

# Conclusion

- **different simulations performances**
  - frequency effect
  - nonword reading
  - consistency and regularity
  - surface and phonological dyslexia
- **two main theoretical approaches**
  - distributed or local representations
  - number of routes : 1 or 2
  - parallel versus serial processing
  - applying rules or learning algorithm  
building connections patterns

# Conclusion

- **Parallel Distributed Processing Models**

- processing principles that are close to supposed cerebral functioning
- fewer effects represented, but often with a richer explanation



La Liseuse (1890) Renoir

- **Dual-Route Cascaded Model**

- more effects represented (except consistency effect)
- easy to understand, but what new hypotheses ?
- no learning procedure, fixed rules

- **CDP+**

- best to simulate different effects
- still concerns about mixing different principles