Investigating Predictive vs. Random Task-Switching Using the CVOE Task

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Abstract

Abstract will go here. . .

*Keywords:* Keyword1; Keyword2; Keyword3; Keyword4

[INSERT TITLE HERE]

Task switching is commonly used by researchers to empirically investigate cognitive control. In this paradigm, participants are presented with a pair of simple yet contrasting tasks and must alternate between completing them (i.e., performing an addition task on trial one but a subtraction task on trial two). [SENTENCE HERE?] Previous research has found that when individuals are forced to alternate between tasks, their reaction times are slower, and they typically commit more errors relative to completing each task separately [CITE].

[PARAGRAPH HERE ON VARIOUS TASK SWITCHING PARADIGMS?]

[STROOP]

While several task-switching paradigms have been made available (see XXXX for a review), for the present study we chose to focus on paradigms which allow for a direct comparison of local and global switch costs [CITE HERE]. These tasks present participants with blocks containing switch and non-switch trials interspersed within the same block (referred to as switch blocks) and pure blocks in which all trials use only one set of task instructions [CITE]. [EXPAND] The *global switch cost* refers to…[LOCAL SWITCH COSTS]

[EXPLAINATIONS OF SWITCH COSTS]

[SEWIT AND OTHERS?]

The Consonant-Vowel Odd-Even task (CVOE; Minear & Shah, 2008) is a simple task-switching paradigm that allows the measurement of both local and global task switching costs. In switch tasks such as the CVOE, individuals with mild cognitive impairment perform worse relative to younger and non-impaired adults on switch trials relative to a set of pure trials in which the task does not change. Additionally, work by Huff et al. (2015) has shown that global switch costs (switch trials compared to pure trials) increase as a function of age and AD, suggesting that…[EXPAND]. [ADD A SENTENCE OR TWO HERE ON WHY THE CVOE SPECIFICALLY IS USEFUL]

Previous work on task switching using the CVOE paradigm has traditionally presented trials using an *alternating runs* pattern. In this presentation sequence, subjects complete the same type of trial twice before the instructions switch participants to the second task (i.e., the pattern of trials would be CV, CV, OE, OE, CV, CV). The result of this pattern is that every other trial (following the initial trial) is a switch trial, as it occurs following a change in the task set. [POTENTIAL PROBLEMS WITH THIS – PREDICTABILITY!]

**Distributional Analyses of RTs**

Researchers studying attentional systems commonly rely upon mean response scores (i.e., error rates and RTs) as a method to gain insight into these processes. However, because distributions of RTs are almost always positively skewed, with the majority of RTs generally occurring at the faster end of the scale, an analysis of only means may not provide results that are misleading (see Balota & Yap, 2011, for a review). [TRANSITION SENTENCE – METHODS TO ACCOUNT FOR IT] To account for this, the present study included both Vincentile and ex-Gaussian analyses of RTs. These analyses each [WHAT DO THEY DO?]

First, the Vincentile analysis rank orders all RTs for each trial type at the participant level and then bins the ordered data into groups of equal size. [AVERAGING PROCESS] For example, a Vincentile analyses using four bins [EXAMPLE]

[EX-GAUSS HERE]

**The Present Study**

[TRANSITION – SET UP HYPOTHESES SEGUE INTO METHODS] The present study expands on previous CVOE task switching studies by incorporating both an alternating runs switch task and a randomized switch task (i.e., CV, OE, OE, OE, CV, OE) in which no discernable pattern of task switching can be detected.

**Alternating Runs vs. Random Switching**

[WORDS HERE] Overall, we expected that mean error rates and RTs would be higher on Switch Blocks relative to Pure Blocks. Furthermore, we expected that participants would particularly struggle with the switch task when switching occurred at non-predictive intervals due to the lack of pattern. We anticipated that these difficulties would result in higher error rates and greater RTs for random switch trials relative to alternating runs switch trials.

Regarding switch costs, we expected that local costs would be higher on the random switch task relative to the alternating runs. [WHY?] Global costs [GLOBAL COSTS PREDICTION]

**Method**

**Participants**

A total of 100 undergraduate students were recruited from the University of Southern Mississippi’s undergraduate research pool and completed the study in exchange for partial course credit. Data from 11 participants were removed due to excessive error rates in either the pure or switch blocks (i.e., mean error rates within a block that were > 3 standard deviations above the mean), which indicated that participants did not correctly follow task instructions. A sensitivity analysis conducted with *G\*Power* [CITE] indicated that our final sample of 89 participants was sufficient to detect XX effects [STATS]. All participants were native English speakers who reported normal or corrected to normal vision.

**Materials**

A series of letter-number stimulus pairs (e.g., A 15) were randomly generated using the following process. First an even number of consonants and vowels were created. These letters were always selected from A, D, E, H, I, J, O, P, S, or U. Next, a series of numbers were randomly selected between 1 and 99, with the constraint that half of the numbers selected were always even. To create the pairs, half of the consonants were paired with an odd number, while the remaining half were paired with even numbers. This process was then repeated for vowels. This resulted in an equal number of each of the four possible stimulus pair types (Consonant-Odd, Consonant-Even, Vowel-Odd, Vowel-Even) within each block. Letters and numbers repeated within blocks, however, pairs were arranged within each block such that repeats did not occur on consecutive trials.

**Procedure**

The CVOE task presented participants with two sets of instructions, which either differed between blocks (Pure Blocks) or as a function of trial (Switch Blocks). For each trial, a letter-number pair was presented in the center of the computer screen, and participants were tasked with classifying whether the letter was a consonant/vowel (CV trials) or an odd/even number (OE trials). Depending on the type of trial, the words consonant/vowel or odd/even were presented at the top of the screen in the left and right corners to serve as a reminder. Participants were instructed to press the *q* key for consonants/odd numbers or the *p* key for vowels/even numbers.

Trials were arranged into four blocks, with each block containing an equal distribution of *q* and *p* responses. Participants first completed a set of 10 practice trials which corresponded to the first pure block and received verbal feedback on their performance. Following completion of the initial practice trials, participants were presented with the first of two pure blocks in which they completed either the CV or OE task. These pure blocks each contained 96 trials, with one block containing the CV task and the other the OE task. Following completion of the first pure block, participants completed a second set of practice trials (corresponding to the task in the second pure block) before completing the second pure block. After completing the two pure blocks, participants began the two switch blocks. In the switch blocks, the task change occurred at the trial level rather than the block level. For each trial, participants were prompted with the word “letter” or “number”, which corresponded to the CV or OE task, respectively. This prompt was located above the stimulus pair, and participants were informed that the prompt could potentially change following each key press. To practice this switching task and become familiar with the prompts, participants first completed a set of ten practice switch trials. Following this practice session, participants immediately began the first switch block. Trials within the switch blocks were arranged such that they were presented either with an alternating runs pattern (e.g., CV, CV, OE, OE, CV, CV, etc.; see Huff et al., 2015) or presented using a random presentation sequence (e.g., CV, OE, OE, OE, CV, OE, etc.). Each switch block contained 120 trials, which consisted of xx switch trials (i.e., a CV trial followed by an OE trial) and xx nonswitch trials (i.e., two consecutive OE trials). Like the pure blocks, each switch block corresponded to one of these two presentation modes. Thus, participants completed one pure CV block, one pure OE block, one alternating run switch block, and one random presentation switch block. Block presentation was randomized across participants; however, following the design of Huff et al. (2015), blocks were always ordered such that participants completed the two pure blocks before completing the two switch blocks.

Across blocks, participants were instructed to respond to each trial as quickly as possible without compromising accuracy. The task was presented using E-Prime 3.0 software [CITE], and stimuli were presented in XX-point Courier New font. All participants were tested individually in a laboratory setting, and the total experiment took approximately 20 minutes to complete.

**Results**

For all analyses, significance was set at the *p* < .05 level. Generalized-eta squared (*η*2G) and Cohen’s *d* effect size estimates were computed for all significant analyses of variance (ANOVAs) and *t*-tests, respectively. In addition to reporting effect size indices, we supplemented all standard null-hypothesis significance testing with a Bayesian estimation of the strength of evidence in favor of the null hypothesis, which compares a model that assumes a significant effect to one that assumes a null effect (Masson, 2011; Wagenmakers, 2007). This analysis returns a probability estimate termed *p*BIC (Bayesian Information Criterion) which represents the likelihood that the null hypothesis is retained. Therefore, all null effects include a *p*BIC estimate.

In the following analyses, we first examine mean error rates as a function of trial type (pure, alternating switch, alternating nonswitch, random switch, and random nonswitch) and switch cost (local vs global). We then assess changes in mean RTs as a function of trial type and switch cost. Following the design of Huff et al. (2015), RT analyses only utilized correct trials. Additionally, we employed a trimming procedure to reduce the likelihood of RT analyses being disproportionately influenced by extreme scores. RT outliers were defined as any responses three standard deviations above or below of each participant’s respective mean. Overall, this trimming procedure eliminated xx% of pure block trials, xx% of nonswitch trials, and xx% of switch trials. Finally, [DISTRIBUTIONAL STUFF HERE]

**Mean Error Rates**

Mean error rates as a function of trial type are displayed in Figure X. Overall, error rates were highest for alternating runs switch trials (6.12%), followed by random switch trials (5.17%), alternating runs nonswitch trials (3.49%), pure trials (3.25%), and random nonswitch trials (3.01%). A one-way repeated measures ANOVA confirmed the presence of a significant main effect of trial type, *F*(4, 352) = 20.29, *MSE* = 8.16, *η*2G = .09., and post-hoc *t*-tests revealed that this effect was driven by differences between the switch trials and the nonswitch and pure trials [STATS]. Switch trial error rates did not differ as a function of presentation type [STATS], and no differences were detected between pure trials and nonswitch trials, regardless of type [STATS]

Next, we compared differences in [LOCAL AND GLOBAL SWITCH COSTS]

**Mean RTs**

[ANOVAS]

**Vincentile Plots**

[VINCENTILES] [WILL NEED TO RUN ANOVAS]

**Ex-Gaussian Distribution of RTs**

[EX-GAUSS]

**General Discussion**

[SUMMARY PARAGRAPH – MAIN ANALYSES]

[SUMMARY PARAGRAPH – DISTRIBUTIONAL ANALYSES]

[SOMETHING HERE – I’LL FIGURE IT OUT LATER]

[AGING IMPLICATIONS]

[FUTURE DIRECTIONS]

**Summary and Conclusion**

[WORDS HERE]

References