

MemLear: Prediction, Memory, and Learning



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Lifespan Cognitive and Brain Development (LISCO) Lab
Goethe University Frankfurt

Francesco Pupillo

THEORETICAL BACKGROUND

The human mind constantly tries to form expectations about regularities in the environment, a process called statistical learning (Sherman, Graves, & Turk-Browne, 2020).

THEORETICAL BACKGROUND

These regularities can be organized in schemas: general knowledge that provides expectations about current events based on prior experience (Sakamoto & Love, 2004).



THEORETICAL BACKGROUND

What happens when new information, congruent or incongruent with a previous schema, is introduced?



THEORETICAL BACKGROUND

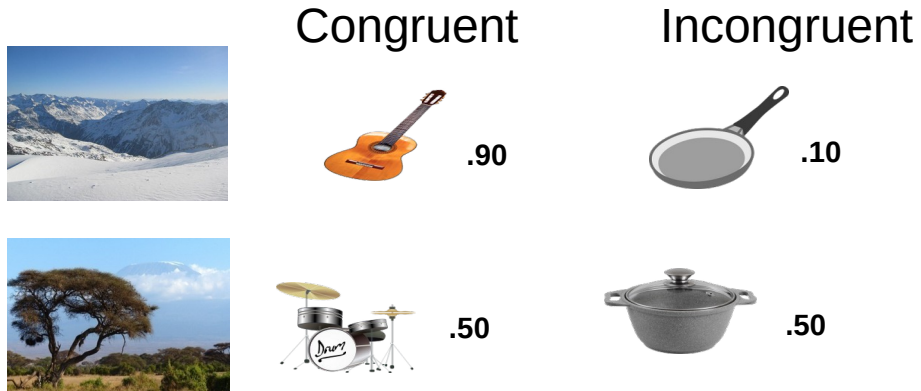
What happens when new information, congruent or incongruent with a previous schema, is introduced?

Schema aids encoding for schema-congruent information (Bartlett, 1932; van Kesteren et al., 2010; Tse et al, 2007).

Integration-elaboration hypothesis: the target item is assumed to integrate more easily with a congruent context (Depth of processing effect, Craik & Tulving, 1975).

Mismatched expectation could also lead to enhanced episodic encoding, and thus better memory for events that are not fully predicted (Henson & Gagnepain, 2010). Events that violate expectations might be represented more distinctively.

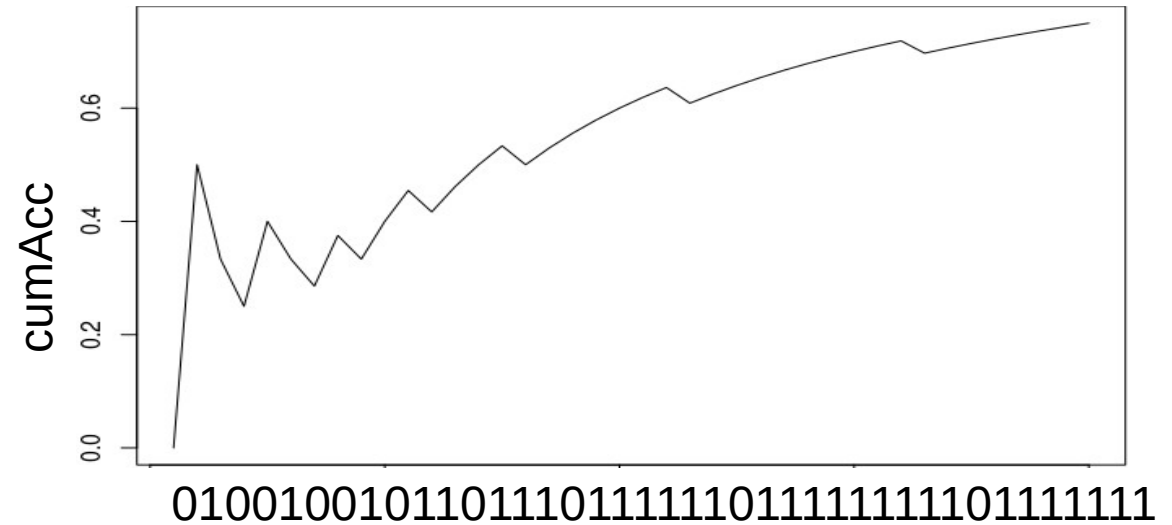
THEORETICAL BACKGROUND



Strong Priors

Flat priors

Phase1. Contingency learning



THEORETICAL BACKGROUND

Phase1. Contingency learning



Phase2. Encoding

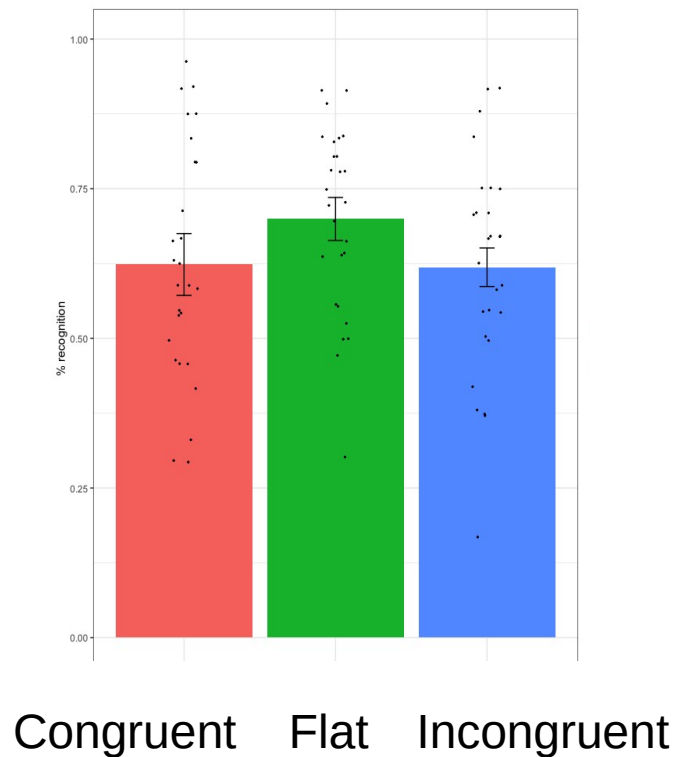


Phase3. Memory test

Have you seen this object before?



THEORETICAL BACKGROUND

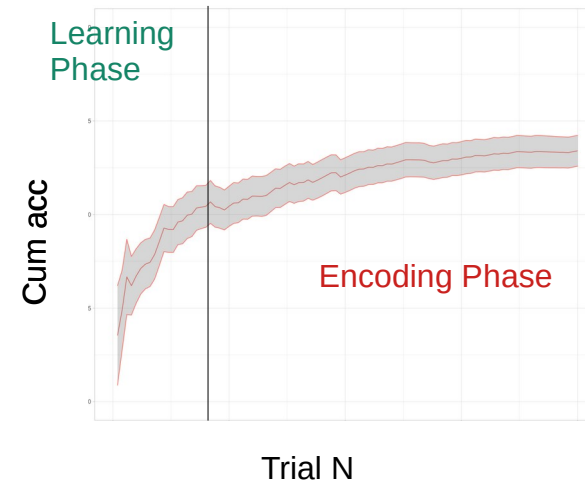


Proposed explanations:

- SL-EM trade-off: in flat conditions, attention is driven away from the SL task (predictive mode) and directed towards the object when there is nothing to learn.
- Increased uncertainty: increased attention and information seeking in more uncertain context.

THEORETICAL BACKGROUND

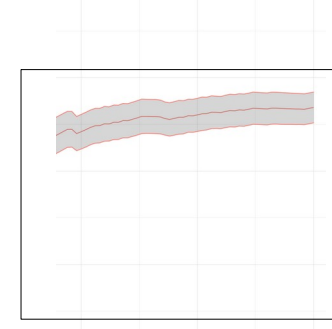
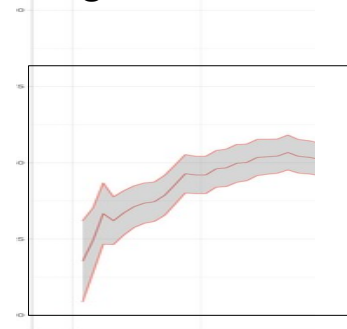
In this previous study, the associations have been already learned before the encoding task.



What it is not clear is what are the consequences of learning new associations – having no priors.

Strong	.90	.10
Flat	.50	.50
None	-	-

Learning associations vs Known associations



METHODS

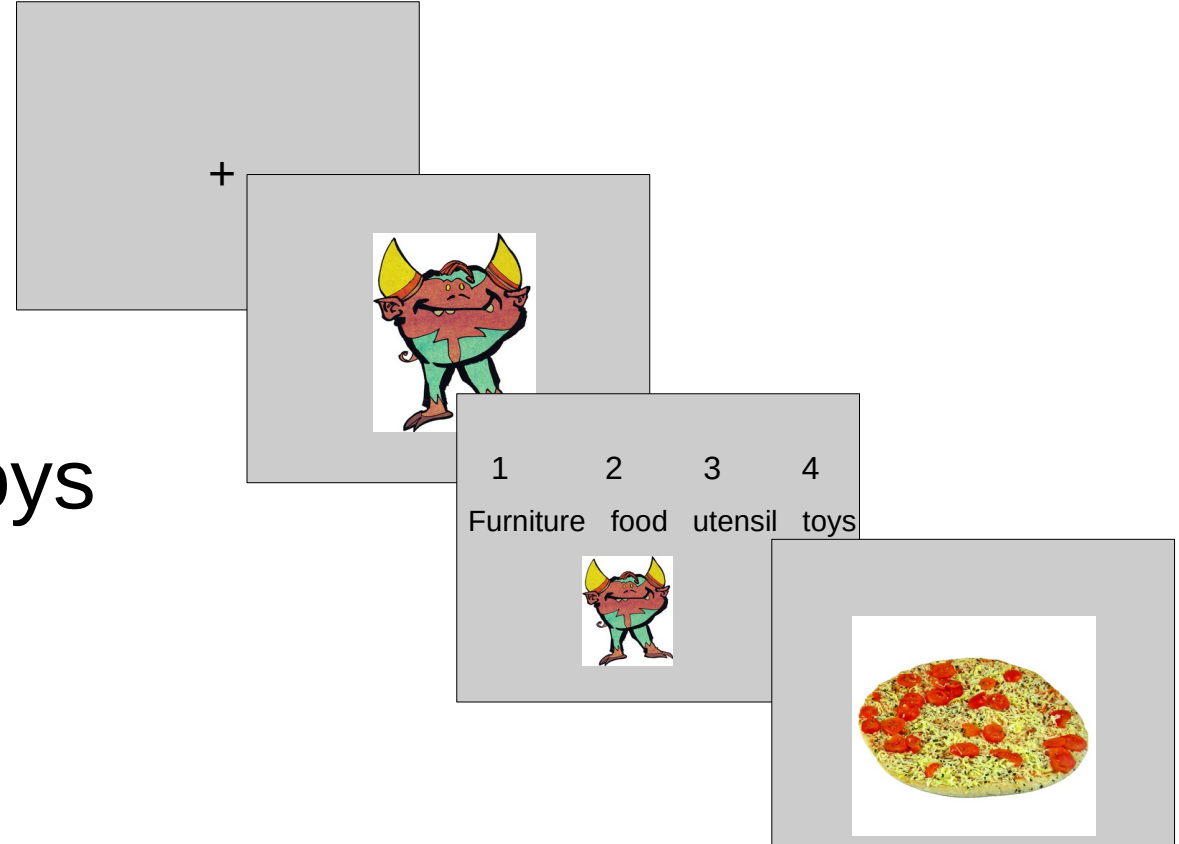


furniture

food

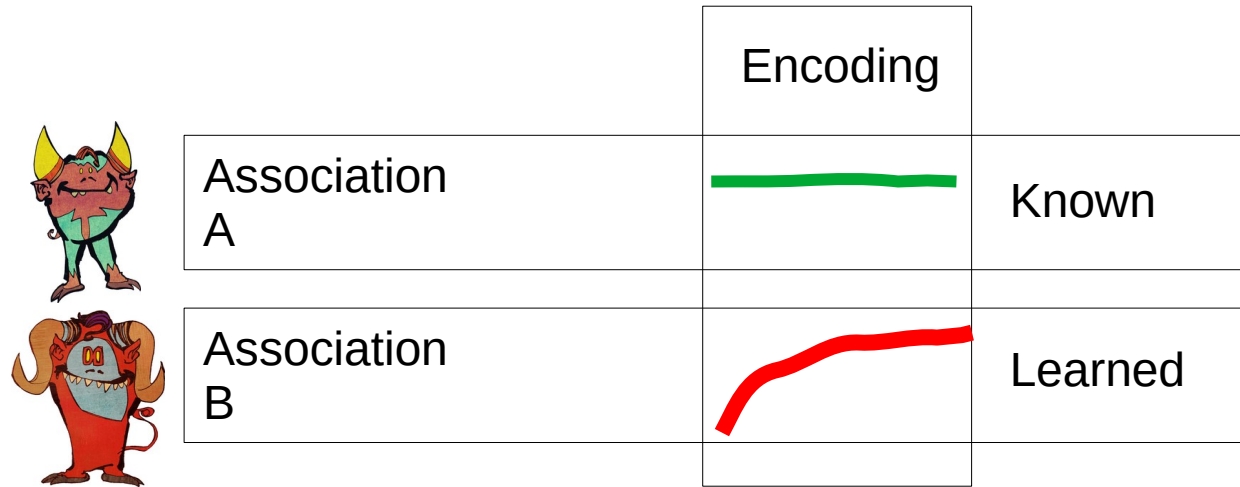
utensil

toys

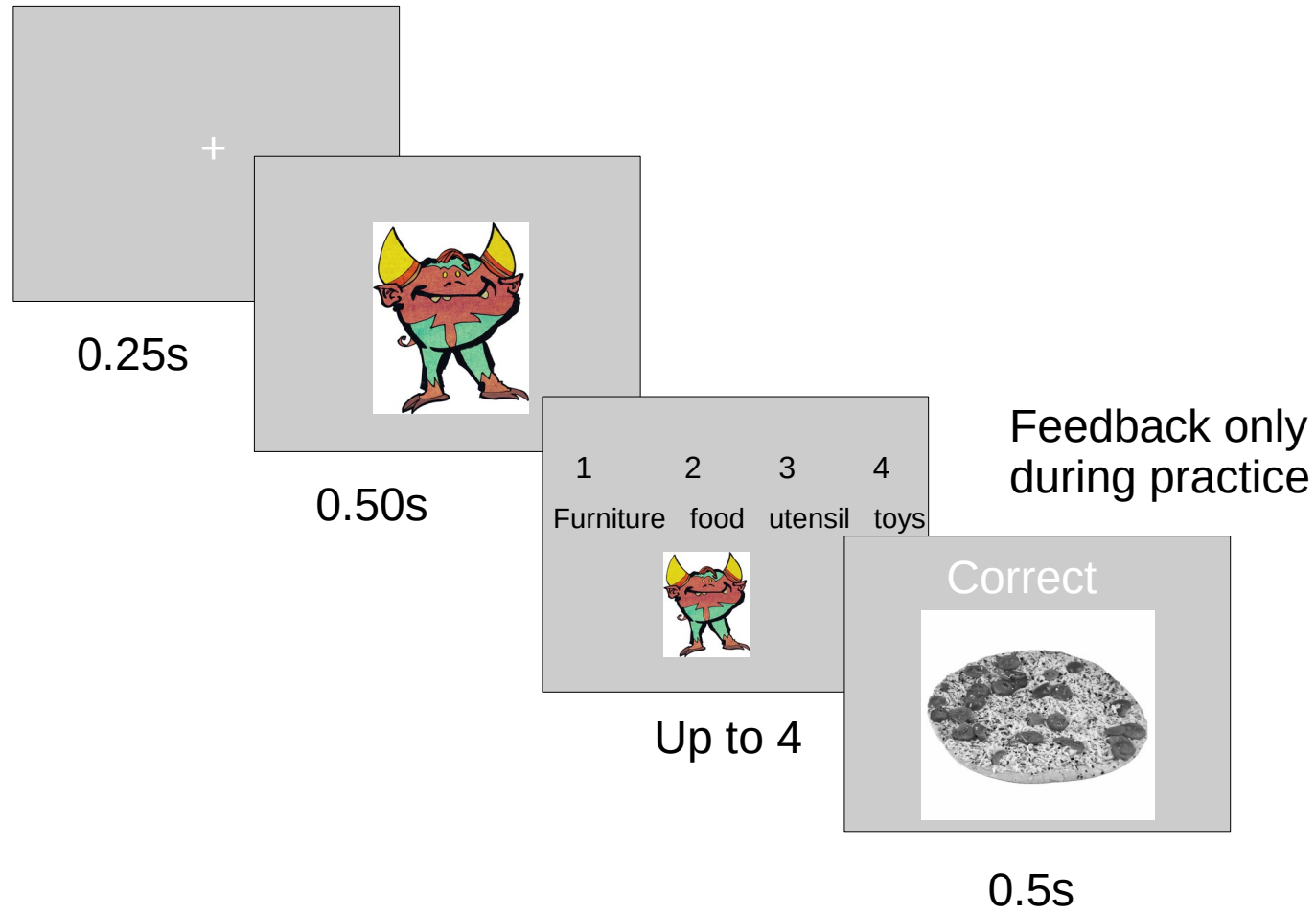


METHODS

Time confound: learning occurs always at the beginning of a session



METHODS



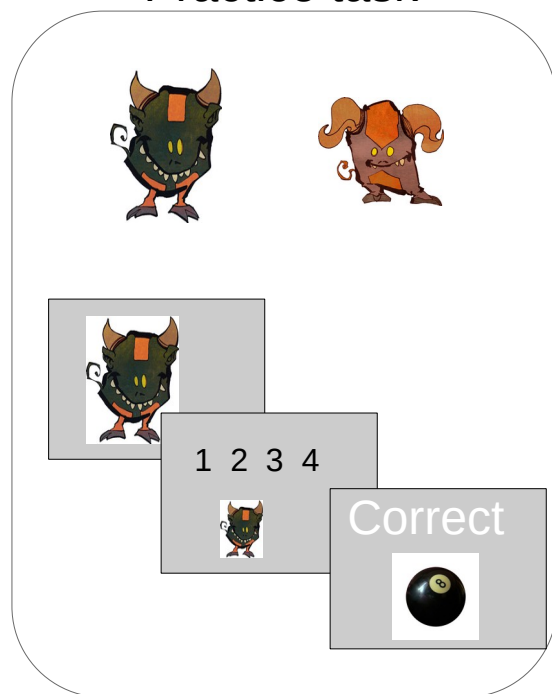
Bank of Standardized Stimuli (BOSS)

Brodeur, Guerard, Bouras, M. (2014)

METHODS

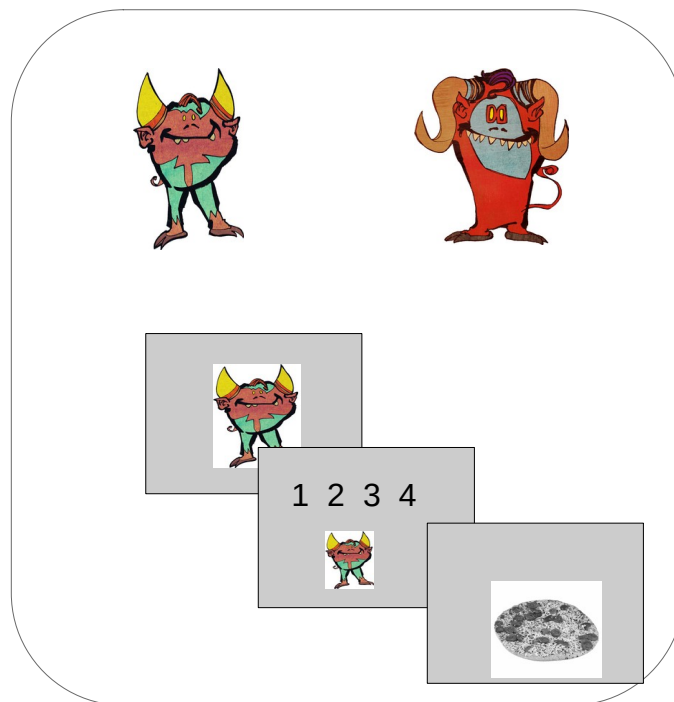
Task structure and instructions.

Practice task



“Every monster has a preference for one particular object category. Try to predict what a monster ‘will buy’ every time”. Practice stops after 90% optimal choice in the last 10 trials.

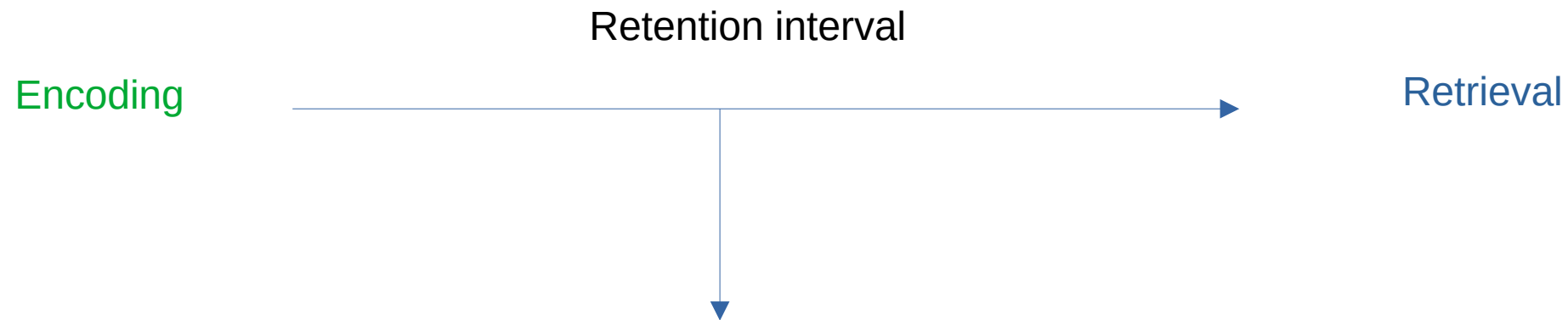
Encoding block



“Just continue what you have been doing so far. There will be new monsters and categories now. For one of the new monsters, the preferred category is x. For the other one, you will have to learn”.

Recognition





Distractor task:

Working memory 2-back task or?

Including it as a covariate in analysis

METHODS

Number of trials - counterbalancing

Contingencies: 70 10 10 10

List 1



furniture	food	utensil	toys
42	6	6	6
6	6	6	42

Known

Learned

List 2



6	6	6	42
42	6	6	6

Known

Learned

List 3



6	42	6	6
6	6	42	6

Known

Learned

List 4



6	6	42	6
6	42	6	6

Known

Learned

Encoding



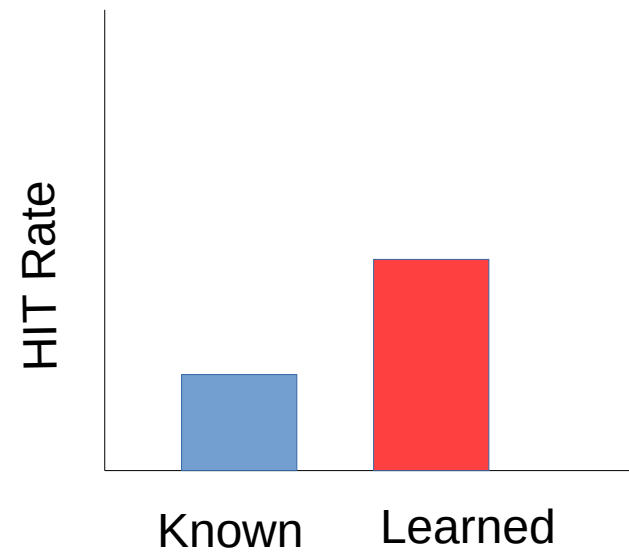
	furniture	food	utensil	toys
	42	6	6	6
	6	6	6	42

Retrieval

	furniture	food	utensil	toys	tot
Old	48	12	12	48	120
New	24	6	6	24	60

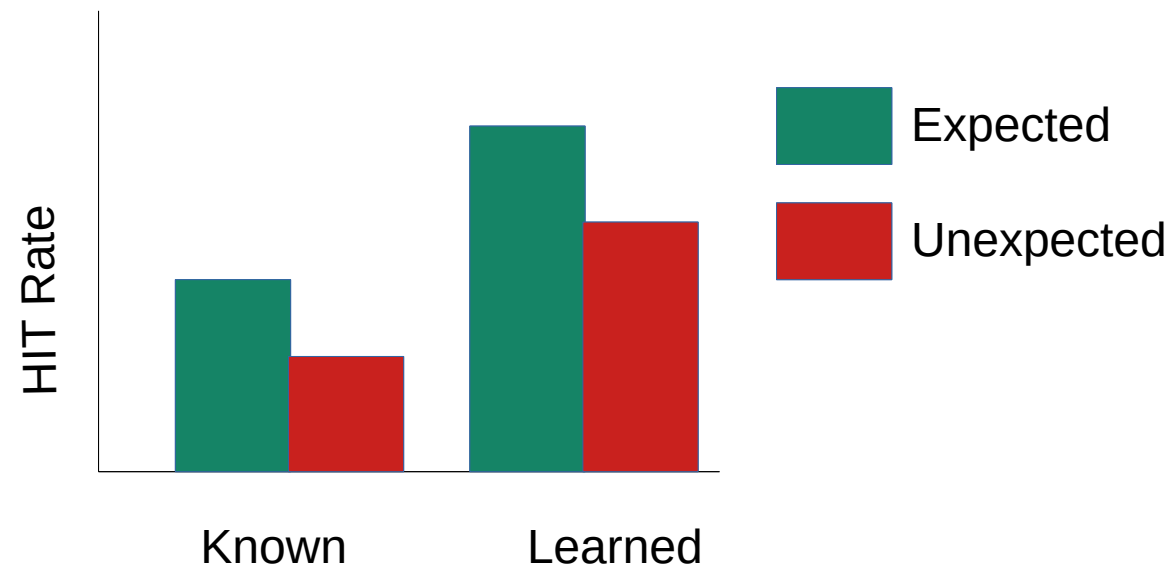
RESULTS: Hypotheses

Increased uncertainty, heightened attention, predictive value



RESULTS: Hypotheses

Effect of condition and expectancy



Softwares used:

- Stimuli presentation and response recording: Psychopy
- Online testing platform: Pavlovia
- Recruiting platform: SONA System
- Data analysis software: R

Thank you!

Questions?

References

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