

# Recap

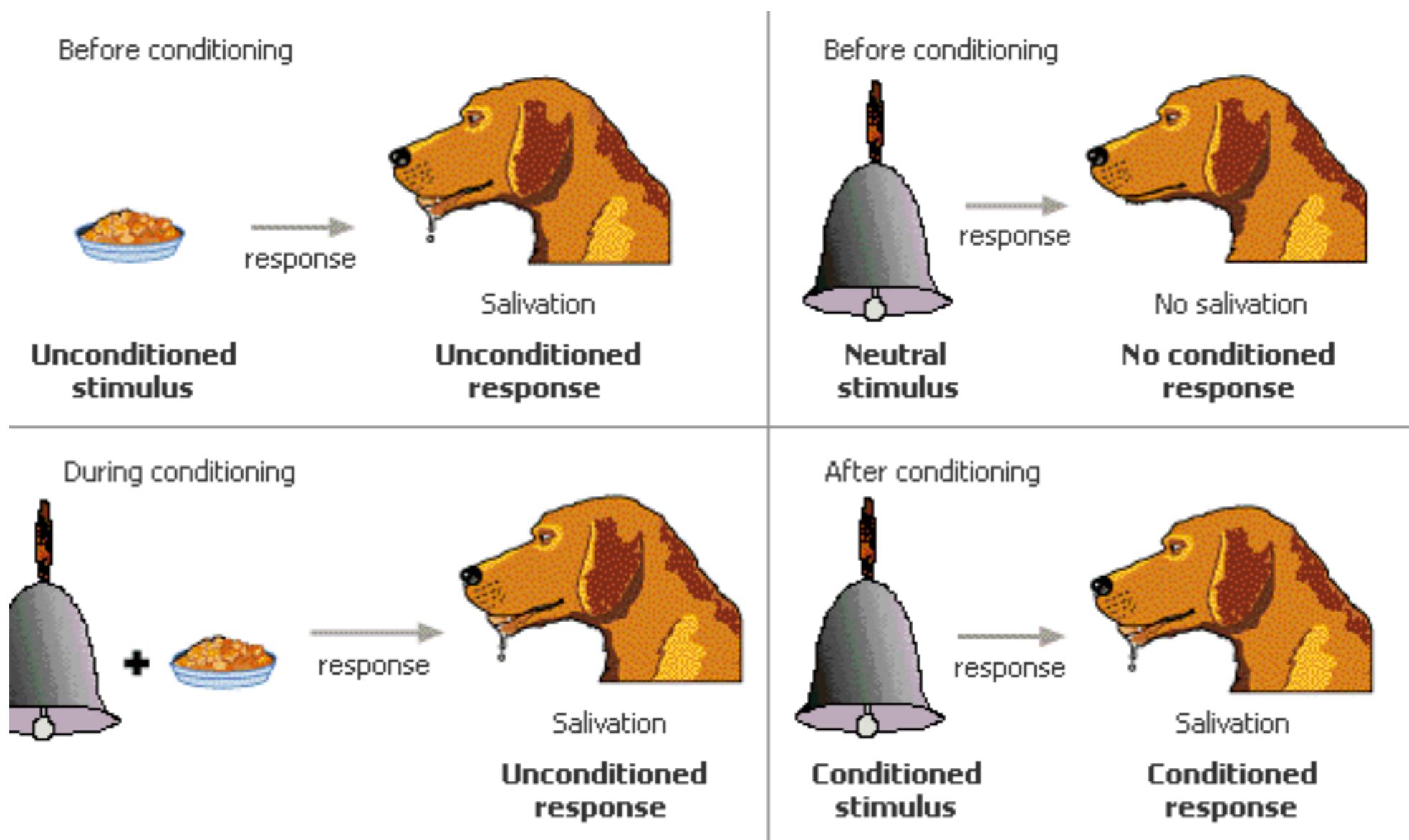
- Variable encoding model
- Drift diffusion model
- Contextual drift and time judgements

# Associations and Cued Recall

PSYC 51.09: Human Memory  
Spring 2022

Jeremy Manning  
[jeremy@dartmouth.edu](mailto:jeremy@dartmouth.edu)

# Pavlov's dog



# Human variants

- Linking any two (or more) things: word + meaning, object + word, face + name, etc.
- You smell a familiar dish and think of home
- A song on the radio reminds you of a road trip
- Habits, addiction
- Post-traumatic stress disorder
- Linking experiences with contexts. Note: this means we tend to associate events that occurred nearby in time

# Extending recognition memory

- **Associations:** forming links between items/experiences, such that remembering one leads to thinking of the other(s)
- **Recall:** given a cue, recall the associated (linked) item/experience

# Studying associations

- Chapter 4 (pre-midterm, plus a little post-midterm): key experimental findings related to associative memory
- Chapter 5 (post-midterm): models of associative memory

# “Classic” view of associations



# “Gestalt” view of associations



+



=



# What is the role of context?

- How are associations stored in relation to their unique situational or temporal context?
- If you were thinking of farms before seeing the horse-house pair, do you make the association faster?
- If you're later reminded of farms, do you more easily recall the pairing?

# Let's learn some painting-artist pairings

- Form pairs of items:  $A_i$ - $B_i$
- I'll show a painting ( $A_i$ )
- You guess the artist ( $B_i$ ), then you'll see the answer
- After we've learned a few paintings/artists, I'll test your memory



????



van Gogh



????



Monet



????



Dalí



????



O'Keeffe



????



Michelangelo



????



Warhol



????



da Vinci



????



Picasso

# **CUED RECALL TEST**



????



????



????

# **ASSOCIATIVE-RECOGNITION TEST**



van Gogh



O'Keeffe



Pollock

# Paired associates



- Form pairs of items: A<sub>i</sub>-B<sub>i</sub>
- Study: present pairs (in random order)

# Cued Recall



- Form pairs of items: A<sub>i</sub>-B<sub>i</sub>
- Study: present pairs (in random order)
- Test: present one item, ask for recall of the other

# Associative-recognition



- Form pairs of items: A<sub>i</sub>-B<sub>i</sub>
- Study: present pairs (in random order)
- Test: present a pair of items, ask whether that pair was studied (yes or no)

# Random word pairs: cued recall

- Form pairs of items: A<sub>i</sub>-B<sub>i</sub>:

PROSPECT – VELVET

SOLDIER – PIGEON

BANNER – TEMPER

ACCOUNT – HUNTER

- Study: present pairs for study in random order

- Test: present one item; ask for recall of the other:

ACCOUNT – ???

TEMPER – ???

SOLDIER – ???

PROSPECT – ???

# Random word pairs: associative-recognition

- Study pairs:

PROSPECT – VELVET

SOLDIER – PIGEON

BANNER – TEMPER

ACCOUNT – HUNTER

- Test:

ACCOUNT – TEMPER      (Lure)

SOLDIER – PIGEON      (Target)

# Study-test method

- Repeat study-test trials until all pairs are correctly recalled

# Anticipation method

- Show first item in a pair ( $A_i$ )
- Give subject a few seconds to recall  $B_i$
- Show  $B_i$
- Cycle through all pairs repeatedly until a certain percentage of  $B_i$  items are correctly recalled

# Terminology

- To-be-learned pairs: *paired associates*
- The task is called *cued recall* or *associative recognition* (or sometimes, *associative recall*)
  - Hyphens: appear randomly (e.g. cued-recall, associative-recognition are also commonly used terms)

# Indirect memory tests

- In cued-recall and associative-recognition tasks, participants are asked to remember previously learned associations
- We can also study associative memory *indirectly*—without asking participants to try to remember the studied pairs!

Say “yes” (thumbs up) if the letters form an English word, or “no” (thumbs down) if they don’t

# EMPATHY

LARTHY

**TEMPER**

# BANNER

GRINTHIAN

# Indirect memory tests

- People respond faster if the previous test item had been paired with the current test item during the study phase (McKoon and Ratcliff, 1979)

# Free-association

- Before we begin an experiment, we have *already* formed links between words from our pre-experiment life experiences
- People can judge words vs. non-words faster if the current test word is a semantic associate of the preceding test word (Meyer and Schvaneveldt, 1971)
- We can study which words are associated using the *free-association task*

Free association  
demo...

Last name A–M: close  
your eyes

Last name N-Z side of the room:  
write down the first word you think  
of in response to the cue word...

# Dinner

Last name N-Z: close  
your eyes

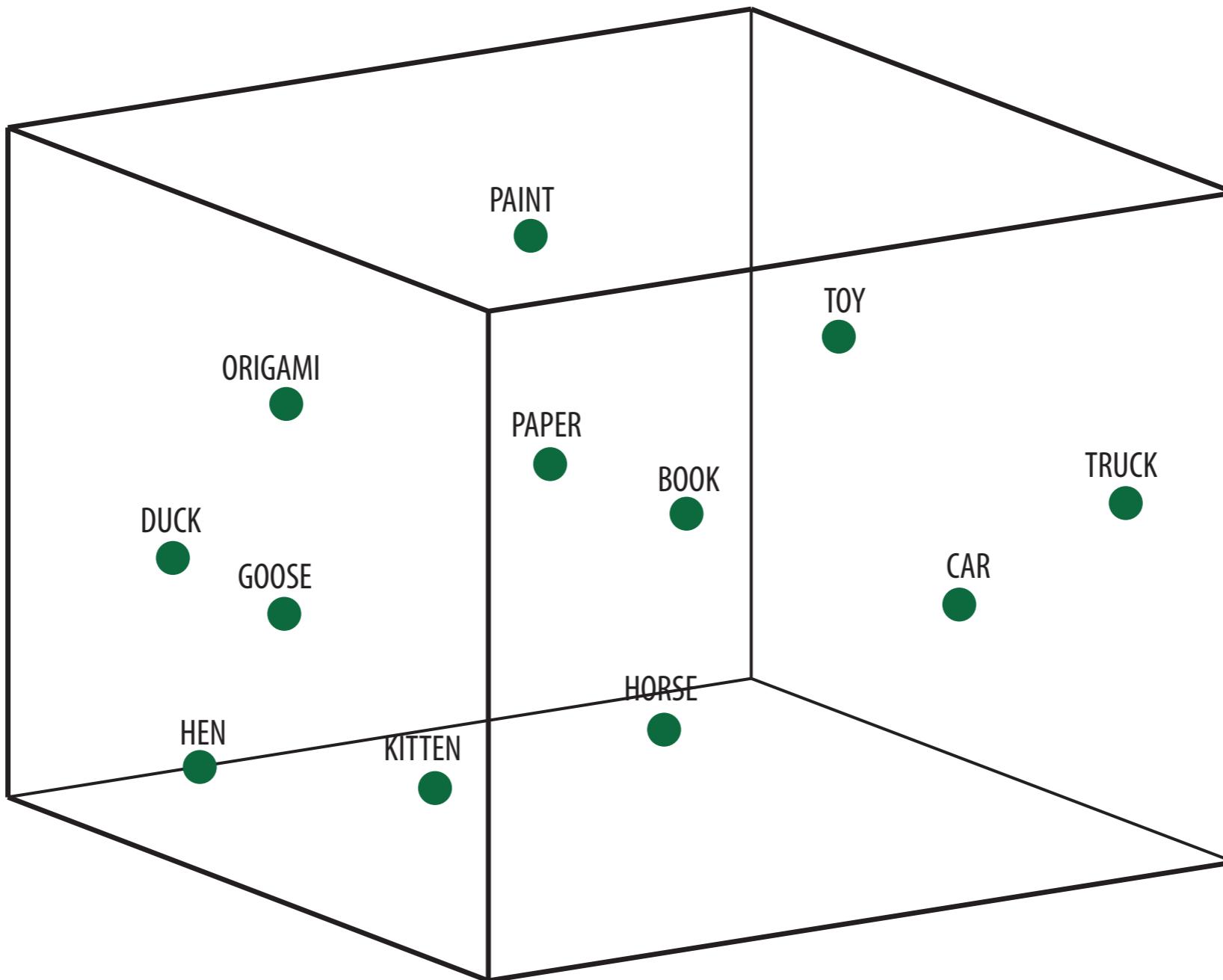
Last name A–M:  
write down the first word you think  
of in response to the cue word...

Eat

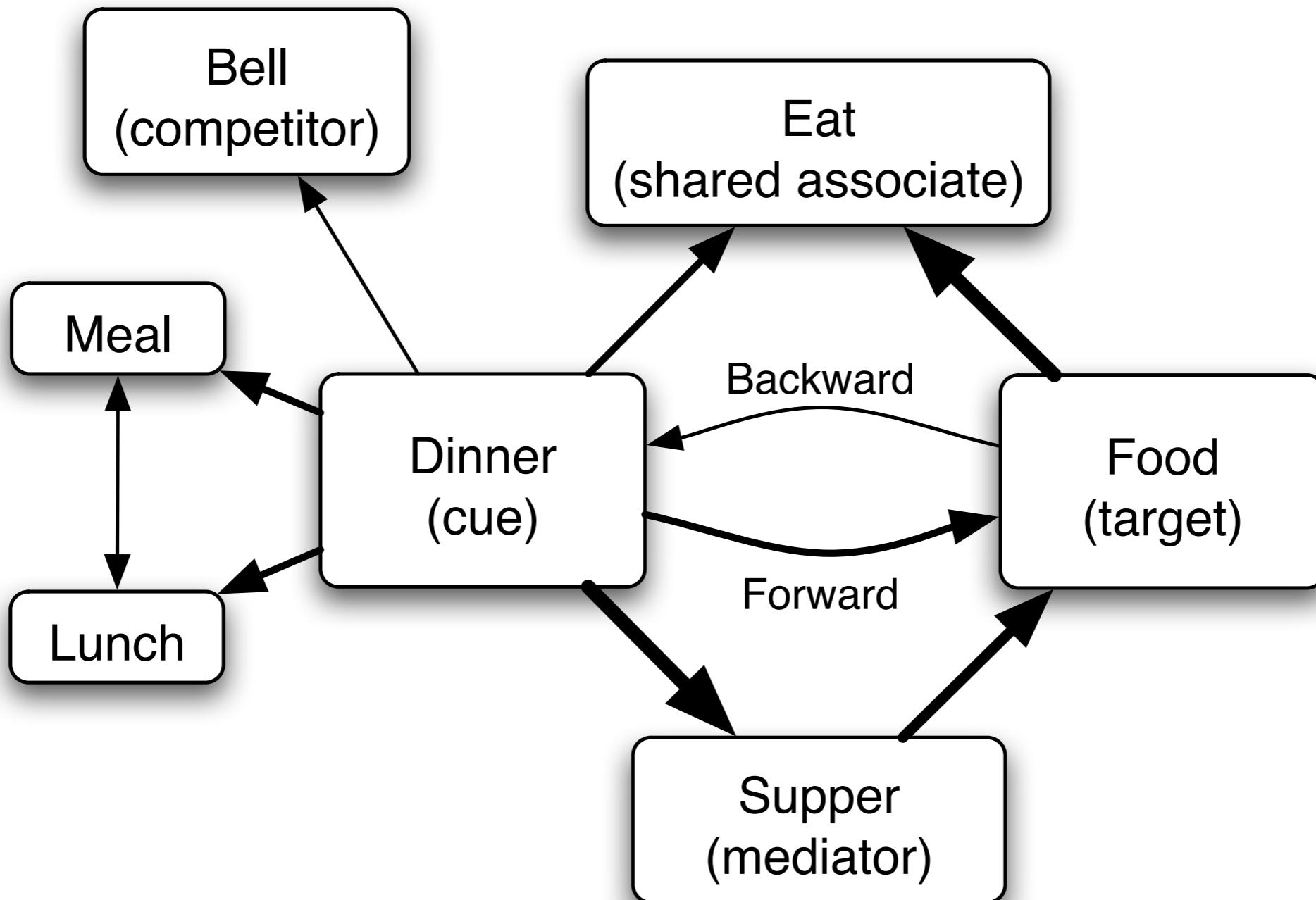
What'd you write down?

	dinner	supper	eat	lunch	food	meal
<b>dinner</b>	.00	.54	.11	.10	.09	.09
supper	.56	.00	.02	.03	.17	.01
eat	.00	.00	.00	.00	.40	.02
lunch	.27	.02	.08	.00	.21	.06
food	.00	.00	.41	.01	.00	.02
meal	.21	.06	.06	.06	.49	.00

# Word Association Space



# Word association terms



# Memory hack: elaborative encoding

- To more effectively encode a pair of words, use any of the following:
  - Create a mental image in which the two words are interacting in some way
  - Create a phrase that links the two words
  - Think about a “mediating” word that is meaningfully related to both words

TREE – CRAYON

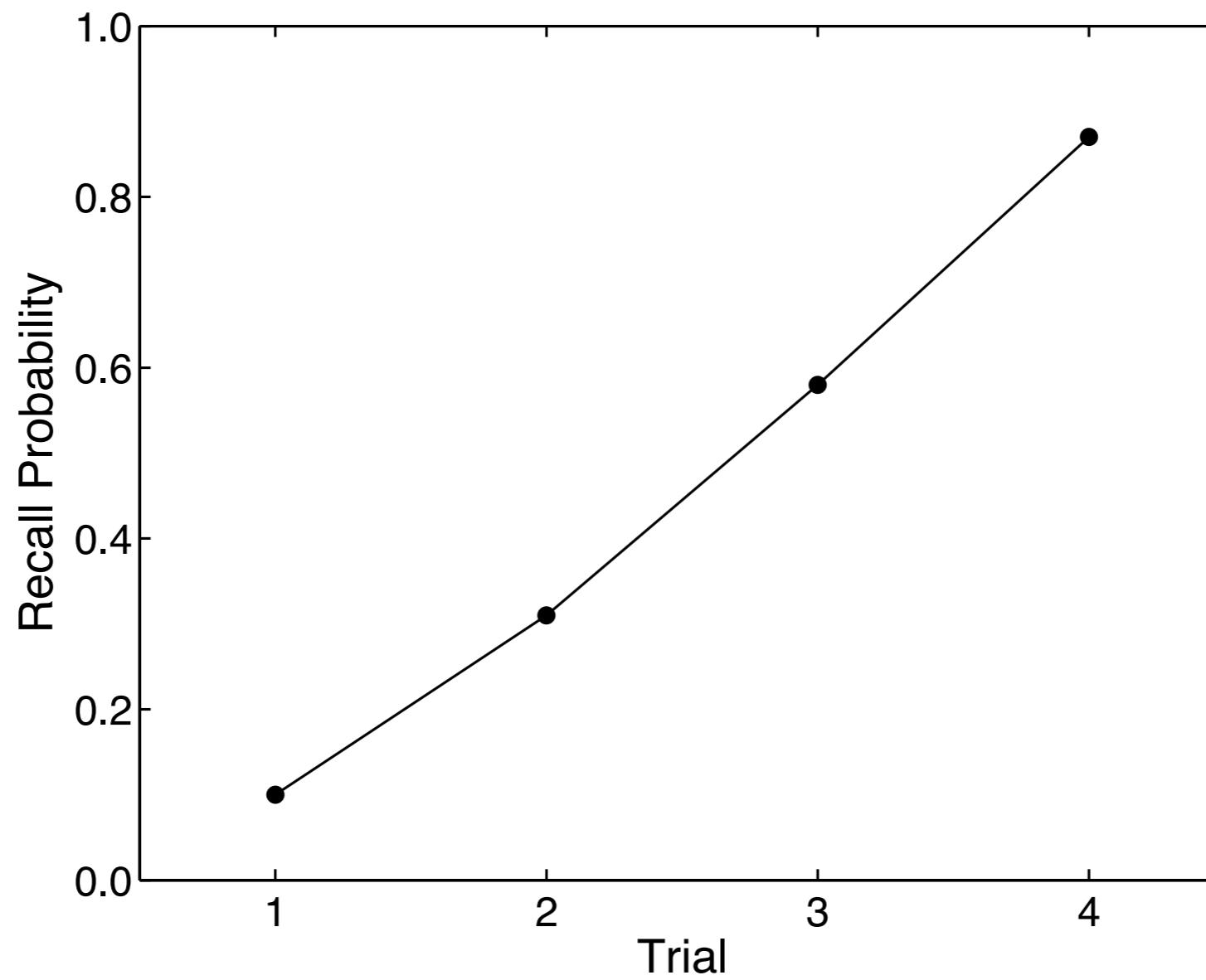
**WINE – WING**

CHAIR – CLAY

SUNSET – ZEBRA

# Is associative learning incremental or all-or-none?

---



# Learning to learn

- In general: the more experience you have learning some type of thing, the better you become at it
- Wallace, Turner, and Perkins (1957): **experienced participants** could learn (on average) 664/700 random word pairings after a *single study trial*

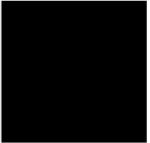
# Another possibility

- Maybe learning is really all-or-none, and the apparent incremental learning is a consequence of averaging over different items

# Rock's (1957) experiment

- Two groups:
  - *Control group*: study the same set of A-B pairs on each trial
  - *Experimental group*: if the participant can't remember the response for a given  $A_i$ , replace that pair with a new pair

# Control Group: Standard Procedure

Trial 1	Trial 2	Trial 3	
A <sub>1</sub> -B <sub>1</sub>	A <sub>1</sub> -B <sub>1</sub>	A <sub>1</sub> -B <sub>1</sub>	 got it wrong
A <sub>2</sub> -B <sub>2</sub>	A <sub>2</sub> -B <sub>2</sub>	A <sub>2</sub> -B <sub>2</sub>	 got it right
.	.	.	
.	.	.	
.	.	.	
A <sub>12</sub> -B <sub>12</sub>	A <sub>12</sub> -B <sub>12</sub>	A <sub>12</sub> -B <sub>12</sub>	 got it right

# Experimental Group: Substitution Procedure

Trial 1	Trial 2	Trial 3	
A <sub>1</sub> -B <sub>1</sub>	A <sub>13</sub> -B <sub>13</sub>	A <sub>13</sub> -B <sub>13</sub>	 got it wrong
A <sub>2</sub> -B <sub>2</sub>	A <sub>2</sub> -B <sub>2</sub>	A <sub>2</sub> -B <sub>2</sub>	 got it right
.	.	.	
.	.	.	
.	.	.	
A <sub>12</sub> -B <sub>12</sub>	A <sub>14</sub> -B <sub>14</sub>	A <sub>15</sub> -B <sub>15</sub>	

# Results: evidence for “all or none” learning?

Group	# of Trials	# of errors
Experimental (Substitution)	4.75	17.2
Control	4.75	17.9

Rock, 1957

# Problems for the “all-or-none” hypothesis

- What if the non-recalled pairs were harder to learn?
- Examples:
  - L-89 vs. C-33 or I-95
  - PONY – FOREHEAD vs. ROCK – SAND
- Williams (1961): new group studies words from the set that the experimental group ended up learning; they learned the pairs more quickly than the control group
- Subsequent attempts to control for difficulty: mixed results

Remember those pairs you  
studied using elaborative  
encoding? Time for a test...

??? – CRAYON

WINE – ???

CHAIR – ???

??? – ZEBRA