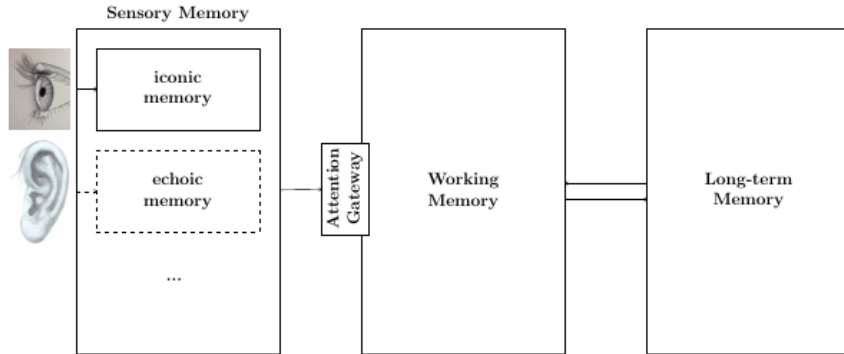


# Biological Vision and Applications

## Module 06-06: Short Term Memory

Hiranmay Ghosh

# Memory pipeline for perception & cognition



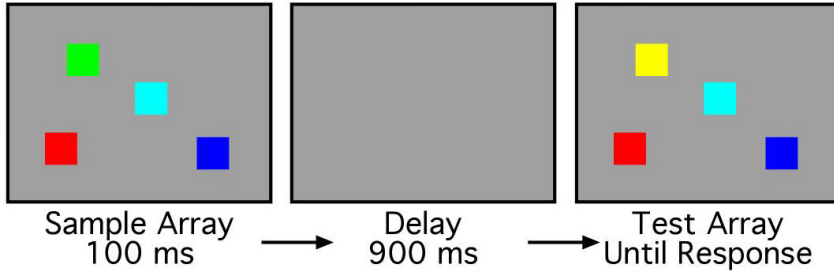
- Memory is the key enabler for deliberation and learning in cognitive systems

# Iconic Memory

- Holds visual information as icons
- Pre-attentive stage of vision
- Extremely short retention period
  - ▶  $\approx 100$  ms
- Coherent representation of
  - ▶ Entire visual perception
  - ▶ For a very short time
- Leads to persistence of vision / motion blur
- The duration of visible persistence is inversely related to
  - ▶ Stimulus duration
  - ▶ Stimulus luminance

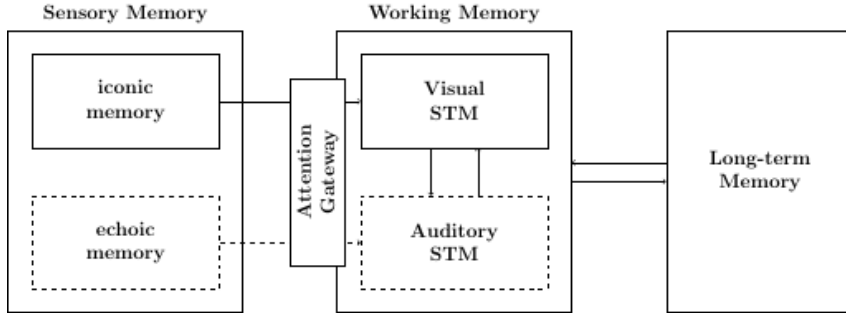


# Iconic Memory & Change blindness



- The delay erases the memory

# Working Memory / Short Term Memory



- Independence of visual and verbal tasks
- Further subdivisions in ASTM / VSTM ?

# Working Memory vs Short Term Memory

- Short term Memory
  - ▶ Remembering something for a short while
    - ▶ ... e.g. a telephone number
- Working memory
  - ▶ Manipulating the contents of the memory
    - ▶ ... e.g. mental maths (adding two numbers)
- Interaction between STM and WM
  - ▶ Recall the numbers to add
  - ▶ Remember longer with mental rehearsal
- What is the representation of information in STM / WM ?

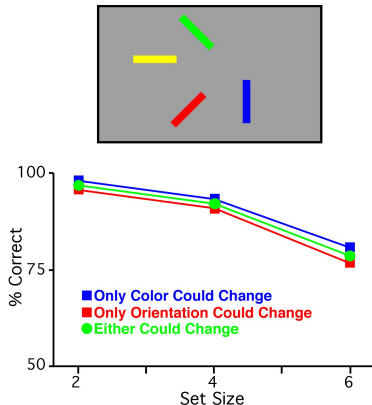
# Visual Short Term Memory (VSTM)

- Retention period longer than iconic memory
  - ▶ Few seconds
  - ▶ Stores both “what” and “where”
  - ▶ Bridges sensory gap over saccades
- Rehearsal increases retention period
  - ▶ Repetition without interpretation (understanding)
  - ▶ **In symbolic form ?**
  - ▶ ... sends information to LTM ?
  - ▶ (rote learning)

[Scholarpedia article](#)

# Capacity of VSTM

- Small capacity: 3 – 4 “items”
  - ▶ Varied over individuals / experiments
  - ▶ Limit on volume of information, or number of objects ?
- How do we experience the plethora of objects around us ?
  - ▶ Just-in-time acquisition of needed information
- Multi-feature objects
  - ▶ Integrated object representation is stored
  - ▶ Justifies object-based attention

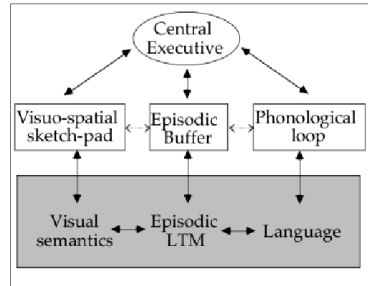


Vogel. Storage of features, conjunctions, ... in visual working memory (2001)



# Working memory

- Accessible for deliberative (goal-directed) information processing
- Central executive
  - ▶ Exercises attentional control over other components
- Visuo-spatial sketchpad
  - ▶ Create and maintain task-specific visual images
- Episodic buffer
  - ▶ Holds multi-modal information
  - ▶ Combines task-specific information from VSTM, ASTM and LTM



[Scholarpedia article](#)

Quiz 06-06

End of Module 06-06