

# Non-Converging Evidence for a Single-Item Focus of Attention in Working Memory

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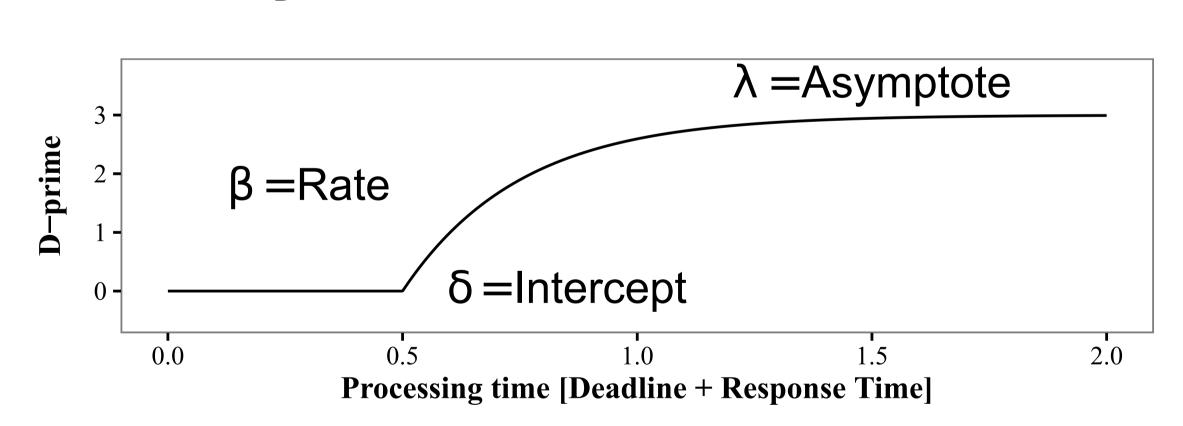
#### 1. Introduction

The focus of attention privileges a representation in working memory.<sup>1</sup> This is thought to drive two effects:

- 1) The most recent item in a Sternberg task has a higher rate of access.<sup>2</sup>
- 2) Cueing the location of an encoded stimulus during retention improves its subsequent recognition (retro-cue benefit).<sup>3</sup>

A diminished retro-cue benefit should be found for the most recently presented item if both empirical findings are driven by the same mechanism.

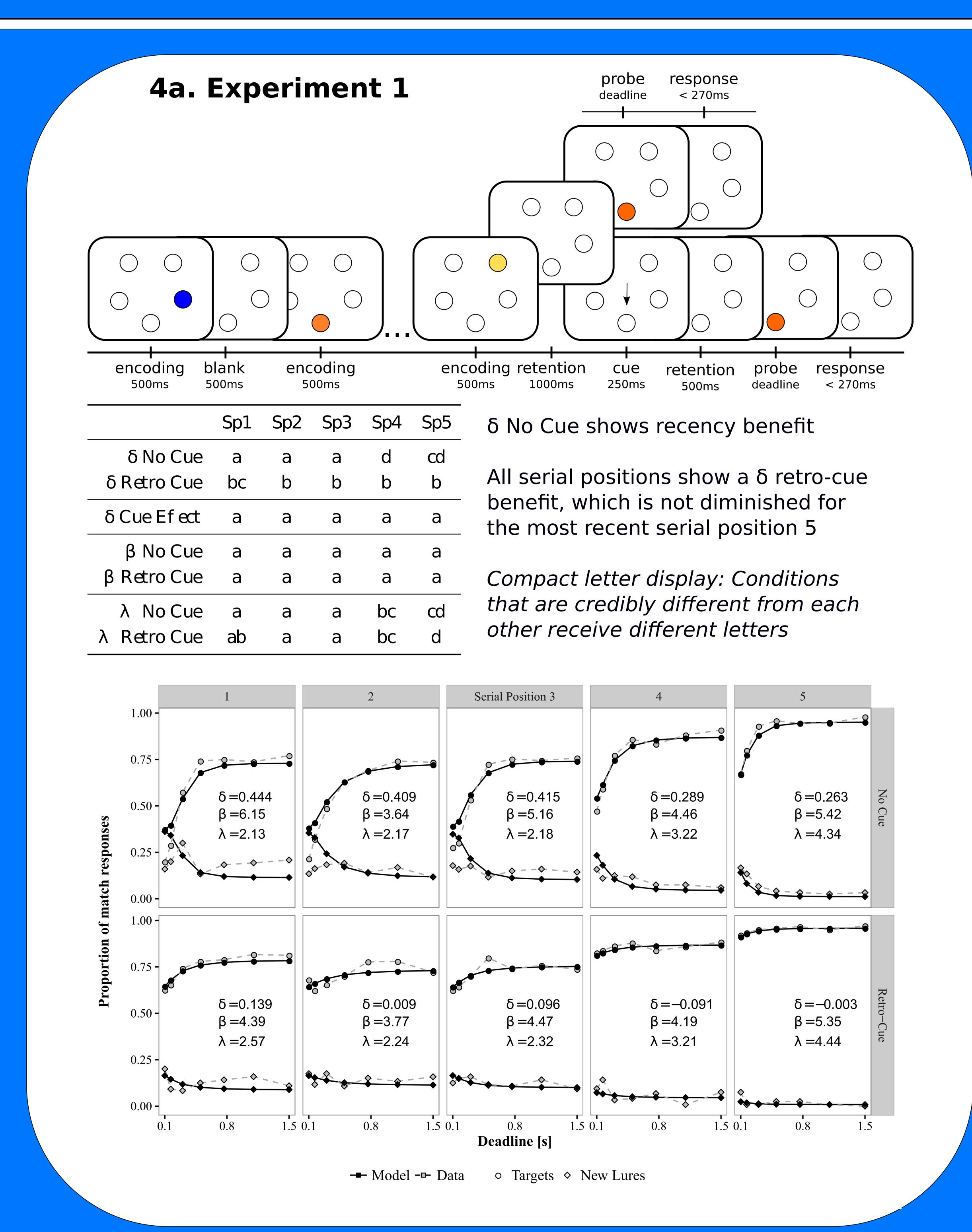
### 2. Response Signal Speed-Accuracy Trade-Off Procedure

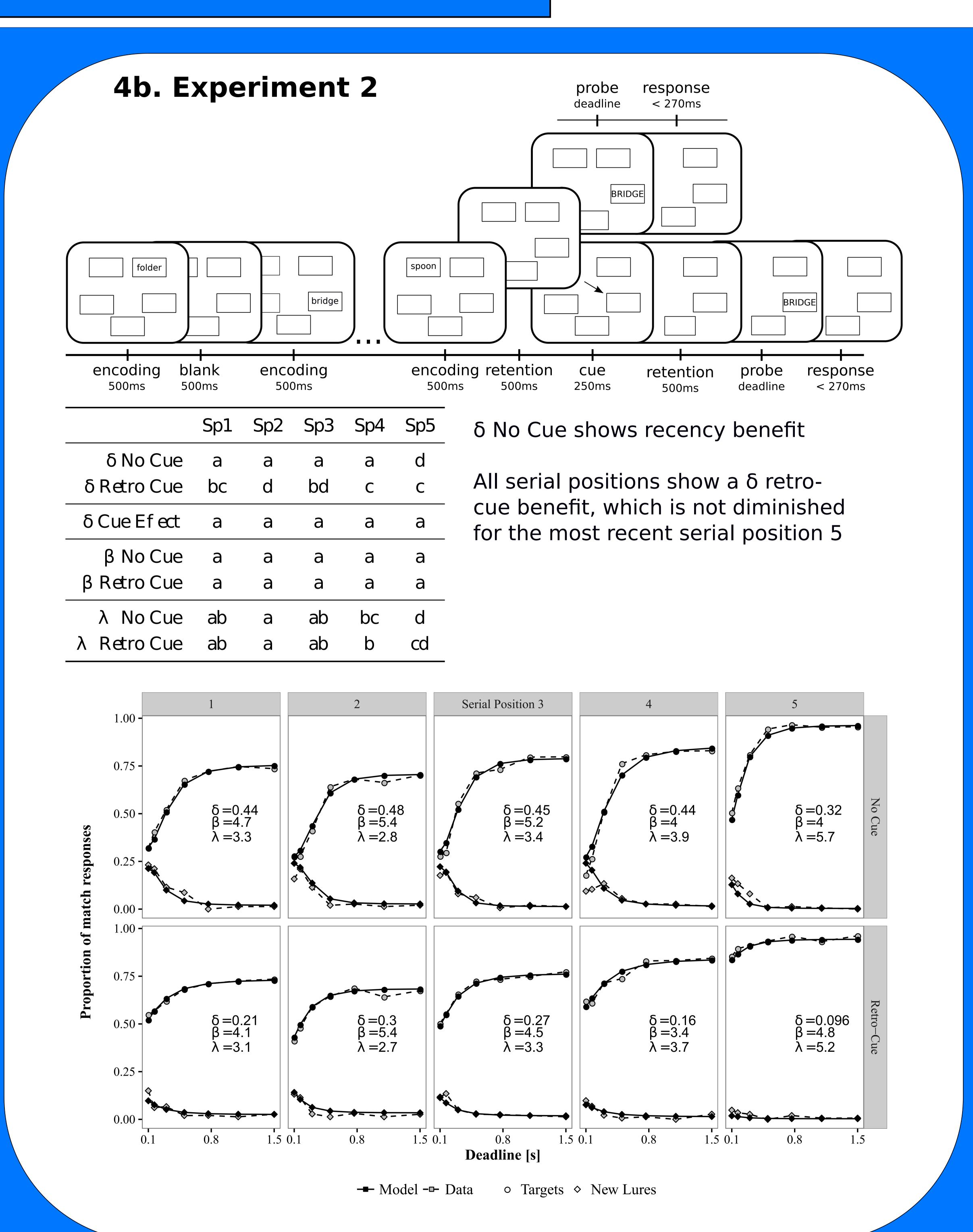


Participants are cued to respond immediately (response time < 270ms) after hearing a tone, which is presented at various times (deadline) after onset of a recognition probe.

#### **Parameters:**

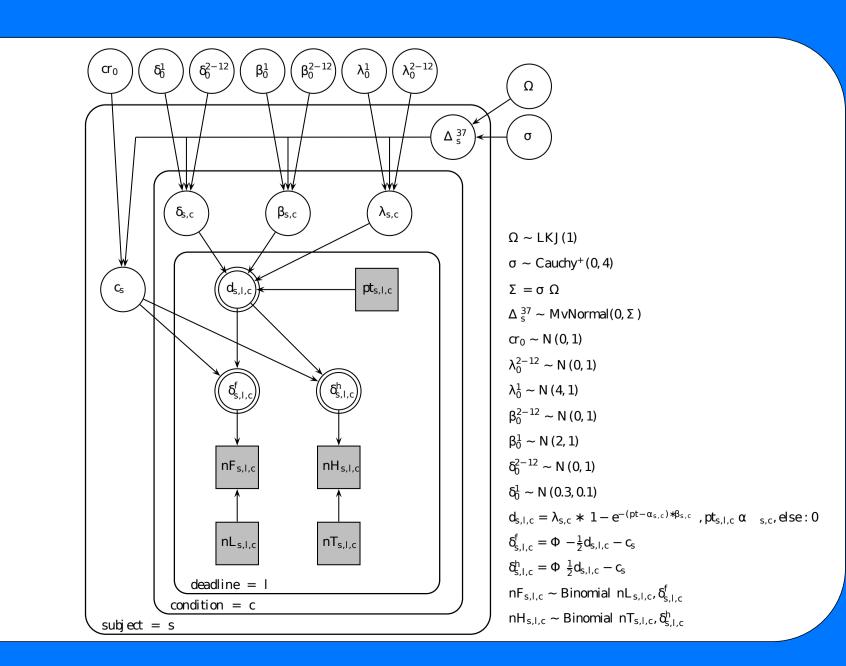
- **δ**: Time when performance departs from chance
- **β**: Rise of information accumulation
- A: Maximum level of performance





## 3. Hierarchical Bayesian SDT Model

We estimated the group-level parameters  $\delta_0$ ,  $\beta_0$ ,  $\lambda_0$  of the SAT model for each combination of serial position and cue condition in a hierarchical signal detection framework<sup>4</sup> using STAN.<sup>5</sup>



## 5. Take Home Message

The retro-cue benefit is not diminished for the most recently presented item. The recency and the retro-cue benefit are not solely driven by the same mechanism.

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#### References

2) McElree, B., Dosher, B. A. (1989). Serial position and set size in short-term memory: The time course of recognition. Journal of Experimental Psychology: General, 118(4), 34 3) Griffin, I. C., Nobre, A. C. (2003). Orienting attention to locations in internal representations. Journal of Cognitive Neuroscience, 15(8), 1176-1194.
4) Pratte, M. S., Rouder, J. N. (2011). Hierarchical single-and dual-process models of recognition memory. Journal of Mathematical Psychology, 55(1), 36-46.
5) Carpenter, B., Gelman, A., Hoffman, M., Lee, D., Goodrich, B., Betancourt, M., ... Riddell, A. (2016). Stan: A probabilistic programming language. J Stat Softw.