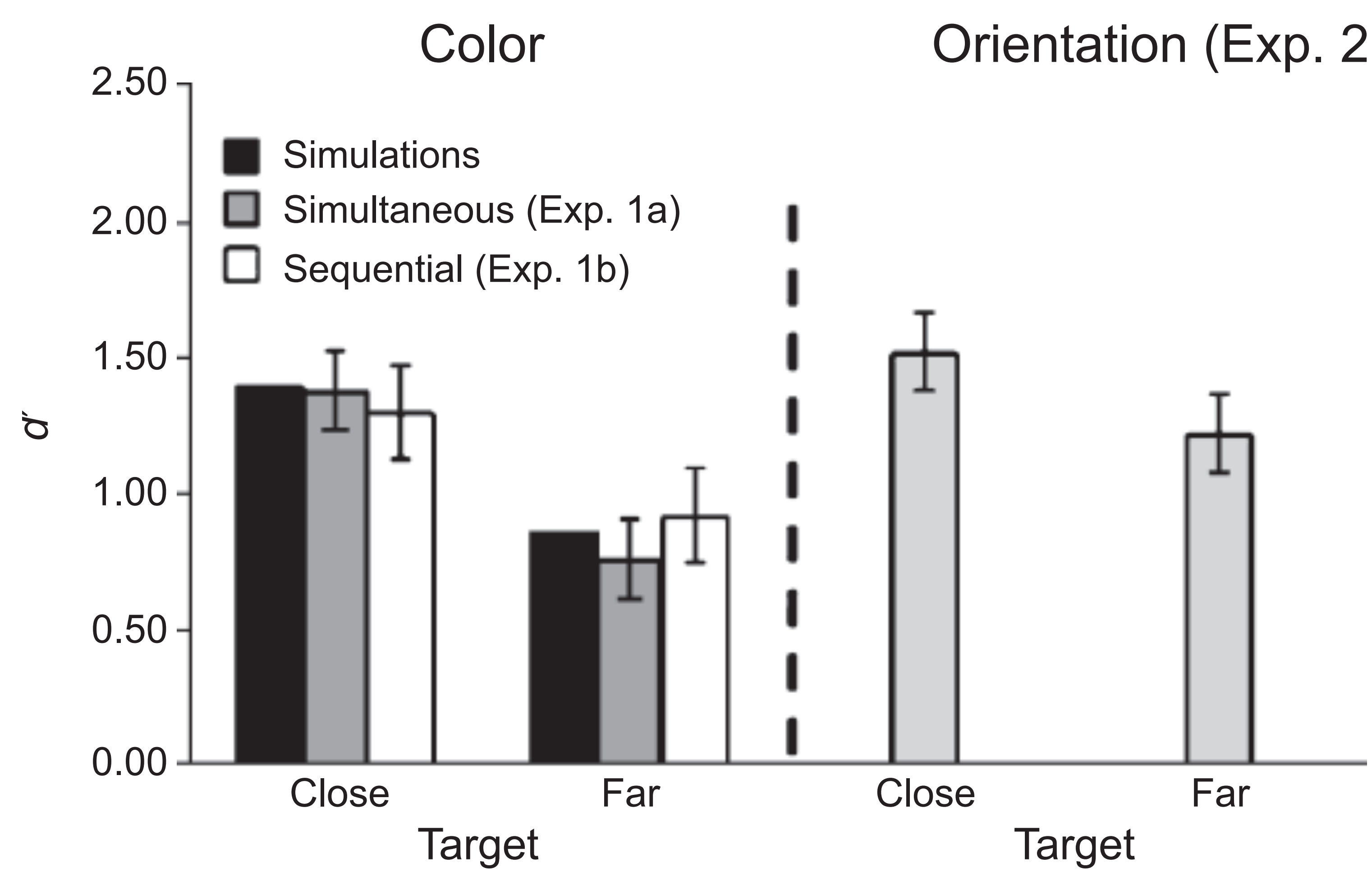
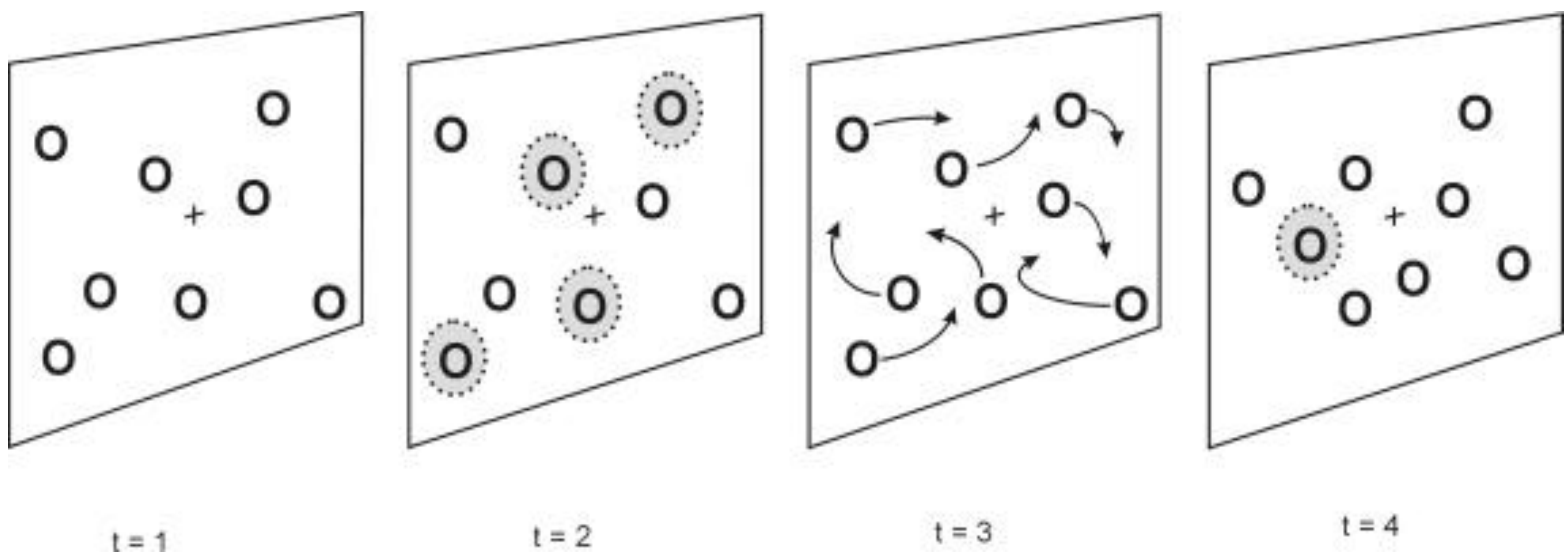


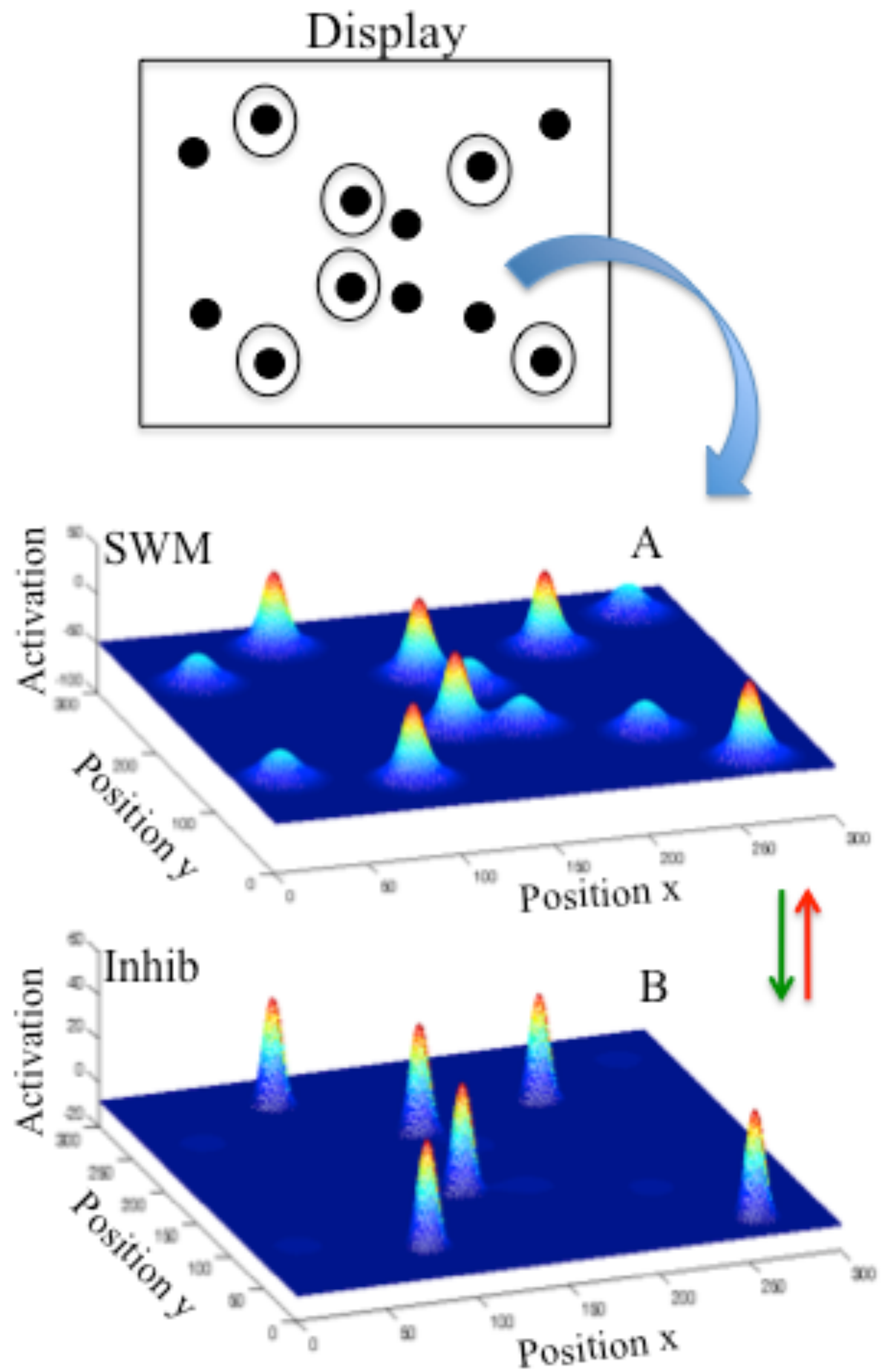
[Johnson, et al. 2009]

Multi-object tracking



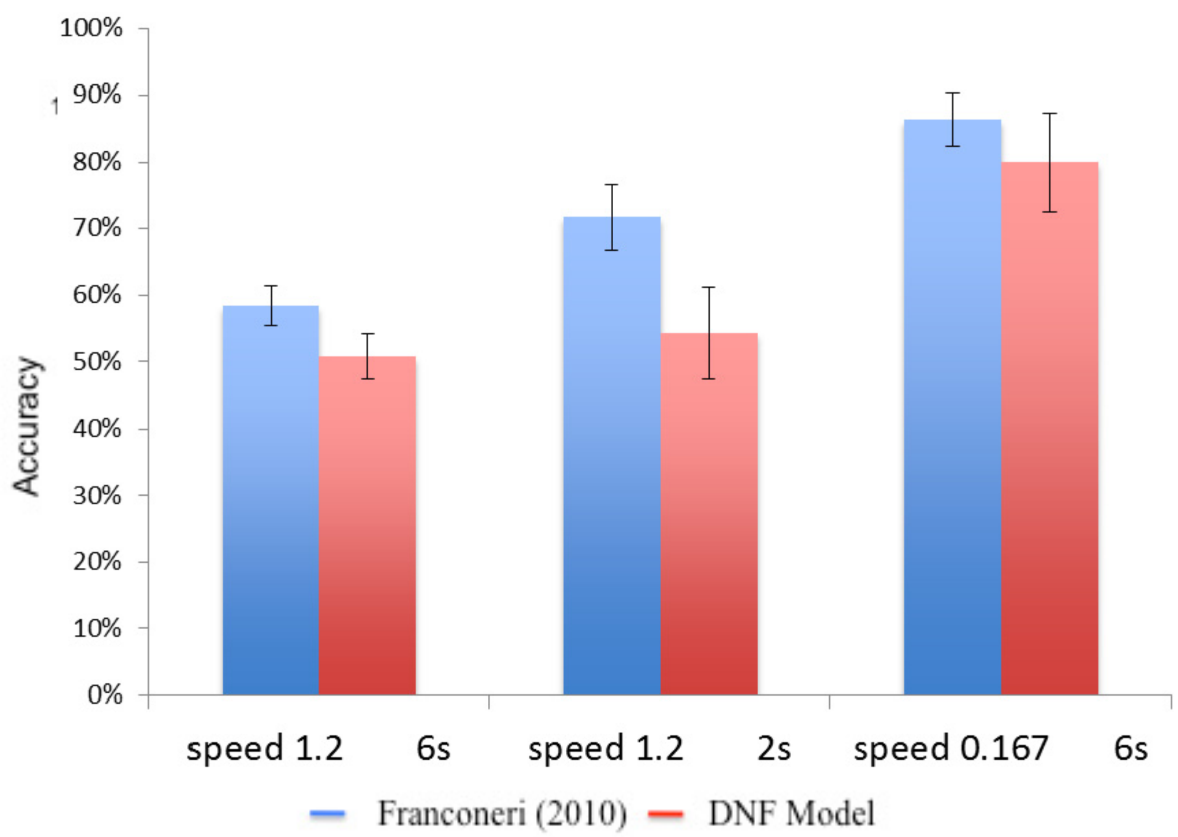
[Pylyshyn]

Multi-object tracking



[Spencer et al]

Multi-object tracking

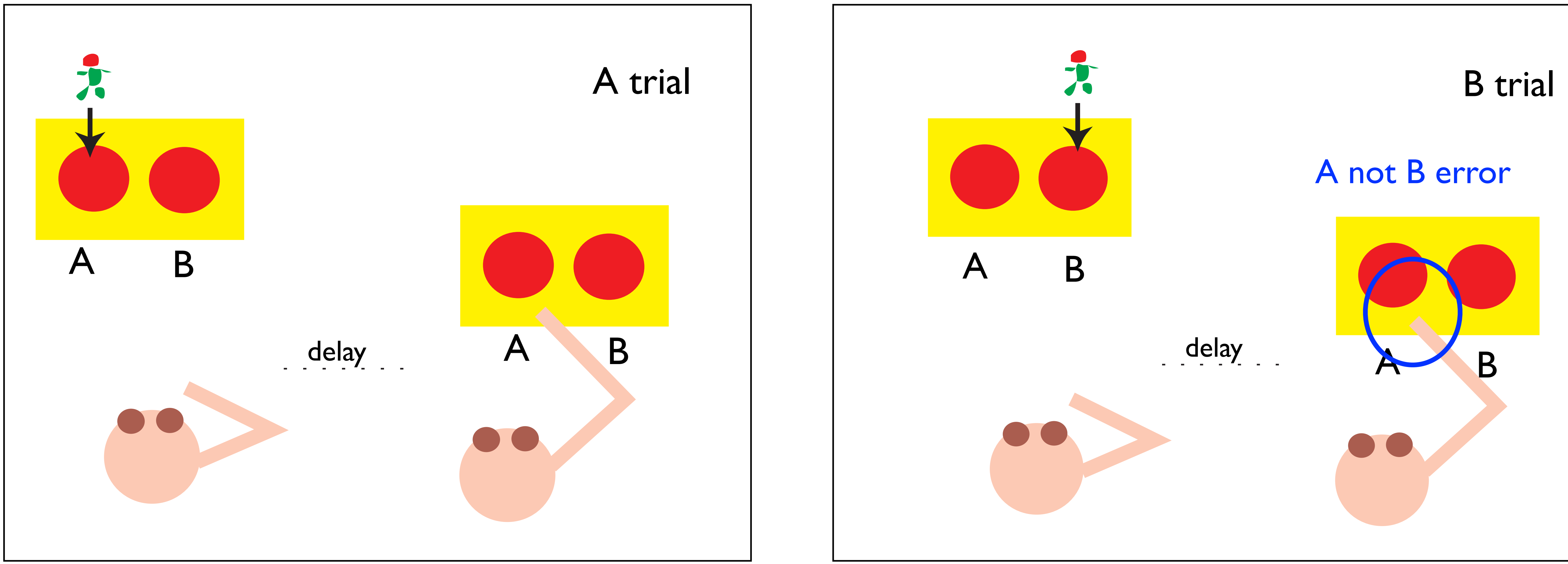


[Spencer et al]

Combining working memory and the memory trace

- in a case study that invokes all dynamic instabilities of DFT as well…

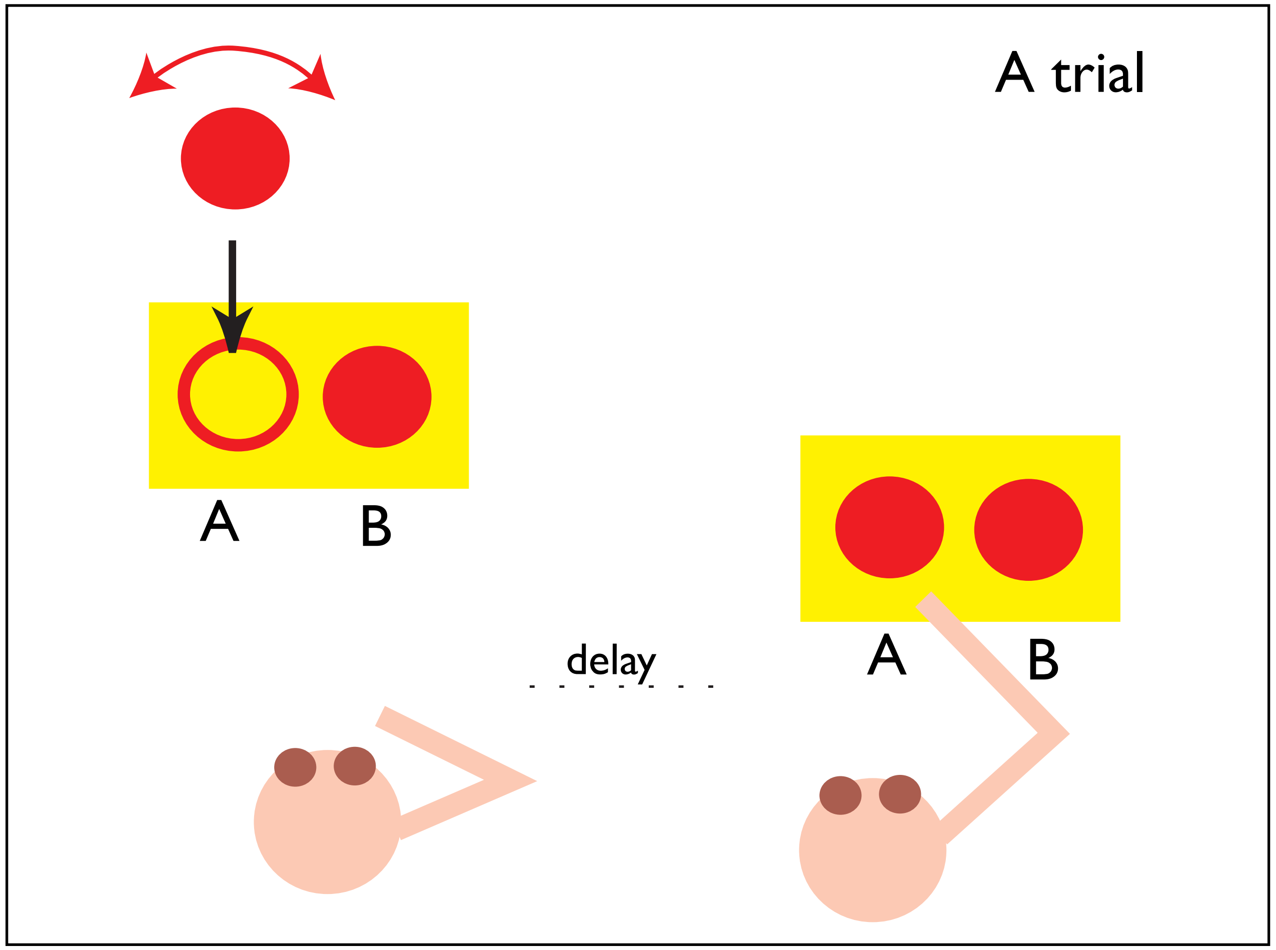
Piaget's A not B paradigm: "out-of-sight -- out of mind"

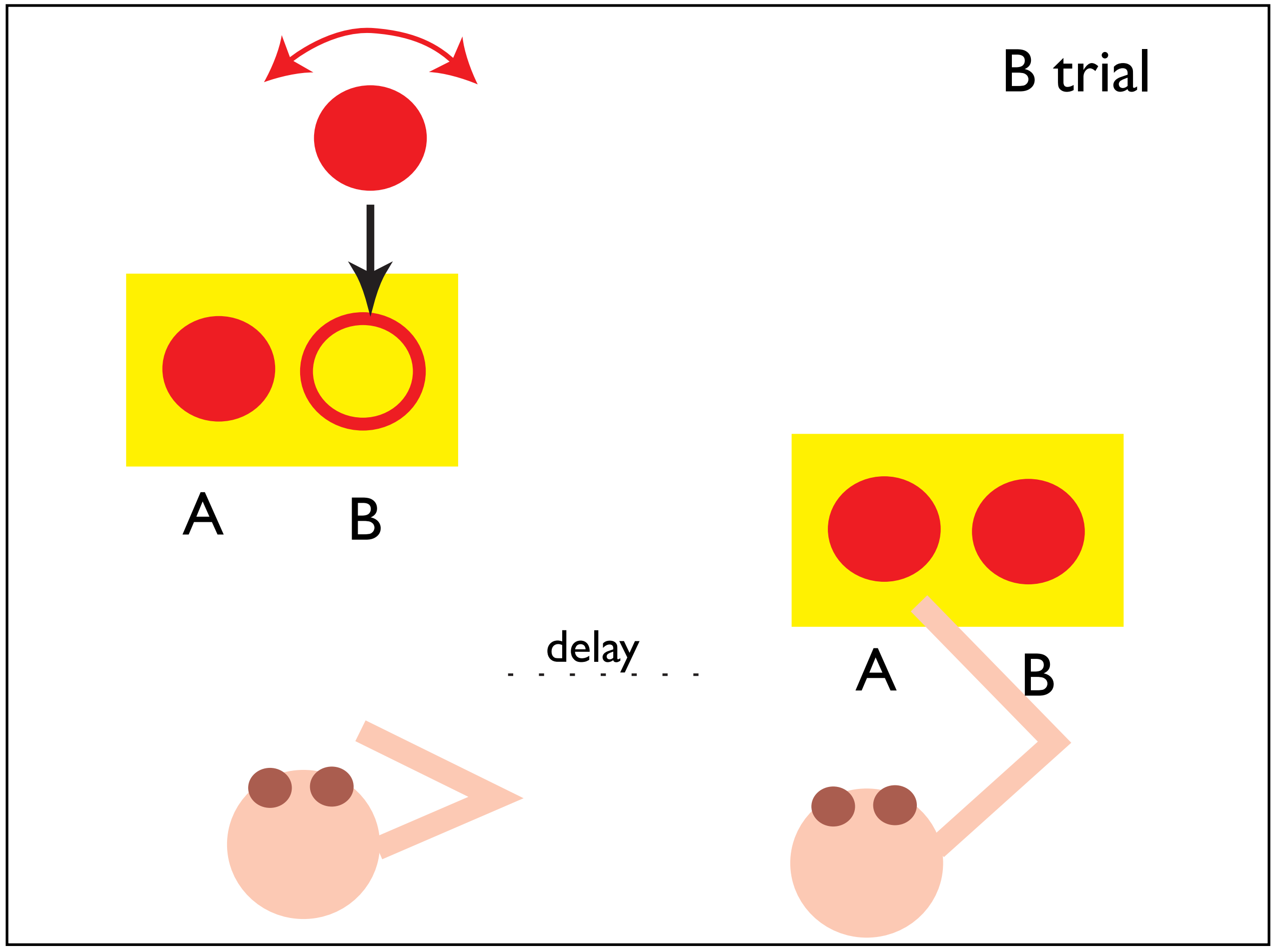


Toyless variant of A not B task

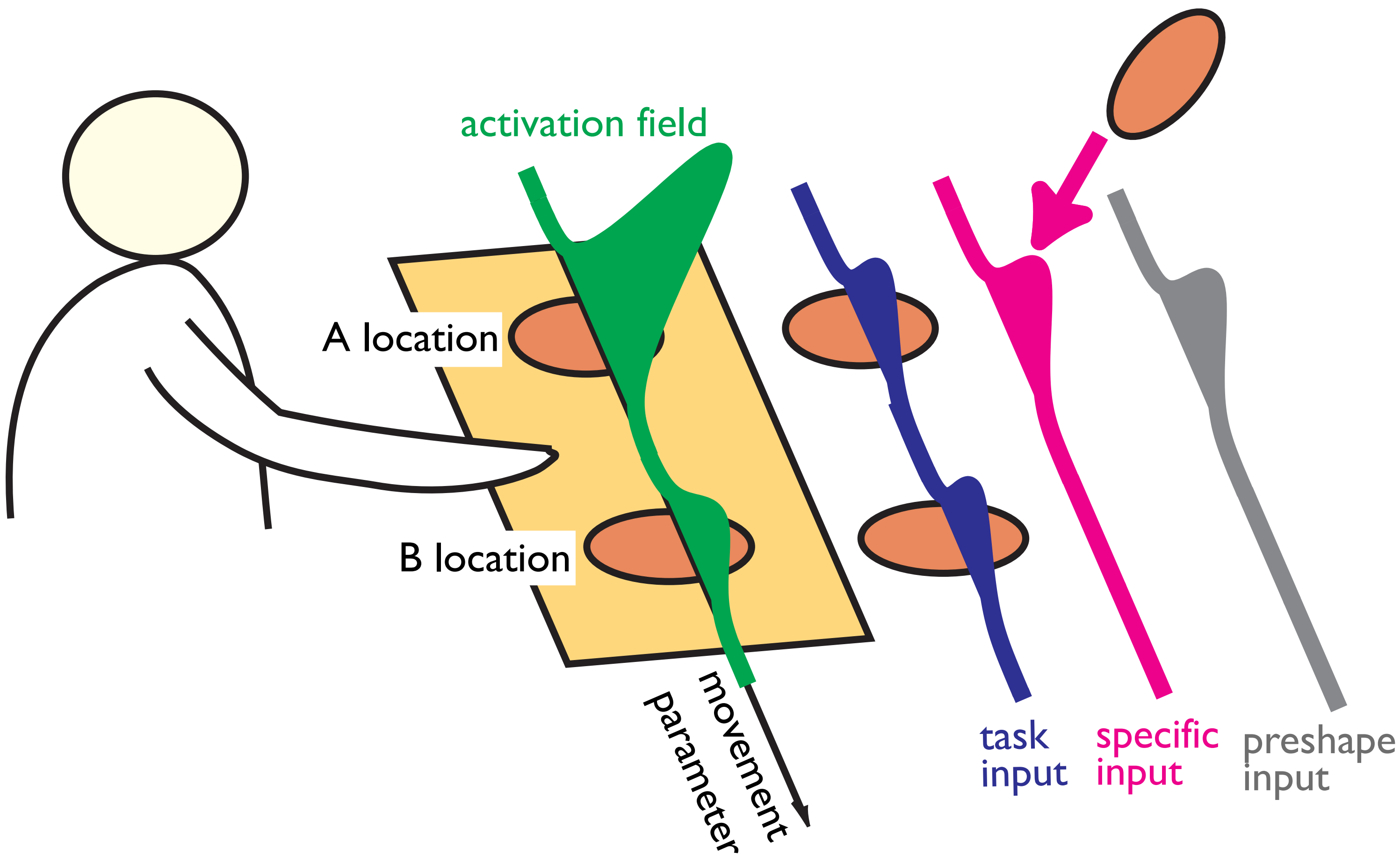
[Smith, Thelen et al.: Psychological Review (1999)]

Toyless variant of A not B task reveals that A not B is essentially a decision task!

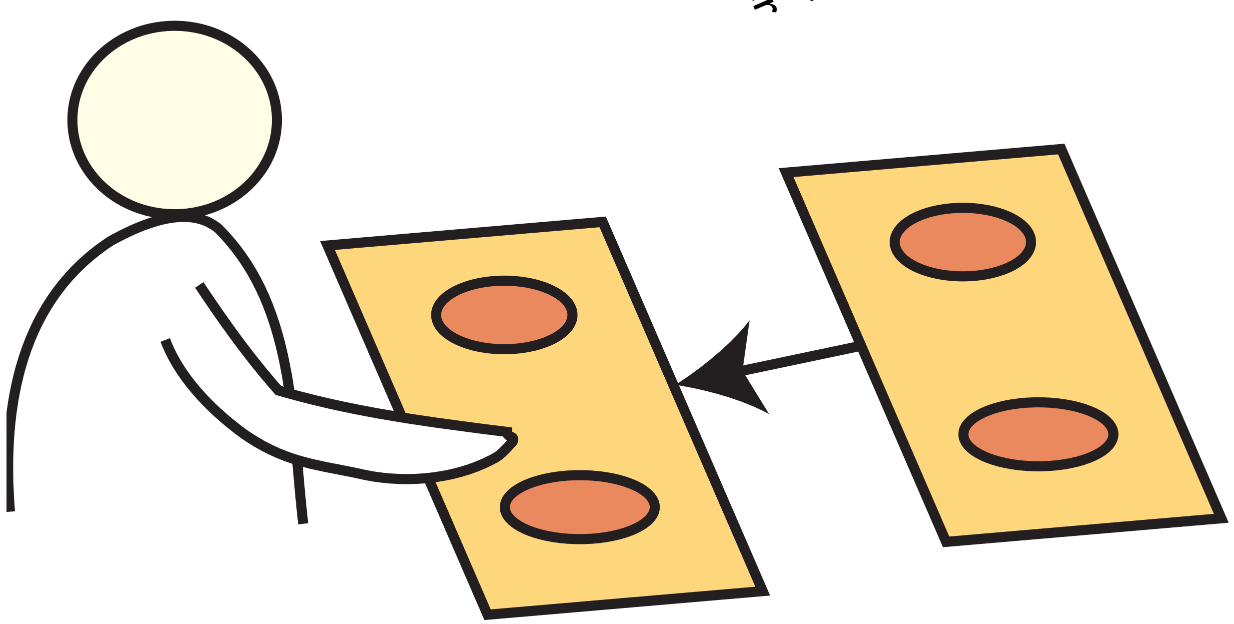




[Smith, Thelen et al.: Psychological Review (1999)]



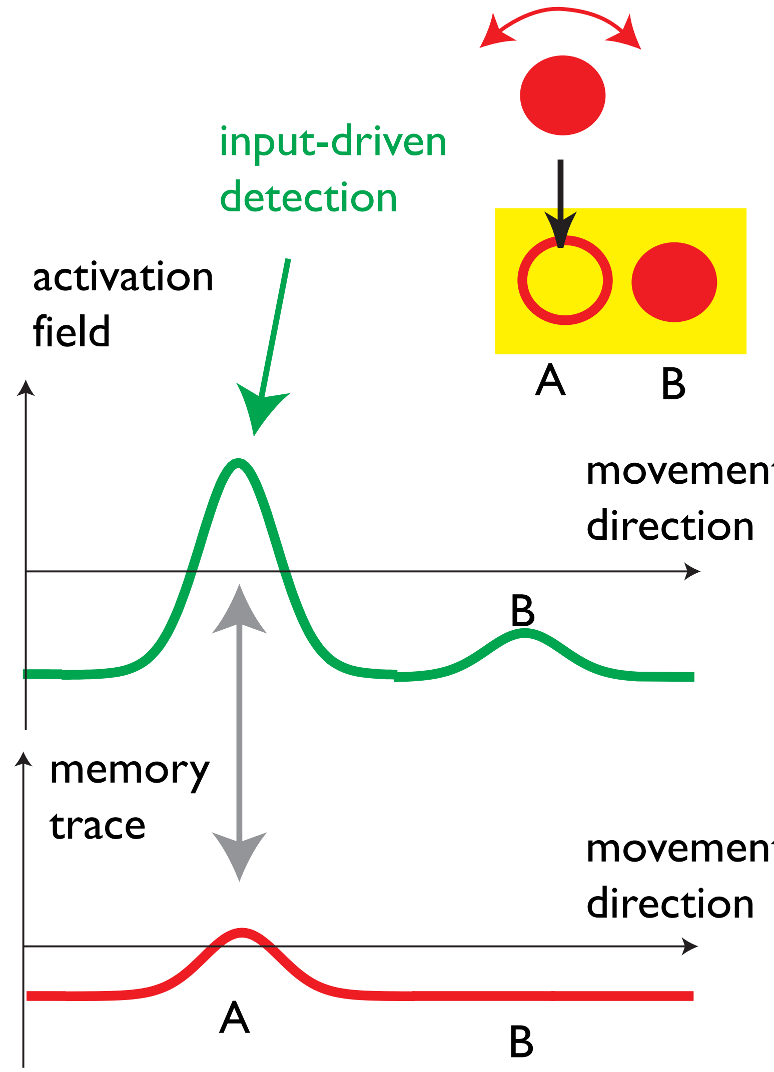
[Thelen, et al., BBS (2001)]



[Dineva, Schöner, Dev. Science 2007]

Instabilities

- detection: forming and initiating a movement goal
- selection: making sensori-motor decisions
- (learning: memory trace)
- boost-driven detection: initiating the action
- memory instability: old infants sustain during the delay, young infants do not



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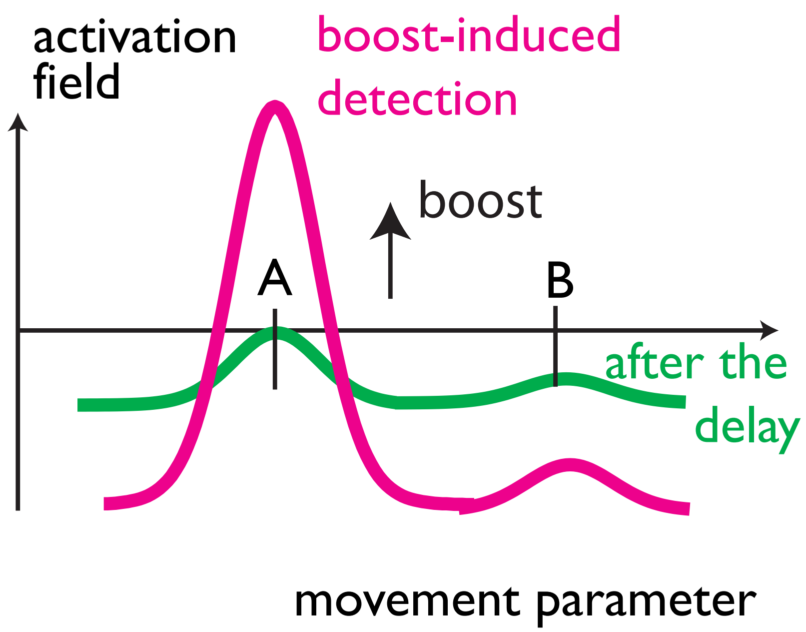

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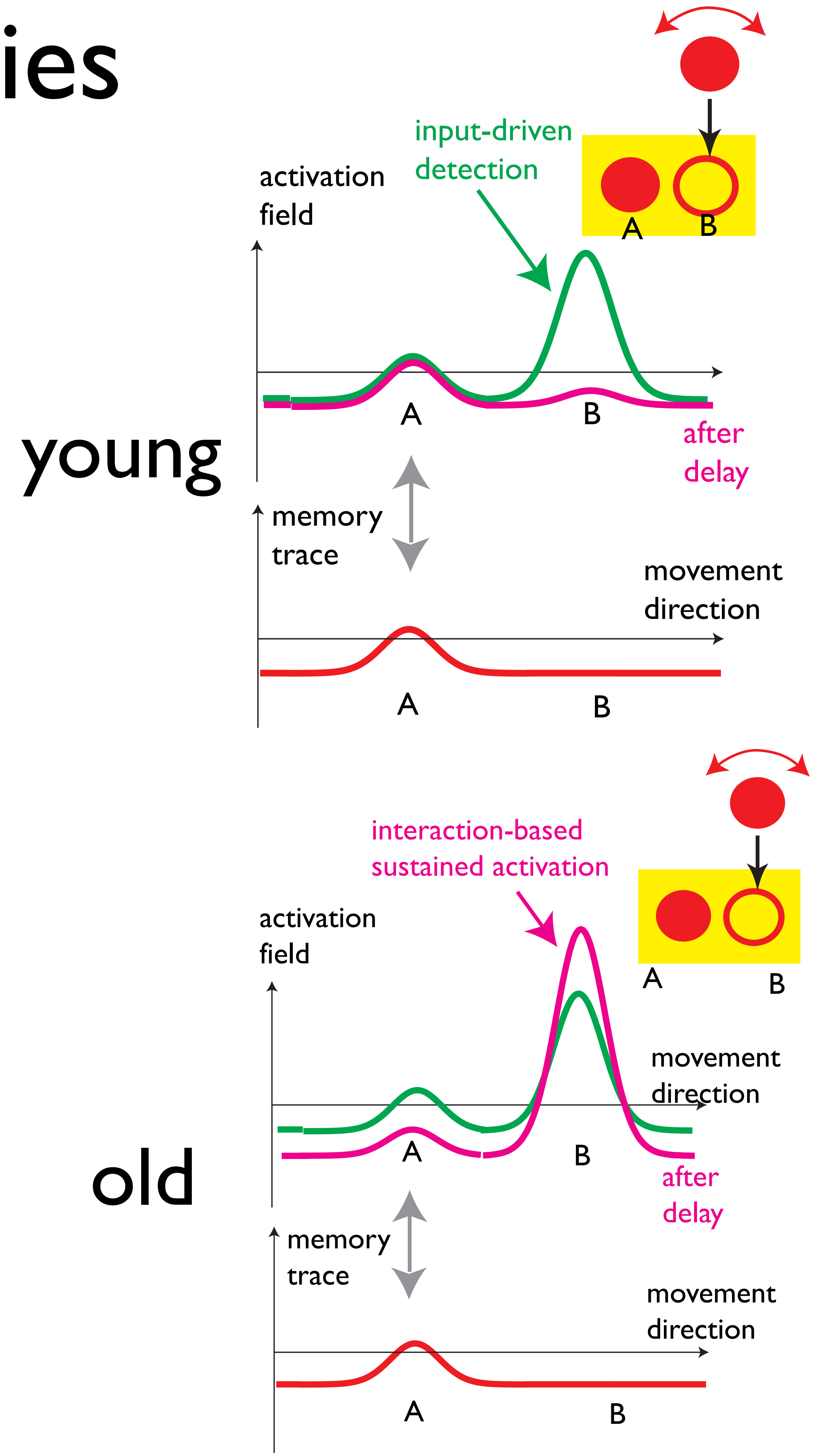
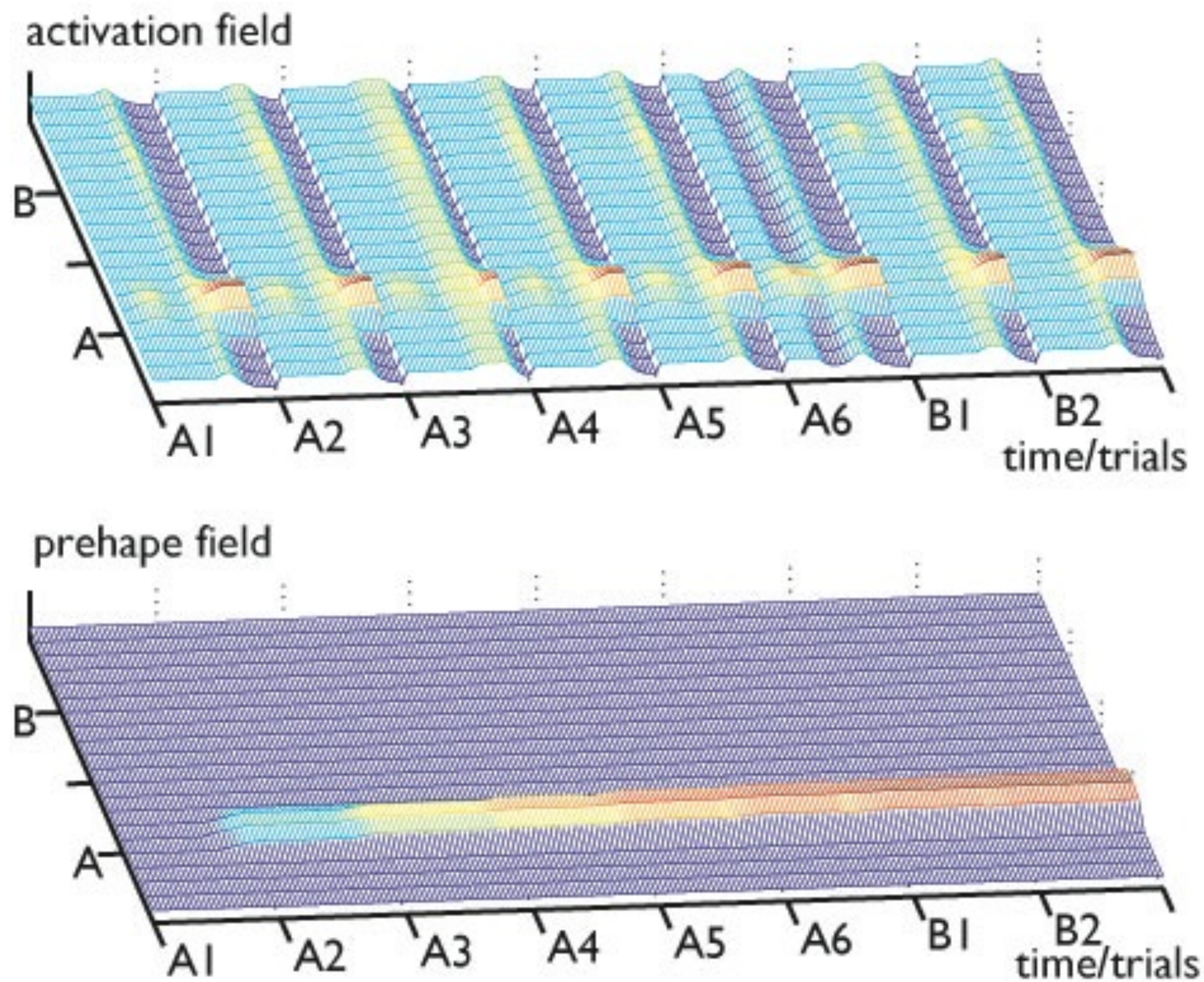


DFT of infant perseverative reaching



[Dinveva, Schöner, Dev. Science 2007]

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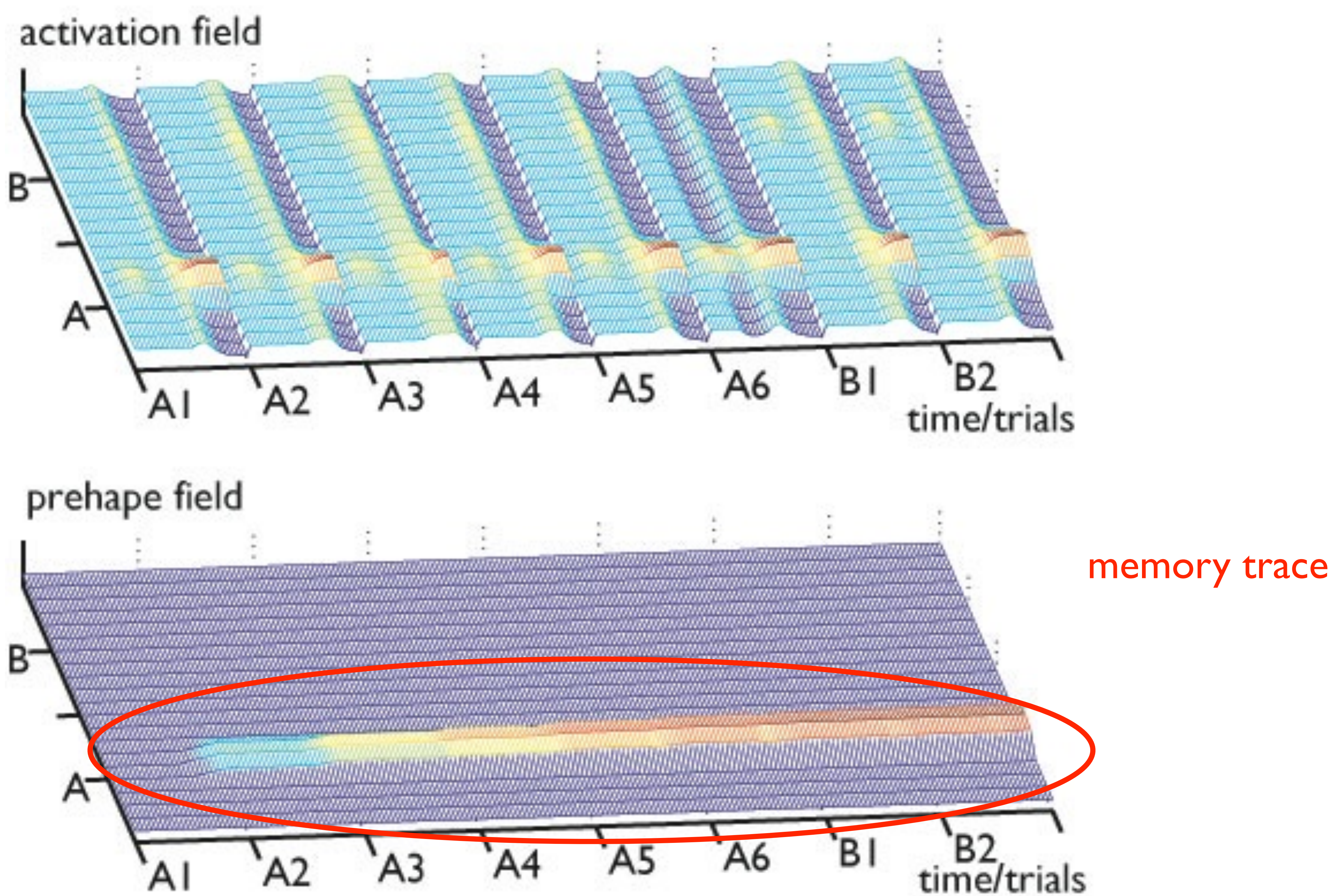
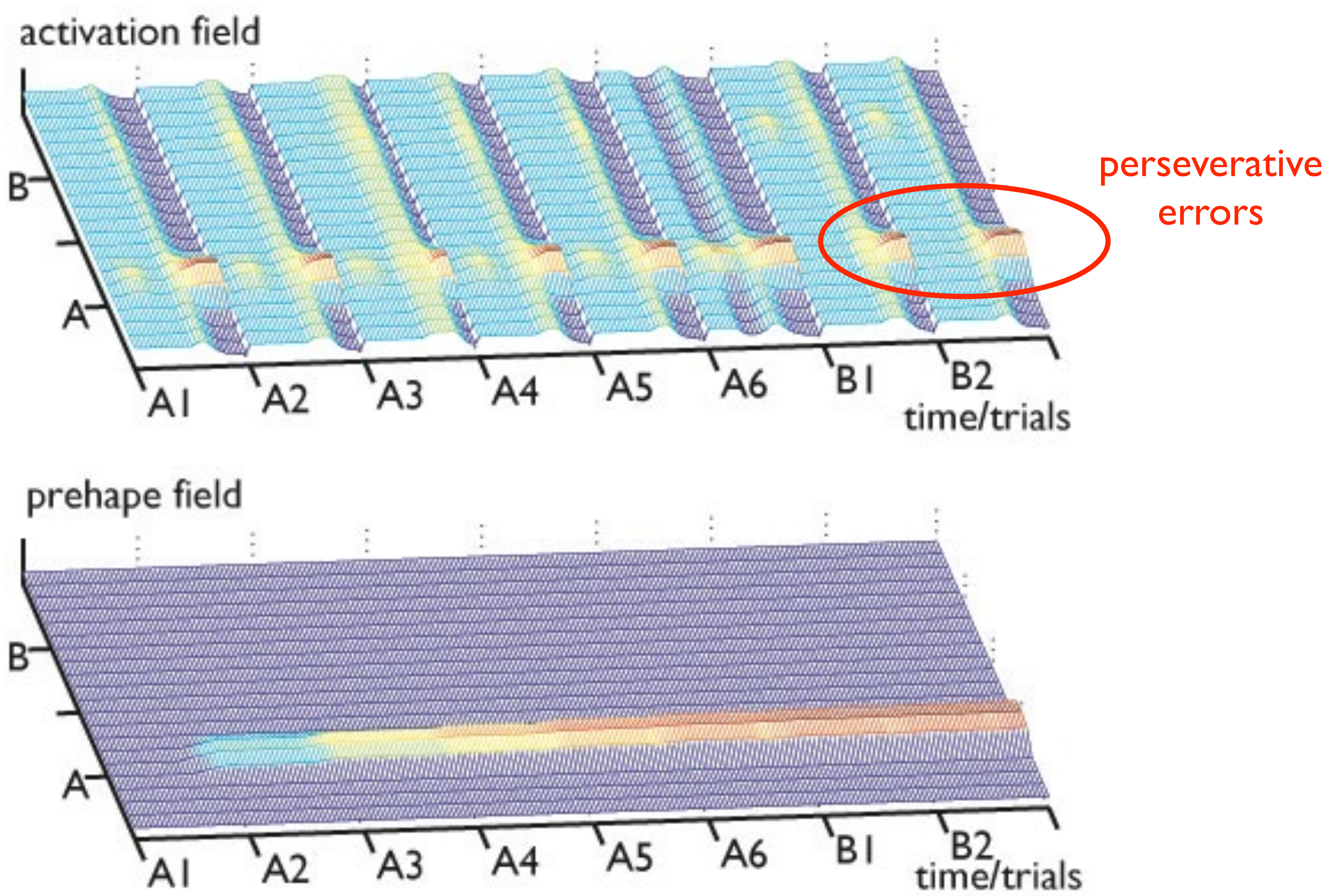


[Dinveva, Schöner, Dev. Science 2007]

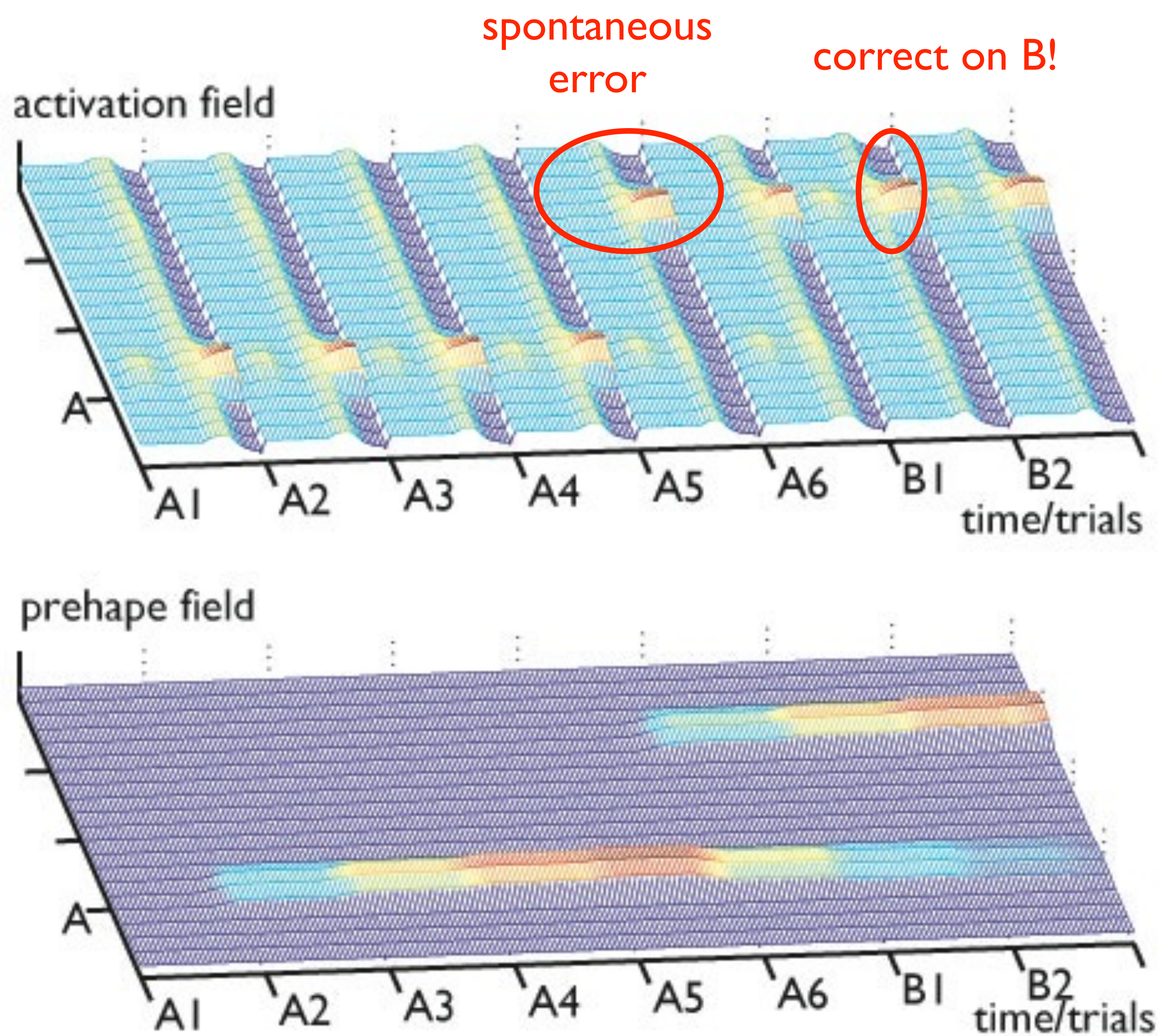
DFT of infant perseverative reaching



[Dinveva, Schöner, Dev. Science 2007]

DFT of infant perseverative reaching

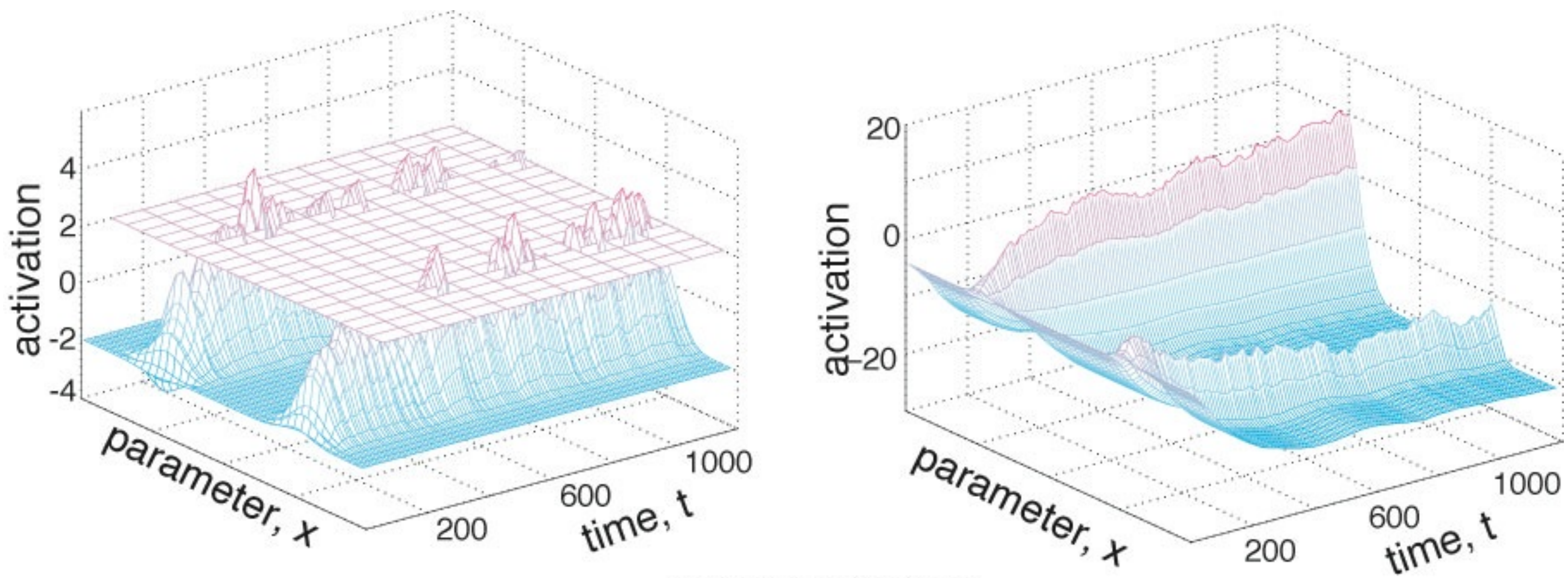
- in spontaneous errors, activation arises at B on an A trial
- which leads to correct reaching on B trial
- because reaches to B on A trials leave memory trace at B



[Dinveva, Schöner, Dev. Science 2007]

=> DFT is a neural process model

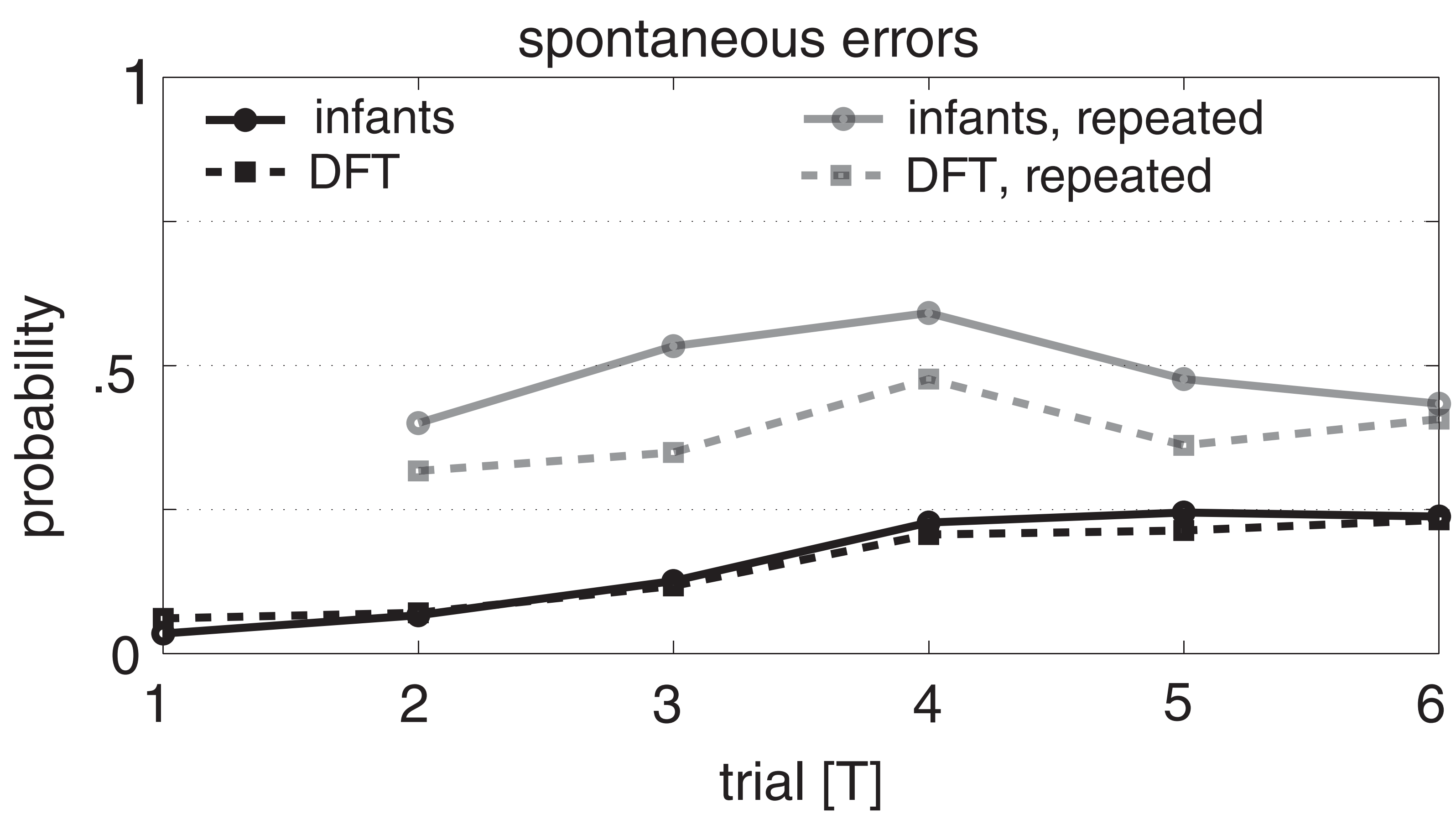
- that makes the decisions in each individual trial, by amplifying small differences into a macroscopic stable state
- and that's how decisions leave traces, have consequences



[Wilimzig, Schöner, 2006]

Decisions have consequences

- a spontaneous error doubles probability to make the spontaneous error again



[Dineva, Schöner: Connection Science 2018]

Conclusions

- the memory trace provides a process substrate in DFT for memory, from which instances can be re-instantiated by the boost driven detection instability
- sustained activation peaks provide the process substrate for working memory in DFT
- experimental signatures like metric drift, limited capacity, its dependence on the metrics of feature memory align with DFT
- the AnotB effect illustrates the role of both working memory and of the memory trace