

# Bayesian multi-level modelling for predicting single and double feature visual search

Anna E. Hughes<sup>a</sup>, Anna Nowakowska<sup>b</sup>, Alasdair D. F. Clarke<sup>1</sup>

<sup>a</sup>*Department of Psychology, University of Essex, Colchester, CO4 3SQ, UK*

<sup>b</sup>*School of Psychology, University of Aberdeen, Aberdeen, AB24 3FX, UK*

---

## Abstract

Performance in visual search tasks is frequently summarised by “search slopes” - the additional cost in reaction time for each additional distractor. While search tasks with a shallow search slopes are termed efficient (pop-out, parallel, feature), there is no clear dichotomy between efficient and inefficient (serial, conjunction) search. Indeed, a range of search slopes are observed in empirical data. The Target Contrast Signal (TCS) Theory is a rare example of quantitative model that attempts to predict search slopes for efficient visual search. One study using the TCS framework has shown that the search slope in a double-feature search (where the target differs in both colour and shape from the distractors) can be estimated from the slopes of the associated single-feature searches. This estimation is done using a contrast combination model, and a collinear contrast integration model was shown to outperform other options. In our work, we extend TCS to a Bayesian multi-level framework. We investigate modelling using normal and shifted-lognormal distributions, and show that the latter allows for a better fit to previously published data. We propose running a new fully within-subjects experiment to attempt to replicate the key original findings, with some changes to help distinguish between theories.

**Keywords:** Visual search, Efficient search, Parallel processing

---

## 1. Introduction

Visual search, where participants are asked to find a target within a cluttered scene, has been extensively studied within psychology. Several models have been developed that can generate testable predictions about how different types of distractors and targets affect search efficiency. One of the key distinctions in the field

6 has been between efficient (also referred to as parallel or pop-out) and inefficient  
7 (serial) search. These are often studied in the context of the regression slope be-  
8 tween the number of distractors and mean reaction time, which has been termed  
9 the *search slope*. When the search slope is shallow (usually positive, but occasion-  
10 ally negative e.g. (Rangelov et al., 2017)), the search is called efficient or parallel,  
11 and the addition of more non-target distractors has little impact on an observers  
12 difficulty in finding a target. When the slope is steeper, each additional distrac-  
13 tor has a noticeable impact on increasing difficulty, and the search is described  
14 as inefficient or serial. However, the distinction between these types of search is  
15 often less clear in real experimental data, with a range of different search slopes  
16 being seen for different types of targets and distractors (Duncan and Humphreys,  
17 1989; Cave and Wolfe, 1990; Wolfe, 1998; Liesefeld et al., 2016). Recent work  
18 has also attempted to model the variation in search slopes at the boundary between  
19 inefficient and efficient search (Liesefeld et al., 2016).

20 In the current study, we are interested in what has traditionally been termed  
21 efficient or parallel search, and the factors that affect search slope in these condi-  
22 tions. Recent work has suggested that for efficient search, there is a logarithmic  
23 relationship between distractor set size and reaction time, and that this relation-  
24 ship can be modified by target-distractor similarity (Buetti et al., 2016), providing  
25 evidence that search behaviour in parallel search is more complex than has pre-  
26 viously been assumed. This observation has formed the basis of the ‘Target Con-  
27 trast Signal (TCS) Theory’ (Lleras et al., 2020), which aims to provide a means  
28 of predicting observer search slopes for new search arrays by quantifying target-  
29 distractor differences. For example, by measuring search slopes for conditions in  
30 which the distractors differ from the target along a *single feature* (e.g. colour *or*  
31 shape), it has been shown that you can predict search times for arrays in which  
32 the target differs from the distractors along two features (e.g., colour *and* shape)  
33 which we refer to here as *double feature* search. (Buetti et al., 2019) (but simi-  
34 lar paradigms have been known by other names e.g. ‘redundant feature search’  
35 (Krummenacher and Müller, 2012; Mordkoff and Yantis, 1991)). Here, we aim  
36 to replicate and extend this work both theoretically and empirically, to test the  
37 generalisability of the TCS model, and to suggest ways in which the TCS model  
38 could be modified to generate better predictions.

### 39 1.1. Previous Work

40 Many different forms of visual search models have been proposed. One well  
41 developed class of models are the saliency models, which aim to predict eye move-  
42 ments during scene viewing, including visual search. They rest on the assump-

tion that fixations are directed to objects or locations that are most dissimilar to the background or other objects in the visual display (Itti and Koch, 2000; Itti et al., 1998; Koch and Ullman, 1987). While the original saliency model was able to predict fixation allocation in a visual search task above chance (Parkhurst et al., 2002), further research demonstrated that a comparable level of performance could be achieved using a simple central fixation bias heuristic (Tatler, 2007). The saliency models have since been extended and improved (see for example Zhang et al. (2008)): however, the main issue with this family of models remains their limited usability in complex real-life search arrays (Tatler et al., 2011; Koehler et al., 2014), and even in abstract laboratory search arrays (Kotseruba et al., 2020). In addition, in most instances of visual search, the target is clearly defined (i.e. the goal is to find a specific object) and inspecting the most salient areas of the display may in these cases be inefficient. Finally, by focusing on eye movements, these models do not necessarily provide a theoretical framework for the cognitive processes underlying visual search.

Perhaps the most established class of models of visual search are based around Feature Integration Theory (Treisman and Gelade, 1980), which has been modified and extended by Wolfe and colleagues in the Guided Search Model (Wolfe et al., 1989; Wolfe, 2014). These theories have been developed using data from visual search tasks with discrete sets of abstract items. These models combine top-down influences (how closely an item resembles the observer’s goal) with bottom-up image properties. For example, if one’s goal (top-down processing) is to find a red horizontal bar, all the red and horizontal items in a visual search display will be given greater weight than distractors (e.g. vertical and blue items) in the model. The salience of a given object in the display (how distinctive it is from the surrounding objects) also activates bottom-up processing. For instance, a blue item among red items is ranked higher than red among orange items. In such cases, a salient item can capture attention even without resembling the target. Combining bottom-up and top-down sources of activation generates an activation map which generates a prediction of the order in which stimuli are processed in visual search. Other extensions to these models have been proposed, such as the Dimension Weighting Account, in which saliency weightings are assigned to different target ‘dimensions’ (e.g. colour or shape), helping to explain results where varying the target dimension within blocks of trials leads to longer reaction times than where the dimension remains consistent within a block (Krummenacher and Müller, 2012). Thus, these models aim to produce a representation of the visual properties of the distractors at each location in the visual field. However, these are predominantly qualitative models, and thus it is difficult to use them to make

81 specific quantitative predictions.

82 TCS falls under a class of models that take a different approach, in that they  
83 focus solely on representing the difference between targets and distractors. For  
84 example, in work on eye movement patterns, it has been proposed that perfor-  
85 mance in inefficient (serial) visual search is mostly determined by the size of the  
86 ‘functional viewing field’, whose size varies as a function of target-distractor sim-  
87 ilarity (Hulleman and Olivers, 2017). Similarly, work on attention has proposed  
88 the notion of ‘relative features’, where attention is tuned to feature relationships  
89 i.e. the appearance of the target relative to distractors in the environment (Becker  
90 et al., 2014; Becker, 2010). TCS also has features in common with other models  
91 that propose parallel identification of all items in a scene, with diffusion based  
92 mechanisms for identifying targets from distractors (Moran et al., 2013, 2016).  
93 However, TCS (Lleras et al., 2020) aims to provide a unifying framework that can  
94 make quantitative behavioural predictions for visual search based on this general  
95 assumption. As such, it is an attractive candidate model for a formal registered  
96 replication.

97 A key assumption of the TCS model is that behaviour is determined by com-  
98 paring the target template (held in memory) with every element present in the  
99 scene in parallel. This allows the visual system to reject peripheral non-targets  
100 quickly; the speed at which items are evaluated is determined by how different the  
101 item is from the template through an evidence accumulation process (formally,  
102 the slope of the logarithmic function is assumed to be inversely proportional to the  
103 overall magnitude of the contrast signal between the target and distractor). The  
104 model thus focuses on an initial, efficient processing stage of search; if sufficient  
105 evidence is not accumulated during this process, the model posits that a second  
106 stage is entered, requiring a sequence of eye movements to search for the target  
107 in a serial manner. TCS has been successful in predicting a number of empirical  
108 results, including search performance in heterogeneous scenes based on param-  
109 eters estimated in homogeneous scenes, both with artificial stimuli (Buetti et al.,  
110 2016; Lleras et al., 2019) and with real-world objects visualised on a computer  
111 display (Wang et al., 2017). Table 1 provides an overview of studies investigating  
112 the TCS framework to date.

113 The original version of the TCS model is essentially a (natural) log-linear  
114 model in the number of distractors. The full model contains a variable  $L$ , which  
115 represents the number of different types of distractors present in the display. How-  
116 ever, in our paper, we will follow Buetti et al. (2019) and only consider the specific  
117 case of  $L = 1$ , of a target among a homogeneous set of distractors. In this case,  
118 the TCS model can be represented in the following way:

$$\hat{RT} = a + D \log(N_T + 1) \quad (1)$$

119 The intercept,  $a$ , corresponds to search arrays in which only the target is  
 120 present and there are no distractors.  $N_T$  is the total number of distractors.

## 121 1.2. Rationale for proposed work

122 While many aspects of the TCS framework have been tested, with extremely  
 123 promising results, there remains a great deal of scope for verification of some of  
 124 the key findings to date, and extensions of aspects of the model. In all implementa-  
 125 tions of TCS so far, predictions of search efficiency (e.g. in heterogeneous scenes)  
 126 have been made on the average of a group of participants, using data from a dif-  
 127 ferent group performing a different task (e.g. searching in homogeneous scenes).  
 128 Thus, we know that TCS can replicate group-level averages between subjects in  
 129 search well, but we do not know to what extent it is also able to make predictions  
 130 at the individual level. This is particularly important given that conclusions based  
 131 on aggregate data can be different from those that take individual differences into  
 132 account; in one study where participants searched for a target in an array of ran-  
 133 domly oriented line segments, aggregating the data suggested that participants  
 134 were using a stochastic search model (Nowakowska et al., 2017). However, when  
 135 considering each participant individually, it became clear that there was a high  
 136 level of heterogeneity in responses, with some participants performing close to  
 137 optimally, and others actually performing worse than chance (Nowakowska et al.,  
 138 2017). Similarly striking variability has also been reported in other search studies  
 139 (Irons and Leber, 2016, 2018; Clarke et al., 2020).

140 Taking search time distributions into account is also important for constrain-  
 141 ing theories of visual search (Wolfe et al., 2010; Liesefeld and Müller, 2020): for  
 142 example, they have been used to help distinguish between models that make sim-  
 143 ilar predictions at the level of average reaction times (Moran et al., 2016, 2017).  
 144 Including subject and trial level data into our implementation of the TCS will  
 145 therefore further aid model development and assumption testing.

146 We also extend the TCS model into a Bayesian framework, where we begin  
 147 with existing 'prior' beliefs that are updated with data to give 'posterior' beliefs  
 148 that can be used for inference (McElreath, 2020). We think this has a number  
 149 of advantages over frequentist approaches. Perhaps most importantly, Bayesian  
 150 models are highly flexible. We demonstrate how we are able to specify a model  
 151 that is able to more accurately represent the distribution of responses (for exam-  
 152 ple, by specifying a response distribution that avoids predicting negative reaction

Reference	Overview
Buetti et al. (2016)	For efficient search with a specific target, there is a logarithmic relationship between distractor set size and reaction time. The steepness of this relationship is modulated by distractor-target similarity, with steeper slopes for more similar distractors.
Wang et al. (2017)	Data from homogeneous search arrays can be used to predict search reaction times in heterogeneous displays containing images of real-world objects, using an equation assuming parallel, unlimited capacity, exhaustive processing, and independence of inter-item processing.
Madison et al. (2018)	Logarithmic efficiency in efficient search cannot be explained by crowding in peripheral vision.
Ng et al. (2018)	Logarithmic efficiency in efficient search cannot be explained by eye movements.
Lleras et al. (2019)	Validation of previous results showing data from homogeneous search arrays can be used to predict reaction times in heterogeneous displays. Distractor-distractor interactions can also facilitate processing when nearby items are similar to each other.
<b>Buetti et al. (2019)</b>	Data from search arrays where the distractors are distinguished from the target by one feature can be used to predict search reaction times in displays with compound stimuli, defined by two features. Reaction times can be predicted using a collinear contrast integration model, which assumes that the overall target-distractor contrast is the sum of the contrasts from the two feature vectors separately.
Lleras et al. (2020)	Full proposal of the Target Contrast Signal Theory, proposing that the initial stage of processing computes a difference signal between each item in the scene and the target template, using this to determine which items in the scene are unlikely to be the target.
Ng et al. (2020)	Attention works in a two stage process, first discarding target-dissimilar distractors in a distributed, parallel way. Focused spatial attention then visits target-similar items at random.
Xu et al. (2021)	Extension of Buetti et al. (2019) to new features (shape and texture), which combine according to a Euclidean metric (orthogonal contrast integration model).

Table 1: An overview of work on the Target Contrast Signal Theory. The key paper for our replication is highlighted.

times) with a relatively complex model structure, that can be fit to a relatively small amount of pilot data: something that would be challenging within a frequentist framework. We also believe that Bayesian models offer very intuitive methods for model testing and comparison and straightforward interpretation of results, and we hope that this manuscript can act as a demonstration of these benefits, showing how they can be applied to real scientific questions beyond the simplified examples often found in textbooks or tutorials.

In the current manuscript, we focus on replicating and extending findings from Buetti et al. (2019). In their study, participants searched for a target in a scene of homogeneous distractors (see Figure 1). First, parallel search efficiency (measured by the logarithmic search slope) was estimated for cases where the distractors varied from the target in one dimension: either colour (e.g. a cyan target being searched for in either yellow, blue or orange distractors) or shape (e.g. a semicircle target in either circle, diamond or triangle distractors). New participants then searched for the same targets in displays where the distractors were compounds, differing from the target in both colour and shape (e.g. searching for a cyan semicircle in either blue circles, orange diamonds or yellow triangles). The logarithmic search slopes in the initial experiments were then used to predict the logarithmic slopes and reaction times using a number of models. The authors found that the best model was a ‘collinear contrast integration model’ where the distinctiveness scores were summed along each attribute in the unidimensional experiments, creating an overall contrast score that was used for compound stimuli predictions. In our registered replication, we will attempt to verify the conclusions of Buetti et al. (2019), that the collinear contrast integration model does indeed offer the best characterisation of contrast signal combinations in visual search within the TCS framework.

We begin by verifying the analysis of Buetti et al. (2019). We then describe our proposed replication study, showing with pilot data how we are able to extend their model of how multi-dimensional contrasts are calculated, both by incorporating a multi-level design to predict within-subjects effects and by utilising a Bayesian generalised linear model framework to better represent the distribution of responses (e.g. avoiding predicting negative reaction times, accounting for uncertainty in model predictions).

## 2. The Target Contrast Model

We first describe the original Target Contrast Model, as presented in Buetti et al. (2019) and verify that we can successfully replicate the original analysis



Figure 1: Example stimuli from Buetti et al. (2019) Top left: Expt 1A. Here, the target is a blue semicircle within a set of homogeneous (yellow semicircle) distractors. Top right: Expt 1B. The target is a grey semicircle in circular grey distractors. Bottom left: Expt 2A. The target is a blue semicircle in orange diamond distractors. Bottom middle: Expt 2B. The target is a blue semicircle in dark blue triangle distractors. Bottom right: Expt 2C. The target is a blue semicircle in yellow circular distractors.

189 (both using frequentist modelling and Bayesian modelling; see *Supplementary*  
190 *Materials*).

### 191 2.1. TCS modelling overview

192 In Experiment 1a of Buetti et al. (2019), participants searched for a cyan  
193 semicircle target among blue, yellow or orange semicircular distractors i.e. they  
194 searched for a target that differed from the distractors by a *single feature* (colour).  
195 The experiment was then repeated (1b) using a different single feature (shape,  
196 with participants searching for the semicircular target within triangle, circle or di-  
197 amond distractors). In Experiments 2a, 2b and 2c, participants again searched for  
198 a cyan semicircle, but this time, the distractors differed in both shape and colour.  
199 We will refer to these conditions as *double features*. Note, unlike in standard con-  
200 junction searches, in this paradigm, the distractors are all identical with respect to  
201 these features (i.e. orange triangles). Examples of all these stimuli are shown in  
202 Figure 1. Buetti et al. (2019) also carried out a replication of their basic results  
203 using slightly different target and distractor stimuli (Experiments 3 and 4).



204 The *Target Signal Contrast* theory is built around a linear model for predicting  
 205 mean reaction times from the logarithm of the number of distractors (see Equation  
 206 1). In particular, the TCS theory allows us to predict the value of the logarithmic  
 207 slope,  $D_{c,s}$ , in this condition based on the corresponding  $D_i$  in the single feature  
 208 search experiments.

#### 209 2.1.1. Calculating the intercept, $a$ , and the logarithmic slope parameter, $D_i$

210 Experiments 1a and 1b and 3a and 3b were used to calculate the logarithmic  
 211 slope parameter  $D_i$ . In all experiments, the number of distractors varied, allowing  
 212 the data to be used to fit a log-linear model for reaction times, where reaction  
 213 times increase logarithmically with  $N_T$ , the number of distractors (see Equation  
 214 1). In the original model the error distribution was assumed to be normal. Thus  
 215 the results of Experiments 1 and 3 were used to calculate  $D_i$ , for each type of  
 216 distractor. When colour varied, we will refer to  $D_c$ , for  $c = 1, 2, 3$ . Similarly for  
 217 shape we will denote this ( $D_s$ ), and the compound features are denoted as ( $D_{c,s}$ ).

218 Fitting the model specified in Equation 1 to the data, we obtain the values for  
 219  $D_c$  and  $D_s$  given in Table 2. As can be seen, the more similar the distractors are to  
 220 the target, the steeper the slope parameter is.

feature	$D_c$	feature	$D_s$
blue	76.8	triangle	141.1
yellow	16.0	diamond	77.2
orange	9.8	circle	62.1

Table 2: A table of  $D_i$  values for Experiment 1a and 1b. See *Supplementary Materials* for full values for all experiments.

#### 221 2.1.2. Estimating $D_{c,s}$ , the logarithmic slope parameter for compound features

222 In the context of the current experiments, the core idea of TCS theory is that  
 223 we can estimate the (natural) logarithmic slope parameter for a double feature  
 224 visual search from the slopes parameters in the two independent single feature  
 225 searches i.e.,  $D_{c,s} = f(D_c, D_s)$ . Buetti et al. (2019) tested three different models  
 226 for predicting  $D$  for compound colour-shape stimuli. The best feature guidance  
 227 model (Equation 2) suggests that when the target and lures differ in two dimen-  
 228 sions, participants will choose to attend to whichever feature dimension is the  
 229 most discriminable (i.e. has the smallest  $D$  value):

$$D_{c,s} = \min(D_c, D_s) \quad (2)$$

230 The orthogonal contrast combination model instead suggests that independent  
 231 feature dimensions comprise a multidimensional space, where an object can be  
 232 described by the overall vector in this space, and thus  $D_{c,s}$  can be represented as:

$$D_{c,s} = \frac{1}{\sqrt{(\frac{1}{D_c})^2 + (\frac{1}{D_s})^2}} \quad (3)$$

233 Finally, the collinear contrast integration model also assumes independence of  
 234 feature dimensions, but assumes that while the visual features create a multidimensional space, the contrast between them is unidimensional. As  $D$  is assumed  
 235 to be inversely proportional to contrast, the equation can be written as follows:  
 236

$$\frac{1}{D_{c,s}} = \frac{1}{D_c} + \frac{1}{D_s} \quad (4)$$

237 Buetti et al. (2019) found that with their dataset, the collinear contrast inte-  
 238 gration model was best able to predict  $D_{c,s}$  from  $D_c$  and  $D_s$ , with  $R^2 = 0.915$ .  
 239 We verified we were able to replicate this result using the dataset available on  
 240 OSF (<https://osf.io/f3m24/>)<sup>1</sup> and using the exclusion criteria originally applied;  
 241 see Figure 2 (left panel) and *Supplementary Materials* for details. We show that  
 242 we are able to do this using both the frequentist modelling approaches used in the  
 243 original paper, and using Bayesian modelling.

#### 244 2.1.3. Estimating $a$ , the intercept parameter for compound features

245 As  $a$  is the intercept of the model, it represents how long observers take to find  
 246 a target when  $N_T = 0$ , i.e., there are no distractors. As such, it should be inde-  
 247 pendent of both shape and colour, and can be thought of as the role of non-search  
 248 processes (such as motivation, motor preparation etc.) that influence reaction time.  
 249 In Buetti et al. (2019),  $a$  was calculated for each sub-experiment. Here, we follow  
 250 that method in order to replicate their results exactly.

#### 251 2.1.4. Estimating mean reaction times

252 Finally, we can use Equation 1 to predict mean reaction times. As can be  
 253 seen in Figure 2 (centre panel), these predictions are essentially identical to the  
 254 empirical RT results:  $R^2 = 0.93\%$ .

---

<sup>1</sup>downloaded on 28th August 2020

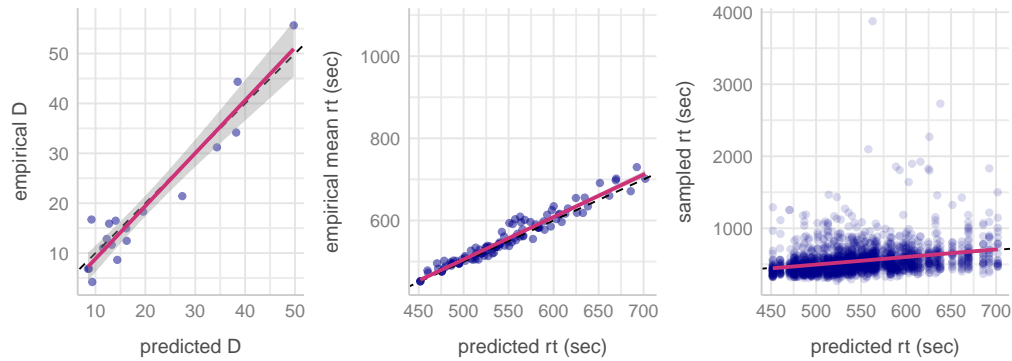


Figure 2: (left) The collinear method for calculating  $D$  offers a good prediction. (centre) Using the TCS to predict reaction times. (right) Each dot now represents a randomly sampled reaction time from an observer. Note that there is greater spread in the data points here, due to the fact that there will be trial-to-trial variability due to target position, inter-item distances, observer differences and so on.

### 2.1.5. Discussion

While TCS theory offers a good prediction of search slopes and corresponding mean reaction times for double feature search, there are two related limitations. Firstly, it is unable to account for individual differences between observers, only the changes to the sample average. Secondly, it cannot account for the distribution of reaction times over multiple trials. Figure 2 (right panel) shows clearly that these factors generate high levels of variability within the individual trial-level data. To address these issues, we propose adapting TCS to make use of multi-level modelling techniques. Multi-level models allow us to take into account the hierarchical structure of the data (i.e. that each participant completes multiple trials) in a way that does not require averaging, meaning that we are able to model participant variability as well as group-level effects (Gelman and Hill, 2006).

### 2.2. A multi-level TCS

Switching from a linear regression model to a multi-level model will allow us to compute  $D$  for each participant, while simultaneously estimating the trial-to-trial variance. We also switch from a frequentist to Bayesian framework, as this allows us to naturally account for the uncertainty in the model's predictions. However, switching from linear regression to a multi-level model raises the problem of which distribution to use for modelling reaction times. Using a normal distribution is unlikely to be satisfactory, as it is unable to account for the skew

frequently seen in reaction time distributions, and also allows the possibility of negative reaction times. We can account for both of these problems by using a log-normal distribution. We will also test whether a slightly more complex extension of this model, the shifted lognormal model (which allows the distribution to be offset to the right i.e. mimicking the patterns seen in reaction time data, where valid responses begin at around 100ms) offers any improvement in model fit. Note that a Wald, or inverse Gaussian distribution, would also be a reasonable distribution choice for this data given that TCS is based on a diffusion process e.g. (Moran et al., 2013), and this distribution has been argued to be psychologically more plausible (e.g. Kieffaber et al. (2006), though see Matzke and Wagenmakers (2009)): we chose not to use this distribution as it often leads to computational issues, which would make it harder for others to reproduce or build on our approach later.

### 3. Hypotheses

We plan an experiment to test the extent to which the original results in Buetti et al. (2019) replicate and generalise, using our new modelling approach.

#### 3.1. *Proposed Modifications to Experimental Design*

In order to better test the above, and increase sensitivity, we propose to make the following changes to the experiment described in Buetti et al. (2019):

1. **Within-subjects design.** This modification should give us greater power to detect differences between different models, as well as allowing us to investigate how individual differences in the single-feature task might explain differences in the double-feature task.
2. **Increase target-distractor similarity.** If the distractors are a very different colour from the target, they may not distinguish well between different contrast models. We will therefore run a version of the experiment where the target is a red semicircle, with distractors being either orange, purple or pink.

#### 3.2. *Registered Hypotheses*

1. **Shifted lognormal model.** We hypothesise that a shifted lognormal model will give the best fit to our single-feature data, when compared to a lognormal and a normal model.

- 310     **2. Log-linear effect of  $N_T$ .** We will test the TCS model assumption that  $N_T$   
 311     has a log-linear effect by testing models with and without the log of this  
 312     term. We expect that this will confirm the results previously seen in papers  
 313     testing TCS i.e. that the log-linear approach will be best.  
 314
- 315     **3. Contrast model comparisons.** We will test the hypothesis proposed by  
 316     (Buetti et al., 2019): specifically, that the *collinear contrast integration*  
 317     *model* outperforms the *best feature guidance*, and *orthogonal contrast com-*  
 318     *bination models* for the calculation of  $D$ , by calculating and comparing the  
 319     mean absolute prediction error for each model.  
 320
- 321     **4. Reaction time predictions.** We will further test the hypothesis proposed by  
 322     (Buetti et al., 2019) by testing which model gives the best prediction at the  
 323     trial-by-trial RT level.

324     We will test each of these hypotheses by calculating the marginal likelihood  
 325     of the relevant models, and then calculating the posterior probabilities. This will  
 326     give us a probability for each model that represents the likelihood that the model  
 327     gives the best prediction. We will consider there to be evidence for one model over  
 328     the others if a given model has a probability above 90%. We will consider there  
 329     to be strong evidence for one model over the others if that model has a posterior  
 330     probability above 99%. This approach is most appropriate for our model: other  
 331     measures of model fit, such as AIC, require an assumption of flat priors (which is  
 332     not valid for multi-level models) and are based on point estimates (which is not  
 333     valid for Bayesian models) (McElreath, 2020).

### 334     3.3. *Planned Explorations*

335     We plan to investigate the effect of individual differences in this paradigm:  
 336     to what extent performance in the single-feature task can predict performance in  
 337     the double-feature task for a given individual (Buetti et al. (2019) were not able  
 338     to investigate this due to the between-subjects design of their study). We plan to  
 339     do this by specifying a more complex random effects structure for the model, that  
 340     allows for individual differences across different slopes for different features. This  
 341     allows us to then study the random effect correlation structure. However, given  
 342     these models can be challenging to fit, we will do this in an exploratory manner  
 343     after carrying out our formally registered analysis.

344     One of the benefits of using a multi-level modelling approach is that it is rel-  
 345     atively easy to extend to incorporate other factors that may contribute to reaction

346 times, such as eccentricity and inter-item distance, which may help to explain  
347 behaviour further. To demonstrate this, we will also run exploratory analyses in-  
348 cluding a factor for which ring the target is in to assess whether this improves  
349 model fit or affects any of the conclusions that can be drawn from the model.

### 350 3.4. Pilot Experiment

351 Full details of a pilot experiment with  $n = 4$  participants (960 trials each) using  
352 our proposed analyses can be found in *Supplementary Materials*. This suggests  
353 that even with a small sample, we can convincingly demonstrate H1 and H2. How-  
354 ever, more data will be required to discriminate between the models, particularly  
355 for H4. Given that our methods are within-subject, we have reduced the number  
356 of trials per condition compared to Buetti et al. (2019) (12 in our pilot study, 20 in  
357 our proposed, compared to 40 in theirs). It is therefore possible that the increased  
358 noise in our estimated  $D$  single-feature parameters will make it more difficult to  
359 predict double-feature  $D$ s accurately. However, we think this is unlikely to be the  
360 case as we can see that even in a small amount of pilot data, we can verify H3,  
361 with the collinear model having the lowest mean absolute prediction error.

## 362 4. General Methods

### 363 4.1. Sample Size: Participants and Trials

364 We plan to test 40 participants during the experiment. Our pilot experiment  
365 shows that H1 and H2 are easily demonstrated with 10 times less data, and Buetti  
366 et al. (2019) used 20 participants per experiment. Our sample size will therefore be  
367 in line with previous work testing H3 and H4. Ethical approval for the study was  
368 granted by the University of Aberdeen (application number PEC/4677/2021/2).

369 Our pilot study above suggests that just 12 trials per condition may be suffi-  
370 cient to fit our models. To be conservative, we propose using 20 in our experiment.  
371 We have demonstrated that using just half the data (20/40 trials per condition)  
372 from Buetti et al. (2019) makes no difference to our computational verification  
373 (see *Supplementary Materials*).

374 Finally, we have carried out a simulation experiment to estimate the confi-  
375 dence intervals on the mean when sampling from a log-normal distribution. We  
376 defined our distribution to have a mean-log of 6.135 and a standard deviation of  
377 0.32. These values were loosely based on the distributions of reaction times in  
378 Buetti et al. (2019). The results are shown in Figure 3. Based on these simula-  
379 tions, we find that a sample of  $n = 20$  leads to a 95% confidence interval that is



Figure 3: (left) The dark line shows the distribution we sampled from. The blue lines show distributions fitted to different samples of 20 data points. (right) Plot showing how the distribution of sample means vary with  $n$ . Shaded regions indicate the 50%, 80% and 95% confidence intervals.

380 approximately 1.4 times larger than  $n = 40$ . We feel this is a suitable compromise  
 381 given we will be collecting our data within-subjects.

#### 382 4.2. Stimuli

383 The targets and distractors are randomly assigned to the display based on an  
 384 invisible grid. Within each quadrant of the screen, there are three 'spokes' each  
 385 with four possible target positions (starting from the centre of the screen and mov-  
 386 ing outwards), creating 36 different target positions in total, in three concentric  
 387 circles. A small amount of jitter is added to each possible position to make the  
 388 target locations less predictable.

389 **Distractor and target types:** we will replicate the distractor types used in  
 390 Buetti et al. (2019), apart from that we will change one distractor colour (from  
 391 blue to pink) to allow us to discriminate better between different models of the  
 392 data (see above). There are six single-feature conditions (purple, orange and pink  
 393 distractors and triangle, circle and diamond distractors) and nine double-feature  
 394 conditions (all possible pairings of the single-feature conditions). The target is al-  
 395 ways a red semicircle, except in the trials where the distractors are single-feature  
 396 shapes (triangles, circles and diamonds) in which case the target is a white semi-  
 397 circle.

398 **Set sizes:** we will run all the distractor set sizes used in Buetti et al. (2019) (1,  
 399 4, 9, 19 and 31). We will also run target-only 'zero distractor' trials (60 in total,  
 400 with 12 being the white semicircle target and the remainder the red semicircle  
 401 target).

402 The experiments were programmed in PsychoPy and Pavlovia (Peirce et al.,  
403 2019). Stimuli were pre-made to generate search array images with  $1920 \times 1080$   
404 resolution.

#### 405 4.3. Procedure

406 Participants will complete the experiment in the laboratory, sitting at a view-  
407 ing distance of 45cm from the screen (viewing distance will be fixed by using a  
408 chin rest). They will view a fixation cross before viewing a search array: they  
409 will press the space bar to continue to the trial. Participants will be told to search  
410 for the target among distractors (either a red semicircle or a white semicircle, de-  
411 pending on the block) and report if the semicircle target points to the left or right,  
412 by pressing either the left or right button on a button box (Cedrus RB-540). They  
413 will first complete 16 practice trials where they will receive feedback immediately  
414 after completing each trial. In the real experimental trials, participants will receive  
415 feedback on their average accuracy and reaction time after each block of 320 tri-  
416 als. Participants will complete 5 blocks of trials (1600 trials overall i.e. 320 trials  
417 in each of 5 experiments, consisting of 5 set sizes x 3 distractor conditions x 20 re-  
418 peats + 20 zero distractor trials). The trials where the distractors are single-feature  
419 shapes (i.e. the target is a white semicircle - Experiment 1b in Buetti et al. (2019))  
420 will all appear in one block (which will appear at a randomly selected position  
421 within the experiment). All other trials (where the target is red semicircle) will  
422 be fully randomised i.e. all different conditions will be completely intermixed.  
423 This approach will be taken as TCS requires the participant to have a well-defined  
424 target template in mind in order to compare this to the stimuli in the display. Thus,  
425 participants will be cued to search for the relevant target at the beginning of each  
426 block.

427 In both the practice and experimental trials, the search display will always  
428 remain on screen until a response is made, or until 5 seconds had passed.

#### 429 4.4. Data Pre-processing

430 Only participants who complete the full experiment will be considered candi-  
431 dates for inclusion in the data analysis. We will apply the same inclusion criteria  
432 as the original paper: participants will only be included if their search accuracy  
433 is over 90% and their average response time is not smaller or larger than two  
434 standard deviations from the group average response time.

435 For participants included in the analysis, we will apply the data cleaning used  
436 in the pilot data analysis i.e. *removing incorrect trials* and removing the top and  
437 bottom 1% of their data.



#### 438 4.5. Analysis Plan

439 All analysis will be carried out using R (vx.xx)<sup>2</sup>, brms (v.xx.xx) and rStan  
440 (vx.xxxx) As discussed above, we will use a mixed-effect models with either nor-  
441 mal, lognormal or shifted lognormal distributions.

442 Please see the analysis of our pilot data for a full implementation of our anal-  
443 ysis pipeline, including all code (available on Github at [https://github.com/scienceanna/TCS\\_Bayesian](https://github.com/scienceanna/TCS_Bayesian)).  
444

### 445 5. Results

446 All 40 participants had accuracy over 90% (minimum 93.1%). One participant  
447 had an average response time (1100ms) over two standard deviations from the  
448 group average response time (781ms) and was removed. Incorrect trials were  
449 then removed, and the data was trimmed (only including response times between  
450 the 1% and 99% quantiles) leaving us with 39 participants completing a total of  
451 59,587 trials.

452 All Bayesian models were fit to the new data using exactly the same proce-  
453 dure<sup>3</sup> as the pilot data presented in the Stage One review process. We checked  
454 for convergence of our models by visually inspecting the chains as well as ver-  
455 ifying that the  $\hat{R}$  was close to 1 for all parameters of all the fitted models (see  
456 Supplementary Material for full model fit information).

#### 457 5.1. Hypothesis 1: Shifted-lognormal model

458 Our first hypothesis concerns which distribution best fits the single feature  
459 response time data. We fit multi-level models with a i) normal, ii) lognormal, and  
460 iii) shifted-lognormal distribution. The models all used the same model formula  
461 that estimated search slopes in terms of  $\log N_i$  for each feature. Maximal random  
462 effect structures were used.

463 After each of these models had been fit to the data, leave-one-out (LOO) model  
464 comparison was used to calculate posterior probabilities for each. The results of  
465 this procedure allocated  $\sim 100\%$  of the weight to the shifted-lognormal model, so  
466 we can conclude that it is the best distribution (out of the three we tested<sup>4</sup>) to use

---

<sup>2</sup>Version numbers will be recorded upon completion of final analysis.

<sup>3</sup>The only departure was an increase in iterations from 5000 to 80000 for the model predicting reaction times, based on advice given in the Stan forums, to enable the bridge sampling process to work properly.

<sup>4</sup>See discussion for Wald, Weibull, etc.

467 for modelling response times in this paradigm. This model is shown in Figure 2.2  
 468 of the supplementary materials.

### 469 5.2. Hypothesis 2: log-linear effect of $N_T$

470 We then used the same methods to verify that using  $\log N_T$  for the search slope  
 471 does indeed give a better fit to the data than simply using  $N_T$ . The results are again  
 472 conclusive with  $\sim 100\%$  of the model weight being assigned to the model that is  
 473 log-linear in  $N_T$ .

### 474 5.3. Hypothesis 3: Contrast Model Comparison

475 Now that we have confirmed that the shifted-lognormal multilevel model (with  
 476 a log-linear effect of  $N_T$ ) is indeed the best fit to the data we will extract the search  
 477 slopes for each feature. These are summarised in Table 3. We can see that we have  
 478 successfully obtained a range of values for both  $D_c$  and  $D_s$ . As with Buetti et al.  
 479 (2019) we find that the values for  $D_s$  are larger than  $D_c$  (see Table 2), meaning  
 480 that search slopes for colour features are shallower than shape.

feature	$D_c$	95%HDCI	feature	$D_s$	95%HDCI
orange	0.161	[0.144 , 1.110]	triangle	0.258	[0.237 , 0.849]
pink	0.039	[-0.061 , 0.053]	diamond	0.190	[0.174 , 1.168]
purple	0.019	[0.005 , 0.537]	circle	0.188	[-0.065 , 0.202]

Table 3: A summary of the posterior estimates of  $D_c$  and  $D_s$  values from our Experiment. Note that our values are reported in seconds, in contrast to Table 2, which follows (Buetti et al., 2019) and reports the slopes in milliseconds.

481 We now combine the *single-feature* search slopes,  $D_c$  and  $D_s$ , to predict the  
 482 *double-feature* conditions ( $D_{c,s}$ ) using Equations 2, 3 and 4 and above. The results  
 483 are summarised in Figure 4. We find that while the collinear contrast model has  
 484 the highest  $R^2$  (0.922, compared to  $R^2 = 0.883$  for best feature, and  $R^2 = 0.915$  for  
 485 orthogonal contrast), the orthogonal contrast model is the most accurate, both in  
 486 terms of mean absolute error (0.165, compared to 0.185 for best feature and 0.271  
 487 for collinear) and having a regression slope closest to 1 (0.999 compared to 0.748  
 488 and 1.48). Therefore, Hypothesis 3 does not hold: orthogonal contrast rather than  
 489 collinear contrast offers the best prediction of search slopes in the double-feature  
 490 condition.

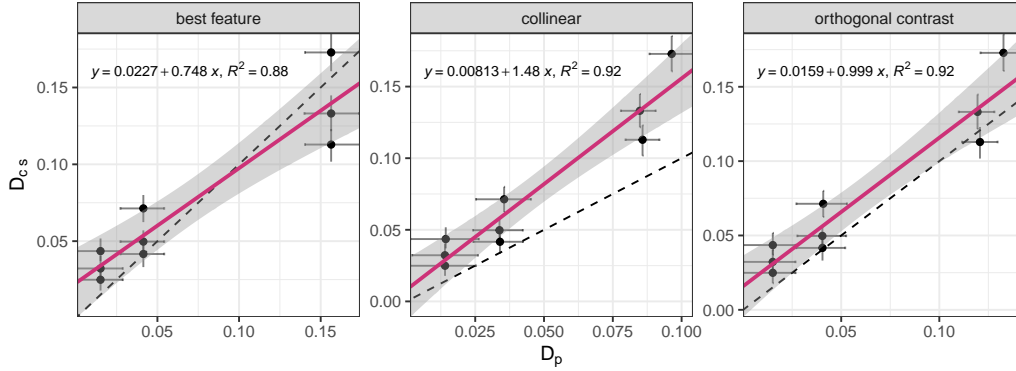


Figure 4: Predicting  $D_{c,s}$  from  $D_c$  and  $D_s$ . The x-axis shows our predictions,  $D_p$ , using the best feature, collinear contrast, and orthogonal contrast models.

#### 5.4. Hypothesis 4: Reaction Time Predictions

Our final hypothesis concerns how well the different feature combination models perform when predicting reaction times. We find very little difference between the three methods in terms of LOO model weights: 0.294 for best feature, 0.341 for collinear and 0.365 for orthogonal contrast.

#### 5.5. Discussion

Our results allow us to confirm Hypothesis 1 and 2: a shifted-lognormal distribution of response times outperforms normal and lognormal distributions, and that the number of distractors has a loglinear effect in this model.

Using this model to investigate Hypothesis 3, we find that the orthogonal contrast model is favoured over collinear. This is not in line with the hypothesis registered as part of our replication of Buetti et al. (2019), despite the fact that the collinear contrast model had the lowest mean error in our pilot data analysis, in line with the findings from the original manuscript. However, all three models have similar predictive weight which means that arguably it is difficult to distinguish which model is best, and that small changes in participant responses might alter the preferred model (and the preferred model may also vary depending upon which metric is considered).

Our interpretation of the null/neutral results for Hypothesis 4 (the prediction of reaction times) is that the differences in predictions from the three contrast combination methods are small relative to the (i) individual differences between participants and (ii) trial-to-trial variability due to target eccentricity. These will be further explored below in our *Planned Explorations* section.

## 6. Planned Explorations

### 6.1. Individual Differences

We start this exploratory analysis looking at how the  $D_c$  and  $D_s$  values vary from participant to participant. From Figure 5 (*left*) we can see that there is considerable variation between observers - in fact, the variation from one observer to the next is often larger than the variation across features. To investigate this further we calculated the correlations between each of the features, by calculating Pearson's  $r$  for each sample from our posterior, which gives us a full posterior distribution for the correlations. We can see in Figure 5(*right*) that while both the  $D_c$  and  $D_s$  are correlated within feature classes ( $\sim 0.75$ ), there is no correlation of any of the colour features with any of the shape features. While it is not possible to determine whether this pattern is caused by differences in colour v.s. shape features, or by the block structure used in our experiment either way, this is an intriguing result. (To be discussed further in the General Discussion.)

The individual differences for the *double-feature* conditions are much less pronounced - these conditions are easy and the search slopes are quite close to flat (how to summarise? oh, and CHECK this!) and hence, the correlations are all much weaker, presumably due to range restriction. THIS IS ALL SPITT BALLINGYAYYAYA

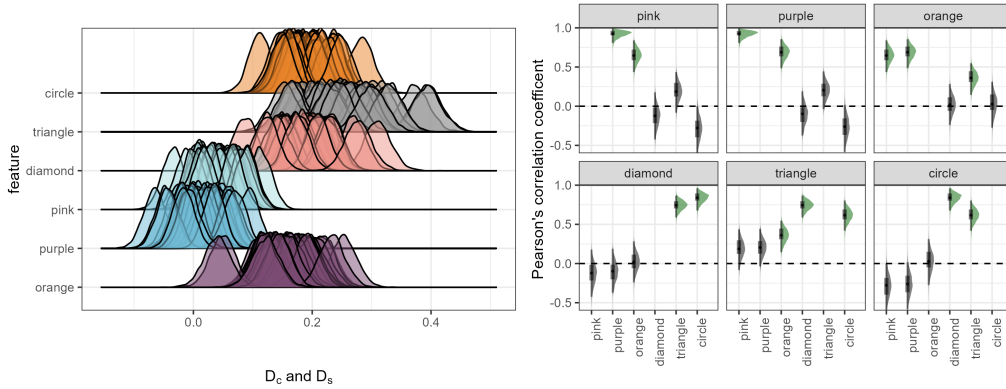


Figure 5: Individual differences in  $D_c$  and  $D_s$ . (*left*) Posterior probability distributions for  $D_c$  and  $D_s$  for each individual. (*right*) Estimated correlations between each of the  $D_c$  and  $D_s$ .

Given these results, it is perhaps unsurprising that our analysis for Hypothesis 4 leads to an inconclusive result for distinguishing between the three contrast combination methods. Perhaps taking these individual differences into account when

we predict reaction times will lead to an improved power to discriminate between the models. However, before we do so, we will also investigate incorporating information about target eccentricity into the model.

## 6.2. Target Eccentricity

It is well known that there are eccentricity effects in visual search, with reaction times being longer for targets that are further away from fixation (Carrasco et al., 1995). To investigate this in our dataset, we will use the same methods as above (fitting a multi-level shifted-lognormal model) but now including an additional factor that represents how far the target was from the fixation cross. This is coded as a three-level categorical factor representing which ring contained the target (see stimulus details, above). Allowing for interactions with the *feature* and  $\log N_T$  increases the number of fixed effect parameters in the model from X to XXX.

$$y \sim 0 + r + r : f : \log(N_T) + (1|id) \quad (5)$$

We experimented with including  $r$  in the random effect structure, but this proved difficult to fit. We also had to revise the priors used in our registered analysis, in order to lower the intercept. Full details can be found in the supplementary materials.

After obtaining a model that passed all convergence checks, we examined the posterior distribution for the effect of *ring*. Figure 6 paints an interesting and complex picture in which some features (e.g. some colours, particularly those that are more distinct from the target colour) are clearly leading to ‘pre-attentive search’ in which response times are unaffected by either the number of distractors or target eccentricity. However, shape features seem to be strongly affected by eccentricity, particularly when there are multiple distractors in the stimulus.

We can now compute our predictions ( $D_p$ ) for  $D_{c,s}$  taking the *ring* into account. Doing so leads us to a similar result as before (Figure 7) with orthogonal contrast outperforming the best feature and collinear measures, both in terms of absolute error (0.614 compared to 0.68 (best feature) and 0.913 (collinear)) and having regression slopes closer to unity (see Table 4).

## 6.3. Predicting Response Times

We will now test to see if we can discriminate between the three contrast combination methods when we take target eccentricity (ring) and individual-level slopes into account. We use the same model comparison as before (see Supplementary Materials for full code) and find XXXXXX

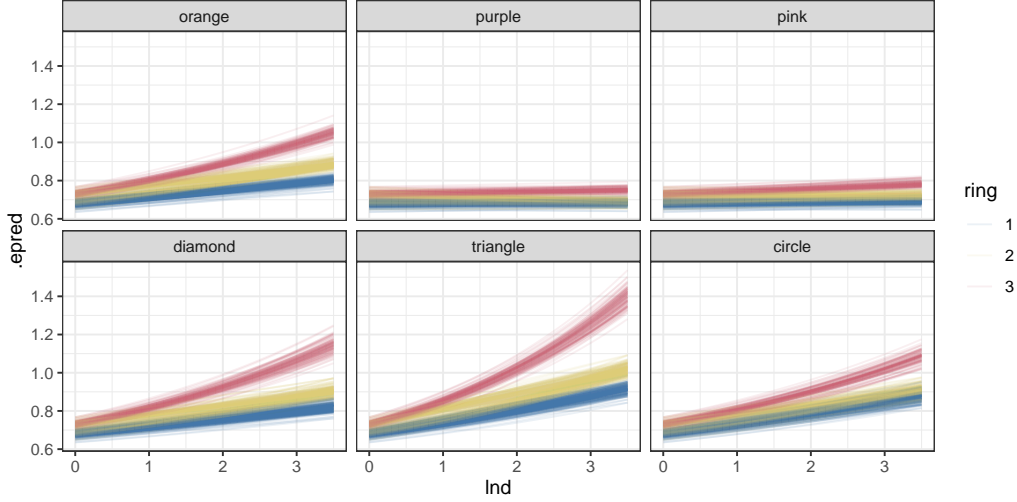


Figure 6: Fixed effects for predicting the effect of ring, feature and number of distracters on response times. SWITCH TO HPDI PLOT TO BE CONSISTENT WITH WHAT WE USED BEFORE. Shaded regions represent 97% HPDI. We can see that *ring* has an effect on search slopes, and that this effect is more pronounced for some features (i.e., triangles) than others.

	best feature	collinear	orthogonal contrast
inner ring	0.71	1.30	0.92
middle ring	0.62	1.18	0.98
outer ring	0.74	1.45	1.00

Table 4:  $\beta$  (slope) coefficients a linear regression from our predicted to empirical  $D_{c,s}$ .

## 570 7. General Discussion

571 We have two main conclusions from our registered analysis. The first relates  
572 to how reaction times should be modelled and the calculation of search slopes. In  
573 much of the literature on visual search (cite some examples), mean reaction times  
574 are modelled using a simple linear model  $\bar{y} = bN_T + a$ . The  $b$  coefficients are often  
575 referred to as “search slopes” and are often treated as measurements of theoretical  
576 importance ;HOW TO PHRASE PROPERLY?. The results presented above  
577 indicate that a shifted-lognormal model that is loglinear in  $N_T$  offers a much better  
578 fit to the data.

579 This result isn’t particularly novel. For example, Buetti et al. (2019) use  
580  $\log N_T$  when computing their search slopes (also see CITE STUFF). In terms  
581 of reaction time distributions, researchers have looked at which distribution of-

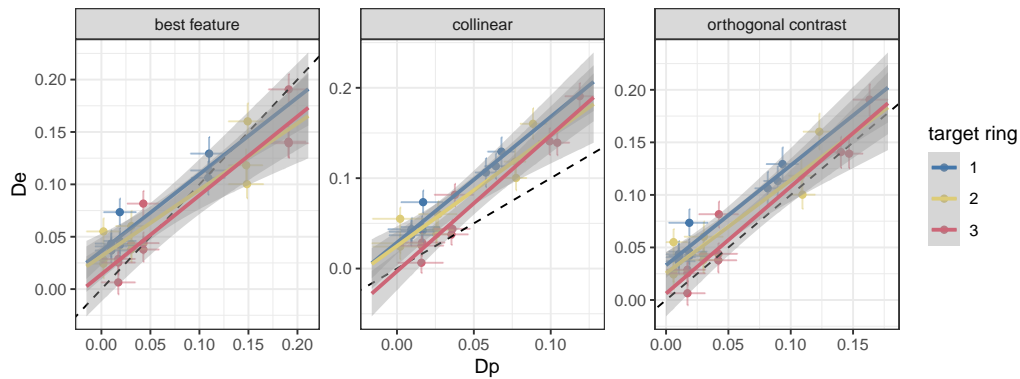


Figure 7:

fers the best fit to empirical response times in visual search before. For example, Palmer et al. (2011) compared ex-Gaussian, ex-Wald, Gamma, and Weibull distributions and found that the distributions with exponential components offer a better fit to the data. Our results are in line with this. However, we opted to use a shifted-lognormal distribution in our analysis above for pragmatic reasons (INSERT NOTE HERE). In most situations we would expect it to be difficult to distinguish between these different distributions. Also see (Wolfe et al., 2010). It is also worth mentioning that some more sophisticated approaches make use of drift-diffusion methods (cite some examples) (cite some of the papers outlining why these models can be difficult).

Despite these previous findings, the use of linear search slopes is still prevalent in the visual search literature (can we find any examples? Do we want to name names?). We recommend that other researches make use of these more sophisticated models when calculating search slopes. Our work shows that these choices of distribution can influence results and conclusions.

*say something about correlations/. can cite Clarke et al. (2020)*

## Conflict of interest

The authors declare that they have no conflict of interest.

## Acknowledgements

This work was supported by an Economic and Social Research Council grant (ES/S016120/1) to ADFC and employing AN.

603 **References**

- 604 Stefanie I Becker. The role of target–distractor relationships in guiding attention  
605 and the eyes in visual search. *Journal of Experimental Psychology: General*,  
606 139(2):247, 2010.
- 607 Stefanie I Becker, Christian Valuch, and Ulrich Ansorge. Color priming in pop-  
608 out search depends on the relative color of the target. *Frontiers in psychology*,  
609 5:289, 2014.
- 610 Simona Buetti, Deborah A Cronin, Anna M Madison, Zhiyuan Wang, and Ale-  
611 jandro Lleras. Towards a better understanding of parallel visual processing in  
612 human vision: Evidence for exhaustive analysis of visual information. *Journal*  
613 *of Experimental Psychology: General*, 145(6):672, 2016.
- 614 Simona Buetti, Jing Xu, and Alejandro Lleras. Predicting how color and shape  
615 combine in the human visual system to direct attention. *Scientific reports*, 9(1):  
616 1–11, 2019.
- 617 Marisa Carrasco, Denise L Evert, Irene Chang, and Svetlana M Katz. The eccen-  
618 tricity effect: Target eccentricity affects performance on conjunction searches.  
619 *Perception & psychophysics*, 57:1241–1261, 1995.
- 620 Kyle R Cave and Jeremy M Wolfe. Modeling the role of parallel processing in  
621 visual search. *Cognitive psychology*, 22(2):225–271, 1990.
- 622 Alasdair DF Clarke, JL Irons, Warren James, Andrew B Leber, and Amelia R  
623 Hunt. Stable individual differences in strategies within, but not between, visual  
624 search tasks. *Quarterly Journal of Experimental Psychology*, 2020.
- 625 John Duncan and Glyn W Humphreys. Visual search and stimulus similarity.  
626 *Psychological review*, 96(3):433, 1989.
- 627 Andrew Gelman and Jennifer Hill. *Data analysis using regression and multi-*  
628 *level/hierarchical models*. Cambridge university press, 2006.
- 629 Johan Hulleman and Christian NL Olivers. On the brink: The demise of the item  
630 in visual search moves closer. *Behavioral and Brain Sciences*, 40, 2017.
- 631 Jessica L Irons and Andrew B Leber. Choosing attentional control settings in a  
632 dynamically changing environment. *Attention, Perception, & Psychophysics*,  
633 78(7):2031–2048, 2016.



- 634 Jessica L Irons and Andrew B Leber. Characterizing individual variation in the  
635 strategic use of attentional control. *Journal of Experimental Psychology: Hu-*  
636 *man Perception and Performance*, 44(10):1637, 2018.
- 637 Laurent Itti and Christof Koch. A saliency-based search mechanism for overt and  
638 covert shifts of visual attention. *Vision research*, 40(10-12):1489–1506, 2000.
- 639 Laurent Itti, Christof Koch, and Ernst Niebur. A model of saliency-based visual  
640 attention for rapid scene analysis. *IEEE Transactions on pattern analysis and*  
641 *machine intelligence*, 20(11):1254–1259, 1998.
- 642 Paul D Kieffaber, Emily S Kappenman, Misty Bodkins, Anantha Shekhar, Brian F  
643 O’Donnell, and William P Hetrick. Switch and maintenance of task set in  
644 schizophrenia. *Schizophrenia research*, 84(2-3):345–358, 2006.
- 645 Christof Koch and Shimon Ullman. Shifts in selective visual attention: towards  
646 the underlying neural circuitry. In *Matters of intelligence*, pages 115–141.  
647 Springer, 1987.
- 648 Kathryn Koehler, Fei Guo, Sheng Zhang, and Miguel P Eckstein. What do  
649 saliency models predict? *Journal of vision*, 14(3):14–14, 2014.
- 650 Iuliia Kotseruba, Calden Wloka, Amir Rasouli, and John K Tsotsos. Do saliency  
651 models detect odd-one-out targets? new datasets and evaluations. *arXiv*  
652 *preprint arXiv:2005.06583*, 2020.
- 653 Joseph Krummenacher and Hermann J Müller. Dynamic weighting of feature di-  
654 mensions in visual search: behavioral and psychophysiological evidence. *Fron-*  
655 *tiers in psychology*, 3:221, 2012.
- 656 Heinrich René Liesefeld and Hermann J Müller. A theoretical attempt to revive  
657 the serial/parallel-search dichotomy. *Attention, Perception, & Psychophysics*,  
658 82(1):228–245, 2020.
- 659 Heinrich René Liesefeld, Rani Moran, Marius Usher, Hermann J Müller, and  
660 Michael Zehetleitner. Search efficiency as a function of target saliency: The  
661 transition from inefficient to efficient search and beyond. *Journal of Experi-*  
662 *mental Psychology: Human Perception and Performance*, 42(6):821, 2016.
- 663 Alejandro Lleras, Zhiyuan Wang, Anna Madison, and Simona Buetti. Predicting  
664 search performance in heterogeneous scenes: Quantifying the impact of homo-  
665 geneity effects in efficient search. *Collabra: Psychology*, 5(1), 2019.

- 666 Alejandro Lleras, Zhiyuan Wang, Gavin Jun Peng Ng, Kirk Ballew, Jing Xu, and  
667 Simona Buetti. A target contrast signal theory of parallel processing in goal-  
668 directed search. *Attention, Perception, & Psychophysics*, pages 1–32, 2020.
- 669 Anna Madison, Alejandro Lleras, and Simona Buetti. The role of crowding in par-  
670 allel search: Peripheral pooling is not responsible for logarithmic efficiency in  
671 parallel search. *Attention, Perception, & Psychophysics*, 80(2):352–373, 2018.
- 672 Dora Matzke and Eric-Jan Wagenmakers. Psychological interpretation of the ex-  
673 gaussian and shifted wald parameters: A diffusion model analysis. *Psycho-*  
674 *nomic bulletin & review*, 16(5):798–817, 2009.
- 675 Richard McElreath. *Statistical rethinking: A Bayesian course with examples in R*  
676 *and Stan*. Chapman and Hall/CRC, 2020.
- 677 Rani Moran, Michael Zehetleitner, Hermann J Mueller, and Marius Usher. Com-  
678 petitive guided search: Meeting the challenge of benchmark rt distributions.  
679 *Journal of Vision*, 13(8):24–24, 2013.
- 680 Rani Moran, Michael Zehetleitner, Heinrich René Liesefeld, Hermann J Müller,  
681 and Marius Usher. Serial vs. parallel models of attention in visual search: ac-  
682 counting for benchmark rt-distributions. *Psychonomic bulletin & review*, 23(5):  
683 1300–1315, 2016.
- 684 Rani Moran, Heinrich René Liesefeld, Marius Usher, and Hermann J Muller. An  
685 appeal against the item’s death sentence: Accounting for diagnostic data pat-  
686 terns with an item-based model of visual search. *Behavioral and Brain Sci-*  
687 *ences*, 40:e148, 2017.
- 688 J Toby Mordkoff and Steven Yantis. An interactive race model of divided at-  
689 tention. *Journal of Experimental Psychology: Human Perception and Perfor-*  
690 *mance*, 17(2):520, 1991.
- 691 Gavin JP Ng, Simona Buetti, Trisha N Patel, and Alejandro Lleras. Prioritiza-  
692 tion in visual attention does not work the way you think it does. *Journal of*  
693 *Experimental Psychology: Human Perception and Performance*, 2020.
- 694 Gavin Jun Peng Ng, Alejandro Lleras, and Simona Buetti. Fixed-target efficient  
695 search has logarithmic efficiency with and without eye movements. *Attention,*  
696 *Perception, & Psychophysics*, 80(7):1752–1762, 2018.

- 697 Anna Nowakowska, Alasdair DF Clarke, and Amelia R Hunt. Human visual  
698 search behaviour is far from ideal. *Proceedings of the Royal Society B: Biolog-*  
699 *ical Sciences*, 284(1849):20162767, 2017.
- 700 Evan M Palmer, Todd S Horowitz, Antonio Torralba, and Jeremy M Wolfe. What  
701 are the shapes of response time distributions in visual search? *Journal of ex-*  
702 *perimental psychology: human perception and performance*, 37(1):58, 2011.
- 703 Derrick Parkhurst, Klinto Law, and Ernst Niebur. Modeling the role of salience  
704 in the allocation of overt visual attention. *Vision research*, 42(1):107–123, 2002.
- 705 Jonathan Peirce, Jeremy R Gray, Sol Simpson, Michael MacAskill, Richard  
706 Höchenberger, Hiroyuki Sogo, Erik Kastman, and Jonas Kristoffer Lindeløv.  
707 Psychopy2: Experiments in behavior made easy. *Behavior research methods*,  
708 51(1):195–203, 2019.
- 709 Dragan Rangelov, Hermann J Müller, and Michael Zehetleitner. Failure to pop  
710 out: Feature singletons do not capture attention under low signal-to-noise ratio  
711 conditions. *Journal of Experimental Psychology: General*, 146(5):651, 2017.
- 712 Benjamin W Tatler. The central fixation bias in scene viewing: Selecting an op-  
713 timal viewing position independently of motor biases and image feature distri-  
714 butions. *Journal of vision*, 7(14):4–4, 2007.
- 715 Benjamin W Tatler, Mary M Hayhoe, Michael F Land, and Dana H Ballard. Eye  
716 guidance in natural vision: Reinterpreting salience. *Journal of vision*, 11(5):  
717 5–5, 2011.
- 718 Anne M Treisman and Garry Gelade. A feature-integration theory of attention.  
719 *Cognitive psychology*, 12(1):97–136, 1980.
- 720 Zhiyuan Wang, Simona Buetti, and Alejandro Lleras. Predicting search perfor-  
721 mance in heterogeneous visual search scenes with real-world objects. *Collabra:*  
722 *Psychology*, 3(1), 2017.
- 723 Jeremy M Wolfe. What can 1 million trials tell us about visual search? *Psycho-*  
724 *logical Science*, 9(1):33–39, 1998.
- 725 Jeremy M Wolfe. Approaches to visual search: Feature integration theory and  
726 guided search. *Oxford handbook of attention*, pages 11–55, 2014.

- 727 Jeremy M Wolfe, Kyle R Cave, and Susan L Franzel. Guided search: an alterna-  
728 tive to the feature integration model for visual search. *Journal of Experimental*  
729 *Psychology: Human perception and performance*, 15(3):419, 1989.
- 730 Jeremy M Wolfe, Evan M Palmer, and Todd S Horowitz. Reaction time distri-  
731 butions constrain models of visual search. *Vision research*, 50(14):1304–1311,  
732 2010.
- 733 Zoe Jing Xu, Alejandro Lleras, and Simona Buetti. Predicting how surface texture  
734 and shape combine in the human visual system to direct attention. *Scientific*  
735 *reports*, 11(1):1–13, 2021.
- 736 Lingyun Zhang, Matthew H Tong, Tim K Marks, Honghao Shan, and Garrison W  
737 Cottrell. Sun: A bayesian framework for saliency using natural statistics. *Jour-*  
738 *nal of vision*, 8(7):32–32, 2008.