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# PSY1002 – Lecture 14

Memory II: Semantic Memory

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# Recap: Last week

- **Mental time travel** allows for reconstructing memories of personal past events and their contexts.
- Memory can be measured with **direct and indirect tests**.
- Memory can be improved by considering **influences on encoding and retrieval**.

# Memory Lectures

- Memory I: Processes and Systems
- Memory II: Episodic Memory
- **Memory III: Semantic Memory**
- Memory IV: Memory Errors
- Memory V: Memory and the Law



# semantic memory

*general world knowledge including objects, people, concepts, and words*



# Learning objectives

- Explain how the structure of semantic memory can be described as a **network**.
- Describe theories of **categorisation** and explain their strengths and weaknesses.
- Explain how **categories, schemata and scripts** are used for prediction and reconstruction.
- Describe the **five primary schema processes** and how they can be demonstrated experimentally.

# Key concepts

- Semantic memory networks

*Spreading activation, hierarchical network model (Collins & Quillian, 1969); network elements (nodes, paths, and features; basic, subordinate, and superordinate levels); associative network model (Collins & Loftus, 1975); semantic relatedness*

- Theories of categorisation

*Classical theory (Aristotle vs. Wittgenstein); measuring categorisation (typicality ratings, exemplar production, membership verification); prototype theory (Rosch, 1975); exemplar theory; explanation-based theory; Barsalou's (1983) experiments*

- Categories, schemata and scripts

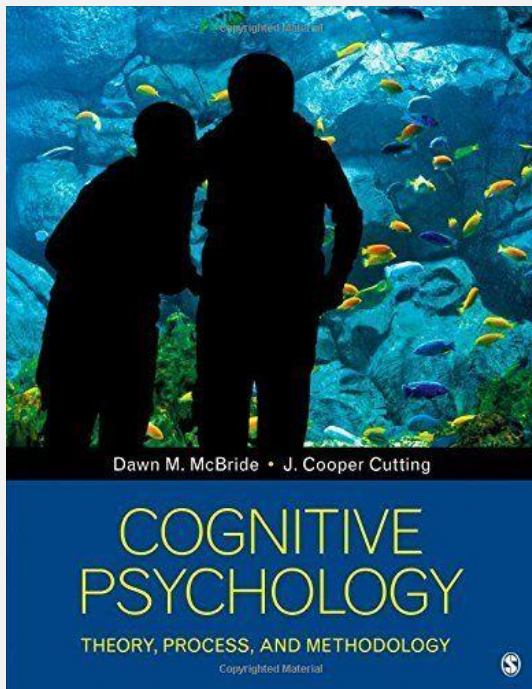
*Predicting what happens next based on regularities in the world*

- Schema processes (Alba & Hasher, 1983)

*Selection (Bransford & Johnson, 1972), abstraction (Carmichael et al., 1932), interpretation (Johnson et al., 1973), integration (Bransford et al., 1972), and reconstruction (Bartlett, 1932; Brewer & Treyens, 1981)*



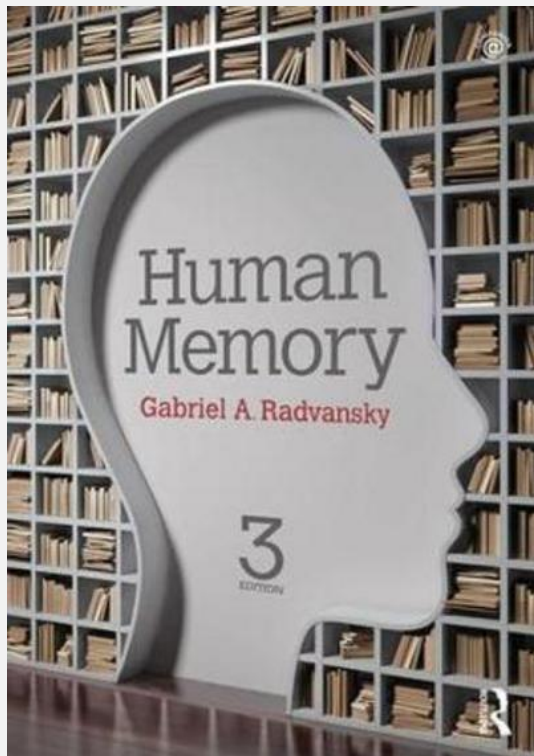
# Core reading



**Chapter 10: Concepts and Knowledge**

**Chapter 7: Memory Errors. The Reconstructive Nature of Memory (pp. 157-160)**

# Optional reading



## Chapter 9: Semantic Memory

**Important:** All exam-relevant materials are covered in core reading and lecture materials. Optional reading is **not exam-relevant and truly optional**.



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# Semantic Memory

## 1: Semantic memory structure

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# Semantic memory structure



Photo by RHUCK

*a canary has feathers*



Photo by Dan Novac

*a robin lays eggs*

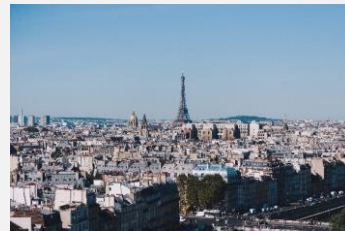


Photo by Andrew Alexander

*Paris is the capital of France*

# Semantic memory structure

How is semantic information stored in memory?



Photo by Samuel Zeller

**Option 1:** Separately stored representations of information and their various relations.

**Problem:** not economical

*a canary is a bird;  
a canary has feathers;  
a canary lays eggs*

*a robin is a bird;  
a robin has feathers;  
a robin lays eggs*

*a sparrow is a bird;  
a sparrow has feathers;  
a sparrow lays eggs*

# Semantic memory structure

How is semantic information stored in memory?



Photo by NASA

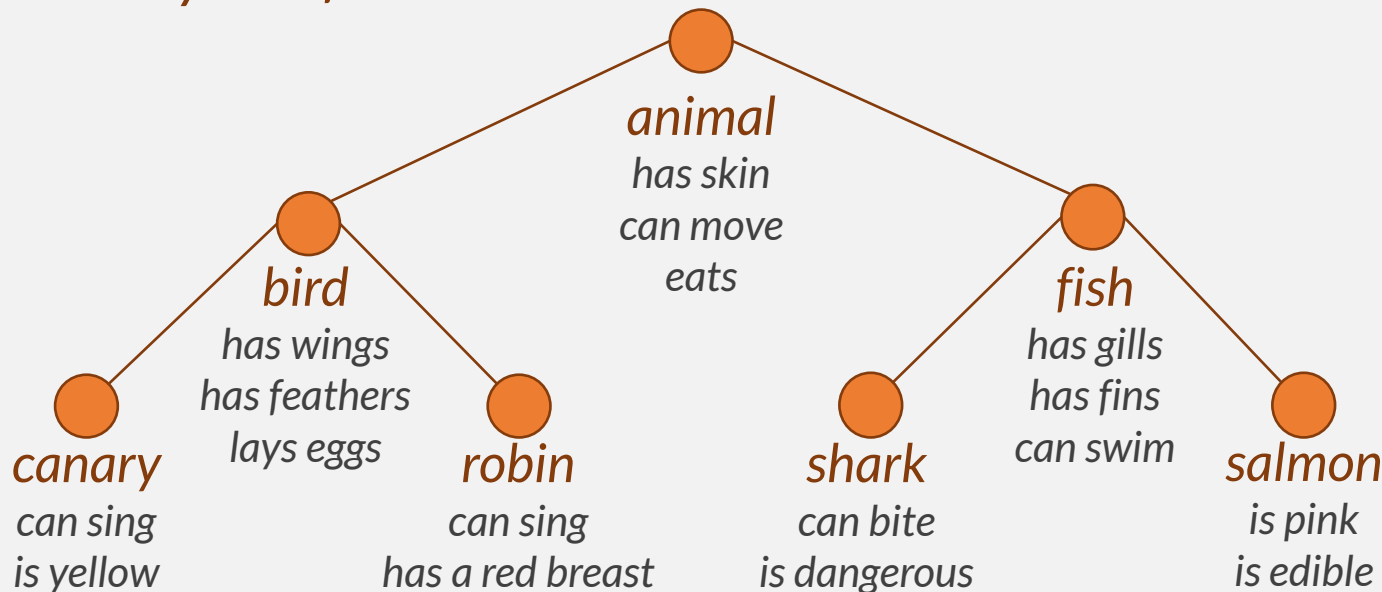
**Option 2:** Storing representations and their relations in a more economical **network**.

*birds have feathers and lay eggs;  
canaries are birds;  
robins are birds;  
sparrows are birds*

# Semantic memory structure

Collins & Quillian's (1969) hierarchical network model

*A canary has feathers.*



Allan  
Collins

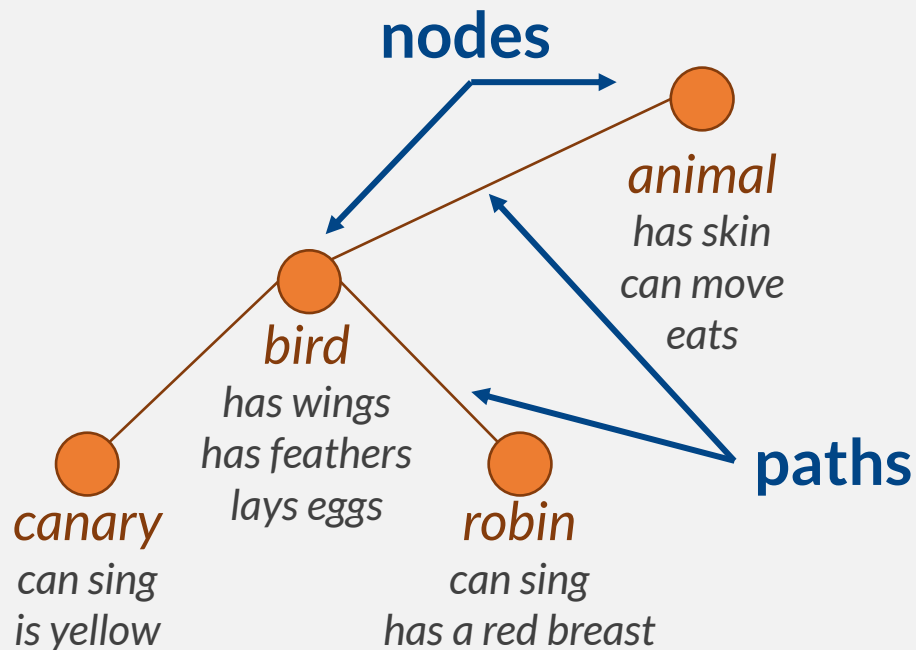


Ross  
Quillian

# Semantic memory structure

## Collins & Quillian's (1969) hierarchical network model

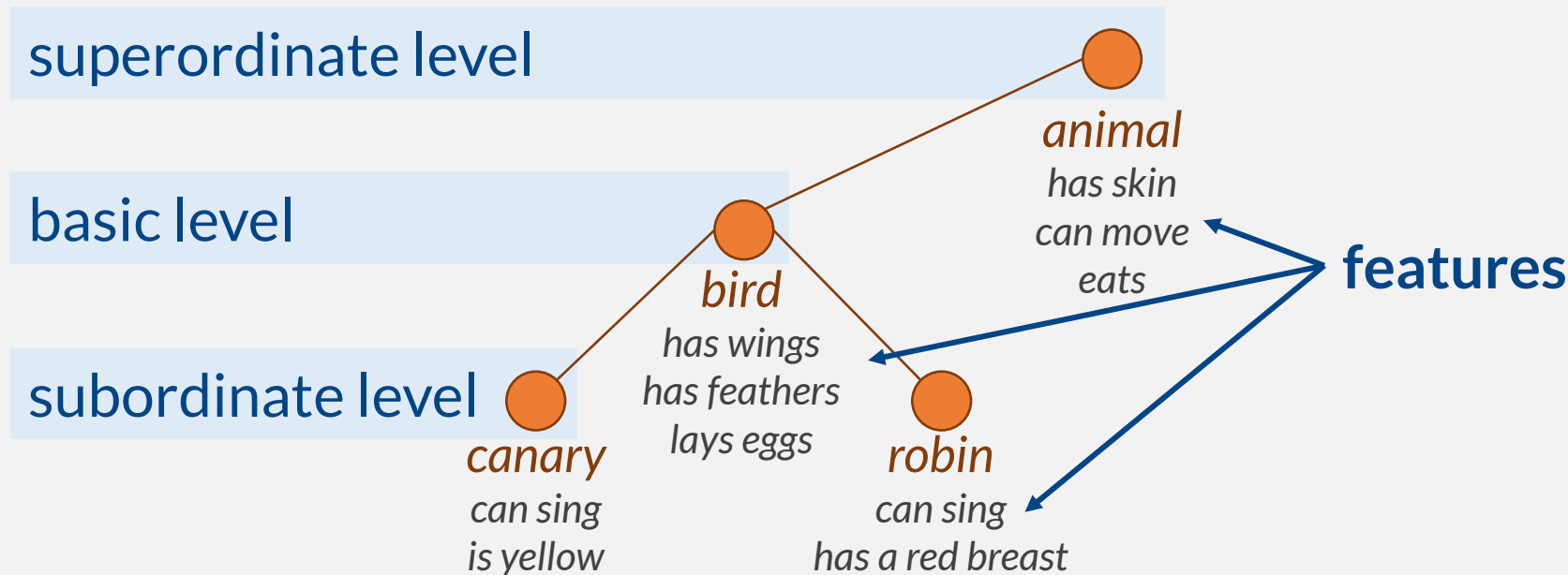
Access of concept representations through **spreading activation** between nodes via their connecting paths.





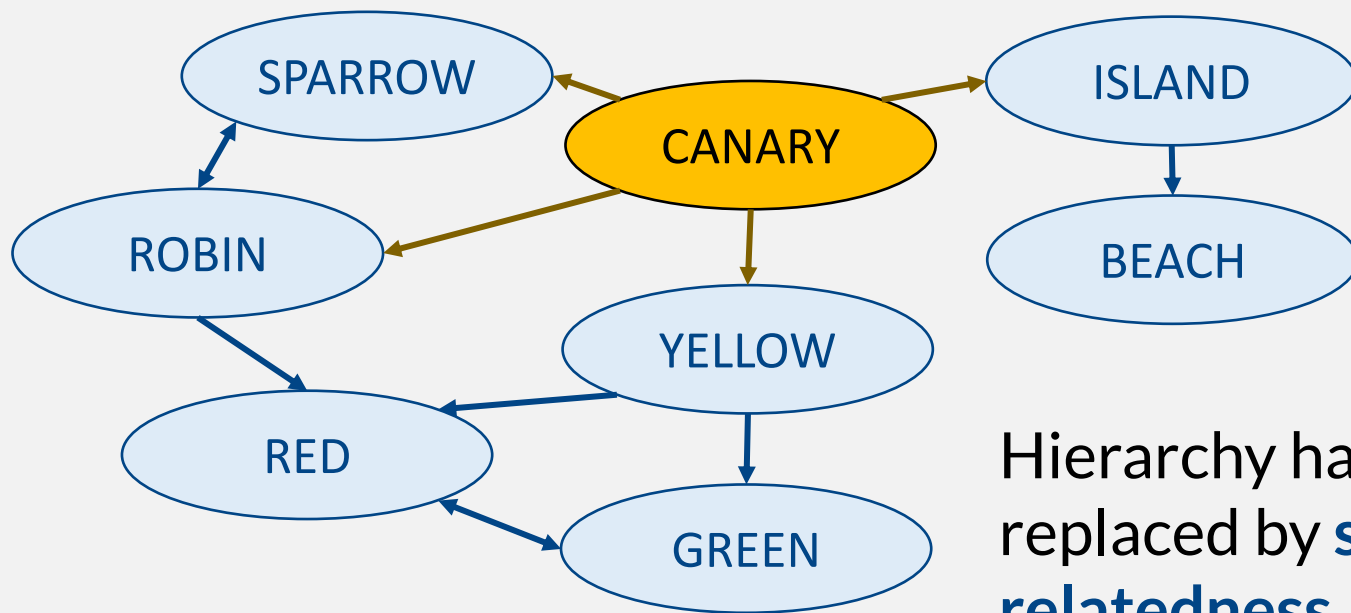
# Semantic memory structure

Collins & Quillian's (1969) hierarchical network model



# Semantic memory structure

Collins & Loftus' (1975) associative network model



Allan  
Collins



Elizabeth  
Loftus

Hierarchy has later been replaced by **semantic relatedness**.

# A world without meaning

Imagine for a moment what it would be like not to have semantic memory...

- ... not knowing what a “bird” is,*
- ... not knowing that Paris is the capital of France,*
- ... not knowing how to use a phone when it rings,*
- ... not knowing that snow will eventually melt,*
- ... not knowing the rules and concepts of life.*



# A world without meaning

## Semantic dementia

Syndrome of progressive deterioration in semantic memory, leading to the loss of knowledge about objects, people, concepts, and words.



<https://youtu.be/fkKrsbwQvrE>

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# Semantic Memory

## 2: Categorisation

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# Forming concepts: categories

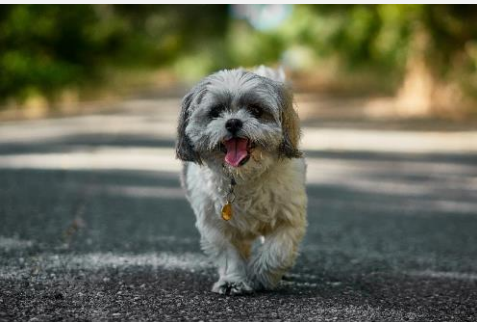


Photo by [Nikolay Tchaouchev](#)



Photo by [Christoph Schmid](#)

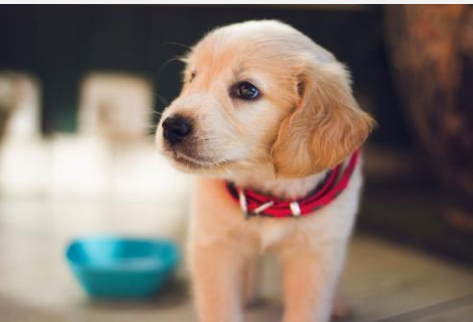
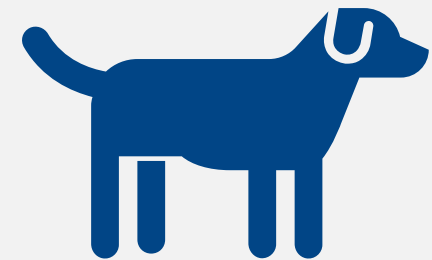


Photo by [Berkay Gumustekin](#)



Photo by [Braydon Anderson](#)

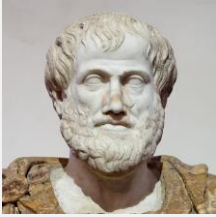


Semantic memory enables us to form **representations of categories** (e.g. “dog”) based on regularities in the world, thereby allowing us to make predictions about what will happen next.



# Classical theory of categorisation

Categories are defined by **necessary and sufficient** features.



Aristotle  
(384-322 BC)

*Odd numbers cannot be divided evenly into groups of two.*

*Is 5 an odd number?*



*$5 = 2 + 2$ , remainder 1  $\rightarrow$  5 must be odd*



define /di'fain/ v.tr. 1 give the exact meaning of a word etc.). 2 describe or explain the scope of one's position). 3 make clear, esp. in outlining a defined image). 4 mark out the boundary of. 5 (of properties) make up the total character of.   
 □□ definable adj. definer n. [ME f. OF definer]   
 L definire (as DE-, finire finish, f. finis end)   
 definite 'definit/ adi. 1 having exact and

# Pause and think

Try to come up with a definition for the concept of “chair”.



# Pause and think

Does your definition hold for all of these examples?



# Classical theory – criticisms

**Family resemblance:** different members of a category can share different features.



Photo by [Kelly Miller](#)



Photo by [Paul Hanaoka](#)



Photo by [Ruslan Bardash](#)



Ludwig  
Wittgenstein  
(1889-1951)

# Classical theory – criticisms

**Central tendency:** categories exhibit an averaged ideal

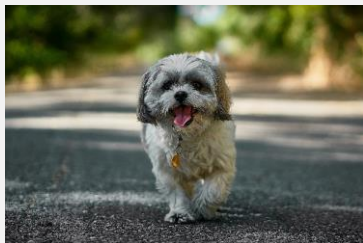


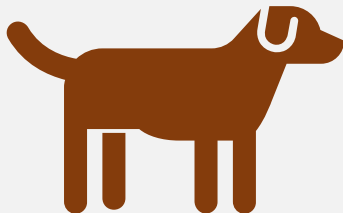
Photo by [Nikolay Tchaouchev](#)



Photo by [Christoph Schmid](#)



Photo by [Berkay Gumustekin](#)



# Classical theory – criticisms

**Graded membership:** some members are more typical for a category than others



Photo by [Jacques LE HENAFF](#)



Photo by [Sander Crombach](#)

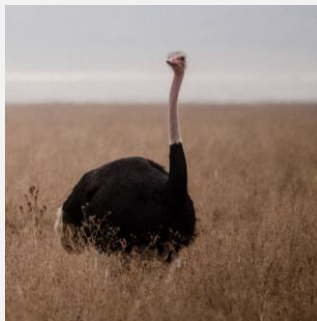


Photo by [Shannon Litt](#)



# Measuring categorisation

## Typicality ratings

*Rank the following chairs from being the best example to being the worst example of a chair:*



Photo by [Kelly Miller](#)



Photo by [Paul Hanaoka](#)



Photo by [Ruslan Bardash](#)



Photo by [Nick Karvounis](#)



Photo by [Kari Shea](#)



Photo by [Jonathan Savoie](#)

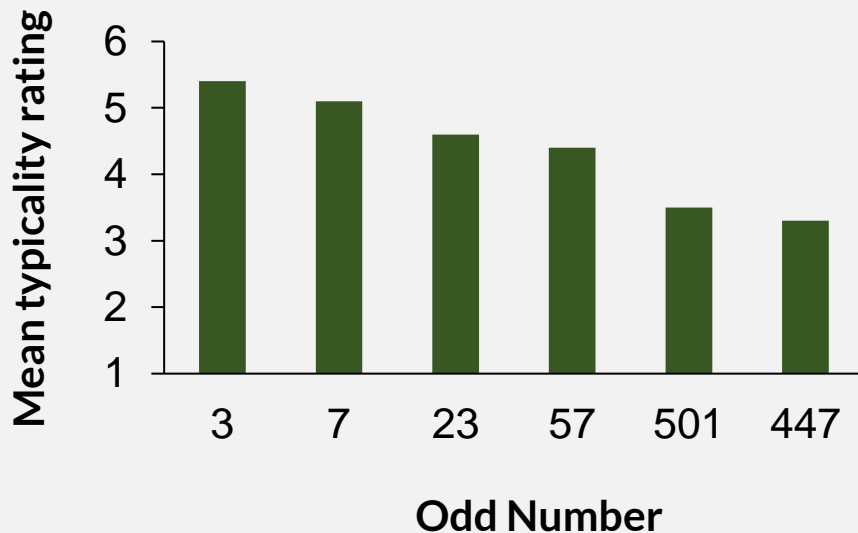
**DV:** average rank or rating

# Measuring categorisation

## Armstrong et al.'s (1983) typicality experiments



Sharon Lee  
Armstrong

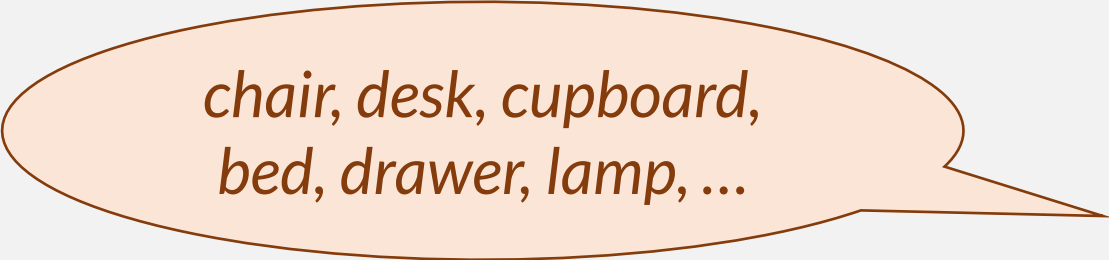


Graded membership exists even for odd numbers.

# Measuring categorisation

## Exemplar production

*Recall as many pieces of furniture as you can.*



*chair, desk, cupboard,  
bed, drawer, lamp, ...*

**DVs:** frequency of production and/or position in the production

# Measuring categorisation

## Category membership verification

*Is this an exemplar of the category?*

*furniture: carpet*

*bird: robin*

*fish: shark*

**DVs:** accuracy of responses and/or reaction times

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# Semantic Memory

## 3: Modern theories of categorisation

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# Prototype theory (Rosch, 1975)

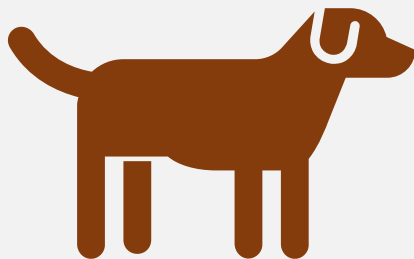
Categories are determined by a mental representation that is a **weighted average** of all category members. This **prototype** may or may not be an actual entity.



Eleanor  
Rosch



Photo by [Hannah Lim](#)



**Common features:**  
four legs, furry, tail,...

**Distinctive features:**  
barks, is omnivore,...

# Prototype theory – criticisms

Prototype theory cannot explain:

How can people tell the **size of categories**?



Photo by [Hannah Lim](#)

*Many types of dogs*



Photo by [Matthew Cramblett](#)

*Fewer types of elephants*

# Prototype theory – criticisms

Prototype theory cannot explain:

How can people **add new members** to a category?



Photo by [Hannah Lim](#)

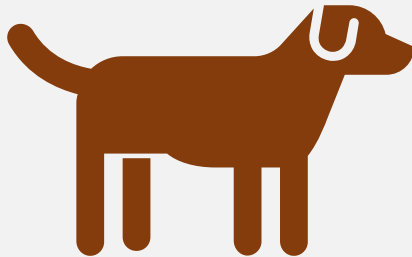


Photo by [Puli Club](#)



# Exemplar theory

Categories consist of **separate** representations of the physical features of **experienced examples** of the category.

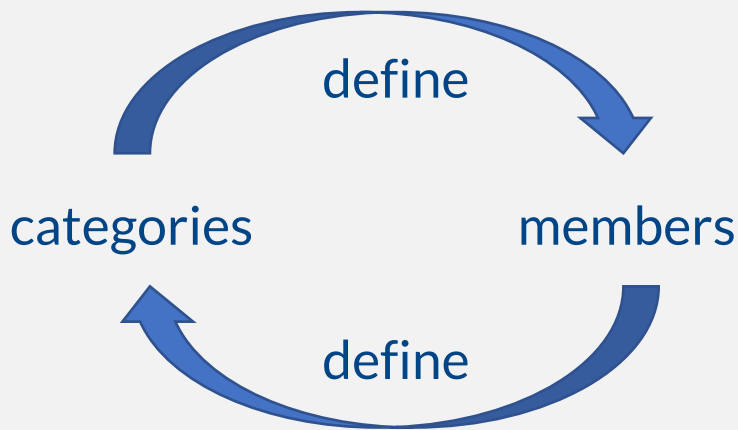


- ✓ People can tell category sizes
- ✓ People can add new members

# Exemplar theory – criticisms

Exemplar theory cannot explain:

How can people retrieve all category members to define a category if retrieval is based on category membership (**theoretical circularity**)?



# Exemplar theory – criticisms

Exemplar theory cannot explain:

How do people form **abstract categories** of things without physical features?

*Types of social groups, ideologies of political parties, types of world events, ways to make friends, ...*

# Explanation-based theory

Categories are based on **common causal characteristics** rather than physical features.

*Previous accounts*  
*waterfowl: animals with*  
*webbed feet*

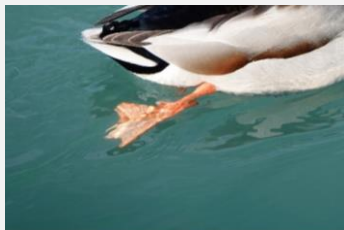


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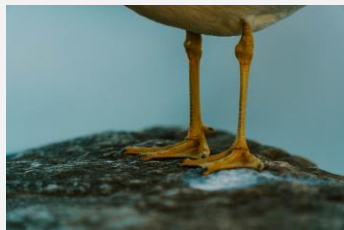


Photo by [Hermes Rivera](#)



Photo by [John Yunker](#)



Photo by [Rob Pumphrey](#)

*Explanation-based account*  
*waterfowl: animals that swim*

# Explanation-based theory

Categories can be created **ad hoc** using **world knowledge** and **explanations**.

*things with a distinctive smell*



Photo by Miguel Andrade



Photo by Nathan Dumlao



Photo by Skeeze

# Explanation-based theory

## Barsalou's (1983) experiments:

Do *ad hoc* categories (e.g. *things with a distinctive smell*) have the same features as common categories (e.g. *fruit*)?

- Family resemblance
- Central tendency
- Graded membership



Lawrence  
Barsalou

# Explanation-based theory

## Barsalou's (1983) experiments:

*Which of the following are ways to make friends?*

- a) Join a card playing club*
- b) Get convicted for murder*
- c) Don't take regular showers*
- d) Go to University lectures*

# Explanation-based theory

**Barsalou's (1983) experiments:**

*Which of the following is the **most typical** way to make friends?*

- a) Join a card playing club*
- b) Get convicted for murder*
- c) Don't take regular showers*
- d) Go to University lectures*



# Explanation-based theory

## Barsalou's (1983) experiments:



High average agreement among participants regarding category membership, typicality of members, and production of exemplars.

*Ad hoc* categories are **similar to common categories** in that they exhibit family resemblance, central tendency, and graded membership.

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# Semantic Memory

## 4: Schemata and scripts

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# Forming concepts: schemata



Photo by Becca McHaffie



Photo by Clem Onojeghuo



Photo by Artem Bali



Photo by Gary



Semantic memory also enables us to form **schemata** (e.g. “buying things”) that capture commonly encountered aspects of life. They can be thought of as explanation-based **event categories**.

# Forming concepts: scripts



Photo by Jay Wennington



Photo by Kevin Curtis



Photo by Priscilla Du Preez

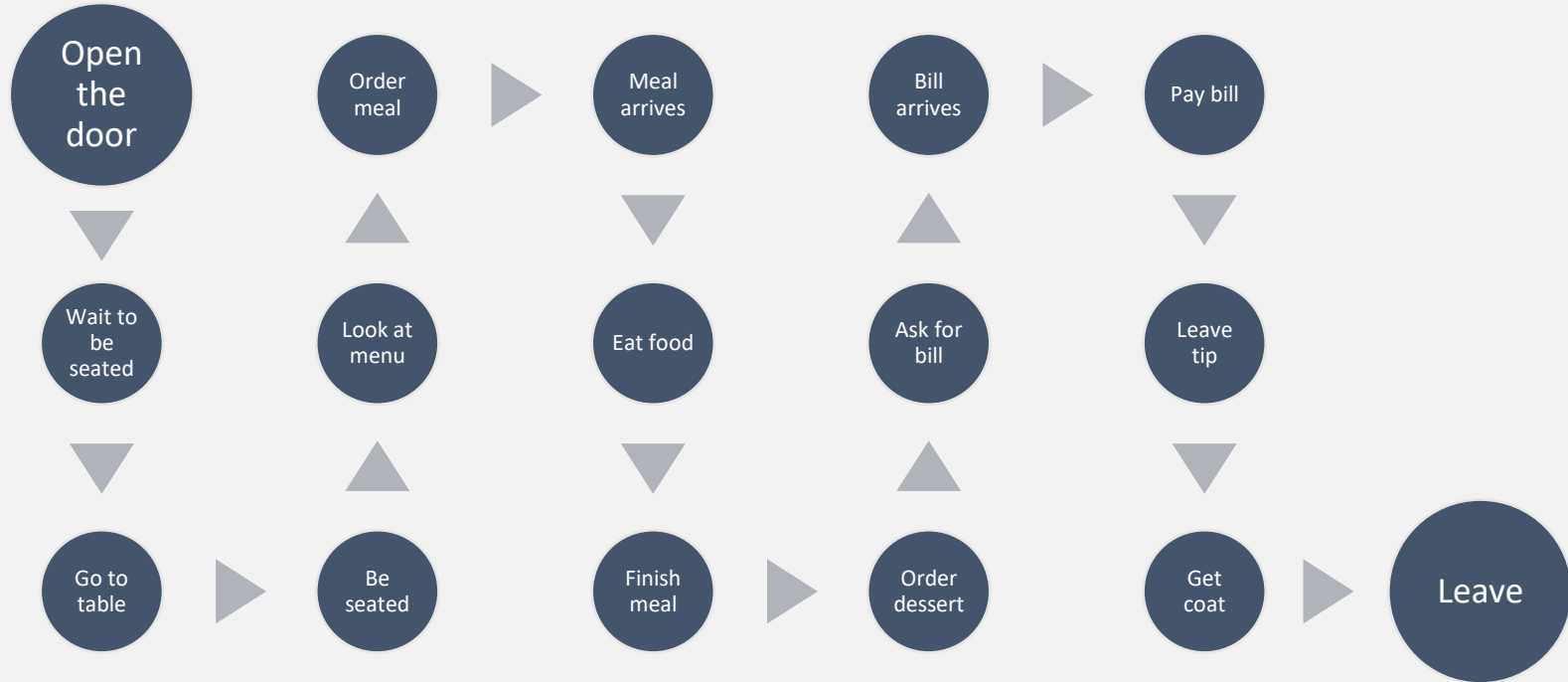


Photo by Takafumi Yamashita



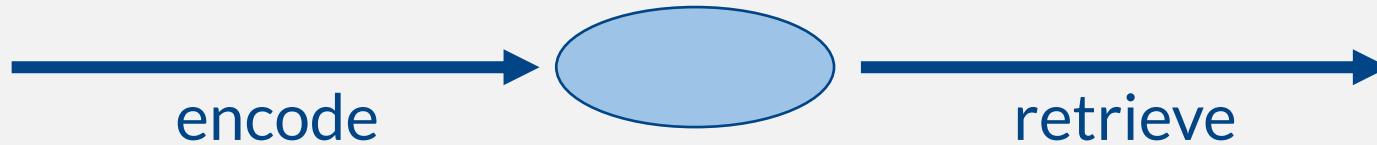
Semantic memory also enables us to form **scripts** (e.g. “eat in a restaurant”) that capture the order of events for common aspects of life. They can be thought of as **temporally ordered schemata**.

# Forming concepts: scripts



# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)



1. Selection
2. Abstraction
3. Interpretation
4. Integration
5. Reconstruction



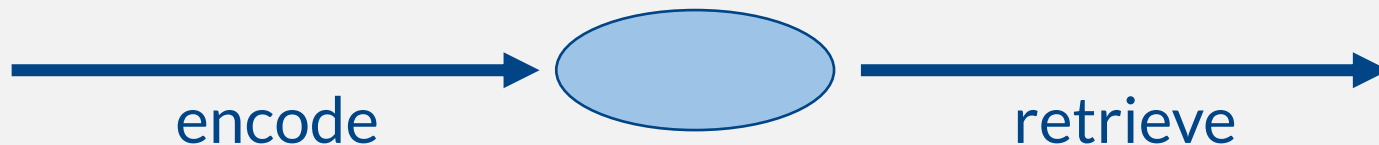
Joseph  
Alba



Lynn  
Hasher

# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)



## 1. Selection

2. Abstraction

3. Interpretation

4. Integration

5. Reconstruction

# Schema processes

Selection of information central to a schema



Photo by [Becca McHaffie](#)



Photo by [Clem Onojeghuo](#)



Photo by [Artem Bali](#)



Photo by [Gary](#)

*matching preferences against supply, quality, and price*



# Schema processes

## Bransford & Johnson's (1972) experiments



study text  
without given a topic,  
topic given after, or  
topic given before reading

freely recall text



John  
Bransford



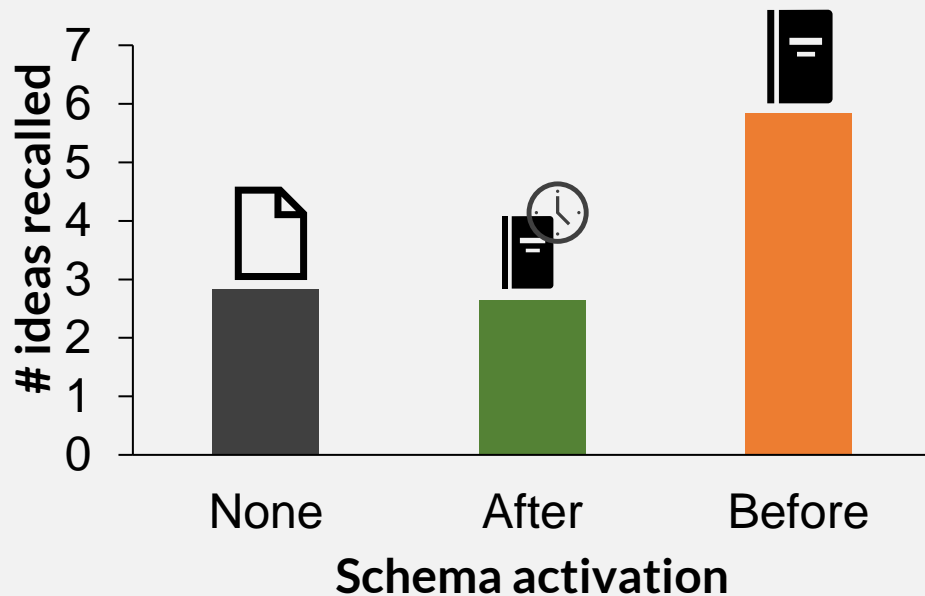
Marcia  
Johnson

# Washing clothes

The procedure is actually quite simple. First you arrange things into different groups... Of course, one pile may be sufficient depending on how much there is to do. If you have to go somewhere else due to lack of facilities that is the next step, otherwise you are pretty well set. It is important not to overdo any particular endeavor. That is, it is better to do too few things at once than too many. In the short run this may not seem important, but complications from doing too many can easily arise. A mistake can be expensive as well... At first the whole procedure will seem complicated. Soon, however, it will become just another facet of life. It is difficult to foresee any end to the necessity for this task in the immediate future, but then one never can tell. After the procedure is completed one arranges the materials into different groups again. Then they can be put into their appropriate places. Eventually they will be used once more and the whole cycle will have to be repeated. However, that is part of life.

# Schema processes

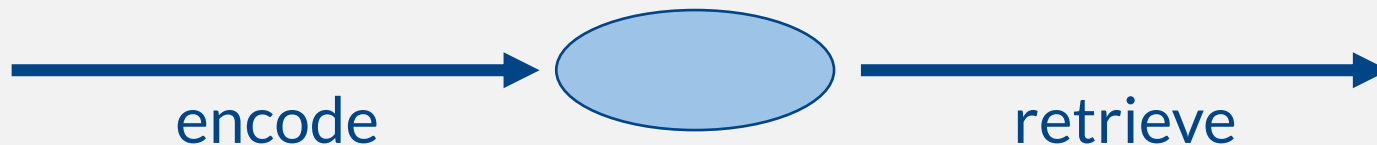
## Bransford & Johnson's (1972) experiments



Schema activation benefits encoding of schema-relevant information.

# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)






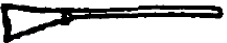
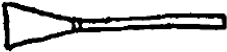

1. Selection
2. **Abstraction**
3. Interpretation
4. Integration
5. Reconstruction

# Schema processes

## Carmichael et al.'s (1932) experiments



Leonard  
Carmichael  
(1898-1973)

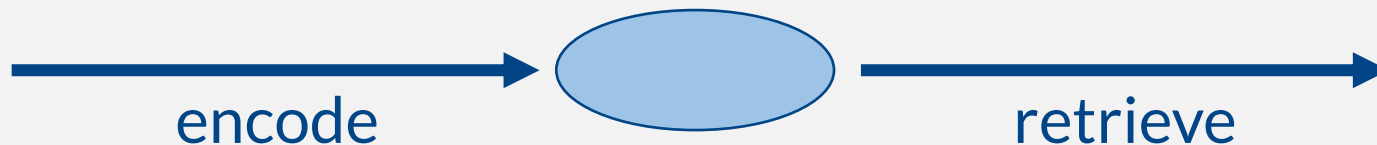
Recall	Label 1	Origin	Label 2	Recall
	<i>Curtains in a window</i>		<i>Diamond in a rectangle</i>	
7	Seven	7	Four	4
	Gun		Broom	

# Schema processes

The surface form of information (e.g. ambiguities in pictures, verbatim wording) is converted into a more **abstract representation** that captures the meaning but is **schema-consistent**.

# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)



1. Selection
2. Abstraction
- 3. Interpretation**
4. Integration
5. Reconstruction

# Schema processes

## Johnson et al.'s (1973) experiment



When the man entered the kitchen he slipped on a wet spot and **dropped** (**just missed**) the delicate glass pitcher on the floor. The pitcher was very expensive, and everyone watched the event with horror.

Is this exactly the sentence you heard?

*When the man entered the kitchen he slipped on a wet spot and broke the delicate glass pitcher when it fell on the floor.*

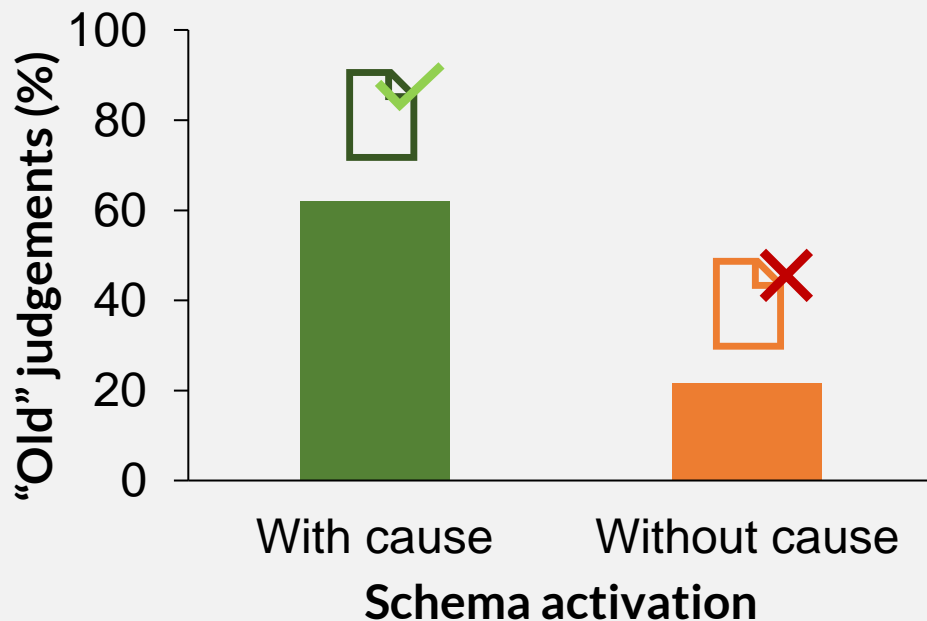


Marcia  
Johnson



# Schema processes

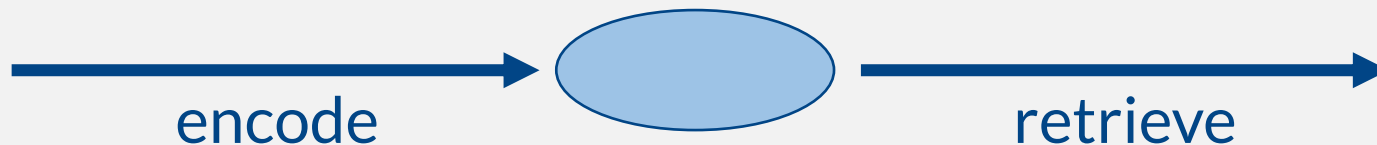
## Johnson et al.'s (1973) experiment



Interpretation is used to “fill in the gaps” in a story with schema-consistent information.

# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)



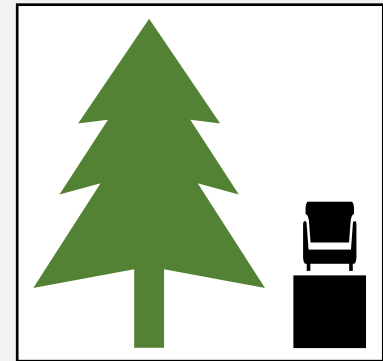
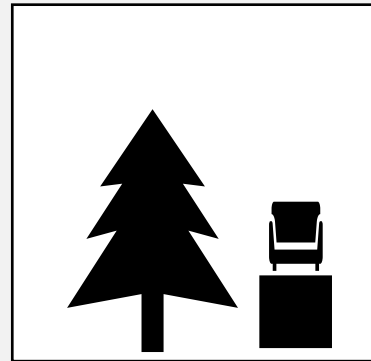
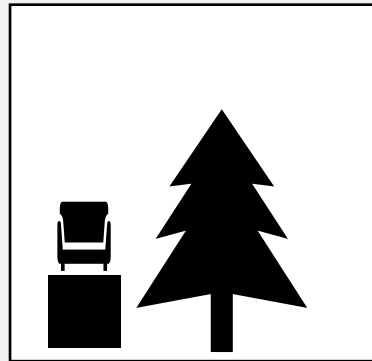
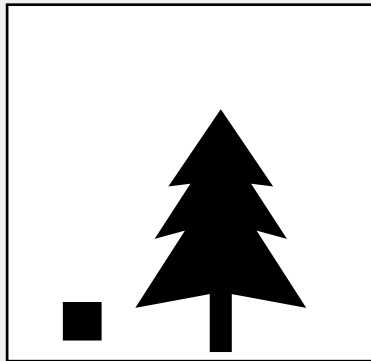
1. Selection
2. Abstraction
3. Interpretation
- 4. Integration**

5. Reconstruction

# Schema processes

## Bransford et al.'s (1972) experiments

There is a tree with a box beside it, and a chair on top of the box. The box is to the right of the tree. The tree is green and extremely tall.



John  
Bransford

# Schema processes

## Bransford et al.'s (1972) experiments

Which sentence did you hear?

- a) The box is to the right of the tree.
- b) The chair is to the right of the tree.
- c) The box is to the left of the tree.
- d) The chair is to the left of the tree.

# Schema processes

## Bransford et al.'s (1972) experiments

Which sentence did you hear?

- a) The box is to the right of the tree.
- b) The chair is to the right of the tree.
- c) The box is to the left of the tree. *relation change*
- d) The chair is to the left of the tree. *relation & subject change*

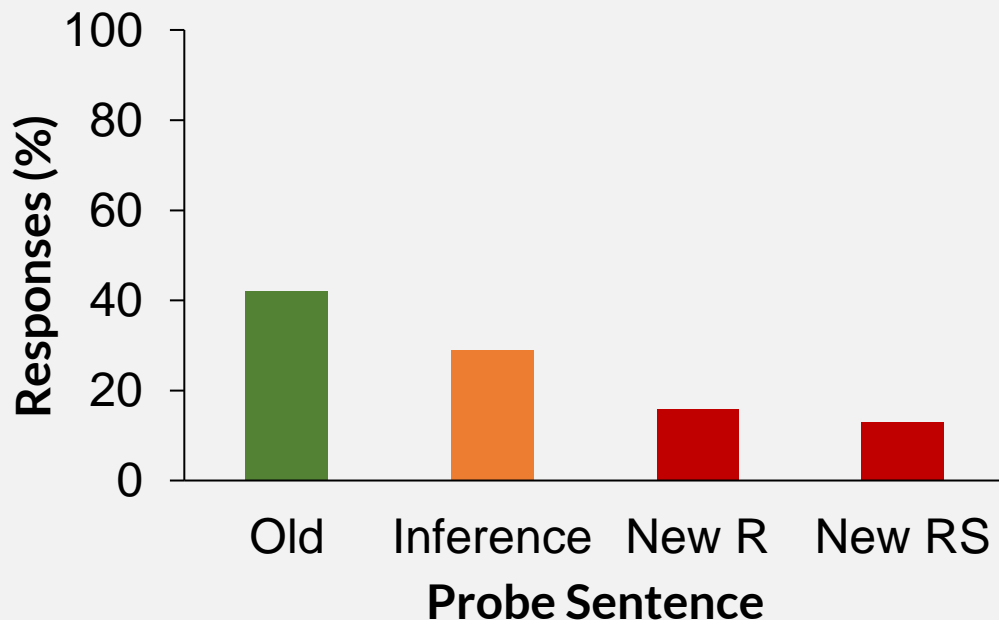
*old*

*new*

*new, but permissible inference*

# Schema processes

## Bransford et al.'s (1972) experiments



Integration of information is used to form schema-consistent holistic representations.

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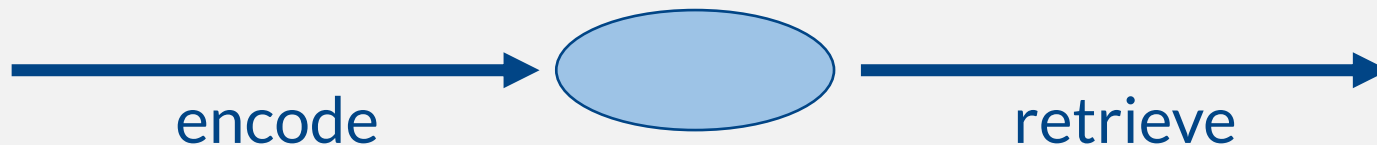
# Semantic Memory

## 5: Schema processes – retrieval

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# Schema processes

Five primary schema processes (*Alba & Hasher, 1983*)



1. Selection
2. Abstraction
3. Interpretation
4. Integration

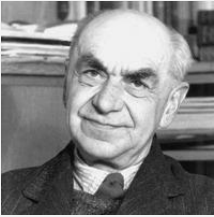
**5. Reconstruction**



# Schema processes

## Bartlett's (1932) experiments

British students studied the Native American tale *The War of the Ghosts* and were asked to recall it after days, weeks, months, or years



Frederic  
Bartlett  
(1886-1969)

# The War of the Ghosts (1 of 2)

One night two young men from Egulac went down to the river to hunt seals and while they were there it became foggy and calm. Then they heard war-cries, and they thought: "Maybe this is a war-party". They escaped to the shore, and hid behind a log. Now canoes came up, and they heard the noise of paddles, and saw one canoe coming up to them. There were five men in the canoe, and they said:

"What do you think? We wish to take you along. We are going up the river to make war on the people."

One of the young men said, "I have no arrows."

"Arrows are in the canoe," they said.

"I will not go along. I might be killed. My relatives do not know where I have gone. But you," he said, turning to the other, "may go with them."

So one of the young men went, but the other returned home.

# The War of the Ghosts (2 of 2)

And the warriors went on up the river to a town on the other side of Kalama. The people came down to the water and they began to fight, and many were killed. But presently the young man heard one of the warriors say, "Quick, let us go home: that Indian has been hit." Now he thought: "Oh, they are ghosts." He did not feel sick, but they said he had been shot.

So the canoes went back to Egulac and the young man went ashore to his house and made a fire. And he told everybody and said: "Behold I accompanied the ghosts, and we went to fight. Many of our fellows were killed, and many of those who attacked us were killed. They said I was hit, and I did not feel sick."

He told it all, and then he became quiet. When the sun rose he fell down. Something black came out of his mouth. His face became contorted. The people jumped up and cried. He was dead.

# Schema processes

Bartlett's (1932) experiments: *recall four months later*

*Original*

The people came down to the water and they began to fight, and many were killed. But presently the young man heard one of the warriors say, "Quick, let us go home: that Indian has been hit."

*Recall*

The man was in the midst of the fighting, and was wounded. The natives endeavored to persuade the man to return, but he assured them that he had not been wounded. I have an idea that his fighting won the admiration of the natives.

# Schema processes

## Bartlett's (1932) experiments

Details were **reconstructed** to be simplified and fit cultural schema

*canoes = boats*

*paddles = rowing*

*protagonist from "Egulac" = British warrior*

# Schema processes

## Brewer & Treyens (1981) experiments



Participants were waiting in a graduate student office and later asked to recall everything they could remember about the room.



William  
Brewer

# Schema processes

## Brewer & Treyens (1981) experiments



Participants recalled:

- ✓ Chair
- ✓ Desk
- ✓ Poster
- ✓ Skull
- ✗ Books
- ✗ Filing cabinet

# Schema theory

## Five primary schema processes (*Alba & Hasher, 1983*)

1. Selection
  2. Abstraction
  3. Interpretation
  4. Integration
  5. Reconstruction
- 👉 Schema processes affect encoding and retrieval of information.
- 👉 Those effects can change our memories and, thus, their correctness.



*more on memory errors next week*



# Take-home message

- Semantic memory has been described as a hierarchical and later as an **associative network**.
- **Theories of categorisation** moved from a classical view of categories as definitions to explanation-based theories.
- **Categories, schemata and scripts** are used to predict what happens next based on regularities in the world.
- **Five schema processes** describe how schemata can affect encoding and retrieval.

## Next week

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- Memory I: Processes and Systems
- Memory II: Episodic Memory
- Memory III: Semantic Memory
- **Memory IV: Memory Errors**
- Memory V: Memory and the Law