#### Midterm...eek!

- We'll have our midterm one week from Monday: Monday, May 10, 11:45AM — Tuesday, May 11, 11:45AM
- Format: open book (but work individually)!
  Some graphs, some calculations, some short answers (like the problem sets)
- Know everything fluently from all recap slides

#### Midterm...eek!

- Material covered: everything through the end of class on Friday, May 7 (Chapters 1-4)
- Review session: Tuesday 5/4 at 3pm

#### Midterm...eek!

- I've designed the exam to take about 2 hours, but you'll have up to 24 hours if you need it
- No class on Monday 5/10, since you'll be working on the midterm

### Recap

- Evidence for summed similarity models
- Explaining the mirror effect with summed similarity
- Summed similarity ROC curves



#### Have you ever seen TV static?

- 1. No, my TVs all just turned blue
- 2. Not in person, but I've seen it in the background of a TV show or movie
- 3. Yes
- 4. This question makes me uncomfortable

# Extending summed-similarity theory

- Creating noisy memories: variable encoding
- Ratcliff's drift diffusion model
- Modeling how context changes over time

### Variable encoding



Variable encoding: a cruddy old copier making noisy memories



Each memory is a noisy version of the original experience

#### Adding noise to memories

$$\mathbf{s} = \begin{pmatrix} 10 & 3 & 6 \\ 4 & 7 & 12 \end{pmatrix} \qquad \epsilon = \begin{pmatrix} -3 & -3 & 1 \\ -1 & -3 & 2 \end{pmatrix}$$
$$M = \begin{pmatrix} m_1(1) & m_2(1) & m_3(1) \\ m_1(2) & m_2(2) & m_3(2) \end{pmatrix}$$

item noise equation

 $m_i = s_i + \epsilon_i$ 

#### Adding noise to memories

- We can think of adding noise as "perturbing" the memory traces (feature vectors)
- Where might this noise come from? Are all features equally noisy?

## Noisy memories and reconstruction of past experience





# Decision making and reaction time

# Brownian motion and random walks





#### The drift-diffusion model: Evidence plus noise equals noisy decisions!

 $S_i = S_{i-1} + evidence + \varepsilon_i$ 

Ratcliff, 1978

#### Modeling reaction time



#### Modeling reaction time



#### Modeling reaction time





#### Thought trajectories



## How do our thoughts change over time?



#### What is context?

- How you feel, emotions
- Scenery
- Who you're with and how you feel about them
- Time of day
- Opinions
- Boredom, hunger

- The weather
- Where you are
- Music in the background
- Recent things you did that you're still thinking about
- Future goals and plans
- Situational understanding



#### Thought trajectories



#### Context and time

- Context changes over time
- **Heuristic:** if we compare our current state of context to a previous state, the similarity should reflect how much time has elapsed
- Prediction: experiences that manipulate contextual similarity should affect how we judge time



#### Memory retrieval and context



- When we remember a past experience, we bring back the associated context ("mental time travel")
- This "colors" our current context with thoughts from the past
- This makes our current context more similar to a previous context

   — this affects how much time we think has elapsed!
- If we "push out" thoughts related to a previous experience/context, we think *more* time has elapsed

Sahakyan and Smith, 2014

# What have attribute models given us?

- A way of formally representing (and modeling) complex memories and thoughts: **feature vectors**
- A way of explaining **similarities and differences** between memories and thoughts: we can formalize the statistical structure of the world
- This helps us to better understand recognition memory, and will also help form a foundation for other types of memory