

# PSYC 51.09: Problem Set 2

## Overview

This problem set is intended to solidify the concepts you learned about in this week's lectures and readings. *After attempting each question on your own*, you are encouraged to work together with your classmates in small groups, and/or to post and answer questions on the course's Canvas site. *You must clearly indicate who your collaborated with and submit your own (uniquely worded) responses.*

Please upload your problem set to Canvas (as a Word or PDF file) before the due date. No late submissions will be accepted.

## Readings and ungraded questions

1. Read Chapter 2 of *Foundations of Human Memory*. What were your thoughts on the reading? **(Ungraded)**

## Graded questions

1. Suppose the table below contains data you've collected from one participant in a recognition memory experiment. They were tested with 20 items (TRIAL) which included a mix of targets and lures (STATUS). For each item, they made a 7-point CONFIDENCE judgement: 1 = sure it was not on the list; 7 = sure it was on the list.
  - (a) Plot (by hand) the ROC curve for this participant. Be sure to label axes and put numbers on the axes. Show your work!
  - (b) Draw (and label) a dotted line on the ROC curve to indicate what it would look like for a participant who mixed up the instructions and reversed the ratings scale in their responses (i.e., they responded 1 if they were sure the item was *old* and 7 if they were sure the item was *new*).
  - (c) Draw another (labeled) dotted line on the ROC curve to indicate what it would look like for a participant who responded normally, except that they rounded all of their responses to 7 if they internally judged their confidence at 5 or higher (in other words, draw the ROC curve when responses of 5, 6, or 7 below are all replaced with 7)

TRIAL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
STATUS	T	L	T	T	T	L	L	L	T	L	L	T	L	L	T	T	L	L	T	T
CONFIDENCE	4	5	2	6	6	4	6	3	6	2	4	5	2	1	3	4	6	1	7	2

2. Consider some aspect of recognition memory that neither strength-based models (e.g., strength theory, the Yonelinas familiarity-recollection model, and the variable-recollection model) nor scanning models (e.g., serial self-terminating scan, serial exhaustive scan, parallel search models) can explain. Outline some ideas for extending (or combining) one or more of these models in a way that could help to account for that phenomenon. **(3 paragraphs)**

# Recap

- Yonelinas familiarity-recollection model

# The Yonelinas Familiarity-Recollection Model

- You recollect details with probability  $R$ . You *don't* recollect the details with probability  $1 - R$ .
- If you recollect an item, you say "yes" to whether you've seen it before. (Effectively the item has infinite strength.)
- If you *don't* recollect an item, you now rely on familiarity. If the item's strength is above a threshold, you respond "yes" (with probability  $F_{\text{target}}$ ) and otherwise you respond "no" (with probability  $1 - F_{\text{lure}}$ )

# Conditional probability

- $p(x | y)$ : “probability of  $x$  given  $y$ ”
- Given that you observe  $y$ , what’s the probability of  $x$ ?
- If  $x$  and  $y$  are independent,  $p(x | y) = p(x)$
- If observing  $y$  provides some evidence for  $x$  that you wouldn’t have assumed initially, then  $p(x | y) > p(x)$

# Conditional probability

- What are the chances of rolling a fair 6-sided die and getting a 3?

$$p(\text{rolling } 3) =$$

- What if I told you that when I use my lucky die rolling device I always get a 6?

$$p(\text{rolling } 3 \mid \text{lucky device}) =$$

- What if I told you that it was sunny out?

$$p(\text{rolling } 3 \mid \text{sunny}) =$$

# The Yonelinas Familiarity- Recollection Model

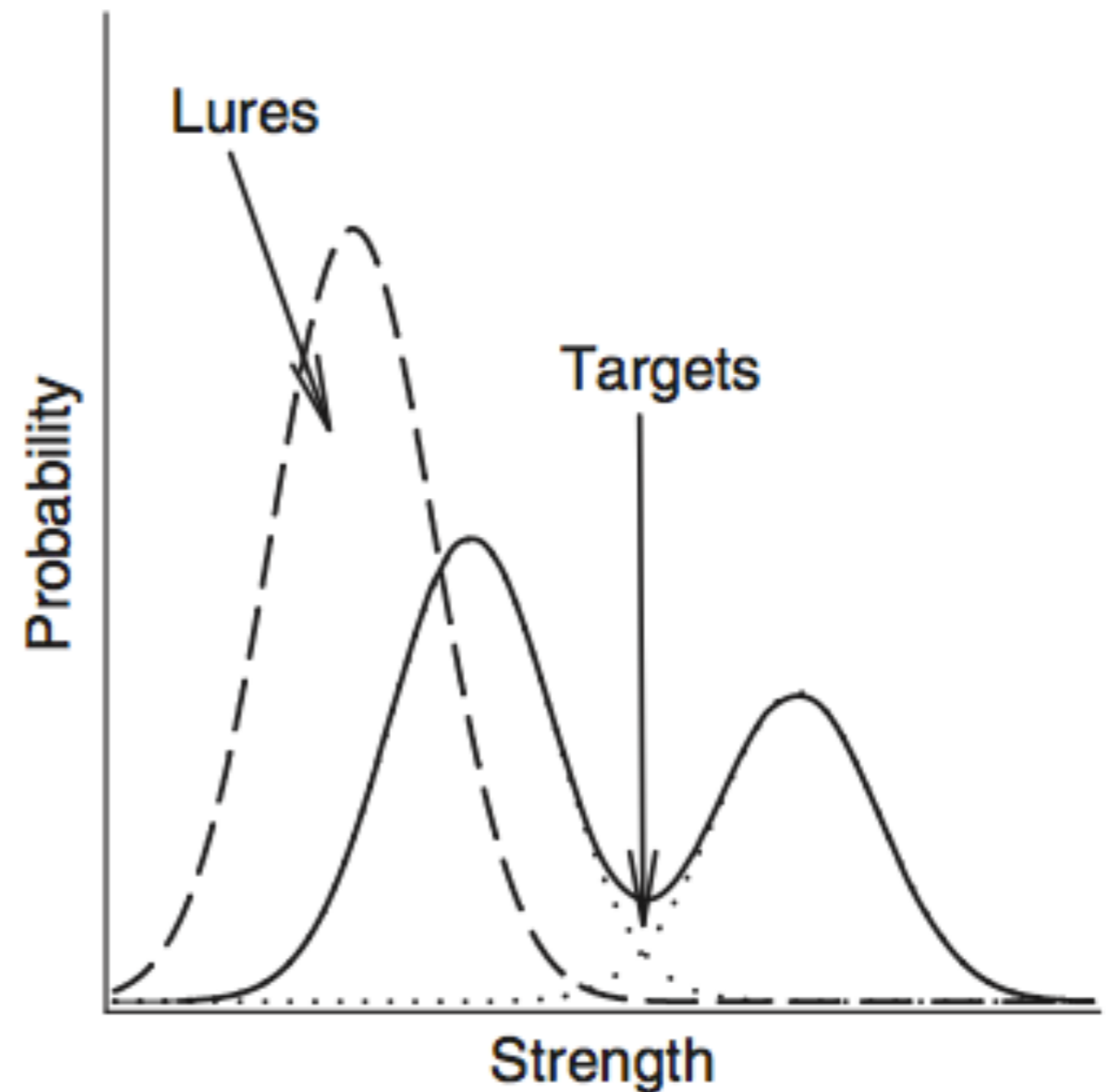
- $p(\text{"yes"} \mid \text{target}) = R + (1 - R)F_{\text{target}}$
- $p(\text{"yes"} \mid \text{lure}) = F_{\text{lure}}$

# The Yonelinas Familiarity- Recollection Model

- What would the lure and target distributions look like for this model?

# The Variable-Recollection model

- Also suggests there are two processes (recollection and familiarity)
- Does not require recollected items to have infinite strength
- Studying an item (always) increases familiarity
- Sometimes there's an extra "boost" from recollection (drawn from a Gaussian)





# Do you need two processes?

- Occam's Razor...
- What would you need to show in order to be convinced?